

A Selection of New Chaos-Touched Monsters to Darken Your WFRP Games



CHAOS TOUCHED MONSTERS

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Changeworm

This maggot-like horror measures six feet in length and is covered with thorny protrusions. Capable of burrowing through solid stone, the Changeworm digs through the ground to form nests below populated areas, visiting tragedy on the townsfolk in the form of spontaneous mutation. Changeworms are also blamed for blights, odd environmental phenomenon like sudden storms, odd odours, and disappearances. Whilst not all of these troubles rest on this Daemon, the corruption of land and flesh are certainly within its power.

Changeworm Statistics

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
47%	0%	55%	49%	18%	6%	89%	5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	32	5	4 (6)	5	0	0	0

Skills: Concealment, Perception

Talents: Acute Hearing, Contortionist, Fearless, Frightening, Keen Senses, Natural Weapons, Night Vision, Strike Mighty Blow

Special Rules:

Burrow: The Changeworm can move through dirt and rock as easily as it moves on the ground. It may burrow with a Movement of 5.

Chaos Mutations: Acid Excretion. There is a 30% chance of an additional mutation. Roll on **Table 3-1: Mutations** to generate the extra mutation if present. Modify stats as appropriate.

Corrupt Land: Changeworms are sedentary Daemons, comfortable for extended periods underneath the ground. For each week it remains in place, the Corruption Value (see **Chapter II: The Lost and the Damned of Tome of Corruption**) increases by one step.

Bestow Gift: Any living creature who sleeps eight hours overtop of a burrowed Changeworm is at risk of undergoing a transformation. The particulars vary depending on what the Changeworm serves.

Khorne: When a victim awakes, he is angry and filled with hate. He must succeed on a Will Power Test or enter an uncontrolled frenzy, attacking the closest living thing for 1d10 rounds.

Nurgle: When the victim awakes, he must succeed on a Toughness Test or contract Neiglish Rot.

Slaanesh: The victim experiences disturbing dreams and receives little rest. He wakes up exhausted, taking a -10% penalty to all Tests until he next sleeps.

Tzeentch: The victim must succeed on a Toughness Test when he wakes or gain 1 mutation.

Armour: None

Armour Points: Body 0

Weapons: Bite

Slaughter Margin: Hard

Using Changeworms

Changeworms serve as a physical explanation for the sometimes unexpected mutations that crop up all the time in the Old World. Indeed they are responsible for some corruptions. These creatures rarely make their way as far south as the Empire and are more likely found burrowing beneath the Eastern Steppe. Still, an adventure where characters go digging for worms could prove entertaining, especially when they break through to a Skaven warren.

Grims

Cruel Bargainers

Hate and vengeance are powerful forces. They dull the inhibitions, cloud the thoughts, and drive people to commit unspeakable acts. These terrors reflect intense Human emotion, taking shapes that best reflect the desire and experience. Grims, then, are born from vengeance. They are expert killers, assassins who can eliminate nearly any target, slipping past nearly any defence to reach their mark. But such service always comes with a price, and in the case of the Grim, it is terrible indeed.

In the mind of the Grim, it only takes a life if its master gives one in return. They agree to kill any target their mortal master desires, but once the mission is complete, their master must offer up an appropriate sacrifice, someone close to

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them. And if the master refuses, he becomes the Grim's next victim.

Grims are short creatures with onyx skin and white eyes. They have sharp, angular faces that feature two curling brown horns that break through the flesh of their brows. Though they disdain clothing, they are always armed with a hatchet or cleaver for performing the deed. Grims can fluently speak the language of men, enabling them to make their pacts and be perfectly clear of their intent to take the given life.

Grim Statistics

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46%	24%	53%	38%	51%	36%	55%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	18	5	3 (5)	6	0	0	0

Skills: Concealment +20%, Dodge Blow +10%, Follow Trail, Intimidate +10%, Navigation, Perception +10%, Scale Sheer Surface, Shadowing +10%, Silent Move, Speak Arcane Language (Daemonic), Speak Language (any one), Swim, Torture

Talents: Alley Cat, Ambidextrous, Contortionist, Fearless, Fleet Footed, Frightening, Lightning Parry, Night Vision, Quick Draw, Strike Mighty Blow, Strike to Injure

Special Rules:

Chaos Mutations: Horns (×2), Midnight Skin, Teleport. There is a 50% chance of an additional mutation. Roll on **Table 3-1: Mutations** to generate the extra mutation if present. Modify stats as appropriate. If this Daemon serves a particular Chaos God, roll mutations on the table appropriate to its master.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Cleaver)

Slaughter Margin: Hard

Using Grims

Even though the Grim makes his price clear at the outset, when the time comes to give up a beloved child or spouse, few find the resolve to do the deed. They may hire protectors to safeguard their families and themselves from this malicious fiend. And Player Characters who offer their services find an implacable foe who stops at nothing to take the soul that was offered.

Heresy Imp

"Don't condemn me for my tactics. It's the end that matters. If I root out a dozen Witches, then I have done Sigmar's work regardless of the tool."

—Sigmund Oldenstahl

Many Witch Hunters use tried and true means of uncovering pockets of corruption. Through fire and sword—and the liberal use of torture—they fight the good fight against Chaos. But for every Witch they burn, three slip through their fingers; for every Mutant destroyed, two more are born. Fed up with chipping away at the mountain, some Witch Hunters employ Chaos to achieve the victory they desire. But such compromises always come with a cost—the Witch Hunter's soul.

A popular tool of Chaos to use against its minions is the Heresy Imp, also called the Hunter Fiend. A tiny creature, no taller than 18 inches, it has a Humanoid form, though its skin is a pale brown, the colour of a maggot. Its eyes are black dots on a hairless head and it has a prodigious nose with great flaring nostrils. Heresy Imps commonly dress in ragged motley, though some wear rags or are altogether naked except for the filth that oozes from their pores.

What makes the Heresy Imp so useful is its cunning as well as its ability to sense corruption in others. They can unerringly identify those tainted by Chaos and even point out which mortals practice Dark Magic, all with a generous sniff of the air. The Witch Hunter must beware for the Imp's cunning can also work against him. Notorious liars, they happily point out innocents to be consigned to the fires. But, a Witch Hunter who's comfortable with giving a good beating—and for certain, most are—can keep his pet Daemon in line.

Heresy Imps are rarely encountered outside of a Witch Hunter's possession, and then, they languish on iron collars or beneath a cloaked iron cage. When they are free, they serve Cult Magi in tracking down useful Mutants and rivals. On occasion, these things romp along with the rest of a Chaos Horde, sampling the tears of the dying.

Heresy Imp Statistics

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
26%	28%	24%	33%	58%	28%	34%	22%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	5	2	3 (5)	5	0	0	0

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Skills: Academic Knowledge (Daemonology), Academic Knowledge (Magic), Blather +10%, Concealment, Dodge Blow, Lip Reading, Magical Sense, Perception +20%, Scale Sheer Surface, Shadowing, Silent Move, Speak Arcane Language (Daemonic), Speak Language (any two), Torture

Talents: Acute Hearing, Contortionist, Fearless, Keen Senses, Night Vision, Strike to Injure, Unsettling

Special Rules:

Chaos Mutations: Fast, Strange Voice.

There's a 50% chance of an additional mutation. Roll on **Table 3-1: Mutations** to generate it if present and then modify stats as appropriate. If this Daemon serves a particular Chaos God, roll mutations on the table appropriate to its master.

Sense Heretic: The Heresy Imp is attuned to those who serve Chaos and gains a +20% bonus to Magic Sense Tests made to detect those with the Dark Magic Talent. In addition, if a Heresy Imp succeeds on a Magical Sense Test, he automatically senses all Mutants within 8 yards (4 squares).

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Teeth (SB-2)

Slaughter Margin: Routine

Using the Heresy Imp

A local Witch Hunter executes an innocent Wizard on trumped up charges. It turns out the Wizard had information on a ritual useful for summoning these creatures.

One of the Player Characters is accused of being a Mutant or Witch, though there is no evidence to prove it. Despite any protestations, the Witch Hunter who made the charge, drags the character to a prison. With some investigation, it turns out that the Witch Hunter is using less-than-reliable means to acquire this knowledge.

Skinchanger

Changelings, Impostors

The anguish and despair that arises from loss is a sweet elixir to the fiends. The Dark Gods especially enjoy the succulent sorrow of mortal suffering, especially when it involves lost loves, and moreover, they exult when they can take advantage of the weakness that follows to milk the victim for all the suffering possible. And so the

Ruinous Powers send Skinchangers to drain the life from these poor mortals, to give them false hope and a brief respite from their sadness only to magnify the horror when the truth is revealed.

Skinchangers in their natural form are genderless beings of soft pliable purple flesh. They have no detail, no distinguishing characteristics except for a narrow slit for a mouth that holds rows of inwardly curving teeth. Though they have an alien appearance, they can alter their forms to perfectly match the desires and dreams of a mortal they select. If the mortal lost a child to an accident, the Skinchanger can shrink its size and shape to resemble that child. If a man is rebuffed by a woman yet still desires her, the Skinchanger can and will take the place of the object of his affection. And though they have the power to alter their appearance, the victim is alone in seeing their beauty; all others are put-off and a little frightened, isolating the victim and putting him further into jeopardy.

As the Skinchanger provides all the mortal needs, it sinks its fangs into his flesh, draining his blood a little each day. Despite the injury, the mortal is in the monster's thrall and does not, or refuses to, see the effects of his new love. After a few weeks, the thing grows bored and reveals itself to its victim just prior to ripping out his throat.

Skinchanger Statistics

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	31%	31%	31%	31%	31%	31%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3 (5)	4	0	0	0

Skills: Charm +20%, Disguise +20%, Gossip, Haggle, Intimidate +10%, Perception +10%, Performer (acting) +20%, Speak Arcane Language (Daemonic), Speak Language (any two)

Talents: Etiquette, Keen Senses, Menacing, Night Vision, Schemer, Will of Iron

Special Rules:

Chaos Mutations: Telepathy, Vampire. There is a 35% chance of an additional mutation. Roll on **Table 3-1: Mutations** to generate the extra mutation if present. Modify stats as appropriate. If this Daemon serves a particular Chaos God, roll mutations on the table appropriate to its master.

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Façade: The Skinchanger can change its appearance to match what a single mortal most desires to see. Unless the mortal succeeds on a Challenging (–10%) Will Power Test, he fully believes the Skinchanger is the being he wishes for, even if such an appearance is impossible. Each week, he can make a new test, but if he fails, he does not notice the injuries caused by the Daemon's vampiric hunger. The Skinchanger can maintain one façade at a time; to all others, it has the Unsettling Talent.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon or Dagger

Slaughter Margin: Challenging

Using Skinchangers

Skinchangers tend to operate alone, working on one victim at a time, but in places where there has been much tragedy and lost love, such as villages that have had many casualties from war or plague, several of these monsters might descend at the same time. Characters passing through these places see pale, wasted individuals, perhaps leading them to a false conclusion about a Vampire or a disease.

Bull Centaurs

There is no such think as a Mutant Dwarf, lad. Now Skaven, that's a diff'rent subject.

- Korbád Grimaxe, Dwarf Explorer

Bull Centaur Characteristics

Characteristic	Bull Centaur
Weapon Skill (WS)	35+2d10
Ballistic Skill (BS)	20+2d10
Strength (S)	30+2d10
Toughness (T)	35+2d10
Agility (Ag)	20+2d10
Intelligence (Int)	20+2d10
Will Power (WP)	20+2d10
Fellowship (Fel)	10+2d10
Attacks (A)	2
Wounds (W)	Roll 1d10, on a 1–3, 14; 4–6, 16; 7–9, 18; 10, 20
Strength Bonus (SB)	- Equal to the first digit of Strength
Toughness Bonus (TB)	- Equal to the first digit of Toughness
Movement (M)	8
Magic (Mag)	0
Insanity Points (IP)	0
Fate Points (FP)	0

The Bull Centaurs are foul Mutants that evolved soon after the Time of Chaos. Unlike other Mutants, these breed true. Blending the upper torso of a fanged Chaos Dwarf with the lower half of a ferocious bull, they are terrifying sights to behold. Bull Centaurs are charged with guarding the great statue of Hashut in the temple atop the Tower of Zharr-Naggrund. They have the complete trust of the Sorcerers and so often are called upon for special and dangerous tasks important to the Chaos Dwarf Empire.

Bull Centaur characters can advance in the Brute or Chaos Marauder Careers.

Additional Racial Features

Bull Centaurs have the following skills and talents.

Skills: Common Knowledge (Chaos Dwarfs), Intimidate, Perception, Speak Language (Khazalid)

Talents: Night Vision, Specialist Weapon Group (Two-handed), Stout-hearted, Strike to Injure, Sturdy, Wrestling

Armoured Torso

Bull Centaurs can wear armour on their torso but not on their lower halves. If using the advanced armour system, 50% of all hits to the body ignore any armour worn on that location. Bull Centaurs cannot wear armour on their legs.

Trappings

Bull Centaurs begin play with Medium Armour (Helmet, Leather Jack, Leather Skullcap, Sleeved Mail Shirt), a Great Weapon, and Hand Weapon.

Great Taurus

It's said the Dwarfs of the Dark Lands heat their furnaces with the breath of bulls!

- Ansel the Liar

Believed to have once been Chaos Dwarfs, the Great Tauruses are fearsome beasts combine the body of a massive bull with the leathery wings of a Dragon. The Chaos Dwarfs stable these creatures beneath the Temple of Hashut, where they may use their fiery breath to heating the cauldrons above. If these creatures were once Chaos Dwarfs, even they themselves have forgotten. Now they exist only to serve their masters in battle, carrying powerful Chaos Dwarf Warriors into battle. Whether flying or running across the ground, it is a fearsome spectacle. From its toothy maw issues forth black smoke and at will, it can belch forth tongues of fire.

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When its hooves touch the ground, life withers and sparks of lightning dance about its hooves.

Great Taurus Statistics

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62%	0%	64%	67%	46%	18%	55%	22%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	46	6	6	6 (8)	0	0	0

Skills: Perception +10%

Talents: Hoverer, Keen Senses, Natural Weapons, Strike Mighty Blow, Strike to Injure, Terrifying

Special Rules:

Fiery Breath: A Great Taurus can breathe fire as a full action. Use the cone template. Those affected take a Damage 3 hit.

Fiery Skin: The hide of a Great Taurus glows red hot and flickers with sparks. So tough is this hide that the Great Taurus gains 3 Armour Points to all locations.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Horns and Teeth

Slaughter Margin: Hard

Lammasu

"I believe that each new corruption, each new mutation brings a mortal closer to its truer form. Take the Great Taurus, clearly a progression of the Bull Centaurs. And above even it are the Lammasu, the very symbols of Hashut's blessings."

- Mordian Slagfist, Chaos Dwarf Warrior

Kin to the Great Taurus, the Lammasu shares many of the same characteristics. For one, its body is that of a gigantic bull fitted with membranous Dragon wings. However instead of the massive bull head, it has the face of a Dwarf, twisted with Chaos, replete with a long curled beard, supporting the link between these creatures and Chaos Dwarfs. From its tusk-filled mouth issue clouds of oily smoke. The Chaos Dwarfs believe that it draws in the winds of magic

and exhales corrupting dark magic which can mutate and warp anything it touches. Though intelligent beasts, the Lammasu are bound to serve the Chaos Dwarf Sorcerers.

Lammasu Statistics

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
66%	0%	67%	74%	36%	28%	65%	28%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	52	6	7	6 (12)	0	0	0

Skills: Channelling +10%, Common Knowledge (Chaos Dwarfs), Perception +10%, Speak Arcane Language (Daemoniac), Speak Language (Khazalid)

Talents: Flier, Keen Senses, Natural Weapons, Strike Mighty Blow, Strike to Injure, Terrifying

Special Rules:

Sorcerous Exhalation: The Lammasu may use the potent fumes of its breath to confound enemy spellcasters and items enhanced by magic. All magic weapons used wielded against the Lammasu or its rider lose all special properties. In addition, all creatures that engage in melee combat with the Lammasu must succeed on a Routine (+10%) Toughness Test or gain 1 mutation.

Sorcerous Sheathe: A Lammasu breathes out whirling tendrils of magic that coalesce about it, offering protection from magical attacks. Whenever the Lammasu is the target of a spell, it may make a Channelling Test as a Free Action to negate it as if it had cast *Dispel* (see *WFRP*, page 149).

Hashut's Grace: The Lammasu benefit from a thick hide which protects them from injury. They gain 3 Armour Points to all locations.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Horns and Teeth

Slaughter Margin: Hard

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Soulstealers

All Daemons can potentially possess a mortal, replacing his soul with their essence. However, few Daemons do, perhaps because the circumstances aren't right or more likely because the opportunity just doesn't present itself. But there are some Daemons who exist only to spread corruption and to do so they seize the bodies of their victims and drive them to commit unspeakable acts of evil. Enter the Soulstealer. A Soulstealer is a smoky and insubstantial being that looks like a shadow cast upon the wall. It moves with a silent grace, blending in with the natural darkness, disappearing if it must. When it finds a suitable victim it slips in through his nostrils and hides in the recesses of his mind, subtly guiding his host onto the path of damnation. Soulstealers target those individuals who are already at the brink of corruption. They use their influence to push them over. Failing that, they might invade a child or some other easily influenced mortal out of spite alone.

Soulstealer Statistics

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	0%	36%	46%	66%	36%	45%	41%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4 (6)	4 (8)	0	0	0

Skills: Blather, Charm, Command, Concealment, Intimidate, Perception +10%, Performer (Acting), Speak Arcane Language (Daemonic), Speak Language (Classical, Reikspiel, Tilean, plus 2 more), Ventriloquism

Talents: Daemonic Aura, Ethereal, Flier, Keen Senses, Linguistics, Mimic, Night Vision, Resistance to Magic, Schemer, Will of Iron

Special Rules:

Chaos Mutations: Invisibility.

Icy Touch: If the Soulstealer desires, he may make an Icy Touch, dealing SB damage that ignores armour to non-ethereal creatures.

Instability: Daemons are not so solidly linked to the Old World as are mortals, and may sometimes be forced back from whence they came if a battle goes against them. On any round in which a Soulstealer is injured in melee combat but fails to inflict any Wound

in return, it must succeed at a Will Power Test or be banished back to the Realm of Chaos.

Possession: The Soulstealer possesses any mortal creature it touches, unless that creature succeeds on a **Challenging (-10%) Will Power Test**. For details on Possession, see Chapter II: The Lost and the Damned.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Icy Touch

Slaughter Margin: Hard

Using Soulstealers

Some Black Magisters summon Soulstealers for the express purpose of corrupting a troublesome opponent believing that somehow if a Daemon infests the individual the barricade to their goals will be cleared. In most cases, such efforts backfire, either because the Daemon fails to penetrate the mortal's defences or because the Daemon has plans of his own, betraying his summoner at the first opportunity.