

MONSTERS OF THE WARHAMMER WORLD

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Monsters of the Warhammer World

General Beasts

Animated Armor

A handful of practitioners of magic know the proper incantations to animate armor to perform rudimentary duties such as guarding areas.

Physique: A six-foot tall suit of armor.

Alignment: Neutral

Psychological Traits: Immune to psychological effects.

Special Rules: Plate armor gives 1 AP to all locations, in addition to T score shown; if they carry a shield, one less attack and adds +1 to AP at all locations. *Warplades* do no damage.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	33	3	4	11	41	2	29	10	-	69	69	-

Animated Gargoyles

Animated Gargoyles are small, enchanted stone figures resembling Daemonic creatures.

Physique: About three feet tall and well-muscled, with wicked fangs and claws and a contorted face.

Alignment: Neutral or Evil

Psychological Traits: Immune to psychological effects.

Special Rules: Two claw attacks. Fly as *Landers*, M above is for ground movement.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	10	3	6	5	33	2	18	18	18	18	29	18

Beastmen

Khornegor-+20 to all Magic Tests, *hatred* of all mortal followers of Slaanesh & enemy Wizards.

Pestigor-50% Nurgles Rot, *hatred* of all mortal followers of Tzeentch.

Bull Centaur

Many centuries ago, when the Chaos Dwarfs were first twisted by Chaos, some of their race were transformed into Bull Centaurs. Since those days the Bull Centaurs have guarded the great statue of Hashut in the temple high atop the Tower of Zharr-Naggrund. They are as keen witted and intelligent as Chaos Dwarfs and completely devoted to the worship of Hashut the Father of Darkness.

Physique: Bull Centaurs have the sturdy upper torso of a Chaos Dwarf but the body of a ferocious bull.

Alignment: Chaos

Psychological Traits: None

Special Rules: 1 *Weapon* attack and 1 *Trample/Kick* attack. May wear armor on their upper torso, but if barding is worn on lower body, reduce M by 1.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
---	----	----	---	---	---	---	---	-----	----	-----	----	----	-----

8	41	25	4	4	11	30	2	24	66	29	29	66	10
---	----	----	---	---	----	----	---	----	----	----	----	----	----

Chaos Centaur

Centaurs live on the northern and eastern edges of the forests of the Old World, relying on hunting and raiding to provide for their few needs. Centaurs are ill tempered, violent, and resentful of other races who are more skilled, intelligent, or dexterous than themselves. Before battle they drink bucketfuls of strong brew, becoming excited and violent, so that their tempers can only be quelled by deeds of the most bloodthirsty kind.

Physique: They have the lower body of a horse, with the torso, arms, and head of a humanoid. They have large brutish bodies with strong but clumsy limbs. Although they can speak their voices are thick, slow and inarticulate.

Alignment: Chaos

Psychological Traits: Alcoholism

Special Rules: Trample or kick attack, weapon attack.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	31	29	4	3	11	30	2	14	18	24	24	24	6

Chaos Hound

From the darkest depravity of mind-warping Chaos comes the foul and twisted descendents of once natural creatures. Among these warped, Chaotic creatures are those called Chaos Hounds-deformed animals imbued with the unnatural power of the Chaos gods themselves.

Physique: Chaos Hounds resemble large fierce dogs. Being Creatures of Chaos they have a wide range of colors.

Alignment: Chaos

Psychological Traits: None

Special Rules: Two bite attacks, and d6-4 Chaos attributes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	-	4	4	11	40	2	-24	14	15	155	29	

Coatl

Coatl are intelligent flying reptiles native to the steaming jungles of Lustria. Despite their bestial appearance, they are held sacred by the Slann. Coatl have some dealings with the Slann., Pygmies, who are less sophisticated creatures than the Slann, eat Coatl.

Physique: Coatl have snake-like bodies, with a pair of reptilian wings just behind their heads, and range between 10 and 20' in length.

Alignment: Good

Psychological Traits: Cause *Fear* in creatures under 10'.

Special Rules: 2 *poisonous Bite* attacks. Poison does an automatic d6 Wounds to those failing T tests. Coatl can cast Elemental or Battle Magic spells as a Wizard. Swooper.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	57	-	3	5	17	60	3	-	43	43	43	43	-

Monsters of the Warhammer World

Cold One

Deep in the subterranean caverns beneath the mountains of the world live the remnants of a mighty reptilian dynasty. At the dawn of time their animal forebears ruled the planet, and from them evolved the reptilian races of Lizardmen and Troglodytes. With the arrival of the Slann the climate changed, warmer and sunlit, conditions that decimated the reptilian races and drove them into the deepest caverns below ground. The survivors are known as the Cold Ones.

Physique: Bipedal reptiles, over 10 feet in length and height.

Alignment: Neutral

Psychological Traits: Cause *fear* in creatures under 10'. Subject to *Stupidity* (test on rider's Ld)

Special Rules: 1 *Bite*, 2 *Stomp* attacks. Exude a foul smell, all opponents in melee attack at -10. 2 AP all locations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	33	-	4	4	11	10	3	-	6	14	66	66	-

Cold One Warhound

The Slann have domesticated many of the different species of Cold Ones. Many lesser breeds of Cold Ones exist, and the fiercest and largest is the Warhound. Warhounds are aggressive pack creatures that respond well to Slann but are hostile to all others.

Physique: An ugly alligator-like creature with coarse, scaly skin and menacing pointed teeth.

Alignment: Neutral

Psychological Traits: If not within ten yards of a handler, subject to *Stupidity*.

Special Rules: Two *Bite* attacks. These bite attacks can ignore up to one point of armor. Two AP on all locations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	-	3	3	5	20	2	-	6	14	66	66	-

Culchan

The Culchan is a huge flightless, carnivorous bird that lives on the pampas grasslands of Lustria. It is prized by the Pygmies and Slann for its multi-colored plumes and for its flesh, which is considered a delicacy by humans and Slann alike. The creatures are extremely fierce, but can be used as riding beasts if hand-reared. Consequently eggs or hatchlings are very valuable.

Physique: These unusual birds have strong legs and necks, whilst their head is similar to that of a parrot. Their beaks are exceptionally strong, and can easily crack a man's skull. Plumage is usually brown, but males in good condition grow a completely new set of colorful red and blue plumage, as well as long tails and crests. They reach a height of eight or nine feet.

Alignment: Neutral

Psychological Traits: Subject to *Stupidity*.

Special Rules: One bite, one stomp attack.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	0	4	4	12	20	2	-	6	14	24	24	-

Dragon Ogre

On cold winter nights, terrific storms assail the mountains of the Old World. As lightning bolts rain down upon the mountain peaks and split them apart, the Dragon Ogres rouse themselves and wander causing havoc.

Physique: Large, quadrupedal reptilian monstrosities, with the torso, head and arms of a reptilian beastly creature.

Alignment: Chaos

Psychological Traits: Cause *Fear* in all creatures under 10'.

Special Rules: Up to d6+1 Chaos attributes. Often wield large two-handed weapons. If struck by an electrical attack, they take no damage, but become *frenzied*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	57	25	6	6	29	30	5	25	43	14	29	29	-

Dryad

Dryads are tree spirits that inhabit the Forest of Loren, although larger populations can be found in Ulthuan.

Physique: They appear as almost miniature versions of treemen but are still twice the height of an elf. Their skin has the appearance of supple, green, sapwood and their hair is like flowing foliage and lichen. They can take on other guises such as the form of an alluring, beautiful young woman that they use when appearing friendly towards Men or elves. Other forms are ideal for warfare. Their large hands turn into dangerous, sharp claws with some using them almost like whips. Their skin can become as hard as rock as they become other tree aspects.

Alignment: Good

Psychological Traits: None

Special Rules: Dryads are protected by an aura of elemental magic. Even though it is an aura it cannot be dispelled by magical weapons for example. It gives a Dryad 2 APs on all locations.

Willow: When a Dryad takes on the Willow aspect its hair turns into very long and yellowish strands. Its skin turns green and its fingers extend into very long whip-like willow twigs. In hand-to-hand combat they entwine an opponent's weapon making it difficult for him to attack. When attacking a Dryad, in the Willow aspect, the attacker must pass a Dex test otherwise he loses an attack. The Willow aspect lasts for the duration of a combat.

Birch: the Dryad takes on a silver-white appearance with a mass of yellow green and sharp twisted foliage. This makes the Dryad's hands even more sharp and deadly thus giving it an extra attack for the duration of the combat.

Oak: the Dryad becomes extremely resilient and strong, just like an oak tree. Its skin becomes green or brown and its limbs thicken. This gives a Dryad a +1 bonus to Strength and Toughness for the duration of the combat.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	49	31	4	4	12	49	2	24	45	49	49	45	24

Monsters of the Warhammer World

Frog, Giant

The Giant Carnivorous Frog is another Lustrian monster. It lives in the Amoco-Cadiz river system where it preys on all forms of life. They are solitary hunters, and very territorial. Pygmies are very fond of the flesh of this creature, which is said to taste like fried chicken.

Physique: The Giant Frog looks like an ordinary frog, except that it can easily exceed lengths of five feet long. They have long, razor sharp teeth (also prized by Pygmies). Giant Frogs are usually green with yellow and black eyes.

Alignment: Neutral

Psychological Traits: None.

Special Rules: Giant Frogs have either a bite attack, using Weapon Skill, or they can use their tongue as a Whip, striking with 5 yards, using BS.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	43	3	3	10	20	1	-	43	10	89	29	-

Gorgon

The Gorgon is a hideously twisted monster of bizarre appearance and the most violent disposition. Gorgons inhabit the grim regions of the Northern Wastes and the Troll Country, places where the distorting influence of Chaos is great.

Physique: A hunched and powerful body, with stony scaled skin. Its head is vaguely human, with a writhing mane composed of many serpentine strands bearing reptilian heads that constantly hiss and spit.

Alignment: Chaos

Psychological Traits: Causes *Fear*.

Special Rules: 2 *Claw* attacks and 1 *Poisoned Bite* attack. The poison bite does an additional S 4 hit. Once a round the Gorgon can *Gaze/Petrify* one foe, range 5 yards. 2 AP all locations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	4	17	50	4	11	14	24	66	66	-

Great Taurus

These creatures are stabled in great pens beneath the Temple of Hashut, the bull god of the Chaos Dwarfs. Powerful Chaos Dwarfs ride Great Tauruses into battle. The Chaos Dwarfs believe that the Great Tauruses were once Chaos Dwarfs, and that they were mutated by the warping power of Chaos into living bull-furnaces like the statue of the god Hashut himself. The Chaos Dwarfs sometimes call the Great Tauruses the Red Bull of Hashut.

Physique: The Great Taurus is a huge and terrifying monster with the body of a massive bull and membranous wings like a dragon. The creature burns with a terrific intensity, so that its whole body is wreathed in fire and smoke. When it moves across the ground sparks fly from its hooves and lightning plays about its feet. It breathes fire in great snorting bursts and black smoke curls from its gaping maw.

Alignment: Chaos (Hashut)

Psychological Traits: Causes *Terror*.

Special Rules: Can fly as a *Lander*. *Horn*, *Trample*, *Two Trample* attacks. May also breathe fire. Four Armor Points to the head, three to the rest of the body.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	57	0	6	6	29	70	4	-	43	43	14	66	-

Hobhound

The ancestors of Hobhounds were probably dogs that became tainted by the first *Incursions of Chaos*, becoming larger, fiercer, and more dangerous.

When the Hobgoblin tribes of the Mourngul settled in the Mountains of Mourn, they domesticated the Hobhounds and they are used as mounts as horses are used by human nomads. Even domesticated, the Hobhound is vicious and temperamental creature that must be treated with respect. A wild Hobhound is completely unapproachable and domesticated ones can easily tear a limb off of the careless.

Physique: Bull-headed brutes with broad squat bodies as massive as a horse. Their fur is close and black, their legs are crooked, and their heads squashed like that of a bullmastiff. A hobhound's teeth are razor-sharp and its general appearance is quite awesome.

Alignment: Chaos if wild, Evil if domesticated

Psychological Traits: None

Special Rules: Has two bite attacks. 15% chance of d3 mutations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	41	-	3	3	5	30	2	-	43	14	43	43	-

Homunculus

The Homunculus is a small, human-like, magical creature created by powerful wizards and alchemists. Created from clay, sulfur, bone, hair, and nails, are rare magics known only to a few, Homunculi are faithful and devoted servants to their masters. They have no true intelligence, since they have no mind of their own, but they do have a natural cunning and an ability to converse sensibly. They are quite capable of spotting false and implausible statements and arguments! It also seems likely that Homunculi come to take on something of the personalities of their creators-humorous, sarcastic, fond of rhetoric, whatever their master's dominant trait is. Homunculi are usually used as guards or for repetitious and boring tasks since they are servants who never get bored and never need sleep.

Physique: Homunculi are small wizened-looking humanoid figures some 18-30 inches tall with small bat-like wings and clawed talons.

Alignment: Neutral (with an inclination towards their creator's alignment)

Psychological Traits: Immune to psychological effects and cannot be forced to leave combat.

Special Rules: Fly as *landers*. Attack with two talons and one bite attack.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	2	3	6	45	3	18	18	33	89	89	18

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Jaguar

The Jaguar is one of the Lustrian big-cats; others include animals such as cougar. They are very similar and the same profile can be used for both, and for similarly sized big-cats from the South Lands and Cathay. They cannot be ridden, but if captured when young and carefully hand-reared they can be kept as pets, guards or animals of war. The Amazons are particularly skilled at this, and the Jaguar has become the companion animal to the Amazonian High Priestesses.

Physique: Jaguars are large feline creatures, a orange/brown or sand colored fur marked in black or dark brown spots or broken sots. All black, or melanic animals sometimes appear, and are highly valued by the Amazons. They are under ten feet. Usually about six feet long.

Alignment: Neutral

Psychological Traits: When controlled by handlers, Jaguars will test upon their handler's leadership and intelligence.

Special Rules: One Bite and Two Claws. It can stalk almost silently, and if attacking from cover gains 20% bonus to Initiative for the first round only. Moreover if a Jaguar gains initiative in the first round of a combat (and *only* in the first round), it will *leap*, but it is successfully the Cat hits with all four claws and a bite. Thereafter it attacks with two claws and one bite. Have a normal range of 20 yards.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	-	5	4	17	10	3	14	66	10	89	89	-

Ki-rin

According to the sages of Cathay, the race of Ki-rin was born of the union of Air and Earth when the world was young. Ki-rin are creatures of unnatural composition, living amongst the devastating forces of lightning, storm, and thunder. Ki-rin are aerial creatures riding the roaring winds and storm clouds, bellowing like thunder and screaming great cracks of lightning through the disturbed air.

Physique: Ki-rin have horse-like bodies, with long, flowing manes spun with sparks of silver lightning. In the center of the creatures forehead sprouts a long silver horn.

Alignment: Neutral

Psychological Traits: Immune to fear.

Special Rules: 1 *Gore* attack, 2 *Stomp* attacks. All Ki-rin's attacks are magical. If the Ki-rin charges, its *Gore* attack happens at +20 **I** and +2 **S**. Flies as a Swooper.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	41	-	5	4	11	70	3	-	43	29	43	43	-

Kroxigor

The Kroxigor are giant cousins of the Saurus. They are much bigger and more powerful creatures, but less intelligent and their speech is limited to a blood curdling roar. They are a genetic merging of amphibian and reptile.

Physique: Kroxigor are large, well-muscled, bipedal monstrosities that tower over 10 feet. Their tough hides start out at a blue color, but with age they darken to green.

Alignment: Neutral

Psychological Traits: Causes *Fear*, immune to all psychology.

Special Rules: 2 AP all locations, aquatic

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	-	5	4	17	10	3	14	66	10	89	89	-

Lammasu

The Chaos Dwarfs believe that the Lammasu is a rare mutation of the Great Taurus. The Lammasu's ancestry is evident in its tusked head, its thickly curled beard, and its considerable intelligence. It is a creature with magical properties. It breathes not ordinary air, but the power of warp itself, drawing into itself the power of the winds of magic. As it exhales the creature breathes out whirling clouds of black sorcery which wreathes themselves around the Lammasu, enwrapping it with protective power.

Physique: The Lammasu has the body of a gigantic bull, a powerful mace-tipped tail, and a massive, ugly head.

Alignment: Chaos

Psychological Traits: Causes *Terror*.

Special Rules: 1 *Gore* or *Bite*, and 2 *Kick* attacks. *Can* fly as a Swooper. Sorcerous Exhalation allows +10 to Lammasu and any rider's Magic tests. Furthermore the exhalation's smoky black threads slow and entangle magical weapons, giving them a -10 to WS.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	57	-	6	7	29	60	3	-	43	18	24	66	-

Mammoth

Mammoths were once common creatures in the Old World, before the Slann brought the planet closer to the sun, warming the climate and driving back the frozen wastes. Today, only a few of these huge and majestic monstrosities survive to roam the northern world. In Norsca, Mammoths are occasionally hunted, and their mighty tusks presented in tribute to awestruck ambassadors. More impressive still are the war mammoths of Norsca, used by the Norse as terrifying mounts of destructive force.

Physique: Mammoths are very much like elephants, although larger and covered in long fur.

Alignment: Neutral

Psychological Traits: Causes *Fear* in creature under 10'. Subject to *Frenzy* if reduced to less than 10 Wounds.

Special Rules: 2 *Stomp* and 1 *Trunk* attack. Trunk attack can only be used on targets human size or smaller. If hit, the target is constricted for a **S** 8 hit, and then thrown back at any allies, causing a **S** 5 hit on the thrown victim and a **S** 3 on any in a group failing an **I** test.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	33	-	8	8	35	30	3	-	29	10	29	29	-

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Rat-Ogre

Rat-Ogres are the most feared of all of the Clan Moulder's mutant beasts. A Rat Ogre's tiny brain is devoted entirely to fighting and bloodshed.

Physique: Rat Ogres are huge, Skaven-like creatures the size and strength of true Ogres but possessing the speed and ferocity of Skaven

Alignment: Chaos

Psychological Traits: If not controlled by a Handler, the Rat Ogre is subject to *stupidity*. Rat Ogres cause *Fear* in creatures under 10' in height

Special Rules: May have d3 Chaos attributes (20% chance).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	4	5	17	30	2	18	18	14	18	29	10

Render

This ghastly parasite is utterly ferocious. The Render is simply a killing machine that occasionally uses a human host for a quiescent phase of its life-cycle. At the end of this phase it bites its way to freedom, with spectacularly fatal effects for its host.

Physique: It is around a foot long, black, visceral, and chitinous.

Alignment: Evil

Psychological Traits: *Frenzied*, and immune to all psychology.

Special Rules: Bite attack, 35% chance of causing *infected wounds*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	49	-	3	4	9	65	2	18	18	18	18	49	-

Saber-Toothed Tiger

A remnant of the prehistoric inhabitants of Lustria, the Saber-toothed tiger is still found deep in the jungles of that lush continent. The Slann prized the tiger as a fighting animal.

Physique: Saber toothed tigers are amongst the largest cats in all the world, often standing more than six feet at the shoulder. They are powerfully muscled, capable of moving quickly and delivering mighty blows with their front paws. Their front canines grow up to nine inches in length.

Alignment: Neutral

Psychological Traits: None

Special Rules: 2 *Claw* and 1 *Bite* attacks. Their bite attack ignores 1 AP and all protection from shields.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	-	5	4	11	40	3	-	14	14	29	29	-

Salamander

Salamanders are giant amphibians that dwell in the jungles and swamps of Lustria. When they hunt, Salamanders spit powerful venom at their prey.

Physique: Salamanders are long slender amphibians, with a crest running along their spine and a long tail. They have a maw crammed with sharp teeth, and can tear an opponent to pieces with their long claws. They move about on all fours.

Alignment: Neutral

Psychological Traits: Immune to psychology.

Special Rules: If not in hand to hand, the Salamander can spit up to 24 yards, rolling against BS. The venous spit induces 1d3 doses of poison, doing S 4 hit, with no armor save. Aquatic. 1 AP all locations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	25	4	4	15	20	3	-	24				

Saurus

Saurus are the ferocious but slow-moving and slow-witted servants of the Slann. The Slann bred the Saurus from some kind of prehistoric crocodile or alligator found in the swamps of Lustria. They are vicious fighter and will tear and rip with their talons or teeth as well as hacking with their crude bronzed hand weapons or stabbing with short, hefty spears.

Physique: Saurus are bipedal reptilian creatures, with a thick scaly hide that protects them.

Alignment: Neutral

Psychological Traits: Immune to all psychology

Special Rules: 2 AP all locations, bite attack

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	-	4	4	5	10	2	17	43	18	89	89	6

Skink

Skinks are fast, agile, and intelligent creatures bred by the Slann as servants. The Slann bred the Skinks from giant newts that inhabited the Lustrian Swamps at the dawn of time. Skinks are very communal creatures, and more unstable than other Slann servants and can be quite nervous.

Physique: Small slender amphibian bipeds, standing about 4 feet in height. The most remarkable feature is the crest on the top of their heads.

Alignment: Neutral

Psychological Traits:

Special Rules: 1 AP all locations, Aquatic, poison adds +1 S to all weapon & missile attacks.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	25	3	2	5	40	1	29	24	29	66	66	10

Slann

The Slann are an ancient race whose past and origin stretches beyond the horizons of time and space. Once they roamed the stuff of Chaos, moving between planets in their marvelous silver spaceships, seeding the universe with their genetic experiments.

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With the fall of their civilization, the progeny of these great travelers reside in decaying cities, the great technologies of the past lost to them.

Physique: Slann are frog-like amphibians, with thin bodies, long limbs, and large webbed hands and feet. Their heads are flat and broad, with eyes that rise prominently like those of frogs or toads. Skin coloring varies from green to blue, even yellow.

Alignment: Neutral

Psychological Traits: None

Special Rules: Aquatic

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	17	3	4	7	30	1	29	43	29	66	66	29

Snail, Giant

The Giant Snail is a peaceful vegetarian with little in the way of intelligence. They will not usually attack except in self defense. They are common in the jungles of Lustria and the Southlands. Subgenus is rare and lives in the forests of the Old World, hibernating through winters there.

Physique: A Snail roughly ten feet in height.

Alignment: None discernable!

Psychological Traits: Immune to all psychology, cause *Fear* in all living creatures under ten feet in height.

Special Rules: Shell provides 3 AP to 50% of attacks hitting the body. One attack, spits a corrosive slime (roll to hit with WS), which does a S6 hit, and destroys any armor reducing the damage at the hit location, and may leave scars.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	25	-	3	4	12	10	1	-	89	2	89	2	-

Squig

Night Goblins cultivate different kinds of fungi and moulds in their meandering caves and tunnels. They also descend into the deeper caverns to search for the wild and exotic fungi used to make powerful magic potions. Night Goblins are not the only creatures who favor fungi, so they are constantly aware of other dangerous underground denizens. One of the most deadly is the elusive Cave Squig.

Over the many hundreds of years that night goblins have lived in the tunnels they have become quite used to dealing with these fearsome creatures. Roasted Cave Squig is considered a great delicacy and captive Cave Squigs are kept by Night Goblin Chieftains as pets. They fear daylight, and become enraged by the sunlight, and enraged Squigs are used in warfare prodded on by Night Goblins or even ridden by some brave and foolish goblins.

Physique: These hybrid creatures are part fungi and part flesh, with tough rounded bodies and clumsy taloned feet. Cave Squigs have huge gaping mouths thronged with slashing teeth, and an enraged Cave Squig can bite a large creature plain in two and swallow a night goblin whole.

Alignment: Neutral or Evil

Psychological Traits: Subject to *Frenzy* in daylight. Immune to all other psychology.

Special Rules:

They have one bite attack.

Movement is random, due to their hopping gait. Roll 2d4 each round to determine their move rate.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
?	41	-	5	3	7	50	2	-	10	6	10	10	-

Stegadon

Deep in the Lustria reside creatures long forgotten by time. The jungles of Lustria are home to all manner of huge primeval reptiles which have dwelt there since time began. Stegadons are amongst the largest and most aggressive of these creatures. They feed on the lush vegetation and have powerful beak-like jaws capable of grinding up the trunks of vast forest trees or cracking the hard, rock-like nuts. They use their horns to uproot whole trees before devouring them and can wallow in deep swamp relying on their thick scaly skin to protect them from predatory crocodiles and gigantic piranha fish.

Physique: Stegadons are massive creatures, with several large and long horns projecting from their skulls as well as horns, spines, or plates on their backs, flanks, and tails. Their tails end in a spiny maul with which they lash out at anything that tries to approach them from the rear or sides.

Alignment: Neutral.

Psychological Traits: Causes *Fear*, immune to all psychology.

Special Rules: 3 AP all locations, trample or tail, gore, bite, two claw attacks

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	-	7	6	35	20	5	-	24	10	89	89	-

Temple Dog

Temple Dogs are stone statues found guarding temple entrances in the lands of Nippon and Cathay. In times of war, the power of the temple gods is channeled into these statues to animate them. It is a great honor to mount this divine animal, indicating that the rider has found great favor with the gods.

Physique: They resemble nothing so much as a cross between a giant Pekinese and a lion.

Alignment: Neutral

Psychological Traits: Immune to all psychology.

Special Rules: 1 *Bite*, 2 *Stomp* attacks. When they charge into combat, they have a S of 10 for that round. All attacks are magical. Have 2 AP to all locations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	49	-	5	5	17	30	3	-	43	29	43	43	-

Terradon

Terradons are prehistoric flying reptiles that have survived in the jungles of Lustria and the Southlands, but few other places. Their natural habitats are the high crags and tall trees of the rain forest. They are expert gliders who can use the rising steamy hot air of the jungle to stay aloft for long periods, preying on birds as they fly. Terradons are so good at soaring and swooping on the air

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currents that they can stay aloft for days and have been known to cross deserts and seas when ridden by Skinks.

Physique: Large primordial flying reptiles with long leather wingspans.

Alignment: Neutral

Psychological Traits: Immune to all psychology.

Special Rules: 1 AP all locations, flies as a Swooper, drop rocks testing on BS and doing a S 6 hit unreduced by non-magic armor.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	25	3	2	7	40	1	14	24	10	89	89	-

Warrior of Chaos

Khorne: Chaos Armor: 2 AP all locations
Nurgle: +1 to Toughness
Slaanesh: +10 WP
Tzeentch: d3 Chaos attributes & a magic item

Wolf-Rat

A product of Clan Moulder's diabolic breeding program, the Wolf-rat combines the cunning and viciousness of a rat with the power and ferocity of a wolf. Used in packs led by Moulder Pack-Masters these horrible beasts are tireless trackers and remorseless in the chase.

Physique: Same size and build as one of the great wolves of the Old World, and may be mistaken for wolves at a distance. Close up, though, their unnatural origins become clear. They have long, ratty tails, hairless legs that are as long as a wolf's yet end in clawed rat feet. Their heads are almost entirely rat-like, except that the snout is broader and more powerful, accommodating a fearsome array of sharp teeth.

Alignment: Chaos

Psychological Traits: *Fear* fire.

Special Rules: 1 *Bite* attack.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	-	3	3	5	30	1	-	14	14	18	18	-

Undead

Guardian Spirit

Guardian Spirits are rare ethereal undead creatures. They are compelled to protect the area to which they are bound – necromantic magic can force this duty upon them, or they can be bound by an obsession that they held in life. Thus, for example, a dead miser may become a Guardian Spirit dedicated to keeping living things away from his hoarded wealth.

Physique: Invisible, appearing as smoky-gray shapes.

Alignment: Neutral

Psychological Traits: While in their bound area, they are immune to *instability*. Cause *Fear* in those creatures they attack.

Special Rules: +20 to resist Necromantic magic. Spirit Combat: against creatures with an **Int** of 6 or greater (and not immune to

psychological effects). Resisted by **WP**. If victim passes test, spirit attack has failed. If victim fails test they lose d10 **WP**. When reduced to **WP** 0, they are under the control of the Guardian Spirit.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	-	-	-	3	17	40	*	-	40	18	18	48	-

Poltergeist

A Poltergeist is the disembodied life-force of a creature that has died in unusual or traumatic circumstances and has not been properly laid to rest. A Poltergeist will normally haunt a particular area and will not leave this area unless somehow magically compelled.

Its abilities to move objects, and thus attack by throwing objects at people, are similarly limited to a particular area. The Poltergeist cannot normally affect objects outside its normal haunt.

Physique: Invisible

Alignment: Neutral

Psychological Traits: Cause *Fear*, immune to all psychology

Special Rules: May throw objects within 10' of present location. Objects over 300 Enc Points are at -10 per 50 points excess. Thrown objects can be dodged and parried. Objects under 50 Enc Points are at -1 damage. Those struck by an object must test against **Cl** or flee (Identify Undead +10, Cleric of Morr/Necromancer +10/lvl).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	35	17	4	5	17	30	2	18	18	14	18	29	10

Vampiric Minion

Using magic, repeated and subtle variations of their gaze, special hypnotic commands, and rare alkaloid drugs, these Vampires are able to turn a small number of victims into Vampiric Minions.

Vampiric minions may drink blood, but they only do so from a sense of identification with their master. They have none of the weaknesses of their masters.

Physique: Appear as normal individuals.

Alignment: Evil

Psychological Traits: None

Special Rules: None.

WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10	+10	+1	+1	+5	+10	+1	+5	-10	+5	89	89	-10

Wraithwisp

The Wraithwisp is a dreadful undead entity in some ways, although it is not a powerful combat enemy. As a Wraith is an ethereal undead creature formed from a human soul, so the Wraithwisp is an ethereal undead creature formed from the remains of a soul, or the fragments of a mind driven to hideous insanity. Wraithwisps are uncaring, self-hating entities which mindlessly attack the living. Unlike Wraiths, they are not bound to the general location of their body (a tomb, ruin, graveyard, etc.)

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Physique: Wraithwisps appear as shadowy, indistinct forms, some 2 feet in height. Their forms flicker and change rapidly.

Alignment: Evil or Chaotic, but always Insane.

Psychological Traits: Wraithwisps are subject to *instability* outside their normal environment. They are otherwise immune to all psychological effects and cannot be forced to leave combat. Unlike Wraiths, they do not cause *fear* in living creatures, unless encountered in a group of ten or more; in this event, they can cause fear, but any victim has a bonus of +10 to any CI test necessary to avoid the *fear* effect.

Special Rules: Unlike Wraiths, Wraithwisps can be harmed normally by magical weapons. In combat a hit from a Wraithwisp does not cause Wound damage, but rather the victim must make a T test. If the test is made, the hit does not inflict an ill-effects. If the test is failed the victim loses 1 point of strength. A victim reduced to zero Strength is slain. Lost S points are otherwise recovered at the rate of 1 point per 12 hours of complete rest. This attack does not count as magical, and cannot affect creatures that are immune to non-magical weapons. Wraithwisps can move through solid objects such as walls and ceiling without penalty.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	17	-	2	2	3	22	1	-	18	14	18	29	-

Zombie Dragon

To the east lies the Plain of Bones, a place where Dragons go to die. Necromancers and other fell practitioners risk the dangerous journey to use their fell magics to create a Zombie Dragon to do their bidding.

Physique: A large rotting dragon.

Alignment: Evil

Psychological Traits: Immune to all psychology, causes *Terror*.

Special Rules: Cloud of flies -10 to all in melee. Fly as a lander. 2 AP all locations. Pestilential breath: All in range of dragon breath must make a Toughness test or lose d6 wounds.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	41	-	7	6	41	30	6	-	89	29	43	43	-

Elementals

All Elementals have the following powers:

- ❖ Invulnerable to normal weapons
- ❖ All attacks are magical, affecting even ethereal creatures
- ❖ Immune to psychology

Sizes for determining conflict disintegration:

- ❖ Nodes: Size 1
- ❖ Sprites: Size 3
- ❖ Lesser: Size 6
- ❖ Greater: Size 10

Elemental Nodes

Nodes are entities of Elemental matter of approximately 1 cubic foot in volume. Typically roughly spherical in form when summoned, they may assume any shape at will, though other shapes are formed slowly and crudely, without detail or precision. Assuming a new shape takes more or less time, according to the

sprite's domain. Nodes are about as stupid as pet cats, but much more obedient. Keeping more than one idea in mind at a time is very difficult, unless the ideas are very simple and very clearly defined. Nodes are relatively easy to control (+60 to WP for Control tests) and present little threat to a caster, even if uncontrolled. Though relatively weak in combat, an attacking node is invulnerable to an opponent without magical attacks or weapons, and therefore able to engage and delay an opponent, even if unable to cause the opponent serious harm. Nodes are incapable of speech, but understand simple commands of the summoner in Arcane Language Magick. Their ability to move, attack, and perform simple tasks on command, combined with their enchanted nature, make them useful for a variety of improvised tasks (see examples below). The GM may require Intelligence tests (did the node understand the command?) and Will Power tests (was the caster persuasive?) at his discretion.

Aeronome Node

Aeronome Nodes are impatient, impulsive, playful, and easily distracted. Unless a task is simple and clearly defined, Aeronome Nodes perform very quickly and very carelessly.

Physique: Nodes are entities of Elemental matter of approximately 1 cubic foot in volume. Typically roughly spherical in form when summoned, they may assume any shape at will, though other shapes are formed slowly and crudely, without detail or precision. Assuming a new shape takes more or less time, according to the sprite's domain.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: -2 modifier to damage. Assumes new shapes instantly. Fly as a hoverer.

Services: Produce light equivalent to a candle. Carry or crudely manipulate very light objects (i.e., messages, bits of cloth, etc. of Encumbrance 1 or less). Extinguish candles. Extinguish torch or lamp, 25%. Deflect 1 arrow or quarrel from target per round.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
2	15	-	1	2	4	70	7	20	10	10	10	10	-

Pyronome Node

Mischievous and destructive. Inattentive to commands, perfunctory in completing tasks. Most useful when commanded to burn and destroy, which it enjoys. Least useful, petulant, and perverse when commanded to do something boring ("Heat my pot.") or unpleasant and dangerous ("Light my pipe! Now! I don't care if it's raining!").

Physique: Nodes are entities of Elemental matter of approximately 1 cubic foot in volume. Typically roughly spherical in form when summoned, they may assume any shape at will, though other shapes are formed slowly and crudely, without detail or precision. Assuming a new shape takes more or less time, according to the sprite's domain.

Alignment: Neutral

Psychological Traits: As per elemental

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Special Rules: May move only on caster, caster's hand-held items, or on flammable materials. May be extinguished like a normal candle flame. Assumes new shapes instantly.

Services: Produce light equivalent to a candle. Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish candles. Extinguish torch or lamp, 25%.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	15	-	2	2	4	30	1	20	10	10	10	10	-

Hydronome Node

Moderate and deliberate, not swift in response or comprehension, but steady in performance. Serves without resentment. Occasionally coolly violent and destructive.

Physique: Nodes are entities of Elemental matter of approximately 1 cubic foot in volume. Typically roughly spherical in form when summoned, they may assume any shape at will, though other shapes are formed slowly and crudely, without detail or precision. Assuming a new shape takes more or less time, according to the sprite's domain.

Alignment: Neutral.

Psychological Traits: As per elemental

Special Rules: When moving out of water, forms a thin sheet about 1 yard square in area with a Move of 3. Forms new shapes in 1d3 rounds

Services: Out of water, carry or crudely manipulate light objects (i.e., torch, tankard of ale, etc. of Encumbrance 5 or less). In water, carry buoyant objects of Encumbrance 50 or less

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	15	-	3	3	6	20	1	20	10	10	10	10	-

Geonome Node

Earnest and unexcitable. Slow to understand and react, but strong and persistent in completing tasks.

Physique: Nodes are entities of Elemental matter of approximately 1 cubic foot in volume. Typically roughly spherical in form when summoned, they may assume any shape at will, though other shapes are formed slowly and crudely, without detail or precision. Assuming a new shape takes more or less time, according to the sprite's domain.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: +1 modifier to damage. Moves through solid materials at a Move of 1. Forms new shapes in 1d6+3 rounds.

Services: Carry or crudely manipulate small objects (i.e., lamp, cook pot, etc. of Encumbrance 20 or less). Forms simple objects (at caster's direction or by imitating an object) from earth or stone in 1d6 minutes. Very handy for crude patches or repairs (broken weapons, tools, doors, boats, ropes, etc.). Can also form around objects and merge with stone, holding objects firmly in place.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
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3	15	-	4	4	8	10	1	10	10	10	10	10	-
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Elemental Sprites

Elemental Sprites are entities of modest Elemental matter no more than 1 cubic yard in volume. They usually assume the forms of small animals, but may also appear as miniature versions of natural phenomena (e.g., whirlwinds, flames, fountain, etc.). Though not as plastic and adaptable as nodes, least Elementals are fairly intelligent, can understand and speak in Arcane Language Elemental, and can follow directions about as well as a well-trained, supernaturally intelligent domestic animal. They still tend to follow commands literally, however, and seldom show any initiative or imagination, except when presented with an undesirable task, when they may display some ingenuity in avoiding the task without directly refusing to complete it. Elemental Sprites are fairly tractable (+40 to WP for Control tests), but Pyronome and Geonome Sprites in particular may present some threat to a caster if not controlled.

Aeronome Sprite

Less playful and distractible than nodes, more likely to concentrate on a task and use some ingenuity when presented with unforeseen difficulties. Quirky and temperamental at times, often rude and disrespectful.

Physique: Resembles a Dust Devil

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: -2 modifier to damage. Fly as hoverer.

Services: Produce light equivalent to a lantern. Carry or crudely manipulate light objects (i.e., torch, tankard of ale, etc. of Encumbrance 5 or less). Retrieve remote objects. Distract and confuse opponents in melee. Scout for living beings or magical emanations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
10	35	-	1	2	6	70	1	20	10	15	10	30	20

Geonome Sprite

Quiet, sensible. Generally cooperative and reliable. Sometimes headstrong, insistent on doing things their own way, but otherwise earnest sprites.

Physique: Fairly large burrowing form with massive fists and a tenacious disposition.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Excavates 1 cubic yard of earth or stone per minute. +1 modifier to damage. Moves through solid materials at a Move of 2.

Services: Carry or crudely manipulate small objects (i.e., of Encumbrance 200 or less). Scout, attack, and retrieve through solid obstacles. Undermine building foundation, search for secret passages or underground structures.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
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2 25 0 5 4 10 20 1 30 10 30 40 30 20

Hydronome Sprite

Steady and reliable. Tenacious in combat. As patient and resourceful as a sheepdog, and almost as faithful, with occasional fits of uncooperative independence.

Physique: An upwelling of water which can turn at will into a geyser of water spurting upward in a column from a body of water.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Can project streams of water as an improvised melee or missile weapon. Pumps one gallon of water per round. Out of water, Move is reduced to 3.

Services: Out of water, carry or crudely manipulate small objects (i.e., shield, small animal, large book, etc. of Encumbrance 40 or less). In water, carry buoyant objects of Encumbrance 400 or less.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	25	25	3	3	8	30	1	20	10	30	30	30	20

Pyronome Sprite

Wildfire form. Indiscriminately destructive. Gets carried away and forgets commands. Clever and energetic, enthusiastic when spreading fires. More reliable than nodes, but nastier in its pranks and subtle treacheries.

Physique: A spider-like mass of flame with numerous limbs of fire extending on all sides

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: May move only on caster, caster's hand-held items, or on flammable materials. May be extinguished like a normal torch

Services: Produce light equivalent to a lantern. Carry or crudely manipulate light non-flammable objects (i.e., plates, tankard of ale, weapons, etc. of Encumbrance 5 or less). Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish torch or lamp.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	-	1	2	6	30	4	20	10	20	10	30	10

Lesser Elementals

Lesser Elementals are man-sized and larger-than-man-sized entities of Elemental matter no more than 2 cubic yards in volume. With their multiple attacks, greater strength and toughness, and respectable combat proficiency, lesser Elementals are dangerous opponents. Some lesser Elementals are comparable to apprentice sorcerers and initiates in intelligence, and are competent spellcasters; others are not so mentally endowed. Lesser Elementals can understand and speak Arcane Language Elemental. They may display ingenuity and imagination in interpreting the summoner's requests, both in accomplishing an appealing request, and in perverting the intent of an unappealing request. Lesser Elementals have distinct individual personalities, just like

humanoids; though all lesser Elementals of a given domain are similar in attitude and temperament, they vary greatly in temperament and character. Lesser Elementals present a considerable risk of resisting control when summoned (+30 to WP for Control tests), and present a serious threat to a caster if not controlled.

Lesser Aeronome

Far less playful and distractible than nodes and least Aeronome, but more proud, independent, and temperamental. If treated with respect and consideration, usually cooperative servants; if enlisted in a cause (typically the protection of the natural world and its creatures, especially against Chaos, daemons, and the undead), fervent and ingenious allies. Similar to a skilled humanoid hireling or companion in personality—that is, personalities vary greatly.

Physique: Small ethereal spirit resembling a woman

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Hurl stones like improvised missiles or throw weapons. Fly as swooper.

Services: Produce light equivalent to a powerful lantern (double radius of light). Carry or manipulate small objects (i.e., shield, small animal, large book, etc. of Encumbrance 40 or less). Extinguish torch or lamp. Serve as mounts and fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	40	30	3	2	17	70	1	10	10	50	10	50	30

Lesser Geonome

A trollich slow-witted, primitive, peaceable, deliberate, and noble elemental. Placid, cooperative, friendly, but wary of insult or abuse. Confident and easy-going, restrained or playful in combat unless injured or threatened, then ferocious. Never subtle, clever, or witty; neither employ nor appreciate irony or dishonesty. Like friendly warrior companions or hirelings with excessive confidence in their strength and durability.

Physique: A small, rough-hewn humanoid shape, bulky and muscular.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Can digest earth and stone. Can carry heavy loads. Throw stones as improvised weapons with +2 damage for large size of stones. Cast assault of stone, burrow, and shatter Elemental bonds.

Services: +1 modifier to damage. Moves through solid materials at a Move of 3. Carry or crudely manipulate medium-sized objects (i.e., small boat, pair of characters with their gear, etc. of Encumbrance 1000 or less). Serve as bearers of burdens or as fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	50	30	5	6	30	20	3	10	10	50	60	50	30

Lesser Hydronome

Steady and reliable, tenacious in combat, resourceful in problem solving. Avoid violence and confrontation (hydras are an exception). Usually friendly and cooperative, forgiving and patient, though dangerous when angered. Sympathetic and protective of natural world and defenseless creatures. Like friendly, loyal hirelings or companions in personality—that is, personalities vary widely.

Physique: A twisting column of water that vaguely resembles a human form.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Cast breath under water, waterwalk, distract Elemental, extinguish fire, resist cold, smother, and waterward spells. May move out of contact with water for 1d6+6 rounds before losing Strength from isolation from a sustaining environment. Out of water, move is reduced to 2.

Services: Out of water, carry or manipulate medium-sized objects (i.e., small human, full chest, table, etc. of Encumbrance 200 or less). In water, propel buoyant objects of Encumbrance 2000 or less. Serve as mounts or fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	30	-	4	4	20	40	1	10	10	50	50	50	50

Lesser Pyronome

Sinister and cruel. Intelligent, shrewd, enjoys exercising powers, destroying things, and terrorizing mortals. Contemptuous of tenderhearted and noble sentiments, sly and conspiratorial with summoners of similar temperament. Similar to a skilled humanoid hiring or companion with cruel, violent tendencies.

Physique: Giant winged fire-serpent resembling a wyvern without legs, with high intelligence and man-like manipulative ability with beak and claws.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Is surrounded by an envelope of flammable gas, and may move without restriction in non-flammable environments for 1d6+6 minutes before suffering strength loss from isolation from sustaining environment. May not be extinguished except by magical means. Drop stones like improvised missiles. Fly as swooper. Cast fireball (as a first level Wizard), hand of fire, fireflare, and resist fire spells.

Services: Produce light equivalent to a lantern. Carry or manipulate small non-flammable objects (i.e., metal shield, weapon, etc. of Encumbrance 40 or less). Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish torch or lamp. Serve as mounts or fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	40	-	4	3	16	30	1	30	10	40	10	50	10

Greater Elementals

Greater Elementals are humanoid, man-sized or giant-sized entities of Elemental matter no more than 6 cubic yards in volume. Greater Elementals may assume other shapes at will, but prefer to manifest in the forms described below. Greater Elementals can use armor, weapons, and tools. Any Elementalist who has lived long enough to learn to summon a greater Elemental is wise enough to present himself as a humble petitioner, not a commanding summoner. Greater Elementals may agree to serve lesser mortals, but only when it suits their own purposes.

Greater Elementals have the ability to identify and report the presence of substances and phenomena appropriate to their domain—for example, a greater Hydronome can indicate the distance and direction to the nearest large body of water or significant supply of ale. They can also identify the composition of a substance in their own domain with great accuracy—a service of special interest to alchemists.

Greater Elementals have distinct and, by humanoid standards, often bizarre and eccentric personalities, just like the often bizarre and eccentric personalities of the wizards who summon them. Though all greater Elementals of a given domain are somewhat similar in attitude and temperament, they vary greatly in temperament and character. Greater Elementals often resist control when summoned (+10 to WP for Control tests), and present a mortal threat to a caster if not controlled.

Greater Aeronome

Aristocratic, accustomed to giving orders, not to taking them. Patronizing and condescending to mortals, but cooperative if treated with deference and respect. Spiteful and malicious if offended—and easily offended. Personalities vary greatly, as with mortals.

Physique: Sylph form: A winged humanoid, typically assuming the features of a beautiful maiden of the summoner's race. May appear armed, armor, and equipped as it chooses, typically as a light-armored warrior with shield and long bow.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Fly as swooper. Cast banish lesser Elemental, blinding light, darken reflection, distract Elemental, dust storm, favorable winds, flight minor, lightning, magic light, muffle sound, mystic mist, reproduce sound, wildwind, and winddeflection spells. Cast summon Elemental node, summon least Elemental, and lesser Elemental rituals as spells (i.e., in one round, without preparation and trappings), but may summon only air sprites.

Services: Produce light equivalent to sunlight. Carry or manipulate medium-sized objects (i.e., small human, full chest, table, etc. of Encumbrance 200 or less). Extinguish any normal fire. Deflect all missiles from target each round. Serve as fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	65	50	4	3	30	70	3	70	50	30	30	70	40

Greater Geonome

Trusting, confident and easy-going, slow to anger. Friendly and cooperative, practical and informal. Personalities vary greatly, as with mortals.

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Physique: Gnome form: A giant-sized humanoid with flesh of stone-like texture, color, and durability.

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Cast assault of stone, banish lesser Elemental, burrow, distract Elemental, and shatter Elemental bonds spells. Cast summon Elemental node, summon least Elemental, and lesser Elemental rituals as spells (i.e., in one round, without preparation and trappings), but may summon only water sprites. Restrictions: +2 modifier to damage. Moves through solid materials at a Move of 1.

Services: Carry or crudely manipulate very large objects (i.e., small party with their gear, cart and horses, small bridge or other structure, etc. of Encumbrance 5000 or less). Forms objects with great precision (at caster's direction, or by imitating an object) from earth or stone in 1d6 minutes. Serve as fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	65	50	7	5	40	20	2	50	50	50	80	70	40

Greater Hydronome

Aristocratic, formal, but pleasant and cooperative, forgiving and patient, slow to take offense, though dangerous when angered. Sympathetic and protective of natural world and defenseless creatures. Personalities vary greatly, as with mortals.

Physique: Undine form: A blue- or white-skinned humanoid, either with human limbs, or with a scaled, finned lower torso and tail, typically assuming the features of an exquisitely beautiful female. May appear clad in a revealing garment.

Alignment: Neutral

Psychological Traits:

Special Rules: May move out of contact with water for 1d6+6 rounds before losing Strength from isolation from a sustaining environment. Out of water, move is reduced to 3. +1 modifier to damage. Cast banish lesser Elemental, breathe underwater, distract Elemental, extinguish fire, resist cold, smother, waterwalk and waterward spells. Cast summon Elemental node, summon least Elemental, and lesser Elemental rituals as spells (i.e., in one round, without preparation and trappings), but may summon only water sprites.

Services: Out of water, carry or crudely manipulate medium-sized objects (i.e., small boat, pair of characters with their gear, etc. of Encumbrance 1000 or less). In water, propel buoyant objects of Encumbrance 10,000 or less. Serve as fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	65	20	5	3	30	30	3	50	50	70	70	70	40

Greater Pyronome

Conceals personal feeling under a mask of good will and cooperativeness. Extremely treacherous and vindictive. Only happy when inflicting pain and destruction, and only trustworthy when happy. Effusive flattery, praise, and persuasion are necessary when requesting service. Personalities vary greatly, as with mortals, but generally resentful of summoners and contemptuous of weak mortals and fragile, subtle arts.

Physique: Salamander form: A red-skinned humanoid, wreathed in incandescent gases, typically assuming either the features of a handsome middle-aged male of the summoner's race, or the features of a humanoid salamander

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Is surrounded by an envelope of flammable gas, and may move without restriction in non-flammable environments for 1d6+6 minutes before suffering strength loss from isolation from sustaining environment. May not be extinguished except by magical means. All attacks are as with the hand of fire spell. Cast banish lesser Elemental, distract Elemental, extinguish fire, fireball (as 2nd level caster), fireflare, hand of fire, and resist fire spells. Cast summon Elemental node, summon least Elemental, and lesser Elemental rituals as spells (i.e., in one round, without preparation and trappings), but may summon only fire sprites.

Services: Produce light equivalent to a great lantern (double radius of effect). Carry or manipulate medium-sized objects (i.e., small human, full chest, table, etc. of Encumbrance 200 or less). Causes damage as normal fire on flammable materials, and may ignite them (see "Fire," WFRP, page 80). Extinguish any normal fire. Serve as fighting allies.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	30	5	3	30	30	3	50	50	70	40	70	40

Wissentlich

They may not be commanded to serve. One who summons a Wissentlich may petition the Wissentlich for a favor. Wissentlichs have vast though ultimately limited magical powers, and can able to grant many favors a mortal could scarcely imagine. In fact, however, Wissentlichs prefer to decline to grant most favors, usually on the grounds that mortals ought not be accorded the powers given by right to the rulers of the Elemental domains, both because mortals have not earned these powers, and because they are not wise enough to use these powers properly. Though individual Wissentlichs of a given domain are similar in attitude and temperament, they vary greatly in temperament and character. Greater Elementals usually resist control when summoned (-30 to WP for Control tests), and present a mortal threat to the caster, his companions, and neighboring population centers if not controlled.

Physique: Wisentlichs are humanoid, man-sized or giant-sized entities of Elemental matter. They may alter their size and volume at will by summoning Elemental matter from the Material Realm; their forms may be as small as mice, or as large as giants. Wisentlichs may assume other shapes at will, but prefer to manifest in the forms

Alignment: Neutral

Psychological Traits: As per elemental

Special Rules: Restrictions: +6 modifier to damage. Move through any substance without penalty or restriction. Wisentlichs may cast any Elemental spells as if they were 4th Level Elementalists. Wisentlichs may cast summon Elemental node, summon least Elemental, summon lesser Elemental, summon greater Elemental, and summon Wissentlich rituals as spells (i.e., in one round, without preparation and trappings), and may summon sprites of any Elemental domain.

Services: Sane spellcasters only summon Wissentlichs for two reasons:

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1. to obtain permission to use the bind Elemental servant and command least Elementals spells, or
2. to request aid against opponents with similar or greater powers than Wissentlichs

Insane spellcasters may summon Wissentlich for a variety of reasons, usually to obtain knowledge, power, or service beyond, that which is obtainable by safer, more reliable methods. Those who survive the experience may learn caution by it, though most continue the attempt until it kills them.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
10	90	50	8	6	40	60	4	50	80	90	80	80	40

Daemons

All Daemons have the following powers:

- ❖ Invulnerable to normal weapons
- ❖ All attacks are magical, affecting even ethereal creatures
- ❖ Subject to instability
- ❖ Subject only to psychology caused by greater creatures
- ❖ Fly as Swoopers

Greater Daemon of Khorne: Bloodthirster

The Bloodthirsters are the most favored servants of Khorne, and the greatest of his Chaos Champions may aspire to joining their ranks. They exist purely for combat and combat alone. Their bloodlust extends far beyond mortal comprehension, and they will attack everything within their reach with terrible ferocity. They do not know fear, other than of Khorne, and act regardless of the cost of consequences, although the usual consequences are death for whoever or whatever they face. Their immense pride in their fighting abilities rarely permits them to call upon allies or servants, and they usually rely only upon their own strength and skill.

Physique: Stand over ten feet tall, humanoid, with a rangy muscular build, faces like horned dogs, bestial legs ending in claw-studded hooves, and large membranous wings. Their hides are covered in gore-flecked crimson fur, their wings are mottle black and crimson, their eyes are milky white without visible iris or pupil, and their horns and claws have the appearance of blackened iron. Their Chaos Armor is colored in keeping with Khorne's own hues of black and red. The Bloodthirsters wield great axes, often carry a whip as well.

Alignment: Chaos (Khorne)

Psychological Traits: As a Greater Daemon. Subject to *Frenzy* and *Hatred* of creatures and servants of Slaanesh.

Special Rules: Fly as *swoopers*. Have 10 weapon attacks, and regenerate as trolls. Wear *Chaos Armor* (2 AP all locations, +10 to Magic tests, no movement penalties) and wield *Axes of Khorne* (any *Wound* kills).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	01

Lesser Daemon of Khorne: Bloodletters

The Bloodletters are the rank-and-file of Khorne's daemonic armies. The greatest of the BloodGod's mortal followers may become bloodletters, and the greatest of the bloodletters may ultimately become Bloodthirsters.

Like all Daemons of Khorne, the ferocity of the Bloodletter is boundless, and they will attack almost any foe without fear or thought of the consequences. Bloodletters often ride Juggernauts into battle, shrieking praises to Khorne as they do so.

Physique: Bloodletters stand nearly as tall as a man, but apart from their broad shoulders, their frames are slender and wiry with long arms, elongated horned skulls, and twisted crested backs.

Their naked hides are scaled, varying slightly in color from deep red to near orange. Their faces are pale and skull-like, with milk-white pupil-less eyes. Their long black tongues loll from their razor-toothed mouths. Their horns and claws are blackened and flecked with crimson. They wield wickedly sharp magical *hell-blades* of red-stained iron and brass.

Alignment: Chaos (Khorne)

Psychological Traits: As Lesser Daemon. Subject to *Frenzy* and *Hatred* against the servants of Slaanesh. All *Fear* and *Terror* tests made at +10 unless caused by a Bloodthirster.

Special Rules: One weapon or bite attack and one claw attack (claw attack has 25% chance of causing *infected wounds*). Bite attack is *poisonous* and can spit up to 0 yards. *Regenerate* as a troll. 1 AP all locations. *Hellblade* does 3d6 wounds per hit.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	01

Creatures of Khorne: Fleshhounds

These terrible hunting beasts may be acquired by followers of Khorne, and they may appear among the retinues of his daemons. Fleshhounds will fight to the death for their master, and are faultless trackers. Across the Chaos Wastes, packs of these terrifying creatures chase after their prey, endlessly pursuing the enemies of Khorne. Behind the packs run eager Bloodletters, urging the Hounds on with piercing whoops and shrieks of glee, ever-ready to spill blood for their demanding master. The Chaos Hunt is a fearsome sight indeed and few live to recount it gory pursuit.

Physique: The Fleshhounds are hideously caning, and are some eight feet long from nose to tail. Their lean wiry frames have an arched back, and are covered in blood-red scales. Around their necks is a ruff or collar of spines, connected by an orange-red membrane of taut flesh. This gives the neck added protection. Rows of iron plates are driven into the flesh along their backs, held in place by brazen rivets, each molded in the shape of Khorne's skull rune. Their apparently unseeing eyes are a milky white. Their wide mouths are equipped with huge, bloodstained fangs and their two-toed feet end in razor-sharp claws of iron.

Alignment: Chaos (Khorne)

Psychological Traits: Immune to *fear* and *terror* unless caused by Khorne. All other *psychological* tests are made on their handler's characteristics if within 12 yards.

Special Rules: *Daemonic Saving Throw*, *Collar of Khorne* (automatically pass all WP Magic Tests), bite attack is *poisonous*. If not within 12 yards of a daemon or follower of Khorne, they will attack the nearest target. Can leap 8 yards over intervening objects up to 4 yards in height, giving them an additional +10 to hit for the first combat round. If the *bite* attack is successful, the Fleshhound gets two extra *claw* attacks as well, that hit automatically.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
10	49	-	5	4	11	60	1	-	10	14	89	89	-

Steed of Khorne: Juggernaut

These riding beasts are occasionally granted to champions of Khorne and are also ridden into battle by the Bloodletters of Khorne.

Physique: The Juggers are quadrupeds, with broad bodies, the heads of warped bulldogs powerful legs, and wide mouths. Their skins are made of living metal, riveted with copper Khorne's skull runes. Their hindquarters are less heavily armored than their massive forequarters. A saddle is often cut into the living metal of the beast's flesh. Juggers range in color from vivid red-burnished steel through to deep wrought-iron black.

Alignment: Chaos (Khorne)

Psychological Traits: Cause *Fear* in all creatures under 10 feet when they charge. Subject to *Stupidity* if not ridden. If it fails the *Stupidity* test, it attacks the nearest creature. Immune to all other *psychology* rules.

Special Rules: *Daemonic Saving Throw*. 1 *Gore* attack (does double damage), and a *Crush* attack (only to the front and side of Juggers, ignoring T of target and all armor).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	-	5	5	17	20	2	-	89	-6	89	89	-

Greater Daemon of Nurgle: Great Unclean One

The Great Unclean Ones are the Greater Daemons of Nurgle, each more or less a facsimile of Nurgle himself, both physically and psychologically. In other words, it may be said that every Great Unclean One is also Nurgle.

Great Unclean Ones, despite their appearance, are neither deathlike nor morbid. They are motivated by all the trivial human enthusiasms that drive the living. They are ebullient and vociferous, full of a natural enthusiasm to organize and achieve. They are driven by a gregarious and even sentimental nature and hold their followers dear, even referring to them as their "children" and taking a noticeable pride in their appearance and endearing behavior.

Physique: The Great Unclean One is a gigantic figure bloated with decay, disease, and all imaginable kinds of physical corruption. The skin of the daemon is greenish, necrose, and leathery; its surface is covered with pockmarks sores and other signs of infestation. The inner organs, rank with decay, spill through the ruptured skin and hang like drapes about the girth. From these organs burst tiny creatures called Nurglings which chew and suck upon the nauseous juices within. Such foulness represents the truth of the universe, of decay and the end of all things.

Alignment: Chaos (Nurgle)

Psychological Traits: Immune to *fear* and *terror*. Causes *Terror*.

Special Rules: May bear up to 7 chaos attributes. *Daemonic Saving Throw*. Carries d6 magic items. Knows and can cast 7 spells (including *Spell of Nurgle*). 10 attacks: 8 *Claw* or *Weapon*, non-magical weapons striking this daemon will rust away on a 5 or 6 (d6); 2 AP all locations; those in melee with this daemon may contract Nurgle's Rot.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	01

Lesser Daemon of Nurgle: Plaguebearers

Those who are infected by Nurgle's Rot suffer a fate worse than death, their souls belong to Nurgle. It is the Plaguebearer's everlasting role to organize and herd the daemonic forces of Nurgle, to keep stock of diseases, to allocate appropriate fates to each new victim, and to try and keep order among what is a naturally chaotic horde. Just as the living attempt in vain to impose order and meaning upon their lives, so the Plaguebearer's task is an impossible one. This is characterized most obviously by the constant counting as they try to calculate the ever-changing needs and aims of their master. They are the daemonic embodiment of the need of the living to impose meaning upon a meaningless and uncaring world.

Physique: The Plaguebearer is humanoid, carrying the mark of Nurgle's Rot throughout eternity. Its skin is tinged with green or the color of mud, running sores cover its whole body, pus and blood run continuously from its single eye, unmentionable filth cakes its clawed hands and feet.

Its head bears a single twisted horn covered in weeping wounds, and its belly and joints are bloated from disease.

Alignment: Chaos (Nurgle)

Psychological Traits: Causes *Fear*.

Special Rules: *Daemonic Saving Throw*. May have up to seven Chaos Attributes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	01

Daemonic Servant of Nurgle: Nurglings

The rotted bowels of the Great Unclean One swell with pus and contagion, and within each swelling there grows a tiny and malevolent daemon called a Nurgling. As the Nurgling matures it feeds upon the filth of the Great Unclean One and eventually bursts out, the very daemonification of a boil.

Nurglings may also grow from the pus shed by a Great Unclean One as it moves. Such pus hides in little sticky pockets on the ground. When a mortal steps upon it, the foulness enters his body, making its way into his gut. There the Nurgling encysts and develops until it is ready to emerge. As the Nurgling grows to maturity, its obscene cries may be heard from within the victim's abdomen, insulting anyone and everyone nearby. When ready, the Nurgling climbs through the alimentary canal and leaves its host on one or the other end. It is then free to flock with others of its kind or take up residence in some household cesspit, rubbish pile, or other equally unpleasant place.

Physique: Nurglings are miniature images of Nurgle himself, with friendly mischievous faces, tiny bloated green bodies, and limbs which often distorted or disproportionate.

Alignment: Chaos (Nurgle)

Psychological Traits: *Frenzy* against the servants of Tzeentch. Standard Psychology of a Daemonic Servant.

Special Rules: Opponents in melee may catch *Nurgle's Rot*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	3	3	15	40	3	70	30	25	30	30	45

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Creatures of Nurgle: Beasts of Nurgle

The Beast of Nurgle is the very embodiment of decay, for its touch causes paralysis and its slimy secretions rot everything they cover. The very proximity of the beast is sufficient to kill small animals and plants.

Despite its fearsome appearance and deadly attributes, the Beast is a friendly and affectionate creature behaving in all manner and respects like a over-friendly and easily excited puppy.

Physique: The Beast of Nurgle looks like a horrendous mish mash of creatures. It has the soft and sticky body of a pale brown slug, webbed feet that flap uselessly, a face of writhing green tentacles, and a constantly wagging tail.

Alignment: Chaos (Nurgle)

Psychological Traits: *Fears* fire. Immune to all other Psychology.

Special Rules: Attacks with d6 suckers. Armor is ignored, and the opponent must make T tests for every wound, or become paralyzed and eaten later. Leaves a three-yard trail behind, and any passing through it contract *Nurgle's Rot*. Any in melee with the creature risk contracting it as well. May have up to 7 Chaos Attributes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	-	3	5	15	30	d6	6	24	10	89	98	-

Greater Daemon of Slaanesh: Keeper of Secrets

These huge and powerful Daemons are only used by Slaanesh when all else has failed. Violence is but a small part of Slaanesh's nature, but when force is the only solution, these beings are perfectly equipped for it. They take a gloating, sadistic pleasure in killing and torture, and exist only for the delights of carnage.

It is also said that they can hear anything that is said anywhere, in any dimension, and thus they are called the "Keepers of Secrets." They may trade their knowledge for gifts or services

Physique: These massively built Daemons are reminiscent of Minotaurs in their general physique; heads are horned and bovine, and they have an essentially humanoid body with two pairs of muscular arms. The upper pair ends in immense crab-like claws, and the lower pair in powerful humanoid hands. They have the single female breast that distinguishes all Daemons of Slaanesh, and dress in a baroque costume of chain mail and leather armor.

Alignment: Chaos (Slaanesh)

Psychological Traits: As Greater Daemon. Subject to *Frenzy* and *Hatred* of creatures and followers of Khorne.

Special Rules: As Greater Daemon. 4 *Claw* or *Weapon* attacks, 1 *Bite* or *Gore*, and 1 *Stomp*. 50% of Chaos Armor; Magical Weapon; d4 magic items. Know six spells of various levels, always succeed in casting, no MPs needed. *Daemonic Saving Throw*

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	6	89	89	89	89	89	18

Lesser Daemon of Slaanesh: Daemonette

The Daemonettes are the most numerous of Slaanesh's daemonic followers, and serve his purposes in numerous ways. They fight in daemonic legions, but also serve as companions to

human followers. Like Slaanesh, they are beautiful, yet perverse and unnatural, and causes loathing rather than admiration.

Physique: White-skinned and humanoid, with deep green eyes. Figures and faces are feminine, but with only one breast. Their arms end in chitinous crab-like claws, and they have two-toed clawed feet and a razor-edged tail. They embellish their bodies and their long flowing white hair with a variety of bizarre designs, painted or tattooed onto their skins in the pastel colors of Slaanesh.

Alignment: Chaos (Slaanesh)

Psychological Traits: As Lesser Daemons; *Hatred* of followers of Khorne.

Special Rules: 2 *Claw*, 1 *Bite*; Knows d6 Level One Spells, always successful, requiring no Magic Points. *Daemonic Saving Throw*. 1 AP all locations, d6 Chaos Attributes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	89

Creature of Slaanesh: Fiend

The Hunting Beasts of Slaanesh are often found accompanying Daemons, as well as granted to followers.

Physique: An unholy mixture of scorpion, reptile, and human. Segmented main body, with stingered tail and humanoid legs. Head of a monitor lizard, with a long tongue and horns.

Alignment: Chaos (Slaanesh)

Psychological Traits: Immune to all psychology unless caused by gods or Daemons.

Special Rules: Poisonous *Tail-lash* (front and sides), One *Lick* attack (front) which causes *Stupidity* if victim fails a WP test. Musk (8 yards) requires WP to resist, failure means the target stands adjacent to Daemon inhaling the musk.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	-	3	3	1	30	3	-	43	14	43	43	-

Steeds of Slaanesh: Mount of Slaanesh

These strange bipedal creatures are sometimes granted to followers of Slaanesh, and are frequently ridden into battle by the Daemonettes. They do not attack in combat, but can move very quickly, and use their long tongue to ensnare their rider's opponents, making them easy targets.

Physique: Bipedal, combining the appearance of a horse and an ostrich. They have two long feminine legs, and a crest of vivid green hair runs the length of the back. They have a long, tubular snout, ending in a small mouth from which their long electric blue tongue flickers constantly.

Alignment: Chaos (Slaanesh)

Psychological Traits: : Immune to all psychology unless caused by gods or Daemons.

Special Rules: Mounts may snare human or smaller sized targets with their tongue. If snared, target counts as *prone*. The only escape is someone else cuts the tongue, which has a T of 4 and W of 4.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
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Greater Daemon of Tzeentch: Lord of Change

The Lord of Change is blessed with the multi-layered cunning and timeless wisdom of Tzeentch himself, a deep and subtle understanding of the mortal fears that drive the world within its well-worn rut. It is a playful and wreckful mind that lies behind the gaze, deeply intelligent but uncaring of consequences.

Physique: Massive, winged and feathered, with wise yet malevolent eyes. Resembles a featherless multi colored vulture.

Alignment: Chaos (Tzeentch)

Psychological Traits: Subject to *Frenzy* if it loses a round of combat.

Special Rules: 2 *Bites*, 4 *Claws*, and 4 *Weapon* or *Claw* attacks. Causes Terror is 24 yards (test at -10). 2 AP all locations. Knows nine spells (including Spell of Tzeentch). Carries a Chaos Weapon and d6 magic items. Up to 9 attributes. *Daemonic Saving Throw*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	95	7	7	40	00	10	90	90	90	90	90	30

Lesser Daemon of Tzeentch: Pink Horror

Formed of pure magic, they are also known as “squealers” due to their maniacal laughter. When destroyed, a Pink Horror burst anew as two Blue Horrors.

Physique: Misshapen, bestial daemonic monstrosities.

Alignment: Chaos (Tzeentch)

Psychological Traits: As a Lesser Daemon

Special Rules: 2 *Claw* attacks. Up to nine attributes. Divides into two Blue Horrors when at zero wounds. Knows one Level One spell.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	3	5	60	2	90	90	90	90	90	01

Lesser Daemon of Tzeentch: Blue Horror

The twin products of a dying Pink Horror.

Physique: Similar to a Pink Horror, but a little over half the size of one.

Alignment: Chaos (Tzeentch)

Psychological Traits: As a Lesser Daemon

Special Rules: 1 *Claw* attack.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	3	5	70	1	90	20	20	20	20	01

Creature of Tzeentch: Flamer

A fabrication from pure Warp Magic, the Flamer is composed of swirling Warp Fire, daemonic and near-transparent. It leaps about like wild fire.

Physique: Pink fire, near formless, but with two arms spurting blue fire.

Alignment: Chaos (Tzeentch)

Psychological Traits: Immune to all psychology.

Special Rules: 2 *Bite* attacks, and may use 2 *Flame* attacks (BS, 12 yards, d6 S 3 hits), or burn an opponent in melee (WS, d6 S 3 hits). Moves by leaping, up to 18 yards in distance and 2 yards in height.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	35	45	5	4	11	40	2	-	90	-	90	90	-

Steed of Tzeentch: The Disc of Tzeentch

Discs are vicious and uncaring hunters, tracking down the shadow-self scents of vulnerable humans, tearing apart their prey.

Physique: Appear as flying round horrors, teeth, eyes, and horns sheathed in living metal or covered by thousands of eyes.

Alignment: Chaos (Tzeentch)

Psychological Traits: Unaffected by psychology.

Special Rules: 1 *Bite* attack. Fly as *Swoopers*, and may move in and out of combat at the end of the round.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
12	35	-	3	3	11	30	1	0	90	90	90	90	-

Daemonic Familiar: Familiar of Combat

These familiars act as bodyguards and squires to their master, and despite their small size they can carry full-sized swords and axes and use them with deadly efficiency.

Physique: A familiar appears as a small armed and armored daemonic humanoid.

Alignment: Chaos

Psychological Traits: Subject to *Instability* when further than 6 yards from its master, causes *Fear* in all living non-daemonic creatures under 10', and immune to all psychology unless caused by Daemons.

Special Rules: 20% have wings and can fly as swoopers. Has 2 AP all locations. A Champion may use any of the Familiar's stats for tests. If the familiar is killed, its master's WS is permanently halved.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	-	5	5	5	60	2	10	89	6	89	89	-

Daemonic Familiar: Familiar of Magic

Four types, Focus, Power, Spell, and Storage.

Physique: Takes the form of miniature sorcerers, imps, bizarre creatures or even young children or exquisitely beautiful young women.

Although capable of fighting, they will only fight if cornered or in self-defense.

Alignment: Chaos

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Psychological Traits: See Familiar of Combat.

Special Rules:

Focus: May double range, area of effect, effect, or duration, but only one, chosen by the spell caster. If familiar is slain, the master must expend twice as many points.

Power: Has 4d6 Magic Points, but cannot cast spells. If slain, master's Power Level is halved, rounding up.

Spell Familiar: Knows one spell of d4 Level, and once cast, a new one is determined. Has 4d6 Magic Points plus minimum MP to cast it, but cannot loan these points to its master. If slain, the master loses a random spell.

Storage Familiar: May store one spell of up to 4d6 Magic Points.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	34	4	3	5	60	1	43	43	43	43	43	5

Daemonic Familiar: Familiar of Sense

This familiar enhances one of its master's senses. They then gain the ability to see through the Familiar's sense, but must stand still and concentrate for one round.

Physique: Take a variety of forms, from small humanoid creatures to a disembodied eye.

Alignment: Chaos

Psychological Traits: As Familiar of Combat

Special Rules: If slain, master loses that sense. Sight: Excellent Vision or Night Vision, Hearing: Acute Hearing, Touch: +20 to Dex, etc...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	34	4	3	5	60	1	43	43	43	43	43	5

Daemonic Familiar: Familiar of Service

A mindless automaton, capable of carrying out instructions to the letter. It has no decision-making ability, and will grind to a halt if presented with a choice, remaining stationary until given new orders. This familiar is often normally used for repetitive menial tasks and for carrying equipment, it is immensely strong, but will not fight under any circumstances.

Physique: Appear as a well muscled daemonic humanoid.

Alignment: Chaos

Psychological Traits: As Familiar of Combat

Special Rules: If slain, master's S is halved.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	-	-	10	3	5	60	2	89	89	6	89	89	0

Daemonic Fiend

The Daemonic Fiend is a spirit of pure evil, drawn from the Warp where all things are possible and everything exists. They are often drawn by the will and sorcery of Daemonologists to fulfill some foul deeds.

Physique: The Daemonic Fiend usually appears as a classical figure: a human upper torso, a goat-like head with large curved

horns, ragged bat-like wings, and a shaggy satyr-like lower body with cloven hooves. It is actually able to choose almost any human-size form, but regardless of its guise it appears diabolical. It prefers to appear in its cloven-hoofed form to maximize fear in onlookers.

Alignment: Chaos

Psychological Traits: Cause *Fear* in all living creatures under 10 feet tall. Immune to psychological effects except by those caused by creatures of greater power.

Special Rules: Fly as a *Swooper*, **M** is for ground movement. Two claws and one bite. Affected by normal weapons, but the fiends attacks count as magical attacks and can damage creatures immune to non-magical weapons. Subject to *Instability*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	59	49	5	4	18	69	3	89	89	89	89	89	18