



THE SAVAGE AGE OF SIGMAR

Savage Adventuring in the Mortal Realms



By Extradaemon

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CONTENTS

INTRODUCTION	1	Reforging	27	Magic of Chaos.....	49
CHAPTER 1 - NEW CHAMPIONS	2	Conclaves	28	Lore of Tzeentch	49
The Mortal Races	2	Redeemer Conclave (Liberators).....	28	Lore of Nurgle	50
Humans	2	Angelos Conclave (Prosecutors)	29	Lore of Slaanesh	51
Aelves	3	Paladin Conclave (Paladins).....	29	CHAPTER 5 - THE VAULTS.....	52
Duardin	4	Justicar Conclave (Judicators) ...	30	Melee Weapons.....	53
Seraphon	5	Chamber Command	31	Ranged Weapons	55
Sylvaneth	6	Lord Celestant.....	31	Ammunition	56
Orruks	7	Lord-Relictor	32	Armour & Items	57
Wights	8	Lord-Castellant	32	CHAPTER 6 - FORCES OF THE	
Vampires.....	9	Lord-Veritant	33	ALLIANCES.....	62
The Mortal Realms.....	10	Knight-Questor	34	Order	62
Azyr (Heavens)	10	Knight-Heraldor	34	Chaos.....	66
Aqshy (Fire).....	11	Knight-Vexillor	36	Death	73
Ghyran (Life)	12	Knight-Azyros	37	Destruction	75
Chamon (Metal)	13	Knight-Venator.....	38	CHAPTER 7 - PLAYING SAVAGE AGE	
Ulgur (Shadow)	14	Stormhosts	39	OF SIGMAR	79
Shyish (Death)	15	Hammers of Sigmar.....	39	Sample Adventures	79
Ghur (Beasts)	16	Hallowed Knights.....	40	An Unexpected Perspective	79
Hysh (Light).....	17	Celestial Vindicators.....	40	Ascendancy	80
CHAPTER 2 - MAGIC IN THE REALMS		Anvils of the Heldenhammer.....	41	A Familiar Face	80
.....	18	Astral Templars	42	Da Big Krumpin'	81
Lore of Hysh (Light)	19	Tempest Lords	42	The Guardian	82
Lore of Aqshy (Fire).....	20	Celestial Warbringers.....	43	Contest of Gods	82
Lore of Ulgur (Shadows)	21	CHAPTER 4 - CHOSEN OF CHAOS..	44	A Weapon to Surpass Ghal Maraz	
Lore of Ghyran (Life)	22	Creating Corruption	44	83
Lore of Azyr (Heavens)	23	Nurgle	45	The Grand Arena	83
Lore of Shyish (Death)	24	Slaanesh	45	Creating Quests.....	84
Lore of Ghur (Beasts)	25	Khorne	45	FAQ	89
Lore of Chamon (Metal)	26	Tzeentch	45	CONCLUSION	91
CHAPTER 3 - STORMCAST ETERNALS		Chaos Rewards	46	Changelog:.....	92
.....	27				





INTRODUCTION

In all the ages of the Mortal Realms, none has seen such catastrophe as the Age of Chaos, when the civilisations, idols, and peoples of the elemental planes of existence were invaded and corrupted by the ruinous tide of the Dark Gods.

In an effort to put an end to the unceasing devastation wrought upon his people, the God-King Sigmar Heldenhammer built an army in secret that would rival the greatest chosen of Chaos. Spiriting away the last champions of order before they succumbed to the legions of hell, Sigmar reforged them from the celestial metal of a broken world. These men and women became the Stormcast Eternals, immortal legions of warriors sworn to the destruction of Chaos and the liberation of all those it oppresses underheel. It was with a shattering cacophony of thunder did the first Stormhosts descend into the mortal realms, giving the forces of chaos a challenge not encountered before.

Years have passed since the warriors of Azyr marched out to do battle against the Dark Gods, and the greatest war ever waged continues to inflict untold casualties on all sides. After the massive yet indecisive battle at the All-Gates, the central webway connected all realms at the base of the palace of Chaos' greatest champion, an uneasy calm has descended upon the mortal realms, a time when Sigmar can regain his breath and forge new warriors for his legions, and for the Dark Gods to corrupt yet more champions to serve them. And what of the God of Death Nagash and his disciples? Who still yet loathe Sigmar for stealing souls rightfully due to him. And what else of the Orruks and their unceasing desire for Destruction?

Order, Chaos, Death, Destruction, which side will you choose?

CHAPTER I - NEW CHAMPIONS

Savage Age of Sigmar makes use of the default character sheet for *Savage Worlds*, as well as the typical character creation process. In *Age of Sigmar*, all mortals come from one of the 8 realms of existence, as well as belonging to one of many races. The most common of these can be found below

The Mortal Races

The Mortal Realms are home to a huge variety of different species and peoples, all with their own origin stories and destinies.

Humans

The most populous of the races inhabiting the realms are humanity itself, who can be found in all but the dreaded Realm of Chaos save as slaves and the



corrupted, most humans now dwell in the newly erected cities and forts that were constructed during the Realmgate Wars, when liberating Stormcasts required suitable waypoints and bases of operations to plan their next moves and house the increasing numbers of refugees and survivors of chaotic tyranny. Some humans retain their independence as tribes or kingdoms far from the embrace of Sigmar however. Humans begin play with one free Edge.

Aelves

Native to the realms of Azyr (Heavens), Hysh (Light), Ulgu (Shadows), and Ghyran (Life) dwell the haughty and long-living Aelves. The characteristics of each Aelf differs based on the Realm they call home, with the Aelves of Heavens coming to worship Sigmar as god and maintaining themselves much in the same way as the humans of Azyr, with the Aelves of Hysh being allied with Sigmar, but far more solitary and truly faithful to Tyrion, the Lord of Light. Those Aelves in Ulgu are a mystery, the ways of the Demi-Dragon Malerion and his domain of shadows have made the Aelves of Ulgu beings of mist and stealth. Finally, the Aelves of Ghyran are nomadic forest wanderers, exiled by the Radiant Queen Alarielle and tasked with bringing the ways of their home to the other Mortal Realms. All Aelves in *The Savage Age of Sigmar* share the following characteristics:

- **Agile:** Aelves are graceful and agile. They start with a d6 in Agility instead of a d4.
- **All Thumbs:** Aelves have an inbred dislike of mechanical objects, and thus have the All Thumbs Hindrance. They shun most mechanical items and designs.
- **Magic Entwined:** The ways of magic come easily to the Aelves, drawing the envy of many an aspiring wizard. Aelves who gain the Arcane Background (Magic) edge receive an extra 1d10 Power Points. This roll can ace.



Duardin

Short, squat, and sturdy people native to the realms of Azyr (Heavens), Chamon (Metal) and Aqshy (Fire). The Duardin are skilled miners and engineers, and are known for their marvellous feats of engineering and architecture. While usually followers of the Smith God Grungni, Duardin from the realm of fire are known as the Fyreslayers, half-naked zealots of the fallen god Grimgnir who are keen to recover traces of the rare mineral Ur-Gold, which may be the key to returning their god to them. Fyreslayers are often unpredictable, fighting against the warriors of Sigmar if it means obtaining a cache of this fabled metal.

Duardin players begin play with the following characteristics:

- **Low Light Vision:** Duardin eyes are accustomed to the dark of the deep places. They ignore attack penalties for Dim and Dark lighting.
- **Slow:** Duardin have a Pace of 5”.
- **Tough:** Duardin are stout and tough. They start with a d6 Vigor instead of a d4.
- **Ur-Sickness (Fyreslayers only):** Fyreslayers in the presence of Ur-Gold must make a successful Spirit Test, or be forced to violently claim the metal for their own ends.



Seraphon

Daemons of Order, the Seraphon are the reptilian creations of the Slann, beings from a previous world so powerful in their wielding of magics, that they can bring to life the legions of ages long past with but a single memory. Seraphon are brought into reality by the Slann to achieve some singular purpose, but generally have a will and conscience of their own, and are split mainly between the Skinks and Saurus, the former being smaller and weaker but more spiritual of the Seraphon, while the latter are the stronger and tougher foot soldiers and champions of the Slann. Seraphon begin play with the following characteristics:

- **Outsider:** Most races distrust the unblinking Seraphon. They suffer a -2 Charisma penalty.
- **Natural Weapons:** The tails, claws, and teeth of Seraphon allow them to tail slap, claw, or bite in combat for Str+d4 damage.
- **Seraphon Senses:** Seraphon lizard tongues can “taste” the air, giving them +2 to Notice rolls. They are always considered active guards for Stealth checks.
- **Vanguard of the Slann (Saurus Only):** The Saurus are the frontline troopers of the Slann. All Saurus gain a +1 Armour to all locations, and begin play with a d6 in their Vigor and Strength attributes.
 - **Celestial Servants (Skinks Only):** The Skinks are the spiritual and physical servants of the Slann, with an agile frame and a knack for magic. Skinks begin play with an Agility of d6 and a Pace of 8”.

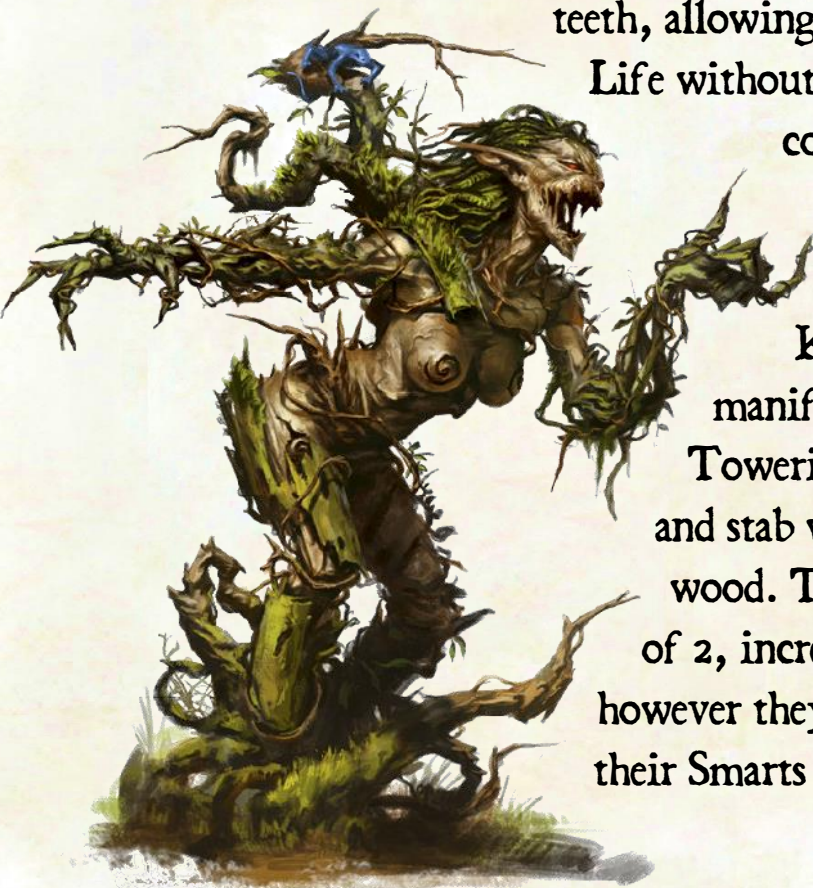


Sylvaneth

In the eternal living world of Realm of Life, the Radiant Queen Alarielle reigns from fortresses of oak and ivy. Her handmaidens are beings of living wood, spirits of life given form in a tough and unforgiving exterior, they are the Sylvaneth. Like the rings of a tree, the structure of Sylvaneth society is ordered and hidden, composed of glades spread across the realms. While the most frequent of the Sylvaneth are the feminine Dryads, variants of the race can also be found in the mighty Stormcast-sized Kurnoth.

- **Flammable:** The Sylvaneth are just as vulnerable to the blights of flame and corruption as the very forests themselves. Sylvaneth characters receive an extra 2 damage against weapons and spells wreathed in flame or Nurglite magic. Alongside this, the duration of burning and other such effects is doubled.
- **Splinters:** The Sylvaneth bare jagged wooden claws and long needle-like teeth, allowing them to tear apart the enemies of Life without weapons, rending and biting in combat for Str+d6 damage.

- **Guardians of Life (Kurnoth Only):** Tall and powerful, the Kurnoth are Alarielle's rage made manifest, loyal to her over any glade. Towering above the Dryads, they sweep and stab with magical weapons of ancient wood. The Kurnoth start with a size of 2, increasing their Toughness by 2, however they may never cast magic or raise their Smarts by more than d10.



Orruks

The bestial Orruks can be found in nearly all the Mortal Realms, but it is Ghur the realm of Beasts where they call their home. Servants of the unstable god Gorkamorka, the only goal of the Orruks is warfare and battle, becoming stronger and stronger with each victory gained. The Orruks are known to wield primitive weapons and equip themselves in a patchwork of metal armours, organising themselves into a menagerie of warring tribes.

Orruks begin play with the following characteristics:

- **Da Biggest an' da Strongest:** Orruks begin strong and only get stronger, starting with a d6 in their Vigor and Strength attributes, and are able to advance one of these once up to $d12+4$ for every rank they gain. However, they may never advance their smarts attribute above a d8. Furthermore, Orruks are naturally much larger than most mortal races, increasing their size by 1 and their toughness by 1.
- **Realm-trekking marauders:** Orruks are known throughout the realms as raiders and savages, preferring to settle differences with a good scrap rather than dem 'umie words. Orruks subtract 4 from their charisma.
- **Weird-Boyz:** When the magic of Gorkamorka flows through an Orruk, they run the risk of their brain exploding. When an Orruk achieves an Ace on a Faith or Spellcasting roll, they must make a spirit test for each Ace, modified by the number of aces (2 aces = -2 penalty), gaining a point of Fatigue for each failure, and dying on snake eyes or less.

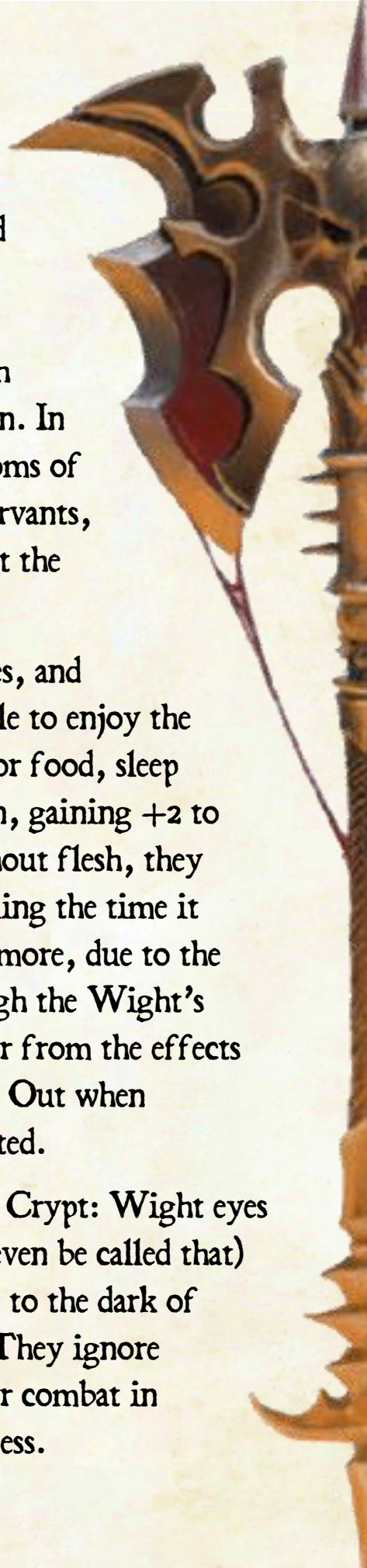
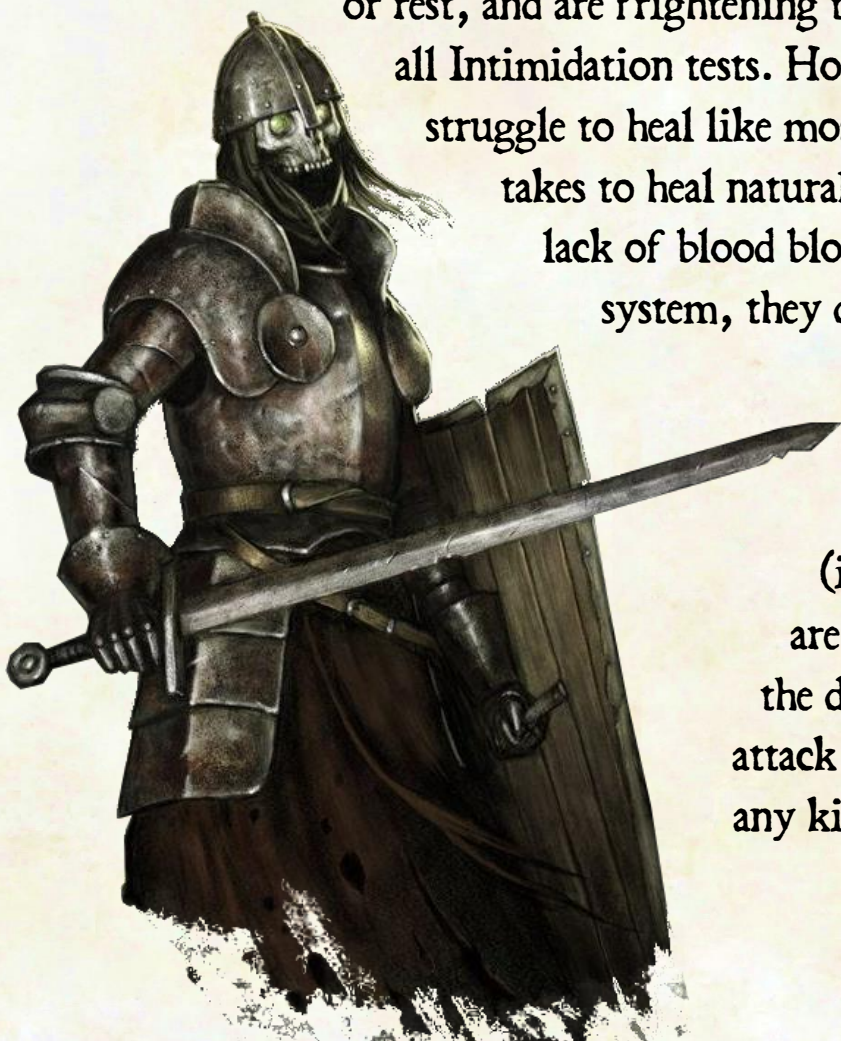


Wights

While the Vampires are the main aristocracy of Nagash and the Realm of Death, there are many undead heroes and warriors who have earned their own free-will, and may serve the undying courts as champions and marshals. Like the Vampires, some of the greatest Wight Lords of Shyish have even waged war against Nagash, such is their ambition. In the dread deserts of far Shyish it is said that whole Kingdoms of Wights live and thrive away from the gaze of Nagash's servants, ready for the day they can take some untold revenge against the God of Death for slights unknown.

- **Fleshless:** The Wights never had the luck of the vampires, and remain in Shyish as deathless skeletons, leaving them unable to enjoy the pleasures and perils of mortal life. Wights have no need for food, sleep or rest, and are frightening to look upon, gaining +2 to all Intimidation tests. However, without flesh, they struggle to heal like most do, doubling the time it takes to heal naturally. Furthermore, due to the lack of blood flowing through the Wight's system, they do not suffer from the effects of Bleeding Out when incapacitated.

Eyes of the Crypt: Wight eyes (if they can even be called that) are accustomed to the dark of the deep places. They ignore attack penalties for combat in any kind of darkness.



Vampires

The unliving servants of Nagash, God of the Undead and Supreme Ruler of the Realm of Shyish (Death), the Vampires were created as rulers of this land, free to drain the blood of the realm's human inhabitants and commanding armies of the undead from their skeletal palaces. Vampires begin play with the following characteristics:

- **Fear of the Sun:** In the Realm of Death, there is no such light but the glow of spirit fires. When in direct sunlight, Vampires receive a -4 penalty to all Strength and Vigor related tests. For every hour a Vampire maintains themselves in direct sunlight, they must pass a Vigor test or sustain a point of fatigue.
- **Blood Hungry:** Whenever a Vampire is exposed to warm blood, they must pass a Spirit test or immediately become distracted in consuming it, in active combat this test is made with a +2 bonus.
- **Natural Necromancers:** The Vampires have been birthed from the very essence of death itself. Vampire characters gain 10 power points when taking the Arcane Background (Magic) edge with the Necromantic trapping. This roll can ace.
- **Vampire Healing:** Vampire characters may make a Natural Healing roll once per hour.
- **The Kiss:** Vampire characters may force a dying human to drink of their deathly blood, killing them instantly in a flurry of convulsing spasms. In 6 days however they reawaken with all the characteristics listed above.



The Mortal Realms

All characters in Age of Sigmar (Save the Gods themselves) are inhabitants of one of the 8 Magical Realms of existence, each themed after a specific element. A character from a realm would be vastly different in behaviour and attributes than a character from another, even if they were from the same race. Therefore, when a character picks an origin realm from one of the 8 below, they receive a number of characteristics relevant to that realm.

Azyr (Heavens)

The realm of Heavens is the seat of Sigmar Heldenhammer himself, and home of the golden city of Azyrheim, from whose gates the Stormcasts marched off to wage war on Chaos at the very beginning of the Realmgate Wars. While Azyr did see its share of chaotic incursion, it never truly succumbed to the ruinous taint like other realms did.



Inhabitants: Humans, Aelves, Duardin, small tribes of Orruks.

Effect: Inhabitants of the Realm of Heavens are fiercely loyal of Sigmar, thankful for being spared the strain of war and looking down on the inhabitants of the other realms, who they see as chaos-touched. Characters from Azyr begin play with the Charismatic edge and persuasion skill, however they also receive the Arrogant hindrance.

Aqshy (Fire)

The realm of Fire is a barren and desolate landscape, dotted with innumerable volcanoes and rivers of mercury. Where there is water, some civilisation has flourished, though many of the greatest cities of Aqshy are only cities because of a link to some other Realm (Such as Hammerhal, built around a Realmgate between Aqshy and Ghyran), before the arrival of the Stormcast Eternals and the building of the sanctuary cities, the realm of fire was a land for the roving bands of Khornates who would hunt down and feast upon any and all they came upon. While much of Aqshy is now in control of Sigmar and his warriors, the untainted are many in number, and the grasp of Chaos on the mortal realm is a mighty one.

Chief Inhabitants: Humans, Duardin (Fyreslayers), Orruks.

Effect: Inhabitants of the Realm of Fire are tough and smart enough to survive such an unforgiving landscape, those not settled from Azyr remembering the time before Sigmar when they were hunted like animals.

Characters from the realm of fire begin play with the Scavenger edge and Survival Skill, however they also receive the Vengeful hindrance.



Ghyran (Life)

The realm of life is a land of creeping forests, swamps and other terrain teeming with life. It was here that the forces of Nurgle breached into the Mortal Realms and corrupted much of the realm in foul pestilence. It is also here where Alarielle the Radiant Queen makes her court, her legions of wandering treemen launching lightning-fast attacks from wherever the trees are thickest.

Chief Inhabitants: Humans, Sylvaneth, Aelves, Orruks.

Effects: Inhabitants of the realm of Life are adept scouts, skilled at traversing the many terrains of the realm, and proud of their links with the inhuman Sylvaneth, swearing vows to defend against the enemies of the forest and uphold all life. Characters from Ghyran begin play with the Woodsman edge and Notice skill, however they also receive Vow (Major) hindrance.



Chamon (Metal)

The realm of metal is an unusual realm of strange environmental features such as floating islands and labyrinthian underground cave networks. Where there is rock in Chamon however, there are minerals, countless gems, and innumerable metals worthy of the greatest forges. It is also the home of the stalwart Duardin, making the realm all the more vital in the wars of Sigmar.

Chief Inhabitants: Duardin, Humans, Orruks.

Effect: Inhabitants of the realm of Metal are expert smiths and craftsmen, able to work the many metals of the land into any needed shape. Unsurprisingly, the peoples of this land have become as tough and as stubborn as the metals they were born from. Characters from Chamon begin play with the Brawny edge and a craft-related Knowledge skill at d6. However, they also receive the stubborn hindrance.



Ulgu (Shadow)

The realm of shadow is a land coated in mystery, all that is known about it is that it is where the god of shadows Malerion makes his throne, there are also tales of strange beings known as Shadowkin that inhabited the mists of Ulgu. While Ulgu is under the domain of neither Chaos nor Sigmar and his alliance, it is a welcome sight when one of the inhabitants of such a land leaves their plane to assist in the affairs of the other realms.

Chief Inhabitants: Humans, Aelves, ???.

Effects: The rare Human, Aelf or Duardin that arrives from one of the Realm Gates to Ulgu is a being much like the realm they hail from, as graceful and nimble as a shadow, and as cautious as a creeping mist.



Characters from Ulgu begin play with the Dodge Edge and Stealth skill. However, they also receive the Doubting Thomas hindrance, as much is obscured in the realm of Ulgu.

Shyish (Death)

The realm of death is a land under near-complete dominion of the Great Necromancy Nagash, who curses Sigmar for the souls denied to him. While Nagash maintains many hosts of Vampires and undead to watch over his realm, there are communities of humans dwelling in Shyish, such as the Amethyst Princes and their peoples. Shyish is also home to the Flesh-eater Courts, half-undead savages so insane that they believe themselves great knights and kings.

Chief Inhabitants: Vampires, Humans, Wights.

Effect: The peoples of Shyish live under the oppressive aura of death itself, no plants grow in Shyish, and the land itself is painted with the bones of a million dead. Because of such circumstances, those who dwell are as cold as the grave, with little understanding of humour. However, they are hard to scare. Characters from Shyish begin play with the Brave edge and the Intimidation skill.

However, the deathly conditions of the realm of death leaves them frail and sickly, giving them the Anemic hindrance.



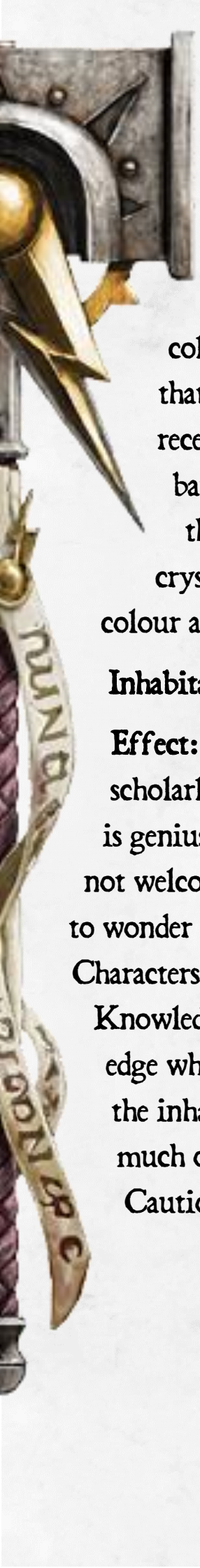
Ghur (Beasts)

The realm of beasts is the home of the Orruks and other greenskins, as well as a land teeming with monstrous creatures and feral predators. While mostly made up of barren deserts and bone-filled chasms, in a part of Ghur sits the Ice-Kingdoms of Gjoll and the Ogor raiders who dwell within its icy peaks. The origin of ferocity and all that is bestial, even the forces of Chaos have struggled to combat the warring tribes of Ghur.

Chief Inhabitants: Orruks, Humans, Ogors, Sylvaneth.

Effects: Inhabitants of the Realm of Beasts are hard and unforgiving, used to a life of constant hunt and battle. Humans that dwell in such a realm organise themselves into hunter communes, outfitting themselves with the hides of those they hunt. Characters from Ghur begin play with either the Strong Willed or Beast Master edge, as well as the tracking skill. However, they also receive the Mean hindrance.





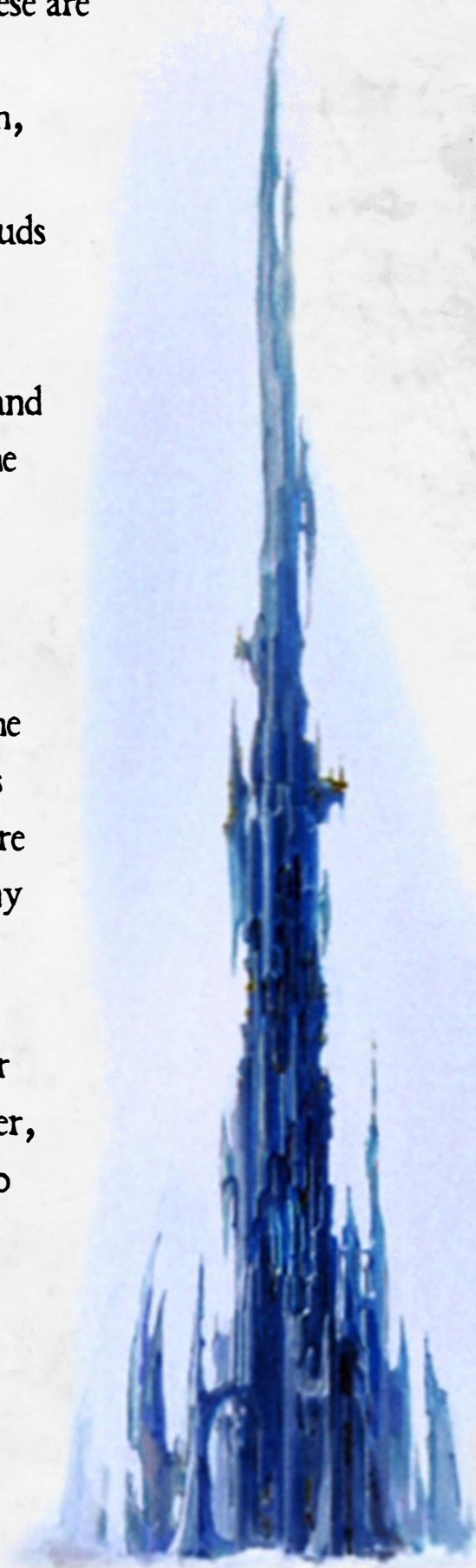
Hysh (Light)

Symbolism, Reason, and Order. These are the tenets of those who dwell within the Realm of Light. In parts of Hysh, crystal towers shine with unlimited colours, extended far beneath the brightclouds that line the lower reaches of the plane. In recent years Hysh have become the battleground of the minions of Tzeentch and the many wizard conclaves that inhabit the crystal towers, their battles an orchestra of colour and light, fitting for such a realm.

Inhabitants: Aelves, Humans.

Effect: Hysh is a place for the intelligent and the scholarly, every inhabitant of the crystal towers is genius in his field, for the average and inept are not welcome to ascend the Crystalis (Leaving many to wonder what lies beneath the Brightclouds).

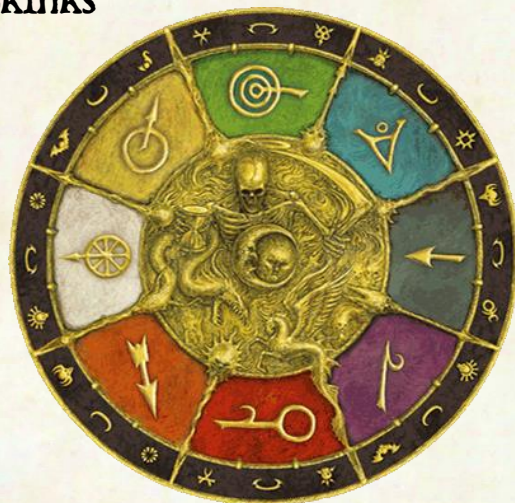
Characters from Hysh begin play with two Knowledge Skills of their choice, and the Scholar edge when these reach a skill level of d8. However, the inhabitants of Hysh may sometimes rely too much on their knowledge, giving them the Cautious hindrance.



CHAPTER 2 -

MAGIC IN THE REALMS

Depending on the element of the realm inhabited by its magic sensitive inhabitants, a character may become a magic user of one of the 8 spheres of creation. These 8 lores, named after the 8 realms of existence, take the form of trappings in *The Savage Age of Sigmar* with restricted spell lists, and are available to all Human and Aelf characters, represented by the Arcane Background (Magic) Edge. Vampires may only take the Arcane Background edge with the Necromantic Trapping. Similarly, Skinks may only take the Arcane Background edge using the Lore of Azyr trapping, and Stormcast Eternals may only take the Arcane Background (Magic) edge and Death trapping if they choose to become Lord Relictors. Sylvaneth may only cast from the Lore of Life.



Humans and Duardin may also take the Arcane Background (Weird Science) edge regardless of their origin realm, whereas any character may take the Arcane Background (Miracles) edge if so desired. Details of each lore, the spells available and the effects of its trapping can be found below. Note that the Elemental Manipulation spell is available to all, but only applies to one of the 8 elements relevant to the lore. When casting a spell from a lore while in its relevant realm, the caster gains +1 to all rolls when casting their spell.

Lore of Hysh (Light)

Trapping Effects:

- **Beam:** Light-based damaging attacks are like a focused laser, providing armour piercing capability. Reduce the damage by one die type, but add AP 4 to the effect.
 - **Enhance:** This trapping applies directly to the light power. Reduce it to a Medium Burst Template and extend the duration to 1 hour (1/hour) or give it a range of Smarts x 2 affecting animate targets as well (an unwilling target gets an opposed Agility roll to avoid). Reduce light to a Small Burst Template and give it both abilities.
 - **Glow:** Subjects affected with a raise glow for the duration, creating light in a Small Burst Template centred on them. This can give them light, but also make them targets. An Instant power with that effect allows a character on Hold or with the Joker to make an attack for the split second the subject is illuminated (avoiding any darkness penalties to hit them). The character must take his action immediately after the caster's turn to gain the benefit.
 - **Sunlight:** In a campaign with vampires and other such creatures, light is equivalent to natural sunlight.
- Restricted Spells:** Beast Friend, Burrow, Disguise, Greater Healing, Growth/Shrink, Healing, Puppet, Shape Change, Slumber, Zombie, Wall Walker, Succor, Greater Healing.



Lore of Aqshy (Fire)

Trapping Effects:

- **Armor Piercing:** Fire and heat bypass cracks in armour. A damaging power gains AP 2 by increasing the base cost by +1 Power Point.
- **Aura:** Beneficial powers surround a subject with a hot or fiery aura, and as a replacement for their normal benefit on a raise, the target gains the effect of the damage field power that causes 2d4 damage.
- **Fatigue:** A heat trapping on an attack forces the victim to make a Vigor roll or suffer Fatigue.
- **Flammable:** With a hit by a fire power, roll for any potentially flammable objects to catch fire (see page 101 of the Savage Worlds core rulebook). For a heat trapping, liquids on the target (water, potions, etc.) evaporate on a 6 on a d6 with a success or a 4–6 on a raise.

Restricted Spells: Beast Friend, Burrow, Disguise, Entangle, Greater Healing, Growth/Shrink, Healing, Puppet, Shape Change, Slumber, Zombie, Banish, Conceal Arcana, Dispel, Divination, Drain Power Points, Farsight, Invisibility, Obscure, Mind Reading, Speak Language, Succor, Mirror Self.



Lore of Ulgu (Shadows)

Trapping Effects:

- **Darkening:** Targets suffer a penalty to oppose the power equal to the current darkness penalty. The caster suffers a -2 penalty in normal light, and the light power works as dispel against the power.

- **Shroud:** The target is momentarily shrouded in tendrils of darkness.

Targets of negative powers

suffer a -1 penalty to all

vision- based trait rolls while

the power is active or on their next

action for Instant powers. Positive

effects slightly obscure the character,

making him -1 to be hit by ranged

attacks.

- **Stealth:** For beneficial powers, adding $+1$ Power Point to the cost causes the darkness to cling to the target and increases Stealth by one die type, or two on a raise.

Restricted Spells: Beast Friend, Burrow, Entangle, Growth/Shrink, Shape Change, Zombie, Banish, Divination, Environmental Protection, Mirror Self, Healing, Greater Healing.



Lore of Ghyran (Life)

Trapping Effects:

• **Life Bloom:** For every raise made by a beneficial power, one allied character can be healed for 1 wound or fatigue, changing to a new character when fully healed. Rolling a 1 on an offensive power (On either dice for Wild Cards) applies this affect to the targets instead. However, for every raise made the cost of the spell increases by 1 Power Point, characters that exceed their remaining Power Points suffer a point of fatigue for each point exceeded.



• **Strangling Thorns:** All offensive powers lower the pace of affected targets by 2'' + 1'' for every raise for the length of the spell duration.

• **One with the Green:** Bestial or nature-based enemies suffer a -2 penalty to Notice tests when made against a wizard with the Lore of Ghyran.

Restricted Spells: Drain Power Points, Puppet, Speak Language, Mirror Self, Telekinesis, Teleport, Zombie, Warrior's Gift.

Lore of Azyr (Heavens)

Trapping Effects:

- **Stargazer:** Celestial Wizards have a knack for reading signs and portents, often gaining insight into the future as they do so. A raise or more on a casting roll for a Wizard of Heavens allow them to reroll one failed test made in the next hour.

- **Feather Light:** Gravity has little effect on Celestial Wizards, adjusting the load limit modifier from x5 to x6.

- **Aura of Tranquillity:** Celestial Wizard emit a strange peaceful aura that others find calming, Lore of Azyr casters gain +1 to their charisma.

- **Heavenly Fury:** Celestial Wizards channel the energy of the heavens to deal damage, calling down lightning strikes onto their enemies. When casting damaging spells from inside a building, the damage of the spell must exceed the toughness of the ceiling, else it has no effect.

Restricted Spells: Zombie, Mirror Self, Shape Change, Growth/Shrink, Greater Healing, Entangle, Disguise, Burrow, Beast Friend, Armor.



Lore of Shyish (Death)

Trapping Effects:

- **Grim Pallor:** Wizards from the Realm of Death are even more infused with the grim energies of the realm than their non-magical brethren, suffering -2 to their charisma.
- **A Tithe is Owed:** Rolling a one on any of their casting die causes the caster to be stunned for one round or 1d6 minutes, as the Great Necromancer himself breaches their mind with his fell whispers. Wild Cards can resist this effect with a successful Spirit test.



- **Curse of Years:** Achieving a raise or more on any targeted spell causes the target to rapidly age for the duration of the spell duration (to a minimum of a round), providing a -2 penalty to all Vigor and Spirit checks.

Restricted Spells: Beast Friend, Burrow, Disguise, Environmental Protection, Farsight, Growth/Shrink, Mind Reading, Shape Change, Quickness, Speed, Mirror Self, Teleport, Zombie, Warrior's Gift.

Lore of Ghur (Beasts)

Trapping Effects:

- **Aura of Savagery:** All animals (Domesticated or otherwise) turn feral when the Beast Wizard unleashes his devastating magic. When a wizard achieves a raise on their casting roll for the Lore of Ghur, animals 6" away (increasing by 6" for every raise) must pass a Spirit test or attack the closest character.

- **One with Ferocity:** Amber Wizards can channel their inner beast into feral roars and grunts, granting them an extra +2 bonus to all intimidation tests against opponents of a similar size or smaller than them.

- **Beasthide:** When the magic of Ghur is in the air, the hide of the Amber Wizard becomes thicker like a beast, for the duration of casted spells, Ghur Wizards gain 1 (Increasing by 1 for every raise made) to their toughness.

Restricted Spells: Zombie, Teleport, Telekinesis, Mirror Self, Speak Language, Intangibility, Light/Obscure, Invisibility, Fly, Dispel, Conceal Arcana, Burrow, Blind, Barrier, Banish.

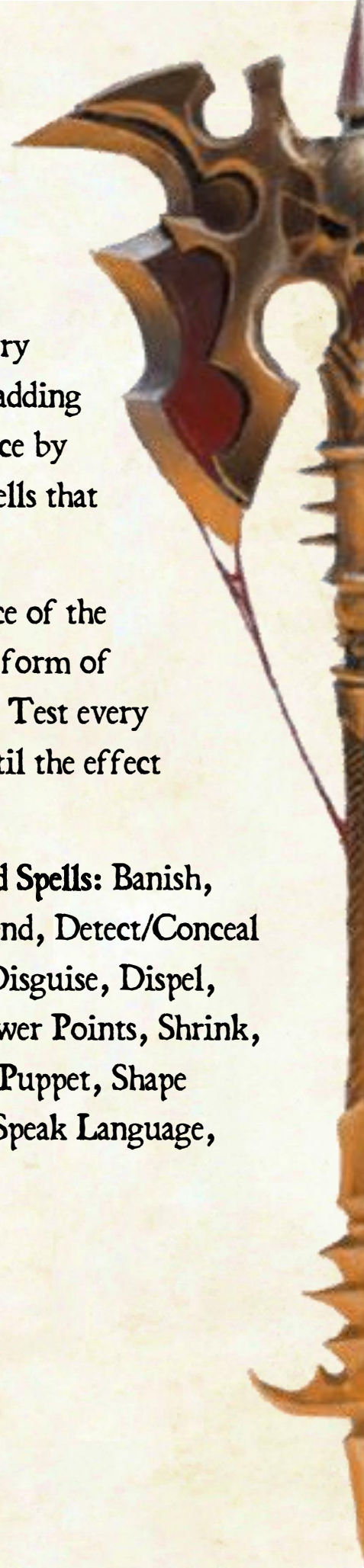


Lore of Chamon (Metal)

Trapping Effects:

- **Transmutation:** On a successful raise, offensive spells made against an enemy reduces the damage made by their weapons by 2 (+ 2 for every raise) for 1 round (+1 for every raise). Defensive spells made on an ally shares this effect, adding an equivalent bonus to their armour but reducing their pace by 2" (This pace penalty does not stack on raises), healing spells that replace lost limbs maintain this effect permanently.
- **Metal Flesh:** Rolling a 1 for a casting rolls halves the pace of the Gold Wizard for 1d6 rounds, as their muscles take on the form of lead. This effect can be negated with a successful Strength Test every round until the effect expires.

Restricted Spells: Banish, Beast Friend, Detect/Conceal Arcana, Disguise, Dispel, Drain Power Points, Shrink, Healing, Puppet, Shape Change, Speak Language, Zombie.



CHAPTER 3 - STORMCAST

ETERNALS

The chosen champions of Order, built from the core of a shattered world and imbued with the power of the God of Heavens himself. The Stormcast eternals are the first and last line of defence against the infernal legions of chaos. Stormcast Eternals are created much differently than the other races of the Mortal Realms

Stormcast players begin play with a d10 in both their strength and Vigor attributes, and a d8 in their spirit attribute. Stormcasts may advance these three to $d12+3$ rather than the usual $d12$. Rather than choosing a Realm to belong to, Stormcasts must belong to a Stormhost, one of the legions of Sigmar, each offering a different gameplay effect to characters belonging to each one.

Reforging

Rather than seeing one of their comrades with a maimed body part or other permanent injury, Stormcasts are tasked with mercy-killing their brother so that they may be reforged anew in the Anvil of Apotheosis. Those who return however are somewhat changed, no longer the men they once were.

Whenever a Stormcast character is killed (by either an enemy or one of their own brothers),



they must make a spirit test. On a success, the Stormcast returns to their brothers in 1d6 days with a new minor hindrance of their choice and -1 Charisma, on a failure, they return in 1d12 days with a new major hindrance and -1d4 Charisma, as the excruciating experience of being reforged inside and out tears apart the mind of those who experience it, slowly forgetting everyone you know and loved is never a pleasant experience.

Conclaves

All Stormcast players begin play as members of the Warrior Chamber of their chosen Stormhost, and must choose one of the 4 conclaves below to belong to. Each conclave operates entirely differently than the others, and requires a specific set of attributes and skills in order to be joined. Alongside this, Stormcast players may not purchase their own equipment like other characters, and instead receive all the weapons and equipment listed beneath each conclave. The chosen conclave should be recorded as a chosen edge on the character sheet.

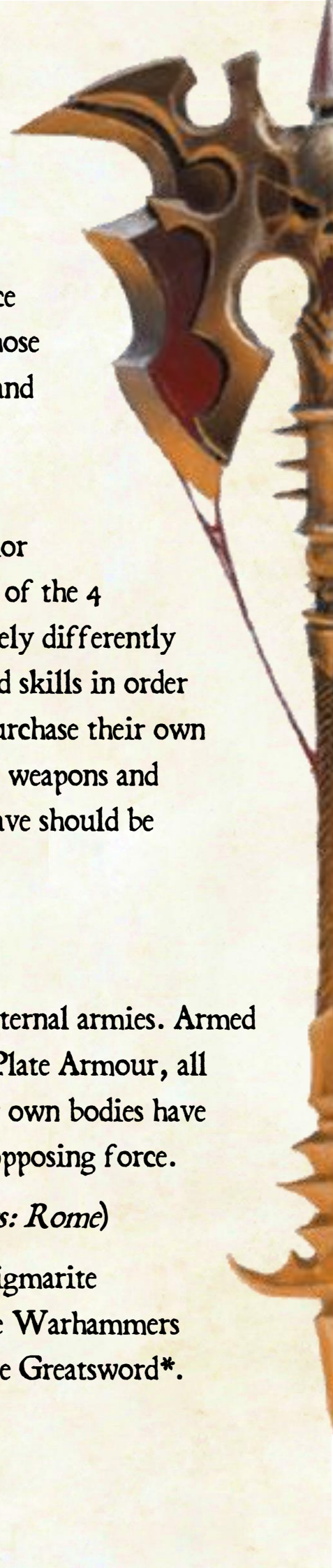
(* = One Per Squad).

Redeemer Conclave (Liberators)

The Liberators make up the core frontline of Stormcast Eternal armies. Armed with master-crafted weapons and outfitted head to toe in Plate Armour, all made from the precious metal Sigmarite from which their own bodies have been forged, the Liberators are an imposing sight to any opposing force.

Requirements: Fighting d10+, Shield Wall (*Weird Wars: Rome*)

Equipment: Sigmarite Plate, Sigmarite Warhammer or Sigmarite Longsword and Sigmarite Large Shield or Twin Sigmarite Warhammers or Sigmarite Longswords or Sigmarite Maul* or Sigmarite Greatsword*.



Angelos Conclave (Prosecutors)

Rather than marching across the battlefield like the other Conclaves of the Warrior Chamber, the Prosecutors soar high above the battlefield with a pair of golden wings of energy.

The most boisterous of the Stormcast warriors, the Prosecutors are often charged with scouting dangers ahead of the shield wall, and harrying the flanks and rear of the enemy when the battle is joined.

Requirements: Fighting d8+ or Throwing d10+, Agility d10+, Piloting d8.

Equipment: Sigmarite Plate, Twin Sigmarite Warhammers or Sigmarite Warhammer and Sigmarite Shield or Sigmarite Greataxe* or Sigmarite Greatsword* or Sigmarite Maul*, Stormwings.

Paladin Conclave (Paladins)

The bravest and mightiest of the warriors of Sigmar's legions, the Paladins are the shock troopers of the Stormcast Eternals, named and specialised into separate squads based on their weapon of choice (Hammers for Retributors, Glaives for Protectors, Axes for Decimators), the Paladins are viable at dealing with the most threatening forces facing the Stormcasts. Each squad of Paladins maintains a single individual armed with a Starsoul Mace, capable of unleashing extreme celestial energy on opponents





Requirements:
Fighting d10+,
Strength d12+,
Intimidation d8;

Equipment: Sigmarite Plate, Thunderaxe or Stormstrike Glaive or Lightning Hammer or Starsoul Mace*.

Justicar Conclave (Judicators)

The ranged troops of the Stormcast lines, the Judicators are responsible for unleashing a storm of devastation upon the enemy before the lines are met. Able to shoot their celestial weapons at great range and with terrifying speed, Judicator retinues have been known to destroy forces ten times their number without suffering a single casualty or showing the slightest remorse.



Requirements: Shooting d10+, Fighting d6+;

Equipment: Sigmarite Plate, Sigmarite Bow or Sigmarite Repeater Crossbow or Shockbolt Bow* or Thunderbolt Crossbow*, Sigmarite Short Sword.

Chamber Command

All Stormcast Chambers (Semi-autonomous regiments of around a hundred Stormcast) are led by a Lord-Celestant, the commanding officer and generally the greatest warrior of the chamber from whom the chamber is named (e.g. the Goldenmanes named after Lord-Celestant Jactus Goldenmane).

Beneath each Lord-Celestant is kept a retinue of trusted officers. While each chamber has a differing number and role for each officer, the clear majority of chambers maintain Lord-Relictors, Lord-Castellants, Lord-Veritants, and an assembly of Knights from one of the five Knightly paths.

For a player to become one of the above Chamber Command members, they must take the appropriate Rank edge named after their chosen role after fulfilling the set requirements. After which they may supplement their equipment with that listed beneath the edge requirements. Any rank requirements are optional and should be decided before running a campaign.

Lord Celestant

Commanders of the chambers and Sigmar's greatest warriors.

Requirements: Veteran, Fighting $d12+$, 2 Command Edges, Arcane Background (Miracles), Knowledge (Battle) $d10$.

Equipment: Typically, a Sigmarite Longsword and Sigmarite Warhammer, although Chamber Lords may take any weapons that bring victory, Imbued Warcloak.



Lord-Relictor

Only in embracing your own doom are you able to defy it, this is the tenet of the Lord-Relictors, former shamans and magicians who were taken by Sigmar and charged with guarding the souls of their brethren to ensure they return safely to Azyr. Bearing a dreaded reliquary staff that shimmers



with the combined powers of Azyr and Shyish, the Lord Relictor is able to summon the powers of death as if Sigmar himself had blessed his magic.

Requirements: Veteran, Fighting $\text{dro}+$, Arcane Background (Magic) (Lore of Shyish), Soul Drain, Healing dro .

Equipment: Reliquary Staff and Sigmarite Warhammer.

Lord-Castellant

While the Lord-Celestant is known to be the swift sword of the Chamber, charged with unleashing destruction on the enemy even at the cost of their own life, the Lord-Castellant is the chamber's shield, its enduring master. When a situation approaches the Stormcasts high in risk, the Lord-Castellant volunteers to light the way, with lantern in hand, halberd over their shoulder and loyal Gryph-Hound by their side. After many realm gates were reclaimed for the forces of order, Lord-Castellants were charged as wardens of the many fortresses that sprung up across the realms. It is still a common sight to see them wading into battle far from their forts, ready to destroy the forces of Chaos in the name of their brothers however.



Requirements: Veteran, Fighting d10+, Block, Sweep, Taunt d10+.

Equipment: Sigmarite Halberd, Warding Lantern, Gryph-Hound.

Lord-Veritant

The inquisitors and purgators of chaotic energy and insidious intent to near dangerous obsession. Lord-Veritants are the eye of Sigmar and the terror of witches. More executioner than warrior, the disciples of Chaos find that even their most fearsome spells falter when in their presence.

Requirements: Veteran, Fighting d10+, Holy Warrior, Strong Willed, Intimidation d10+.

Equipment: Sigmarite Longsword, Lantern of Abjuration, Gryph-Hound.



Knight-Questor

Unlike the other officers of the chambers, the Knights-Questor bear no burden of command, for each of these warriors has been bestowed a quest for them to complete by Sigmar himself. These quests might range from slaying a Khornate Warlord, to destroying a great fortress brick by brick, or even transporting a precious artefact across the realms. Whatever the case, Knights-Questor are far less tied to their



Chamber like the other Knights and Lords, and may leave unhindered if their quest demands it.

Requirements: Seasoned, Fighting $d10+$ or Shooting $d10+$ or Throwing $d10+$, Vow (May be taken as an advance).

Equipment: The weapons of their previous conclave, including unit-limited weapons.

Knight-Heraldor

Heavy-set, bombastic individuals, the Knights-Heraldor are responsible for the blowing of the thunderous warhorns that signals the beginning of battle for the hosts of Sigmar, their blaring noise providing a point of stability in the chaos of war. Bearing a master-crafted Sigmarite Battle-horn, the Knights-Heraldor are able to shake buildings to their foundations and topple trees if they committed fully to their task.

Requirements: Seasoned, Fighting d10+, Bruiser or Brawny, Command Presence, Taunt d8.

Equipment: Sigmarite Longsword, Battle-Horn.



Knight-Vexillor

The banner carriers of the Stormcast hosts, the Knights-Vexillor have the honour of bearing the icons of Sigmar above all into battle. This right is won not through servitude and loyalty, but through hard battle in the Gladitorium where all Stormcast train, for to bear Sigmar's banner you must be his mightiest of champions. To all who witness it, the Meteoric Standards and Heaven-wrought

pennants of the Knights-Vexillor seem to exist outside of the dark and gloom of many realms, shining with a celestial energy like the spires of Azyrheim itself, naturally, this makes the Knights formidable sights on the battlefield

Requirements: Seasoned, Fighting d10+,
Champion, Inspire, Paladin Conclave.

Equipment: Sigmarite Warhammer, Meteoric Standard or Pennant of the Stormbringer.



Knight-Azyros

The potent messengers of the heavens, the Knights-Azyros are charged with bringing Sigmar's light to the darkest corners of the planes of existence on their golden wings of celestial energy.

Acting as ambassadors and envoys to Sigmar, they are skilled in diplomacy with all manner of races and creatures. On the battlefield, they are effective scouts, for when they fly high into the heavens and unshutter their beacons, Sigmar himself can see through the gilded lantern and affix his gaze on the enemy in the form of a tumult of searing heavenly light.

Requirements: Seasoned, Angelos Conclave, Piloting dro+, Persuasion dro+, Level headed.

Equipment: Sigmarite Longsword, Celestial Beacon.



Knight-Venator

Master hunters possessed of a swiftness no mortal can match and equipped with the feared Realmhunter Bow, the Knights-Venator can unleash a blur of arrows against their targets, leaving behind a trail of corpses, a celestial arrow embedded in every weak spot and armour gap. In order for an ambitious prosecutor to prove themselves worthy to become a Knight-Venator, they must show their mastery of flight by seeking out and bonding with a Star-Eagle, who only dwell high in the celestial clouds far above the broken world, hunting the nimble ethereal creatures that dwell in such places.

From there, they are taught how to imbue their arrows with Sigmar's Power, allowing them to transform their arrows into projectiles of celestial destruction moments before they release.



Requirements: Seasoned, Angelos Conclave, Piloting dr2+, Shooting dr2+, Star-Eagle, Improved Dodge, Acrobat.

Equipment: Realmhunter Bow, Star-Eagle, Star-Fated Arrows.

Stormhosts

When Sigmar first forged the Stormcast Eternals from the ancient metal of the World That Was, he organised every batch of forging into separate Stormhosts. Each Stormhost became as a legion in the armies of Sigmar, each with their own principles, characteristics, and history. Below you can find several of the most notable Stormhosts and the rules to play them, become a crusader of the Hallowed Knights or a former warrior of the Broken World as an Anvil of the Heldenhammer!

Hammers of Sigmar

The First Stormhost of the First Striking, the Hammers of Sigmar are the epitome of all that a Stormcast and follower of Sigmar can aspire to. Loyal and unrelenting in their pursuit of the God-King's aims, it was the Hammers of Sigmar led by Lord Celestant Vandus Hammerhand that first waged war on the forces of Chaos at the Battle of the Gates of Azyr in the Realm of Fire.

Effects: All members of the Hammers of Sigmar gain the Loyal hindrance, as well as the Brave edge.



Hallowed Knights

Forged from mortals devoted to Sigmar in life, the Hallowed Knights are the holy crusaders of the Stormcast Legions.

They are most famous for their warcry “Only the Faithful!”, which many Stormcast envy but aren’t creative enough to come up with something as good.

Effects: All members of the Hallowed Knights gain the Stubborn hindrance, as well as the Fervor edge.



Celestial Vindicators

Vengeance incarnate, the Celestial Vindicators were forged from those mortals who swore eternal vengeance upon their enemies before their deaths, they are a bloodthirsty host, committed entirely to the destruction of their enemies. They burn with hatred for Chaos and all its servants, chanting grim songs of revenge as they hack and slash through the enemy, a wildfire that cannot be quenched.

Effects: All members of the Celestial Vindicators gain the Vengeful (Major) hindrance, as well as the Frenzy edge.



Anvils of the Heldenhammer

As the World That Was glowed with fell magics, heroes from a distant age were forged on the Anvil of Apotheosis, fighting

with tactics from an age long dead and speaking words many thought forgotten, the

Anvils of the Heldenhammer are the ancient dead reborn, the brooding force of liberation many thought long destroyed under the heel of chaos. Many value the wisdom and unrelenting nature of those thought lost to the void.

Effects: All members of the Anvils of the Heldenhammer gain the Death Wish hindrance, as well as the Level-Headed edge.



Knights Excelsior

Valuing the importance of discipline and the unit over the individual (to a near obsessive degree), the Knights Excelsior operate in perfect synchronicity between each soldier and unit, their machine-like patterns and sweeps a marvel to behold. The meticulousness of the Knights Excelsior appears further still, in how they must cleanse every grain of corruption from an area before departing.

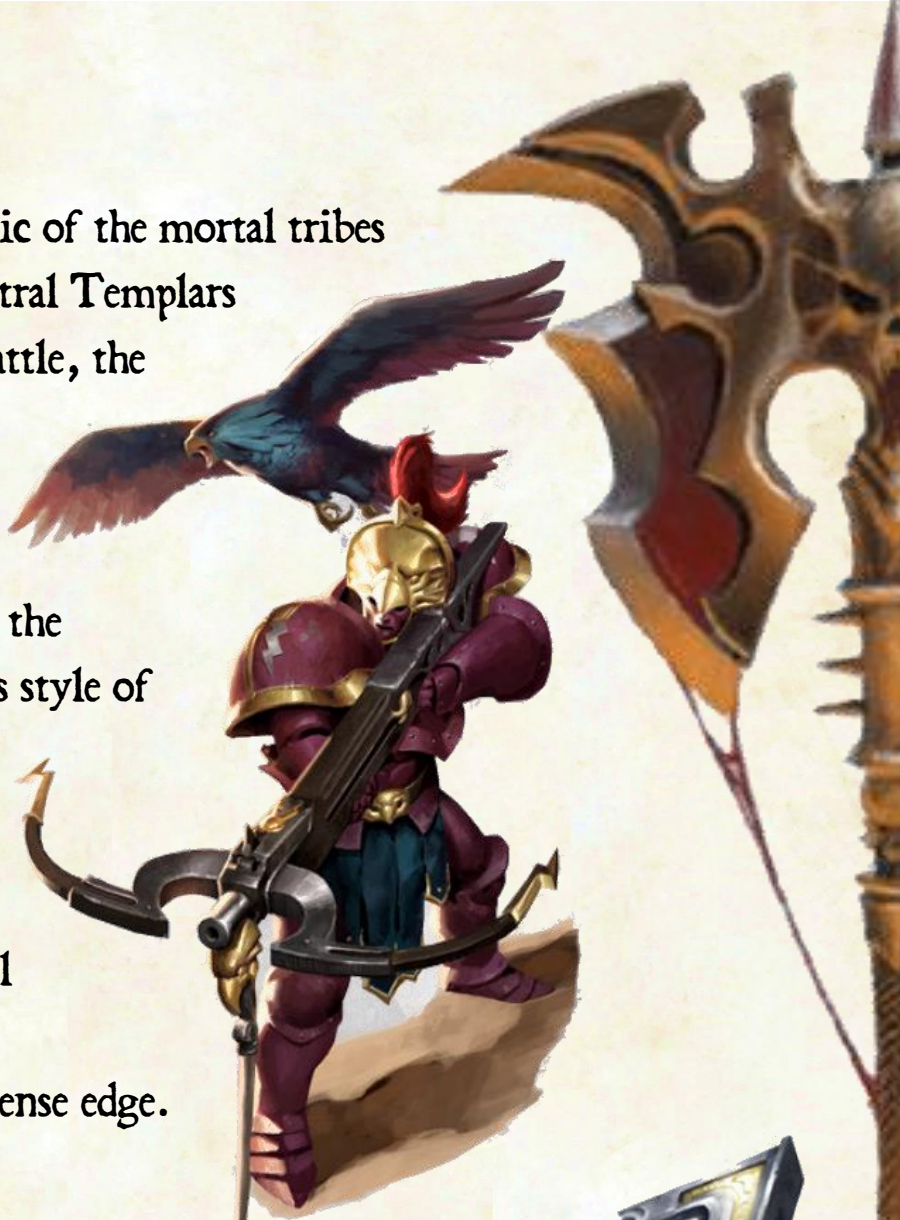
Effects: All members of the Knights Excelsior gain the Quirk hindrance, as well as the Tactician edge.



Astral Templars

From the most warlike and barbaric of the mortal tribes arrayed against Chaos were the Astral Templars forged. Living for the thrill of battle, the Astral Templars are ferocious from liberator to Lord-Celestant, their wondrous fluidity in combat a far cry from the Knights Excelsior. Naturally, this style of warfare and thrill for combat puts the Templars right at home facing the many tribes of Ghur.

Effects: All members of the Astral Templars gain the Overconfident hindrance, as well as the Danger Sense edge.



Tempest Lords

The former scions of aristocratic nations and noble houses, the Tempest Lords intend to do away with any suspicions of noble upper class arrogance through honour, courteousness, and merit. Descending from the heavens on a wave of celestial rhetoric, their words are an inspiration to all.

Effects: All members of the Tempest Lords gain the Code of Honour hindrance, as well as the Inspire edge.



Celestial Warbringers

All hailing from the same tribe of mortal warriors long ago, the Celestial Warbringers hurl golly insults and laugh like drunkards as they smite the enemies of Order.

There is no greater joy than righteous battle for the Warbringers, and this spirit has carried them into many victories, as they continue to laugh and sing on their march to the next battle. Reforging can hit the Celestial Warbringers hard however, and there is much grief when one of their kin return to them with no words of humour or the former positivity they once had.

Effects: All members of the Celestial Warbringers gain the Bloodthirsty hindrance, as well as the Common Bond edge.



CHAPTER 4 —

CHOSEN OF CHAOS

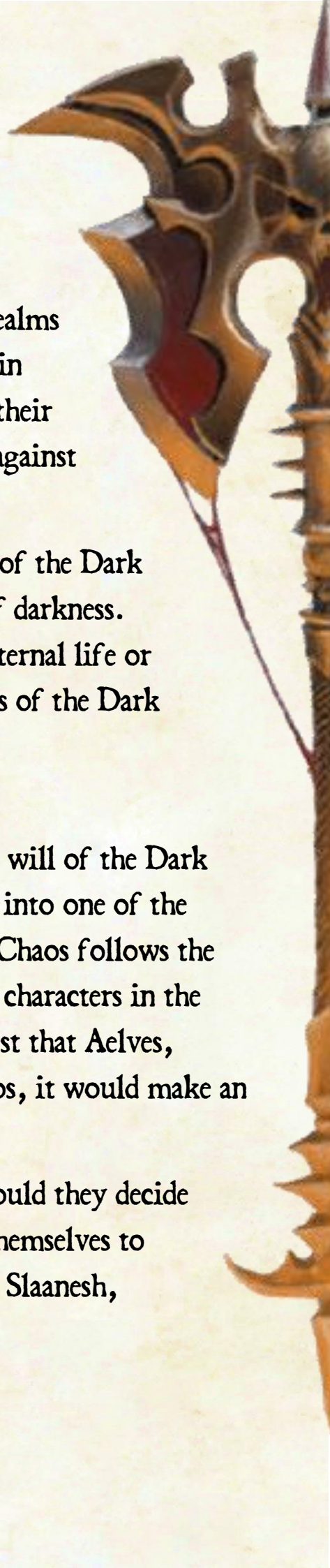
While the time of complete dominion over the Mortal Realms is over for the forces of the Chaos Gods, they still maintain titanic armies and hosts of corrupted men and daemons at their disposal with which to pursue their war of extermination against the remaining free peoples of the Mortal Realms.

Therefore, there are many who have embraced the powers of the Dark Gods, who have abandoned their humanity for the gifts of darkness. Whether for might in battle, unfathomable knowledge, eternal life or simple pleasure, these men and women are now the servants of the Dark Gods, twisted and corrupted beings sworn to undoing.

Creating Corruption

All followers of Chaos not the daemons spawned from the will of the Dark Gods themselves begun their story as regular mortals born into one of the eight Mortal Realms. Therefore, creating a champion of Chaos follows the same character creation process as the other non-Stormcast characters in the Mortal Realms. While there isn't much evidence to suggest that Aelves, Duardin or even Vampires have fallen to the sway of Chaos, it would make an interesting story.

After the character is created (Or anytime during play, should they decide to fall to the ruinous powers later on), they must pledge themselves to one of the 4 Original Gods of Chaos, these being Nurgle, Slaanesh, Khorne or Tzeentch.



Nurgle

The God of Plagues, Stagnation, and Decay. Nurgle is the antithesis of all that flourishes, making his incursion into the Realm of Life even more heinous. The followers of Nurgle are renowned for their endurance and toughness in combat, and for the swarms of ravenous flies that circle above them.



Slaanesh

The Lost Dark Prince of Lust, Greed, Excess, Pain, Perfection, and Hedonism, if it causes emotion in some pleasure or form, Slaanesh is the god of it. The greatest champions of Slaanesh are often content to ravage the realms in search of their missing god.

Swift and graceful, the followers of Slaanesh are for the most part thrill-seeking warriors surrounded by cults dedicated to themselves.



Khorne

Anger, Violence, Hate, these are the spheres of the Lord of Blood Khorne and his servants. Champions of Khorne are near-unmatched warriors, fuelled by purest hatred and made fiercer and fiercer with every wound sustained. They wield hell-forged weapons of butchery and command monstrous creatures of teeth and brass, all dedicated to the champion's mindless pursuit of massacre.



Tzeentch

The Everchanging god of magic, sorcery, and the raw essence of change itself.

Tzeentch and his servants plot glorious webs so complicated and genius in its design, that cultists have been thought to murder seemingly random strangers, all to prevent their friend's, grandson's student from gaining skills or

knowledge that could be used against him. While the champions of Tzeentch are generally master sorcerers, weaving complex magics from atop flying daemoniac discs, mutated champions wielding axes in 4 bony and tentacled arms is not an uncommon sight in the hordes of change.



Chaotic Rewards

When an individual has pledged their immortal soul to one of the four Gods of Chaos, their life is no longer their own. To represent the reduced free will that comes with becoming a servant of Chaos (as well as the power granted by the malicious powers), the regular Experience Point rules of *Savage Worlds* have been expanded with the following:

- The ruinous powers watch their servants carefully, ever vigilant of missteps by their favoured souls. When performing deeds seen as against the values of their chosen god (Refusing a challenge as a Khornate for example), they must make a successful Spirit Test or suffer a point of fatigue has their unholy vitality is sapped away as punishment.
- The destiny of each champion is not their own, the Dark Gods alone judge the path of their champions. For every 5 points accumulated by a Champion, they must roll a d8, comparing the result to the table below. Table results may be chosen from available options by sacrificing their next XP point gained.
- Followers of Chaos may advance one of their four attributes to $d12+3$ rather than the typical $d12$, relevant to their chosen god (Strength for Khorne, Vigor for Nurgle, Smarts for Tzeentch, Agility for Slaanesh).

The player or GM should be creative in how their advancements manifest in the appearance of the Champion. Is their new Dodge edge the result of a new Snake-like physique? Is the Danger-Sense edge the result of 10 new eyes?

D10	Reward
1	Hindrance (Major)
2	Hindrance (Minor)
3	Chaotic Followers
4-5	Chaotic Attribute Increase
6-7	Edge
8-9	Skill or Skill Increase
10	Imbuement
Note: Nurgle and Tzeentch Sorcerers may replace Attribute Increase for the New Power edge if so desired, Slaaneshites may replace it with a second Skill Increase.	



Chaotic Followers

The Champion has been found worthy enough to gain new companions to his unholy crusade. If the character is the owner of a beast companion, the creature is painfully transformed into a form more fitting for the champion's god, gaining the bonuses listed for their god in Chapter 6. If the champion has no beast companion, he gains a number of "Follower Tokens" equal to a roll of his wild die (This roll may ace). These tokens may be spent on the following rewards or saved for future use:

Cost	Effect
30	The Champion earns the favour of a Greater Daemon. The Daemon is averse to assisting in petty scraps and fights except in the event of massive battles, but may be used to request favours from the Realm of Chaos in the form of advice or non-direct assistance like travel. Be warned however that Greater Daemons are the mightiest shards of their god, don't exploit their favour too eagerly.
20	1d4 Lesser Daemons come into the service of the Champion. These Daemons may assist in any situation that the Champion demands, Nurgle Champions may exchange this result for 1d10 Nurglings (Separated into as many Swarms as the Champion requires).
10	1d4 Chaos Warriors swear their souls to the Champion, eager to die in the hopes of earning their favour. These warriors may be equipped however the Champion desires. These warriors must remain satisfied by the Champion's actions, and may decide to betray or abandon them if they stray too far from their god.
5	1d4 Chaos Cultists abandon their past lives to serve the Champion in all they do. These cultists care little for the details of their service, and live only for the thrills and glories that results from their worship. Because of this, Cultist followers are at no risk of abandoning the player save for the most extreme blasphemy.
?	The Champion is bestowed a Corrupted Beast spawned from the jaws of their dark patron's foul humour. This beast may be any non-humanoid extra (Or custom creation) with the god-relevant bonuses applied from Chapter 7. The cost of the creature in Follower Tokens is equal to half (rounded up) the combined sum of its Pace, Parry, Toughness (with Armour and Size), Smarts and Strength.

Any killed companions must be repurchased save for Greater Daemons, who will reform after 1d10 months and a sacrifice worthy of their name (GM decision).

Imbuement

Their dark patron has seen fit to improve the equipment and magics of their favoured child. The Khornate Champion's axe erupts into a deep orange flame, the Nurglite's Armour becomes host to an infestation of steel-strong maggots, the Tzeentchian plotter finds their magic easier to cast and less straining on the psyche, and the Slaaneshite Duellist's rapier becomes capable of slicing through Sigmarite like paper. The Champion may select one of the following boons:

- Increase damage of a single weapon or spell by 1.
- Increase armour value of a piece of armour by 1.
- Decrease PP cost of a spell by 1, to a minimum of 1.
- (Slaanesh Only) Reduce Item Weight by 4 (To a Min of 1)
- (Khorne Only) Add a power to a weapon or armour, with a pool of 10 Power Points, these powers must be Khorne-relevant (no Invisibility, Disguise, Slumber etc.) and use the Intimidation Skill. Only 1 power may be allowed per item.

Eventually, the regular subject of imbuement should become a signature spell or artefact of the Champion! Let the famous Dracoth-slaying Plaguehammer of your Nurglite Lord send chills down the spines of all who see it!

Imbuement may be taken at character creation for 2 points.



Magic of Chaos

Below you can find new trappings for magic wielded by the followers of Tzeentch, Nurgle, and Slaanesh. These operate in the same fashion as the spell lores detailed in *Chapter 2 – Magic of the Realms*. Chaos Wizards may use either Spellcasting or Faith to cast their magics.

Lore of Tzeentch

Trapping Effects:

- **Raw Change:** The fell blue fires of Tzeentch corrupt and mutate all they come into contact with, turning hardened soldiers into gibbering masses of flesh. Tzeentch Sorcerers may roll a d6 for every enemy killed by their magic, with results of 5 or more turning them into Chaos Spawn, hostile to all. This roll must be made on the round of casting, and only a single Chaos Spawn may be created per-spell, as area effect magics cause the targets to meld together into a single fleshy entity (Increasing in size based on the number of successful rolls).
- **Fell Summoning:** Sorcerers of Tzeentch are masters of the summoning arts, allowing them to bring forth legions of fell creatures with the wave of a hand. The duration of Summon Ally is doubled, with the Sorcerer summoning d4 allies rather than the typical 1. The die type of this roll is increased for every rank of the sorcerer.

Restricted Spells: None



Lore of Nurgle

Trapping Effects:

- **Plague Wind:** The magic of Nurgle corrupts and infects, not always hurting the enemies they strike outright, but tearing them apart from the inside. Characters made the target of successful Nurgle damaging spells (Regardless of if it damaged or not) must make a successful Vigor test or become infected by the wasting plagues of Nurgle, suffering -2 to their Parry, Toughness, and Pace for 1d6+2 rounds. This effect can stack.
- **The Bloat:** Wizards of Nurgle are bloated messes of flesh and pus, their eldritch pestilence a miasma that radiates from within them. Non-daemon characters with the Nurgle trapping receive a penalty to their pace equal to quarter their Arcane Background skill (Rounding Up). It may be best to find a mount or palanquin to carry your stagnating bulk...

Restricted Spells: Darksight, Invisibility, Light/Obscure, Intangibility, Quickness, Speak Language, Speed, Banish.



Lore of Slaanesh

Trapping Effects:

- **Waves of Pleasure:** The magic of Slaanesh is like a beating drum, imbuing surrounding servants with waves of ecstasy. The Caster and any Allies within their pace range after successfully casting a spell receive +2 to all Spirit tests, and may ignore Wound and Fatigue penalties when making such tests to avoid being shaken. This effect remains for the duration of the casted spell, to a minimum of a round.

- **Higher Form:** Slaanesh is the God(dess) of excess among other things, and many of their servants strive to achieve a perfect physical form, free of blemish or other worldly (and human) characteristics. Allies targeted by a support power by a Slaaneshite Sorcerer receive +2 to their Charisma and Taunt tests for 1d6 days, with every degree of success increasing the Charisma, Taunt bonus and Number of Days sustained by 1. The servants of the Dark Prince so do loves to shape others into a form they find more fitting...

Restricted Spells:

Zombie, Intangibility,
Blind, Banish, Armor.



CHAPTER 5 – THE VAULTS

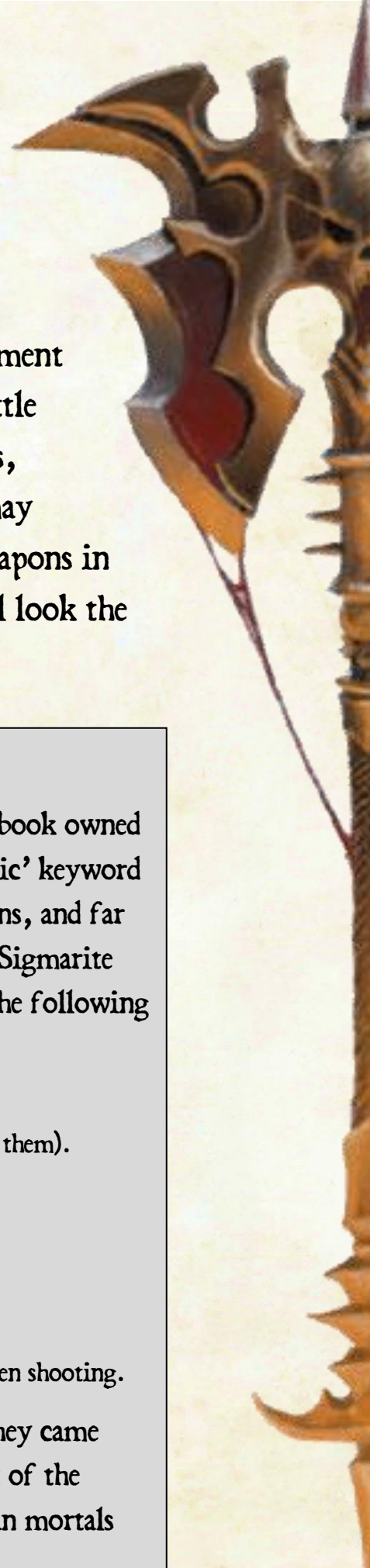
Below you can find the most common weapons and equipment used by the inhabitants of the Mortal Realms. There is little restriction placed on which alliance can use which weapons, simply because with the range of nations and tribes that may belong to each alliance, every alliance uses these sets of weapons in some form. That doesn't mean that a Maul for Order will look the same as a Maul for Destruction however.

Sigmarite & Daemonic Equipment

You might have noticed that all the weapons and armour in this book owned by Stormcasts and Daemons includes the 'Sigmarite' or 'Daemonic' keyword before them, these weapons have been created outside mortal means, and far exceed the powers of their equivalent non-keyword versions. All Sigmarite and Daemonic weapons have their characteristics modified with the following changes:

- +2 Bonus to all Damage Rolls for weapons.
- Cost multiplied by 4 (if you can find someone who would buy/sell them).
- Weight halved (rounding up).
- (Weapons) Parry increased by 1.
- (Armour) Toughness increased by 1.
- (Shields) Parry increased by 1.
- +1 Armour Piercing bonus (vs All Armour) for weapons.
- (Ranged Weapons) Increase Range by 2 (scaling for each range) when shooting.

These weapons tend to burn away or teleport back to the realm they came from after their master is slain. Only through the wilful consent of the weapon's master or on a successful -2 Faith or Spellcasting roll can mortals hope to wield one of these legendary weapons.



Melee Weapons

Type	Damage	Weight	Cost	Notes
Traditional				
Dagger	Str+d4	1	25	
Great Sword	Str+d10	12	400	Parry -1, 2 Hands
Flail	Str+d6	8	200	
Longsword	Str+d8	8	300	Includes Scimitars
Rapier	Str+d4	3	150	Parry +1
Short Sword	Str+d6	4	200	
Axe	Str+d6	2	200	
Battle Axe	Str+d8	10	300	
Great Axe	Str+d10	15	500	AP 1, Parry -1, 2 Hands
Maul	Str+d8	20	400	AP 2 vs. rigid armour, Parry -1, 2 hands
Warhammer	Str+d6	8	250	AP 1 vs. rigid armour (plate mail)
Club	Str+d6	10	150	-1 Parry
Halberd	Str+d8	15	250	Reach 1, 2 Hands
Lance	Str+d8	10	300	AP 2 when charging, Reach 2, only usable in mounted combat
Pike	Str+d8	25	400	Reach 2, 2 Hands
Staff	Str+d4	8	10	Parry +1, Reach 1, 2 Hands
Spear	Str+d6	5	100	Parry +1, Reach 1, 2 Hands
Scythe	Str+d6	6	150	Reach 1, 2 Hands, +1 Damage against unarmoured foes.
Stormcast				
Thunderaxe	Str+d10+2	15	2000	Special, AP 2, Parry -1, 2 Hands
Stormstrike Glaive	Str+d8+2	12	1500	Special, Reach 2, 2 Hands, AP 1
Lightning Hammer	Str+d8+2	20	1600	Special, AP3 vs. Rigid armour, Parry -1, 2 hands.
Starsoul Mace	Str+d8+2	15	2200	Special, AP3 vs. Rigid armour, Parry -2, 2 Hands.

Thunderaxe

These large two-handed Sigmarite axes are weighted and bladed to be ideal for wide and high momentum strikes from the user. Characters wielding a Thunderaxe gain the Sweep Edge or a +2 bonus to their sweep attack roll if they already have the edge. Stormcast Only.

Stormstrike Glaive

Long handled and bladed, the Stormstrike Glaive is powerful enough to impale even the monstrous creatures of Chaos, and fast enough for the user to deflect missiles from the air. Users may add +2 points of damage to all attacks from the Stormstrike Glaive for every size level the target is above the user. Furthermore, ranged attacks suffer a -2 penalty to hit if the user sees them coming. Stormcast Only.

Lightning Hammer

The thunderous blow of a Lightning Hammer has the potential to destroy victims from the inside, turning their flesh and bones to ash inside their armour. Every additional raise made after the first inflicts an additional 1d4 damage to the opponent. Stormcast Only.

Starsoul Mace

As much a wand of celestial energy as it is a weapon of armour-cracking destruction. The Starsoul Mace can project shards of electrical power against foes that evade the physical swing. Enemies receive a -2 to their Parry when facing a character armed with a Starsoul Mace. Stormcast Only.



Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str
Traditional							
Axe, Throwing	3/6/12	Str+d6	1	75	2	-	-
Bow	12/24/48	2d6	1	250	3	-	d6
Crossbow ¹	15/30/60	2d6	1	500	10	-	d6
Repeater Crossbow ¹	10/20/30	2d6	3	800	12	8	d10
Long Bow	15/30/60	2d6	1	200	5	-	d8
Throwing Knife	3/6/12	Str+d4	1	25	1	-	-
Sling	4/8/16	Str+d4	1	10	1	-	-
Javelin	3/6/12	Str+d6	1	100	5	-	d6
Black Powder							
Handgun ^{*2}	10/20/4	2d8	1	300	15	-	d6
Blunderbuss ²	10/20/40	1-3d6	1	300	12	-	d6
1d6 at Long range, 2d6 at Medium range, and 3d6 at Close range							
Pistol ^{*2}	5/10/20	2d6+1	1	150	3	-	-
Stormcast							
Shockbolt Bow	16/34/68	2d6+2	1	1000	3	-	d8
Special, AP1.							
Thunderbolt Crossbow ¹	15/30/60	2d8+2	1	2000	14	-	d8
Special, AP2.							
¹ AP2, 1 Action to Reload. ² 2 Actions to Reload							

*Upgrading Guns

Rather than adding a profile of all variances of rifles and pistols, I've decided it would be more flexible to allow players to modify their weapons as they see fit. Each of the following upgrades has a 'Max' value, describing how many times it may be bought, as well as the Cost of each upgrade. Characters may upgrade their own weapon with half the cost and a successful Knowledge (Weaponcraft) test.

- Sights/Stabilisation – Range +2 when shooting. (Max 4, Cost 150)
- Rifling – Damage +1 when shooting. (Max 3, Cost 200)
- Loading Mechanism – Shots +1. (Max 4, Cost 400)
- Firing Mechanism – Rate of Fire +1. (Max 4, Cost 400)
- Melee Attachment – Melee Damage +1. (Max 2, Cost 100)

Shockbolt Bow

The Shockbolt Bow is far stronger and masterfully crafted than the other bows used by the Stormcast Eternals, it's arrows exploding into storms of lightning when it hits a target. After a hit has been scored by a character wielding a Shockbolt Bow, all enemies within 2" of the victim receive d6 damage (this roll can ace). Stormcast Only.

Thunderbolt Crossbow

More a cannon than a crossbow, the Thunderbolt Crossbow fires a mighty blast of celestial energy at its target, capable of tearing them apart body and soul. Characters struck by a projectile fired by the Thunderbolt Crossbow must immediately make a -2 Spirit test or suffer the results of being shaken before damage is dealt, regardless of whether the damage of the attack exceeded the character's toughness or not. Stormcast Only.

Ammunition

Type	Weight	Cost	Notes
Arrow	1/5	1/2	-
Quarrel	1/5	2	AP2
Shot (w/powder)	1/10	3	For black powder Weapons
Slingshot	1/10	1	-

Sigmarite & Daemonic ranged weapons draw on the very being and faith of the individuals who wield them. Characters with these ranged weapons may maintain ammunition equal to their Vigor attribute times 2 every session or battle (Non-Stormcasts/Daemons use their Spirit instead, no multiplier for thrown weapons). Exceeding this number required a test of the relevant attribute or a point of fatigue is inflicted on the wielder.

Armour & Items

Type	Armor	Weight*	Cost	Notes
Personal				
Leather	+1	15	50	Covers torso, arms, legs.
Chain Coat	+2	25	300	Covers torso, arms, legs.
Chain Helmet	+2	6	130	Covers Head
Plate Cuirass	+3	25	400	Covers torso.
Plate Arms	+3	10	200	Covers arms
Plate Leggings	+3	15	300	Covers legs
Plate Helmet	+3	8	150	Covers head
Barding				
Leather Barding	+1	20	200	For horses
Chain Barding	+2	25	900	For horses
Plate Barding	+3	30	1250	For horses
Shields**				
Small Shield	-	8	25	+1 Parry
Medium Shield	-	12	50	+1 Parry, +2 Armor against ranged
Large Shield	-	20	200	+2 Parry, +2 Armor against ranged

*Weight when worn, assume carried weight to be twice that of worn.

**Shields only protect against attacks from the front and Sides.

Type	Cost	Weight	Type	Cost	Weight
Special			Typical		
Stormwings	2000	15	Horse	300	-
Reliquary Staff	1200	20	War Horse	750	-
Warding Lantern	1600	5	Saddle	10	10
Abjuration Lantern	1600	5	Grappling Hook	100	2
Celestial Beacon	1500	5	Backpack	50	2
Battle-Horn	1500	10	Torch	5	1
Meteoric Standard	3000	20	Bedroll	25	4
Stormbringer Pennant	3000	20	Quiver (Holds 20 Arrows/Bolts)	25	2
Star-Fated Arrow	1600	1/4	Whetstone	5	1
Religious Icon	700	15	Lockpicks	200	1
Gork & Morkstikk	1500	6			
Star-Eagle	1400	8			
Gryph-Hound	900	8			
Boar	1000	-			

Stormwings

Golden wings of energy used to carry the Prosecutors of the Stormcast Eternals into battle. While exclusive to the Stormcasts, equivalents may be available to other alliances with some creativity (Bone wings for Death, Daemon wings for Chaos). Stormwings allow the User to fly at the pace of their Piloting skill (d12 to 12" etc.) with Climb Piloting/4, as well as run while flying.

Reliquary Staff

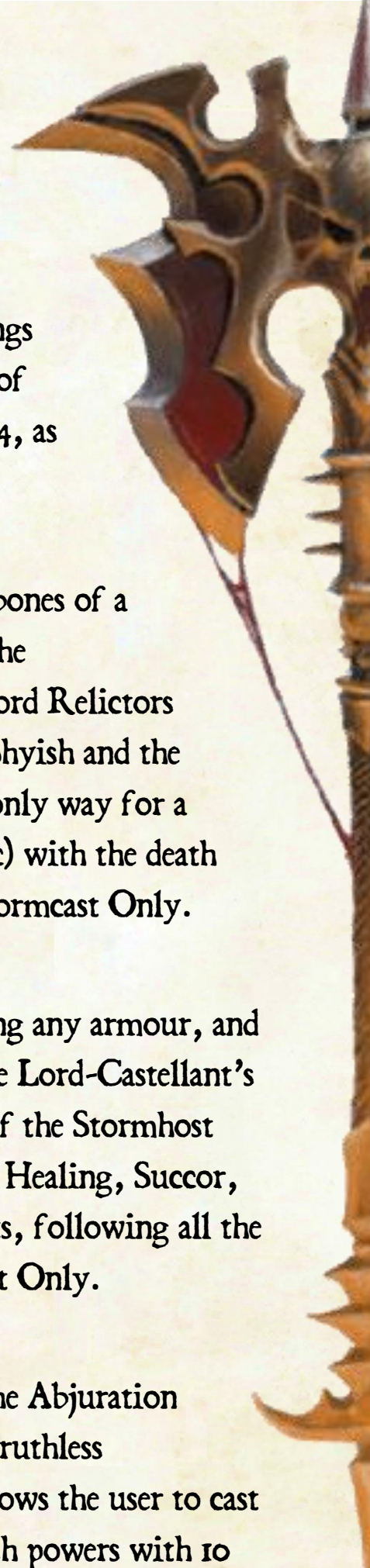
An adorned Sigmarite handle holding aloft the entombed bones of a great hero who died against Chaos in the Age of Myth. The Reliquary Staff and the powers it commands is used by Lord Relictors to cast their strange magics, a mix of the dark powers of Shyish and the holy powers of Sigmar. Bearing a Reliquary Staff is the only way for a Stormcast to cast magics from Arcane Background (Magic) with the death trapping, their only magic option other than Miracles. Stormcast Only.

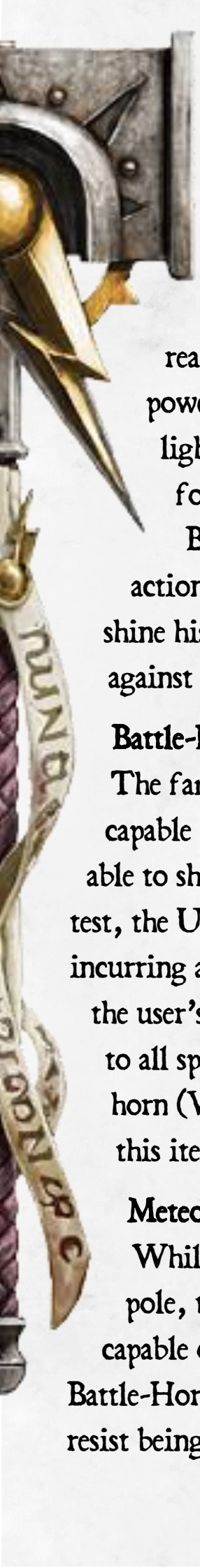
Warding Lantern

Capable of healing inflicted wounds, cleaning and repairing any armour, and searing the dark forces of chaos where light rests upon, the Lord-Castellant's Warding Lantern is a faithful beacon that leads the way of the Stormhost advance. The Warding Lantern allows the user to cast the Healing, Succor, Boost Trait, Banish or Burst powers with 10 Power Points, following all the normal rules of Arcane Background (Miracles). Stormcast Only.

Abjuration Lantern

Clearing away the shadows of the unclean and heretical, the Abjuration lantern of the Lords-Veritant is the branding sigil of this ruthless pursuer of all that is Chaotic. The Abjuration Lantern allows the user to cast the Dispel, Detect Arcana, Lower Trait, Blind, and Banish powers with 10





Power Points, following all the normal rules of Arcane Background (Miracles). Stormcast Only.

Celestial Beacon

Used as the guiding beacon of the Knights-Azyros, the Celestial Beacon allows Sigmar himself to peer undisturbed into the mortal realms, shining his light on all. The beacon is a magic item with 10 power points, and allows the wielder to cast the Blast power with the light trapping for 5 power points, the size of the template increasing for every 10" they are in the sky. Furthermore, characters hit by the Blast also suffer from the effects of the Blind power as well. As an action and after a successful agility test, the user of the beacon may also shine his light on an enemy, providing a +2 bonus to all attacks made against them for that round. Stormcast Only.

Battle-Horn

The famous instruments of the Knights-Heraldor, the Battle-Horn is capable of inspiring allies to great feats of glory in combat, as well as being able to shake building foundations and topple trees. On a successful Vigor test, the User may cast the Burst power with the Sound trapping without incurring any Power Point cost. This power can be cast as many times equal to the user's Vigor/4. As an action, the user may also make a Vigor test to add 2 to all spirit tests made by allies to resist being shaken within the range of his horn (Vigor x2). Like the Stormwings, other alliances may have variants of this item.

Meteoric Standard

While seemingly just a marvellous white banner on the end of a golden pole, the Meteoric Standard is in fact also a wand of celestial energy, capable of calling down the fury of Azyr into the enemies of order. Like the Battle-Horn, the Meteoric Standard adds 2 to all spirit tests made to allies to resist being shaken within 15". Furthermore, once per session the User may cast

the Blast power with the fire trapping by rolling a test against a d4, increasing the die type for every 3 allies within 15" of the banner.

Stormbringer Pennant

This colossal Sigmarite icon carried by the Knights-Vexillor is capable of weaving a furious celestial hurricane, allowing them to stir chaos among the foe, its lightning also able to carry Stormcast across the battlefield in an instant. The Stormbringer Pennant adds 2 to all spirit tests made to allies to resist being shaken within 15". Furthermore, the wielder of a pennant may cast either the Havoc or Teleport powers in a medium burst template. This is done by rolling a test against a d4, increasing the die type for every 3 allies within 15".


Star-Fated Arrow

A single arrow blessed by Sigmar and infused with the magics of the Broken World, the Knights-Venator bring an arrow each with them when they leave Azyr, prepared for the moment when they may be forced to use it. Alongside the damage of the original weapon, the Star-Fated arrow also causes an additional 1d6 damage to the opponent (This roll may ace), and also adds 2 to its damage for each size level of the opponent.

Religious Icon

Ranging from accursed symbols of the Dark Gods, the leering face of Nagash, or the roaring furnace of Grimnir, the large Religious Icons carried into battle bring the favour of the gods to their chosen. Religious icons add 2 to all Spirit tests to avoid being shaken and all Faith tests within 15". Furthermore, each Icon is a magic item with 10 Power Points, gaining a god-





relevant power of the GM and Player's choice using the Faith skill. Recommended spells for selected gods are listed below:

Characters using the rules for Imbuement may add multiple spells to their icon when the effect is used, as well as cheapen the cost.

Sigmar: Banish, Beast Friend, Smite.

Khorne: Boost Trait.

Slaanesh: Puppet, Quickness.

Tzeentch: Detect Arcana, Bolt, Drain Power Points.

Nurgle: Lower Trait, Burrow, Blind.

Grimnir: Damage Field, Boost Trait.

Grungni: Armor, Barrier.

Malerion: Confusion, Invisibility, Intangibility.

Alarielle: Entangle, Healing.

Gorkamorka: Havoc, Smite.

Nagash: Fear, Zombie.

Gork & Morkstikk

Imbued with the thumping energies of the twin gods of destruction, the rhythm created by banging these glowing bone instruments against solid surfaces (including the skulls of grots if available) can send nearby

Greenskins into a murderous frenzy. Characters who spend a turn beating and drumming may add 2 to all Fighting tests made by allies within 15".

Alongside this, the Sticks can be wielded in both hands as improvised weapons, allowing the user to join the musical frenzy themselves, adding an extra 1 damage for every raise made on their fighting roll.

CHAPTER 6 — FORCES OF THE ALLIANCES

After so much time being spent on describing the many unique and wonderful heroes you can create in *The Savage Age of Sigmar*, now is the time for describing the many enemies you can batter, slaughter, corrupt and cleanse in playing adventures with your new characters. Since the rules above allow you to play characters from all four of the Great Alliances, it's only fair that there be characters from all four of the Great Alliances present in this chapter too.

Order Mortals

Freeguild Guardsman

The mortal warriors of Sigmar, they fight to prevent the devastation wrought by Chaos, should they ever win again.

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

Skills: Fighting d6, Notice d6, Intimidation d6, Survival d4, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5(1).

Hindrances: Loyal.

Edges: -

Gear: Leather Armor, Crossbow or Rifle or Medium Shield and Spear or Longsword.



Vulkite Berserker

The furious warriors of the Fyreslayer lodges, the Vulkite Berserkers are unrelenting in their desire to obtain copious amounts of Ur-Gold and destroy their enemies.

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

Skills: Fighting d8, Notice d6, Intimidation d6, Survival d6, Climbing d8.

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 5.

Hindrances: Stubborn, Ur-Sickness, Low Light Vision.

Edges: -

Gear: Great Axe or Twin Battle Axes, Chain Helmet.



Stormcast Eternals

Liberator

The Shield Wall of the Stormcast Eternals, an Array of Liberators is an imposing sight to any enemy, their flurry of hammer and sword blows cutting apart enemies in a rhythmic chorus of holy vengeance.

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

Skills: Fighting d10, Faith d6, Intimidation d8, Notice d6, Repair d4, Knowledge (Sigmar) d6.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7(4).

Hindrances: Loyal.

Edges: Shield Wall.

Gear: Sigmarite Plate, Sigmarite Warhammer or Sigmarite Longsword and Sigmarite Large Shield or Twin Sigmarite Warhammers or Sigmarite Longswords or Sigmarite Maul* or Sigmarite Greatsword*



Gryph Hound

The trusted companions of the Lords Veritant and Castellant.

Gryph hounds are large dog-like creatures with the heads of eagles and talons to match. They are animals with highly acute senses and many Stormcast trust their Gryph Hound to locate dangers before they arrive.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d6.

Skills: Fighting d8, Intimidation d6, Notice d12.

Pace: 6; **Parry:** 6; **Toughness:** 4.

Special Abilities:

- **Bite:** Str+d6.
- **Go for the Throat:** Gryph Hounds instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armoured location.
- **Fleet-Footed:** Gryph Hounds roll d10's instead of d6s when running.
- **Size:** -1.



Knight-Venator

The skyborne marksmen of the Stormcast Angelos conclave. The Knight's Venator descend from the heavens with Star-Eagle by their side and Star-Fated Arrow at the ready.

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

Skills: Fighting d10, Shooting d12+1, Notice d8, Intimidation d6, Survival d6, Piloting d12.

Charisma: 0; **Pace:** 8; **Parry:** 7; **Toughness:** 7.

Hindrances: Arrogant, Heroic, Loyal.

Edges: Dodge, Improved Dodge, Acrobat, Brave, Fleet-Footed, Quick, Steady Hands, Dead Shot.

Gear: Sigmarite Longbow and Sigmarite Arrows, Star-Eagle, Star-Fated Arrow.



Star-Eagle

Soaring high in the heavens of Azyr above even the broken world of Malus, the Star-Eagles prey on the celestial creatures that dwell in such strange places. These creatures are the favoured companions of the Knight Venators, the only beings capable of catching up to them.

Attributes: Agility dro, Smarts d6 (A), Spirit dro, Strength d6, Vigor d4.

Skills: Fighting d8, Notice dro, Piloting dr2.

Pace: 2; **Parry:** 6; **Toughness:** 3.

Special Abilities:

- **Claws/Beak:** Str+d6.
- **Fly:** Star-Eagles may fly at a pace of 12", with a climb of 3.
- **Eye-Tearer:** Star-Eagles may use the grapple action against enemies, adding +2 to their damage rolls. This attack always targets the Opponent's head. Furthermore, Star Eagles had +2 to their damage after moving at least 10" in a round.
- **Hopper:** Star-Eagles can only move at a pace of 2 when on the ground, and cannot run.
- **Size:** -2.



Chaos

Below is listed generic rules for followers of Chaos from each god, who gain the bonuses beneath the name of their god. Note that these rules can be used with any creature or character to create customised Chaos beasts:

- **Khorne:**
 - **Traits:** Strength increased by 2 die types, Parry +1.
 - **Skills:** Intimidation and Fighting increased by 2 die types
 - **Edges:** Combat Reflexes, Berserk.
 - **Hindrances:** Bloodthirsty.
- **Nurgle:**
 - **Traits:** Vigor increased by 2 die types.
 - **Skills:** Survival increased by 2 die types.
 - **Edges:** Nerves of Steel, Resilience (May make a Free Soak roll once per battle).
 - **Hindrances:** Obese, Ugly.
- **Slaanesh:**
 - **Traits:** Agility increased by 2 die types.
 - **Skills:** Persuasion increased by 2 die types.
 - **Edges:** Attractive, Fleet Footed, Acrobat, Nerves of Steel.
 - **Hindrances:** Arrogant
- **Tzeentch:**
 - **Traits:** Smarts increased by 2 die types.
 - **Skills:** Investigation increased by 2 die types.
 - **Edges:** Scholar.
 - **Hindrances:** Curious.



Mortals

Cultists

Bloodreavers, Kairic Acolytes, Plaguebrothers, these are a few of the many names given to those mortal men and women who willingly serve the dark gods of chaos as its most lowly servants.

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

Skills: Fighting d6, Notice d6, Survival d4, Intimidation d4, Throwing d6, Investigation d4, Persuasion d4.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5(1).

Hindrances: Loyal.

Edges: -

Gear: Leather Armor, Throwing Axes or Melee Weapon and Medium Shield.



Chaos Warriors

The warriors of Chaos are titanic beings clad in thick plate armour, utterly dedicated to their god, and sworn to the ruination of order. The warriors are what is formed when aspiring cultists prove themselves to their god and manage to successfully become worthy of accepting their gifts. Not as fanatical as the cultists still in the honeymoon of chaotic faith, the warriors are greater representations of their god, with warriors of Khorne being blood-mad but still with a sense of honour, Slaanesh warriors dedicated to excess in all forms not just sexual, or Tzeentch worshippers more sowers of change and betrayal than simple ambitious scholars.

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

Skills: Fighting d8, Notice d6, Survival d4, Intimidation d4, Throwing d6, Investigation d4.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(3).

Hindrances: -

Edges: -

Gear: Plate Armour, Large Shield and One-handed weapon or Great Weapon.



Chaos Spawn



Gibbering masses of flesh, bone, and corruption. Chaos Spawn are living symbols of the punishments dispensed to those who displease the Gods of Chaos. They are usually larger than the entity they had once been, bloated, mangled and contorted by the malign powers that destroyed their being. They are also utterly mindless, their psyche broken by unimaginable pain and suffering, this makes Chaos Spawn dangerous, unpredictable, and fearsome in battle.

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

Skills: Fighting d8, Intimidation d6, Notice d6.

Pace: Special; **Parry:** 6; **Toughness:** 7;

Special Abilities:

- **Fear -2:** Screaming masses of broken creatures screaming in agony, it's enough to shiver even the most hardened warrior.
- **Fearless:** Chaos Spawn are immune to Fear and Intimidation.
- **Horrific Locomotion:** Chaos Spawn exist as a punishment, their forms mutated, bloated, or contorted to cause pain and terror. Each Chaos spawn has an individual Pace of 2d6", travelling on anything from slug like bodies to insect legs.

- **Masses of Flesh:** The size of a spawn depends on the whims of it's creator and the components of its making (See **Raw Change** in the Lore of Tzeentch). Chaos Spawn begin with a size of +1, which may increase when fused with another Chaos Spawn.

- **Mangled Appendages:** Chaos Spawn use Natural Weapons which cause Str+1d8 damage.

Daemons

Swarm of Nurglings

Petty Daemons of no comparison, the Nurglings are the agitating and filth-spreading servants of Nurgle, and are a common sight scurrying among the legs of the Champions and more powerful Daemons of the Plague God. In battle, Nurglings are night useless as individuals, but in swarms however they can be a deadly force to many, their pestilent bodies exploding into infected goop when they are struck down.

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

Skills: Fighting d4, Taunt d6, Notice d4, Stealth d4.

Pace: 4; **Parry:** 4; **Toughness:** 6.

Special Abilities:

- **Contagious:** Nurglings are sentient balls of roving plague and pestilence, waiting for the slightest force for them to burst and coat the attacker in foul liquids. Every time a Nurgling Swarm gains a wound, the attacker must pass an Agility Test or suffer -2 to their pace and toughness for 1d4+2 rounds. This duration may stack.
- **Swarm:** Each token of Nurglings is not an individual, but instead a small horde of 2d6 of the creatures occupying a medium burst template. The Nurgling swarm has as many wounds as the number of nurglings in the swarm, and when attacking makes a Fighting Roll + the swarm quantity (For example, a swarm of 5 Nurglings has 5 wounds, and makes a roll of d4 + 5 when attacking).





Lesser Daemon

Spawned from the dark will of their patron gods, these Daemons are the frontline forces of the daemonic minions of Chaos. Lesser Daemons may choose between wielding a Daemonic Weapon of their choice or magical abilities.



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



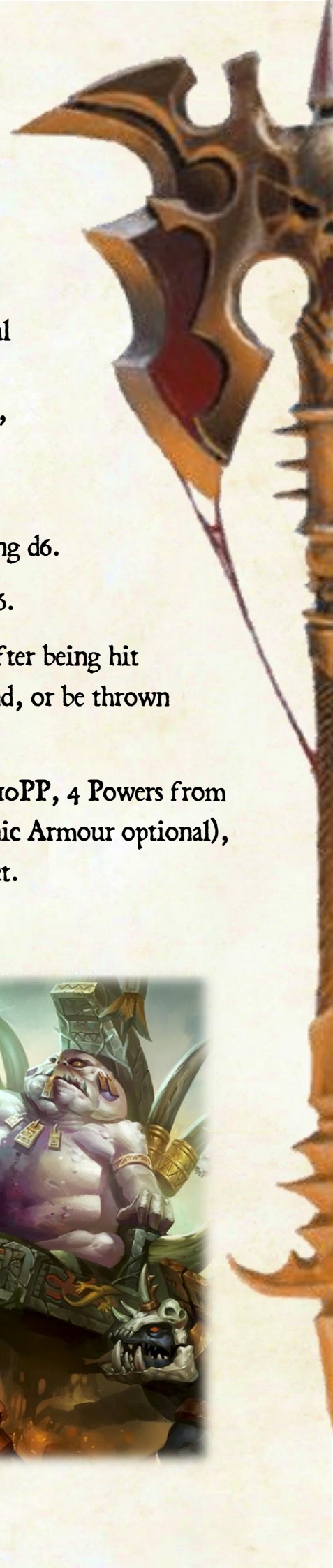
Skills: Fighting d8, Notice d6, Survival d6, Intimidation d6, Investigation d4, Spellcasting d6.



Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6.

Hindrances: Unstable (Must roll spirit test after being hit without dealing damage themselves that round, or be thrown back to the realm of Chaos).

Other: Brave, Arcane Background (Magic) (10PP, 4 Powers from Trapping) OR Daemonic Weapon (Daemonic Armour optional), Combat Edge (Khorne Only), Killer Instinct.





Greater Daemon

Shards of the great gods of Chaos, the Greater Daemons are masters of the dark realm, each a commander of their very own legions of lesser Daemons. It is these malevolent creatures who are charged by their patron father to bring their domain to the eight realms, engaging in plotting, bloodshed, and other campaigns of ruination necessary to please their fathers.

Attributes: Agility dr2, Smarts dr2, Spirit dr2, Strength dr2, Vigor dr2.

Skills: Fighting dr2, Notice d8, Survival dro, Intimidation dr2, Investigation dr2, Spellcasting dr2 (Not Khorne).

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8.

Hindrances: Unstable (Must roll spirit test after being hit without dealing damage themselves that round, or be thrown back to the realm of Chaos).

Edges: Arcane Resistance, Arcane Background (Magic) with 3dro PP (Not Khorne), Brave, Size +6, Hard to Kill, Killer Instinct, Command, Fervor, Strong-Willed, Mighty Blow OR Power Surge, d6 Combat Edges (Khorne Only).

Gear: Daemonic weapon and armour of their choice with several imbuelements.



Beastmen

Gor

In their eyes, they are the trueborn children of Chaos, dedicated to the will of the ruinous powers and the destruction of all that is civilised. They are the Beastmen, and they can be found in all of the mortal realms, not as natives, but as defilers. The Gor is the most commonly seen of the Beastmen herds, a bestial mind with the muscles of Man.

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

Skills: Fighting d8, Climb d6, Intimidate d6, Notice d6, Stealth d6, Survival d6, Tracking d8, Shooting d4, Throwing d4.

Pace: 7; **Parry:** 6; **Toughness:** 6 (1).

Gear: Club, Axe or Spear, Small Shield, Leather Armour.

Special Abilities:

- **Horns & Hooves:** Beastmen can gore and kick for Str+d4 damage, increasing their damage by 2 if they can charge 4" before attacking

Gors that reach a sufficiently high standing and might within the herd become what's known as Bestigors, the elite of the herd and personal guard of the Beast Lords. To represent Bestigors, make the following changes to the Gor profile:

Attributes: Agility d8, Smarts d6, Spirit d9, Strength d10, Vigor d10.

Skills: Fighting d10, Intimidate d10.

Pace: 7; **Parry:** 7; **Toughness:** 9;

Gear: Great Axe, Chain Coat, Chain Helmet.

Any skills not mentioned are assumed to still exist on the Bestigor profile unmodified. Beastmen may be subject to the god-specific bonuses detailed previously to create Tzaangors, Pestigors, Khornegors or Slaangors.



Death

Rules for Skeletons, Zombies, and Vampires can be found in the Bestiary of the Savage Worlds core rulebook. However, vampires are generally rare commanders and rulers in Age of Sigmar, so I'd recommend creating new Vampires with the character creator at the beginning of this book.

Ghoul

Half-undead cannibal madmen of the Flesh-eater Courts, ghouls are ravenous and unrelenting against those who intrude upon their kingdoms.

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

Skills: Fighting d6, Intimidation d6, Survival d8, Stealth d8.

Pace: 6; **Parry:** 5; **Toughness:** 5.

Special Abilities:

- **Primitive:** Ghouls enter battle armed with either a Club, improvised weapon or just their bony claws, which deal Str+d4 damage.
- **Darksight:** Ghouls spend their time isolated in caves and crypt, fearing the light. Ghouls suffer no vision penalty from being in darkness.
- **Cannibalism:** Ghoul may spend a round feasting on a corpse to heal 1 wound (Wildcards only) and increase their toughness by 2 for the next 1d4 rounds.

Ghouls may have their size increased by 3 to become Crypt Horrors, which also increases their Strength by 2 dice levels. Crypt Horrors may also be given the abilities of flight to become Crypt Flyers, allowing them to fly at a pace of 10" with a climb of -1, however they lose the ability to wield weapons.



Wight

Former warriors and kings with a willpower strong enough to maintain themselves after Death. Wights are powerful combatants hardened by the strain of unlife.

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

Skills: Fighting d10, Intimidation d8, Healing d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 6(2).

Gear: One Handed Weapon and Shield OR Great Weapon, Chainmail armour.

Special Abilities:

- **Fleshless:** +2 to all Intimidation tests, natural healing takes twice as long.
- **Crypt Eyes:** Ignores attack penalties for combat in any darkness.

Spirit

Wailing and enraged spirits bound to the masters of Shyish for all eternity, these malevolent entities lash out with spectral blades and flowing tendril-like claws against any they see as a disturbance to their hatred.

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

Skills: Fighting d6, Intimidation d12+1, Notice d12, Stealth d12+4.

Pace: 6; **Parry:** 5; **Toughness:** 5.

Gear: Twin Daggers or Claws (Str+d6), all weapons have AP1.

Special Abilities:

- **Fly:** Spirits may fly with a pace of 10" and a climb of 2.
- **Ethereal:** Spirits are Ethereal, and only suffer half-damage from non-magic attacks.
- **Cairn Wraith:** A spirit may be armed with a long scythe and black cloak, marking it as a Cairn Wraith, Cairn Wraiths gain the sweep edge, a d10 to their Fighting skill and a d8 to their Vigor, increasing their Parry and Toughness to 7 and 6.



Destruction

Orruk

The frontline force of most of the armies of Destruction, Orruks are big rowdy brutes dedicated to butchery and warfare, what they call “having a good fight”. Save for the strange Bonesplitterz Orruks, they wear primitive patchwork iron and fight with jagged blades and clubs.

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

Skills: Fighting d8, Intimidation d8, Stealth d4, Notice d6, Shooting d6, Throwing d6.

Pace: 6; **Parry:** 6; **Toughness:** 7.

Gear: Leather Armour, one handed weapon and shield **OR** dual-weapons **OR** Bow. Stronger Orruks also wear random chainmail and plate armour pieces and swing huge two handed weapons.



Special Abilities:

- **Size +1:** Orruks are slightly larger than humans.
- **Biggest and Strongest:** Orruk size increases by 1 for each rank they gain eventually becoming ogre sized (+3) when they have reached the level of Warboss.



Grot

Sly and mischievous creatures small of stature but ambitious in their cunning, there are many variants of Grots, from the spider-riding tribes of Ghyran to the cloaked stabbers that hide in the caves of Shyish and Ulgu, all kinds of Grots can be found in Ghur however.



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

Skills: Fighting d6, Taunt d8, Climbing d6, Notice d6, Shooting d6, Stealth d10, Throwing d6.

Pace: 6; **Parry:** 5; **Toughness:** 5.

Gear: Short spear or sword (Str+d4), bow, Grots sometimes ride Wolves or Giant Spiders into battle.

Special Abilities:

- **Size -1:** Grots stand 3-4' tall.

Shaman

Greenskin Shamans are raving lunatics, gyrating and singing in a blabbering chorus as green energy overflows from every orifice. Their magic channels the power of the WAAAGH! Itself, meaning their head is just as likely to pop as the target's.

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

Skills: Fighting d6, Faith d10, Healing d6, Taunt d8, Knowledge (Gorkamorka) d8.

Pace: 6; **Parry:** 5; **Toughness:** 6.

Edges: Arcane Background (Miracles), New Powers,

Soul Drain

Powers: 1d4; **Power Points:** 5.

Gear: Club, Second Club or Religious Icon with 2 Powers.





Warboss

The leaders of the Orruk bands roving the realms, the Warbosses are in constant warfare with each other, each seeking to claim power and more boyz for their ever growing WAAAGH!'s



Attributes: Agility d8, Smarts d8, Spirit dro, Strength dro, Vigor dro.

Skills: Fighting dro, Intimidation dro, Knowledge (Battle) d6, Notice d6, Riding d6, Throwing d6.

Pace: 6; **Parry:** 8; **Toughness:** 10(3).

Hindrances: Mean, Arrogant.

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Natural Leader.

Gear: Crude Plate Armour (+3), Duel Weapons **OR** single Two-handed weapon.

Orruk Warbosses are also known to ride large Wyverns or armoured (+2) Boars into combat against the enemy.

Boar

The large boars seen in the armies of the Greenskins are monstrous creatures born of hatred and destruction and ridden only by the biggest and toughest of the Orruk hosts

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength dro, Vigor dro.

Skills: Fighting d8, Notice d8.

Pace: 7; **Parry:** 6; **Toughness:** 7.

Special Abilities:

- **Berserk:** When a Boar is wounded, it goes berserk. It gains +2 to all Fighting and Strength rolls and to its Toughness, but Parry is reduced by 2.
- **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to its damage.
- **Tusks:** Str+d6



Gargant

Mighty beasts of lore taller than buildings and strong enough to topple towers. Is is much debated whether these lumbering beasts are of any relation to the civilised Titans of the Age of Myth, and if the fell powers of Chaos have transformed those formerly wise and loyal nations into the Gargants of today. Gargants can be commonly seen among the armies of Destruction, towering above lines of Grots and Orruks, throwing rocks or swinging their tree trunk clubs into ranks of the foe.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+6, Vigor d10.

Skills: Fighting d6, Intimidation d8, Notice d4, Throwing d6.

Pace: 9; **Parry:** 5; **Toughness:** 13.

Gear: Massive Club (Reach +3, Damage +4) or 1d4 Boulders (10/20/40), Str+6 Damage, Medium Template).

Special Abilities:

- **Size +6:** Gargants stand 5 times taller than a regular man, and have the muscle to match.
- **Fear -2:** The Gargants size and animalistic temperament make them terrifying to most.



CHAPTER 7 — PLAYING SAVAGE AGE OF SIGMAR

That concludes the rules section of *Savage Age of Sigmar*, since this supplement is based on a tabletop wargame centred around titanic battles and masses of soldiers, I thought it would be handy to write a chapter on playing this RPG. The Mortal Realms is infinitely large and teeming with countless stories all waiting to be told.

Sample Adventures

An Unexpected Perspective

Have the players create two sets of characters (justify this as a sample exercise, or say that you haven't decided yet what part of the Realms to show), one group noble and proud characters from many different bloodlines, the other a horde of Orruks or Stormcasts. Start off playing as the typical noble band, experiencing fierce battles against monsters, dragons, and other such terrors.

After the first session, switch perspectives to reveal the characters to be Flesh-eater Ghouls trapped in their delusional insanity, facing down the other set of characters the players thought disregarded. This would make for a fantastic introduction into one of the most tragic armies of the setting!



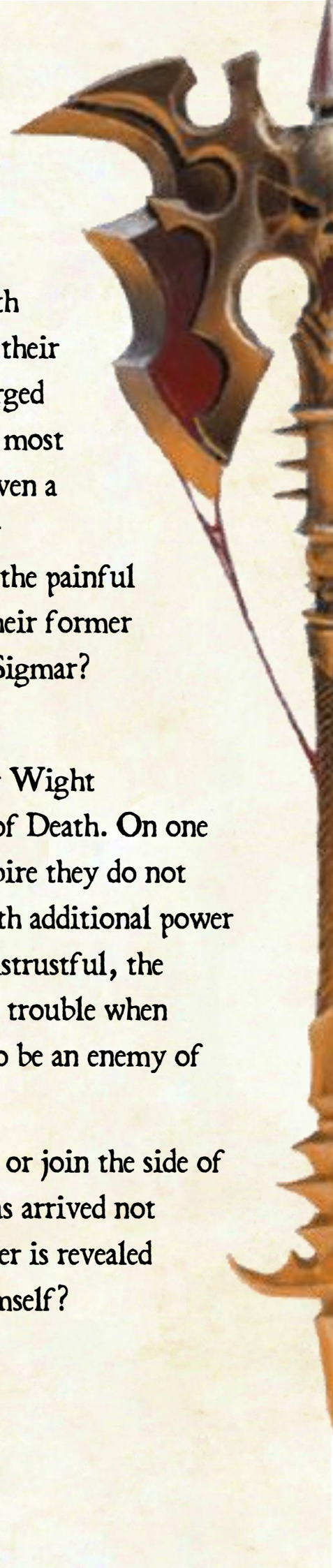
Ascendancy

In a clear metaphor for the creation of Age of Sigmar, have all characters create regular mortals for a classic adventure in one of the realms of existence. After a thrilling and dangerous adventure, the heroes are faced with a challenge that even they cannot overcome. Right before their deaths, have them whisked away on thunderbolts and reforged into Stormcast Eternals, with the character who killed the most or survived the longest made the Prime of their unit, or even a Knight! How will the characters come to terms with their constantly deteriorating memory? How will they react to the painful process of Reforging, will they change into shadows of their former selves, or embrace the change and become instruments of Sigmar?

A Familiar Face

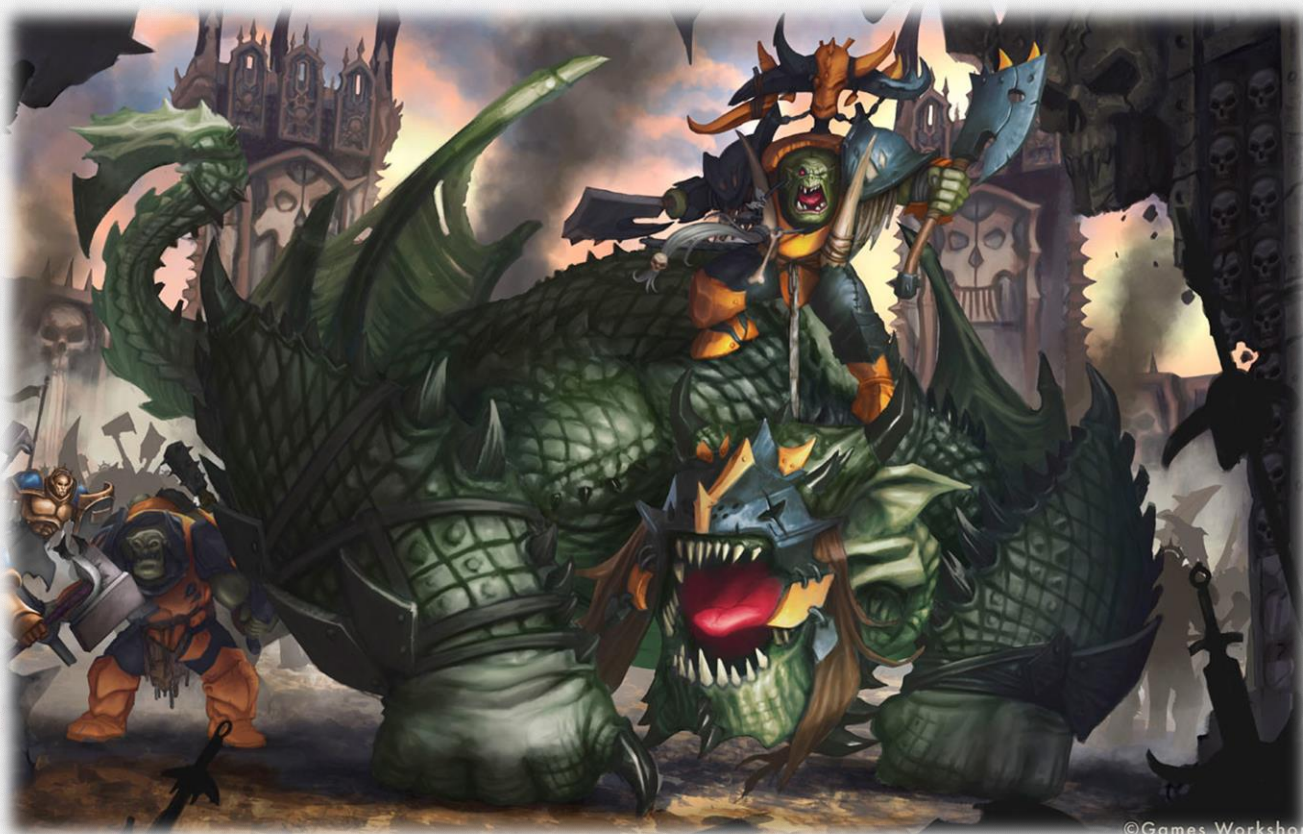
The players are an ambitious group of Vampires and their Wight companions who rule over minor lordships in the Realm of Death. On one particularly gloomy night, an ancient and powerful Vampire they do not recognise visits the group, who offers to provide them with additional power and thralls should they assist him with his plans. While distrustful, the Vampires decide to assist the stranger, causing tension and trouble when Arkhan the Black himself arrives, claiming the Stranger to be an enemy of Nagash and a target for all loyal Vampires.

Will our small group of players assist Arkhan in his hunt or join the side of the Stranger? What is the agenda of the Stormhost that has arrived not far from their lands? How will they react when the stranger is revealed to be none other than the notorious Vlad von Carstein himself?



Da Big Krumpin'

The players are a band of big boisterous Orruks looking to find a reason to have a good fight. Suddenly, Gordrakk arrives to the lands of our Orruk's Warboss and his boyz at the front of a massive army, and he promises da fete of a lifetime in his Great WAAAGH! If they join him. The Fist of Gork intends to gather every Warboss across the Realm of Beasts and march them through the Realmgate into new turf to battle in. There are many enemies and challenges to face from here until there however, making plenty of opportunity for our gitz to prove themselves as Da Biggest and Da Strongest. Will our players succeed in proving their worth to Gordrakk, joining him as the leaders of his new campaign? Or will they threaten the avatar of the Green Godz, becoming food for Bigteef? Where does Gordrakk intend his great host to go? And what is the agenda of the divided gods this time around?



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The Guardian

Have the players create a regular band of mortals, plus an extra Stormcast character to assist them. Every session control of the Stormcast passes over to another player in the group (Use the Action Cards system to determine the order of players). Whenever the Stormcast is killed, the player currently in ownership of them permanently loses control of them, as that fragment of their psyche is lost in the kiln of Azyr. When (or If) the Stormcast is killed when controlled by the final player, the Stormcast is whisked away to Azyr once again, although never again to return to the champions who were so unfaithful in their defence of Sigmar's finest. Having a pet Stormcast is always a nice bonding ritual, just make sure to feed and walk them every day.

Contest of Gods

Each player is a mortal Chaos champion sworn to each of the Great Gods of Chaos. This unlikely band of "allies" have been brought together at the behest of a member of the Varangard, with the intention that these heroes complete a task that would better the situation of him and his master Archaon, promising the highest performing champion the opportunity to prove himself worthy to join the Varangard. Now the competition is on, as each of the champions attempts to outdo the others, perhaps with the intervention of their gods in the process.





A Weapon to Surpass Ghal Maraz

The War for the Realms has waged on for years, and Sigmar constantly strives to create new and better weapons to destroy the champions of Chaos. From the core of the broken world and intermixed with the engineering skills of the Kharadron

Overlords, a new weapon has been created, a Sigmarite Handgun with fully upgraded Sights, Rifling, Reload and Firing mechanisms, and a Sigmarite blade fixed to the underside. Our heroes have been chosen to transport this weapon from the Kharadron sky-port from which it was constructed, to Azyrheim and finally to the realm of Beasts where it can be best put to use, many intend to claim this weapon as their own however, from Kharadron renegades who envy the marvel of the design, to corrupted human engineers and even the Skaven of Clan Skyre!

The Grand Arena

For GM's who want players from every alliance. Each player is a captured or volunteered soul forced to fight in the arena (the realm and arena owners are up to you), where bonds of alliances mean nothing and every hero must ally with any who might offer aid. Only by surviving the perils of the arena and conquering its final stages can they possibly hope to achieve their goals.

The final challenge of the arena might involve facing down a horde of beastly creatures, a one on one fight with the greatest champion in Arena history, or a free-for-all between all of the players. Did the Chaos Champion enter the arena to earn favour for their god? Did the Orruk enter just for a good fight? Is the Wight hero forced to fight in the arena, rising again when he falls? There are so many interesting stories that could be told by mixing and matching the many races and alliances of Age of Sigmar into the Arena.

Creating Q uests

The plot hooks above are a nice set of ideas to introduce characters to the setting of Age of Sigmar, but aren't enough for prolonged games of more than a couple of sessions. To rectify this, below I have included rules for creating your own quests, all done through a set of rollable tables and steps:

Step 1: The Themes

Every adventure has a goal that must be accomplished to be successful, whether to defeat a great foe, deliver a certain package, or simply survive,

each quest is packaged into a set of "Themes", representing the intended actions of the quest.

D4	Goal
1	Destroy
2	Protect
3	Deliver / Escort
4	Convince

Destroy

You have been charged to destroy. whether an item, location (Or something therein), or foe, you are ordered to remove it's trace from the realms, by any means necessary. This target may be defended however.

Roll once on the table below to determine the target of your quest, then on each column of its related table to flesh out it's details.

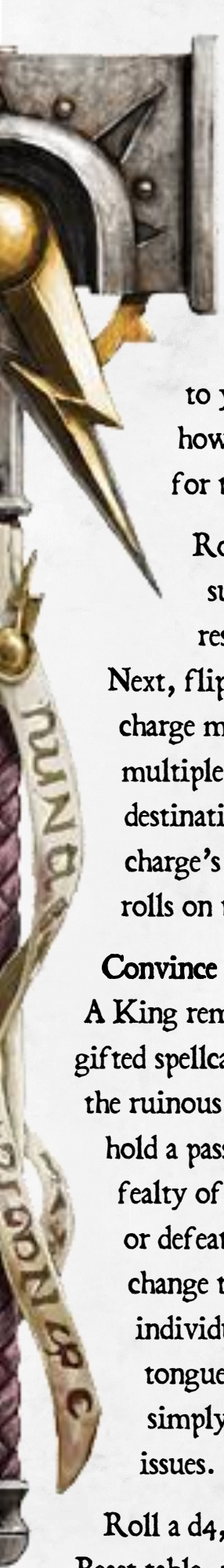
D4	Target
1	Item
2	Beast
3	Person(s)
4	Location

Protect

The existence or life of something or someone has been placed in your hands. This could be an artefact of great power, a King of one of the last surviving Kingdoms of man, or an ancient temple, something intends it harm, and is coming for it.

Roll on the Target table above the same way you would if you had rolled to Destroy.





Deliver / Escort

It is paramount that this person or item is safely delivered across the Mortal Realms to where it might serve the most use to your cause. There are others however who claim your charge for themselves.

Roll on the target table above, substituting the Location result for a second Item result.

Next, flip a coin to determine if the charge must be delivered across multiple realms, a tails being a destination in a realm other than the charge's origin realms and thus two rolls on the Realm table below.

Convince

A King remains disloyal to your cause, a gifted spellcaster is at risk of falling to the ruinous powers, a tribe of clansmen hold a pass vital to your passage, or the fealty of a ancient beast means victory or defeat. You have been sent out to change the minds of these individuals, whether by a silver tongue, a feat of strength, or simply solving their more pressing issues.

Roll a d4, with a 1 being a roll on the Beast table, while all other results mean a roll on the Person(s) Table instead.

Step 2: The Location

War rages across the Mortal Realms, providing ample opportunity for ambitious warriors and champions to earn their glory, it's time to decide the location of your quest. This process typically involves a roll on both the Realm table and each column on the Location table below, although GM's looking for more complexity in the quest may roll multiple times on the latter to add new and interesting locations to their adventure. Having a location itself as the target of a quest means that you don't have to roll on the table again if you don't want to.

D8	Realm
1	Shyish (Death)
2	Ulgû (Shadow)
3	Hysh (Light)
4	Ghyran (Life)
5	Azyr (Heavens)
6	Aqshy (Fire)
7	Ghur (Beasts)
8	Chamon (Metal)

D8	Theme	Location
1	Abandoned	Temple
2	Vibrant	City
3	War Torn	Caves
4	Monster-Infested	Village
5	Suspicious	Forest
6	Corrupted	Fortress
7	Naturally Overcome	Mountain
8	Magical	Desert

Step 3: The Foe

Adventures without some opposing force to do battle against would be boring. There are always entities persueing their own agendas and furthering their causes across the realms, with many of their machinations conflicting with those of others.

Roll on the table below, rolling again for the column relevant to the alliance you first rolled. It is not uncommon for forces of an alliance to infight and do battle against each other, although you may wish to reroll results for your character's own races or alliances.



D4	Alliance	Order	Death	Chaos	Destruction
1	Order	Humans or Stormcast	Ghouls	Tzeentch	Orruks
2	Death	Aelves	Vampires	Khorne	Grots
3	Chaos	Duardin	Necromancers	Nurgle	Ogors
4	Destruction	Sylvaneth or Seraphon	Wights	Slaanesh	Beastmen*
*While technically belonging to the Grand Alliance of Chaos, for appropriate coverage the Beastmen appear in the Destruction column.					

Step 4: Wild Cards

No mission is ever as easy as it seems. There's always unexpected factors which could influence battles to one side or another. This step determines what can go wrong. Roll a d4, this is the number of Wild Cards in this quest, and determines how many times you must roll on the Wild Card table below.



D6	Wildcard	Effect
1	Third Force	Roll on the Foe Table again. This result becomes a 3 rd neutral force with their own intentions in your quest. Do you dare help them or hinder them?
2	Unusual Geography	a location of your quest is renowned for its unusual or dangerous geography and creatures. Roll on the Unusual Geography tables below to determine the nature of the unusual landscape.
3	Major Setback	Something in this mission goes unbelievable wrong, an ambush, incorrect information, the characters being too late to complete their mission fully, a city they fought populated nothing but dust. It will take initiative to recover from such an event.
4	Aid	The heroes receive aid from an unexpected source during this mission, a village of friendly clansmen, A Stormhost passing by on their way to their own objectives. The Mortal Realms are lands rare in support, it seems you got lucky.

And that's your quest complete! Below you can find the referenced tables from each section, but other than that the rest is up to you the GM to make sure the quest is engaging and interesting for your players.

Beast			
d6	Size	Likeness	Features (Roll d4 for amount)
1	7 (Apocalyptic)	Avian	Aquatic (Dwells Underwater)
2	6 (Titanic)	Amphibian	Flyer (Can fly, stats GM determined)
3	5 (Huge)	Canine	Venom (Attacks deal poison damage)
4	4 (Giant)	Bull	Fast (Movement increased by d6)
5	3 (Monstrous)	Fish	Magical (Can cast spells from lore)
6	2 (Large)	Serpent	Intelligent (No (A) Smarts)



Person(s)			
d6	Amount	Individual	Group
1	Individual	Wizard	Refugees
2	Individual	Noble	Pilgrims
3	Around 15	Ruler	Warriors
4	Around 50	Champion Warrior	Nobles
5	Around 100	Merchant	Diseased
6	>100	Priest	Injured

Unusual Geography - Subject	
D6	Subject
1	Weather
2	Flora
3	Fauna
4	Terrain
5	Sky
6	Water

Item		
d6	Origin	Type
1	Ancient	Ranged Weapon
2	Corrupted	Melee Weapon
3	Pure	Armour
4	Famous	Book
5	Expensive	Religious Symbol
6	Unusual / Advanced	Key

Unusual Geography - General					
D6	Terrain Type	Terrain Feature	Sky Feature	Flora/Fauna	Water
1	Land	Floating	Toxic	Dangerous	Infested
2	Forests	Corrupted	Load-Bearing Clouds	Intelligent	Poisonous
3	Mountains	Sentient	Huge Predators	Corrupted	Breathable
4	Lakes	Unstable	Kharadron Outpost	Tameable	Thick
5	Hills or Caves	Magical	Shifting	Magical	Purifying
6	Deserts	Unusual Materials	Beautiful	Colourful	

Unusual Geography - Weather					
D4	Weather Type	Rain	Storms / Tornado	Fog	Wind
1	Rain	Acidic	Haunted / Daemonic		Visible
2	Storms / Tornado	Not Water	Constant	Choking	Focused
3	Fog	Heavy	Sentient	Disorienting	Loud
4	Wind	Inverted		Magical	



FAQ

Can worshippers of non-Chaos gods use Imbuement?

Yes, roll a character's Wild Die for every 10 XP they gain on their adventures. An ace on this throw means the character has successfully earned the favour of their god, and received a reward as a result (This roll may be modified depending on how faithful the character was for this 10xp). This rule is optional and balanced to be not as frequent as the Imbuement's of Chaos.

Do Death and Destruction have equivalents to Sigmarite and Daemonic equipment?

Yes, the name and appearance of the style can be left up to you (Gorkaforged? Nagassteel?), but the opportunity for super-powered Nagash/Gorkamorka followers is too interesting to miss out on. This form of equipment should be considered much rarer than Sigmarite and Daemonic equipment however, reserved exclusively for the greatest warriors of Death and Destruction. In the cases where weapons of this kind are encountered, they retain all the same rules for Sigmarite and Daemonic described in Chapter 5.

Can I upgrade one of my weapons or armour to Sigmarite or Daemonic when imbued a certain amount?

That's debatable, weapons with this keyword are generally thought of as weapons constructed outside Mortal understanding, in spiritual and magical forges beyond the abilities of humans, Duardin or Aelves. While it would be an interesting mechanic to set a "max" value for imbuements, after which the weapon gains its keyword, I wouldn't make it an established rule.

How does currency in each Alliance work?

I have intentionally left out the name of the currency used in *The Savage Age of Sigmar* in order to keep this information abstract and widely applicable. For vampires or chaotic characters, it may represent favour with Nagash or the Dark Gods, from which they can spend to receive gifts of weapons and equipment as offerings back in their camp/castle/shrine. Currency for Orruks may be represented as Teef, gained by killing other creatures (Promoting the fightiness of the race) and spent

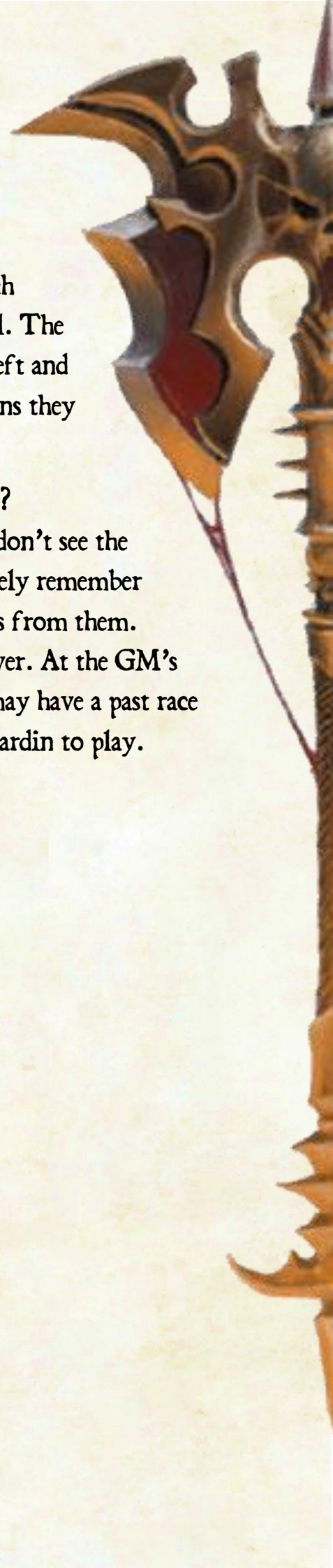
when the character wants to challenge another Orruk for some kit he wants. The GM should be mindful to award this currency at a reasonable pace.

I don't own *Weird Wars: Rome*, what's the Shield Wall Edge?

“Characters with the Shield Wall Edge and a shield add +1 to each adjacent man's Parry if that man has the edge (and a shield) as well. The maximum bonus for this Edge is +2 (if there is one man to the left and right), and stacks with any Parry bonuses for the shields or weapons they hold.”

Do Stormcasts retain the racial effects of their past lives?

Yes, while some races will be better suited to being Stormcast (I don't see the Aelves magic abilities playing much part), Stormcasts do ultimately remember details from their past lives, and so retain the abilities and skills from them. Reforging should remove these past experiences one by one however. At the GM's permission, characters created as Stormcasts from the beginning may have a past race chosen for them, in the event you want a Stormhost of Duardin to play.





CONCLUSION

Thanks for reading *The Savage Age of Sigmar*! I wrote this book with the intention of allowing Age of Sigmar fans and newcomers alike the opportunity to create their own characters and roleplay adventures in the Mortal Realms at a moment of seeming calm during the largest and most bloody war of existence.

The first release of this supplement took me about half a month to write on and off, and I can honestly say that I'm happy with the result. There are so many stories to tell and areas of the setting that I hope to cover in later supplements, from the sky-borne travels of the Kharadron Overlords, to the Goblins of the Spider Tribes, from the Ogres of the mountains of Ghur to the Extremis or Vanguard Chambers of the Stormcast Eternals. Deeper rules for Reforging and chaos mutation are also areas I'd like to cover further (Who doesn't want to wade into battle as the post-Reforging Thostos Bladestorm with his lightning eyes and storm aura?).

If you have any questions, recommendations, or concerns, please feel free to post on the. I am always open to collaboration with other AoS fans looking to improve on TSAoS and better represent the complex lore and races of the setting.

Battle on Role-players, may Sigmar protect.

Changelog:

1.4 – Random Revamps

- Removed duplicates in rules profiles (So no double Brave in Daemon profiles etc.)
- Added Chaos Spawn, Nurglings, and Gargant Profiles.
- Added Beastmen section to profiles chapter, get hyped for the expansion.
- Rewrote Daemoniac Pet as Chaotic Follower, using a system of tokens allowing players to purchase Followers, Mounts, and other beasts (I really need to give the other alliances some new mechanics...)
- Removed Brawny Edge from Nurgle creatures, and gave them the new Edge Resilience.
- Revamped Chaos advancement / benny mechanics, they are now far less punishing in the long term, and bennies may be used without issue. Options may now be chosen by sacrificing your next XP point gained, meaning champions who let the Gods choose their advances earn XP quicker.

1.3 – Chapter 7 Expanded

- Expansion of Chapter 7 with the Questbuilder, allowing you to generate quest hooks and start games of AoS much faster.
- Chapter 7 is now called Chapter 7, as it should have been 3 releases ago.
- First question of FAQ is no longer confused about whether it's talking about Imbuements in general or the Khorne-exclusive power.


1.2 – Small Races Update.

- The damage of the Sylvaneth's unarmed melee attacks has been increased to d6 from d4.
- Orruks may now increase their Vigor or Strength every time they gain a rank.
- Rather than gaining hindrances, Weird-Boyz instead run the risk of head explosions whenever they ace a casting roll.
- Stormcasts now lose charisma when they are reforged.

1.1 – First Update

- Grammar and wording fixes.
- Allowed players to imbue their weapons at character creation.
- Slaaneshites can no longer increase their pace with imbue, but instead reduce the weight of equipment.
- Mentioned the fact that the Chaos templates in Chapter 6 can be used with any creature.





Reclaim the Realms, or Destroy them!

The Greatest War ever fought has raged for 50 years, and the gods have paused for but a moment to regain their breath. The conflict has not stopped truly however, and even now untold heroes and armies march out and battle for every gain before the coming storm. This is the Age of Sigmar, and the time will soon come when every soul must offer themselves to the final battle that will decide the fate of existence itself.

- Create your champion from one of the 4 Grand Alliances of the Age of Sigmar setting, be a Sylvaneth of the Radiant Queen Alariele, a Vampire of the Great Necromancer Nagash or an Orruk Warboss loyal only to yourself. 10 completely different races to choose from, mixed and matched from the 8 realms totalling 80 different character backgrounds!
 - Serve the Dark Gods, or work towards their annihilation, unique rules for Chaos Champions focused on earning the favour of your chosen patron. Or maybe you wish to be a Stormcast hero brought back from the brink of death to save the Realms, join one of the 8 most famous Stormhosts forged by Sigmar, and earn your name as one of 15 different ranked Lords or Knights. Are you a Knight Heraldor, who can buckle entire units with a blow of your warhorn? Or a Lord Relictor, who weaves the powers of death and heavens together to destroy your enemies?
 - Entangle your foes with living vines, turn their trusted mount against them or age them 50 years in an instance, 12 new Power Trappings from each of the 8 Realms and Dark Gods. Become a vessel of the realms themselves and bring victory to your cause!
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