

LORDS OF NAGGAROTH



A WARHAMMER FANTASY ROLEPLAY 4th EDITION UNOFFICIAL SUPPLEMENT

Introduction

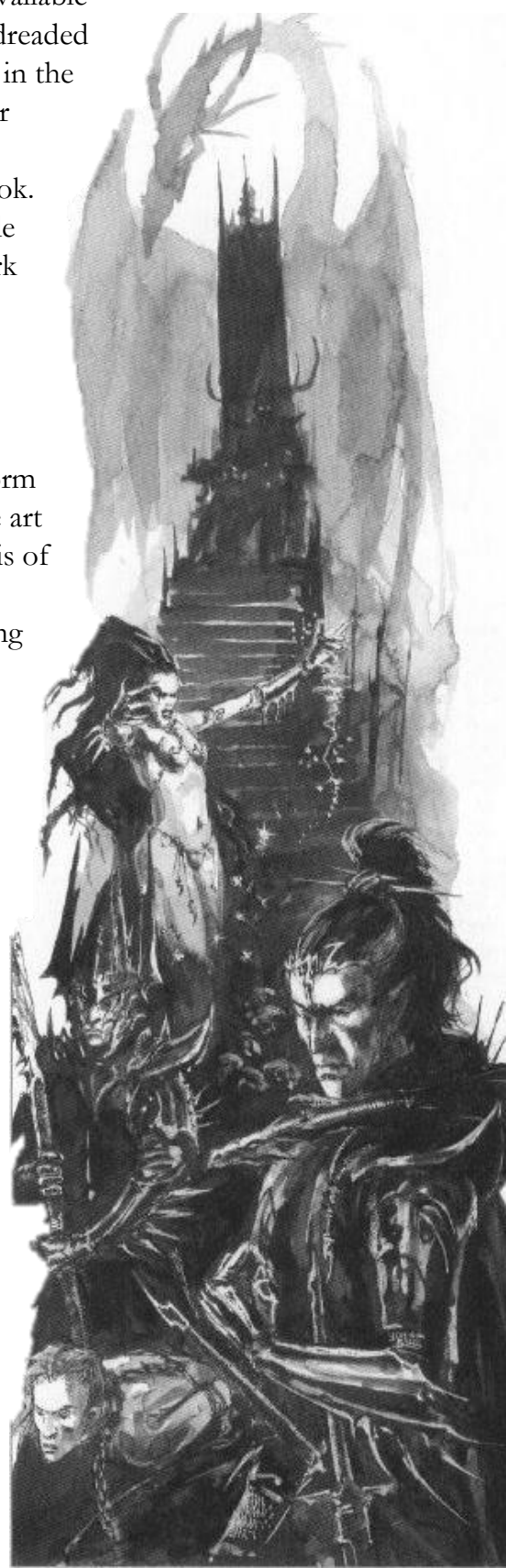
Welcome, prospective lord of Naggaroth and presumed fan of the Dark Elves! Within this unofficial rules supplement you will find the rules necessary to play Dark Elves in Warhammer Fantasy Roleplay 4th edition. The rules of the race itself, customization tables, four unique careers to the Dark Elves, new lores of magic and more can be found within these pages! Lords of Naggaroth is written with the premise of being about Dark Elves and their activities in the Old World and the Empire rather than Naggaroth. It can be used to play games in Naggaroth if one expands the list of available careers, but its base premise is built around playing one of the dreaded Druchii, who for whatever reason is pursuing their selfish aims in the Old World. To use this you will need a copy of the Warhammer Fantasy Roleplay 4th edition Rulebook as the books rules are intended as a supplement to those presented in the core rulebook. Furthermore, it is intentionally left sparse in fluff as there is little reason to repeat more than the basics of who and what the Dark Elves are. Chances are if you are reading this you already know more than this book explains. But if you have little experience with the Dark Elves we will start off this book with a list of further reading to inspire your own path of villainy.

The Armybooks: The 6th edition and 7th edition armybooks form much of the inspiration of this supplement and nearly all of the art comes from the 6th edition armybook. These should be the basis of your knowledge of the Dark Elves.

The Malus Darkblade series: Beyond being a very entertaining story following one of the surliest Dark Elves to walk the Land of Chill. It is the only deeper view into Dark Elf society available, as the Armybooks present a more general view rather than a deep one.

Elric of Melniboné: Not just a great inspiration for the entirety of Warhammer, the Melnibonéans are the lionshare of inspiration for the Dark Elves themselves. If you want to trace back in the line of inspiration for the Dark Elves to mine for ideas you should read Elric.

The Classical Near East: If the High Elves are Athens, the Dark Elves are Sparta. Historical and mythological influences are clearly felt and seen in Warhammer. For the Dark Elves they draw most obviously from classical Greece and ancient Mesopotamia, their pantheon in particular are a mix of Greek and Mesopotamian deities.



Dark Elves in the Old World

The Dark Elves are a cruel and heartless race of slavers and conquerors locked in a bitter civil war with their kin on Ulthuan that has raged for thousands of years. They are a cold and warlike people, dwelling in their fortress cities in, Naggaroth, the land of chill. Their bleak realm built on the back of suffering slaves and plunder from the shores of the known world, whose wealth and peoples they see as their birthright to conquer and enslave.

Few, if any, of the people native to the Old World would be able to distinguish the cruel lords of Naggaroth from the noble scions of Ulthuan at sight. It is this inability to distinguish the two kindreds, the Dark Elves, or Druchii as they call themselves, use to pass as their much despised kin to further their own ends in the Old World. While much rarer than the High Elves and without any official presence like Ulthuans merchant houses. Dark Elves do live in the Old World, as spies, criminals and mercenaries with their own secret web of influence and schemes.

Dark Elves living in the Old World are likely agents of the vast fleets of the Black Arks, enchanted fortresses plying the dread seas of the world drawn by sea serpents. As these pirate fleets plunder the ships hailing from the Old World, knowledge about their shipping routes and cargo is a valuable commodity. It is also not unheard of Dark Elves selling their murderous services as mercenaries to the highest bidder for gold and glory. The Old World can also be a refuge for some Dark Elves. Naggaroth is a realm steeped in murder and betrayal and those Dark Elves who find themselves with too many enemies can be forced to flee their chill homeland. To plot their vengeance in exile in the Old World, biding their time until they can enact their revenge. Some are even gifted in the sorcerous arts of Dark magic and come to the Old World seeking magical artifacts or knowledge.

As mentioned above Dark Elf player characters have three likely backgrounds in the Old World, agents of the Black Arks, Mercenaries or Exiles. These backgrounds offer plenty of opportunities and reasons for adventures, while Dark Elves may be cruel and arrogant, they need food to eat and roofs over their heads as anyone else. Dark Elf characters are thus likely to be involved in the grey areas of Old World society to earn their living, their vicious dispositions and lust for violence making them most often found in the most cut throat and bloody of the Old Worlds many occupations.

Opinions

On Reiklander Humans...

"Brutish, noisy mongrels fit only for our slave pens who believe themselves 'cultured' because they live in filthy cities and wear oversized hats. I cannot wait until I am rid of this place."

- Vikril Ashfall, Smuggler in Altdorf

On Dwarfs...

"Stunted, petty and bitter. Forever blaming the world for all the woes inflicted by their own shortsighted stubbornness. They are a weak and dwindling race whose suffering serves only to amuse their betters."

- Hekarilil Silentblight, Sorceress from Ghroind

On Halflings...

"Short, fat and infuriatingly cheerful. They seemingly serve no other purpose but to eat, drink, smoke, rut and steal anything not nailed down within reach of their grubby hands. If you can, silence them as quickly as possible because they never shut up."

- Dorval Fellhand, mercenary swordsman

On High Elves...

"They believe themselves safe, secure and unassailable. Pitiful, weak fools. Our usurper kin must be reminded there is no place in this world they can go where our knives will not find them."

- Rullin Shaderunner, spy for the Black Fleet

On Wood Elves...

"They drape themselves in animal skins, fight with primitive weapons and believe this makes them ferocious and dangerous predators. How deluded and ignorant they are, as their savage condition, barely better than the humans, display."

- Minathar Hazerunner, underworld figure in Bögenhafen and Covenant of Nethu spy master.

Dark Elves

Skills: Athletics, Cool, Evaluate, Language (Eltharin), Intimidate, Melee (Basic), Navigation, Perception, Gamble, Ranged (Crossbow), Sail, Swim

Talents: Acute Sense (Sight), Coolheaded or Warrior Born, Night Vision, Hatred (High Elves), Second Sight or Sixth Sense, Read/Write

Dark Elf Random Class and Career table		
Class	Career	1d100
ACADEMICS	Sorceress of Gh rond	01-02
COURTIERS	Duelist	03-07
	Spy	08-11
PEASANTS	Hunter	12-13
	Scout	14-15
RANGERS	Beastmaster	16-24
	Bounty Hunter	25-30
RIVERFOLK	Black Ark Corsair	31-40
	Seaman	41-42
	Smuggler	43-45
ROGUES	Disciple of Khaine	46-50
	Fence	51-56
	Outlaw	57-62
	Racketeer	62-67
WARRIORS	Cavalryman	68-73
	Guard	75-78
	Knight	79-82
	Pit Fighter	83-86
	Protagonist	87-89
	Soldier	90-100



Appearance

Dark Elves are physically very similar to High Elves. However, as the Dark Elves are all descendants of lost Nagarythe certain phenotypes are more common or absent from them. As such the Dark Elves are less varied in appearance than High Elves from the many kingdoms of Ulthuan, fitting to the stereotypical view of a Dark elf as pale skinned, black haired, dark eyed and of a cruel mien.

Dark Elves have slightly paler skin tones than High Elves and vary between white to alabaster skin. As High Elves they are also inherently magical creatures and can have variegated colours as mentioned on page 40 in the core rulebook. They also use the same random height table as High Elves. Use the table below to determine eye colour and hair colour. In the same table is an addition to the elf name generator.

2d10	Eye Colour	Hair Colour	1d10	Dark Elf ending
2	Jet	Coal black	1	ek
3	Onyx	Blue black	2	us
4	Turquoise	Ebony	3	arth
5-7	Grey agate	Jet black	4	kith
8-11	Lapis	Raven black	5	khir
12-14	Sapphire	White	6	ian
15-17	Amethyst	Ice white	7	athi
18	Silver	Silver	8	iath
19	Iron	Platinum	9	clir
20	Emerald	Dyed	10	aris



Names of Power: Family ties are rarely flaunted in Naggaroth and Dark elves adopt warrior names intended to strike fear in enemies and allies alike.

Examples: Beastbinder, Darkpath, Fangshield, Hydrablood, Spiteheart, Wyrmscale

Roleplaying Dark Elves

Roleplaying a Dark elf is not for the typical WFRP experience as they can be somewhat difficult to fit in the typical WFRP party, particularly if said party leans towards the heroic and virtuous. They are also prime “that guy” fodder at the surface that can lead to player versus player conflict that simply isn’t *fun*. So how and why would you roleplay a Dark elf in the Old World then? I hate to say it, but pragmatically minded Dark elf characters make for excellent “token evil party member”. As the particular expression of Dark elf culture to always do something as masterfully or artfully as possible, even murder and torture, makes for a party member that can hide their worst excesses while getting their hands dirty in ways other members of the party simply won’t. Dark Elves also function well in parties and adventures that are of the amoral mercenary nature who will do just about anything for gold. But most important to remember when roleplaying a Dark elf is, yes, your character is a black hearted and cold blooded bastard. That doesn’t mean you should be a one note edge lord character and backstab your party members at first opportunity. You are a *Druchii* to do anything without finesse and art is simply beneath you. Particularly if you end up wasting tools or allies that can work as a step up in the

world, which is what a Dark Elf player character should view their party members. Anyway, here's a few guidelines on *how* to roleplay a Dark elf.

Roleplaying tips:

- 1.) You're an extreme racial chauvinist. Other peoples are either your enemies (Asur, Asrai) or not people at all (everyone else).
- 2.) You probably fully believe the story that Malekith is a denied hero.
- 3.) Your society is dominated by an attitude of social darwinism. The strong have a right to subjugate the weak. Only oaths, love, or friendship will get in the way of this.
- 4.) Because of 3, you're very reserved with who you call friend, and parcel out love even more carefully. These are weaknesses that could be used to hurt you.
- 5.) Violence is a man's highest calling, whether soldier or corsair. Those who cannot manfully defend themselves deserve whatever happens to them.
- 6.) Khaine hath no fury like a woman scorned.
- 7.) Laws exist to be obeyed if you're weak, and ignored if you're not.
- 8.) Your gods are the Cytharai, with Khaine highest among them, and your gods desire blood and souls, not prayers.
- 9.) Murder and torture are art forms. Murder is to be practiced to advance your position, torture to be practiced for its own sake.
- 10.) Excellence in all things, no matter how twisted and cruel you are, you must excel at doing it skillfully. A badly carried out betrayal is not a sin because of the morality of the act, but because it was carried out artlessly, everything you do is a subtle display of power and mastery (if not an overt one), therefore everything you do must be done as close to perfect as you can.
- 11.) Dark elves contextualise themselves as being cold hearted killers, peerless warriors and ruthless conquerors and that they are nothing else because to be anything else is to be weak. Despite this however Dark elves have a strong tendency towards sentimentality, particularly towards their ancient traditions from Nagarythe and it fuels their bitterness towards the perceived betrayal of the High Elf "usurpers".
- 12.) Dark elves have an honor code. Oaths are practically sacrosanct and even Dark Elves look down on oathbreakers. The Dark elf code of honor is however a warriors and conquerors ethic based on what is beneath their dignity to do, rather than what is morally wrong to do.
- 13.) Social skills exist to be tools to manipulate people and to get yourself advantageous social positions. A well expressed word is just as much a weapon as a knife is to a druchii.
- 14.) You are defined by your vices rather than virtues. Despite being evil, Dark Elves are not one dimensional and have complexity to them, which means they have both virtues and vices. But they are defined by their vices rather than their virtues. Compared to High Elves who are defined by their virtues not vices.
- 15.) Because of 14, Dark elves are often very hedonistic. Though it should be noted the outlawed Cult of Pleasure is considered debased even by the Dark Elves.

Dark Elf Careers

New Career: Black Ark Corsair

To be a Corsair is a great honour amongst the Druchii, and it is a chance to win riches and fame and capture slaves during their raids, for one tenth of the loot captured by a Corsair belongs to him. Four tenths go to his captain and the remainder is the possession of the Witch King. These seafaring reavers excel at boarding other vessels, making them amongst the deadliest fighters in close combat. In the Old World they can often be found working as spies or enforcers for the Covenant of Nethu, either by their own volition or as marooned unfortunates trying to bargain their way back to the Black Fleet with some measure of their dignity intact.

Black Ark Corsair Advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	Silver	Base	-	Base	-	-	-	Bronze	Gold

Career path

Tier 1: Raider – Silver 1

Skills: Climb, Consume Alcohol, Dodge, Endurance, Row, *Melee (Basic)*, Sail, Swim

Talents: Combat Aware, Seasoned Traveler, Strong Swimmer, Strider (Coastal)

Trappings: Black Ark Sabre, Dagger

Tier 2: Corsair – Silver 3

Skills: Athletics, Cool, Gamble, Intimidate, Intuition, Lore (Torture)

Talents: Menacing, Sea Legs, Stout hearted, Old Salt

Trappings: Sea Dragon Cloak, boarding hooks and rope, knucklebone dice

Tier 3: Reaver – Silver 6

Skills: Evaluate, Ranged (Crossbow), Perception, Language (Any), Leadership

Talents: Ambidextrous, Fast Shot, Robust, Pilot

Trappings: Repeating Handbow with 10 bolts, landing party of bloodthirsty Corsairs

Tier 4: Corsair Captain – Gold 3

Skills: Charm, Navigation

Talents: Frightening, Feint, Inspiring, Strong-minded

Trappings: Druchii corsair ship and a villainous corsair crew, Parrot Lizard-hawk Reaving charts, eye-patch, spy glass



New Career: Sorceress of Ghrond

The Sorceresses of Ghrond lay claim to being the most powerful wielders of magic in the world and have much to substantiate their claim with. Trained in the Dark Arts in the Dark Convent of Sorceresses in Ghrond an order of sorcery consisting entirely of Druchii women by the Witch Kings edict. Fueled by cruel ambition and an unchained lust for power these cold hearted beauties often pursue vile pacts with daemons and seek out dread magical artifacts the across the world. For this reason it is not unheard of to find one of these mistresses of magic in the Old World, pursuing whatever foul aims that their black heart's desire.

Sorceress of Ghrond advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	-	-	-	Silver	Bronze	-	Base	Base	Gold

Career path

Tier 1: Apprentice Sorceress – Silver 2

Skills: Channeling (Any Lore), Dodge, Intuition, *Language (Magick)*, Lore (Magic), Melee (Basic), Melee (Polearm), Perception

Talents: Aethyric Attunement, Power of Darkness, Read/Write, Second Sight, Petty Magic

Trappings: Ambition, Grimoire of Dark Magic, Ritual Dagger, Staff

Tier 2: Sorceress – Silver 7

Skills: Charm, Cool, Gossip, Intimidate, Lore (Daemonology), Secret Signs (Convent of Sorceresses)

Talents: Arcane Magic (Any Arcane Lore), Detect Artefact, Sixth Sense, Instinctive Diction

Trappings: Lust for Power, Imp Familiar, Convent Vestments

Tier 3: Hag Sorceress – Gold 3

Skills: Evaluate, Lore (Any), Language (Dark Tongue), Ride (Horse *or* Cold One)

Talents: Attractive, Magical Sense, Menacing, War Wizard

Trappings: Apprentice, Power overwhelming, Multiple familiars, Magical item

Tier 4: High Sorceress – Gold 7

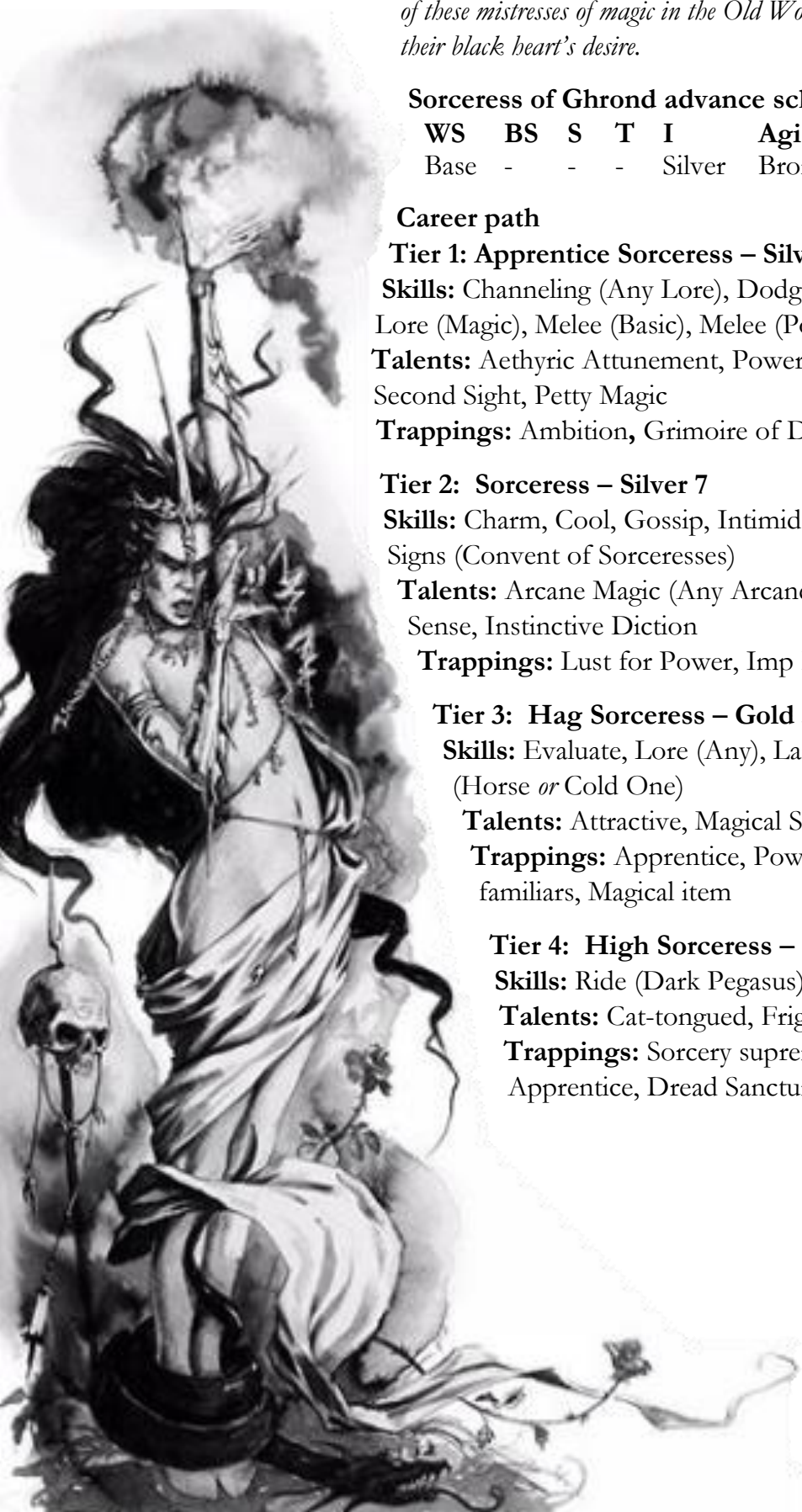
Skills: Ride (Dark Pegasus), Research

Talents: Cat-tongued, Frightening, Iron Will, Schemer

Trappings: Sorcery supreme, enslaved spirits of evil, Apprentice, Dread Sanctum

Male Sorcerers?

The laws of the Witch King dictate besides he, only Druchii women are allowed to study magic. However, this does not stop men from pursuing or learning the Dark Arts outside of the Dark Convent of Sorceresses. With the GM's permission, male Dark elves may take the Sorceress of Ghrond career as rogue Sorcerers, however, they will not be trained in Ghrond and will be put to death, or worse, if they are discovered practicing magic in Naggaroth. Which is good enough reason for any Dark elf sorcerer to travel to the Old World.



New Career: Beastmaster

In Naggaroth the Beastmasters of Clar Karond and Karond Kar can command the unruliest of creatures to do their bidding. They are the masters of the lash and break raging Manticures, cunning Harpies, serpentine Hydras and even the wisest of Dragons to their will. When not tormenting the great beasts in their thrall, the Beastmasters roam the wilds of Naggaroth, ever looking for new creatures to enslave in their menageries. Those Beastmasters that find themselves in the Old World have traveled there to capture a creature not found in Naggaroth, Wyverns or Griffons are typical goals of such an expedition. Others are in the Old World in the employ of the Covenant of Nethu, driving and breaking beasts in their fighting rings much as they do for the arenas in Naggaroth.

Beastmaster advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	Base	Bronze	Base	Silver	-	-	Gold	-	-

Career path

Tier 1: Apprentice Beastmaster – Silver 1

Skills: Animal Care (Any), *Animal Training (Any)*, Charm Animal, Endurance, Melee (Basic), Ranged (Entangling), Outdoor Survival, Perception

Talents: Ambidextrous, Sixth Sense, Strike to Stun, Hardy

Trappings: Beast Goad (Hand weapon), Whip, Trainee Lizard-hawk, Desire to be the very best

Tier 2: Beastmaster – Silver 3

Skills: Athletics, Cool, Intimidate, Lore (Beasts), Set Trap, Track

Talents: Animal Affinity, Menacing, Strider (Any), Stout-hearted

Trappings: Pair of trained Beasts, Scars from fangs and claws, Beast hide (Leather jerkin)

Tier 3: Beastslover – Silver 5

Skills: Drive, Haggle, Ranged (Crossbow), Stealth (Rural)

Talents: Fearless (Monsters), Robust, Crack the Whip *or* Rover, Sure Shot

Trappings: Scourgerunner Chariot, Ravager Harpoon and 6 Barbed Bolts, Net, Assistant Beastmaster

Tier 4: High Beastmaster – Gold 1

Skills: Ride (Any), Intuition

Talents: Frightening, Strike Mighty Blow, Strong-minded, Tenacious

Trappings: Trained monster (typically a Manticore or War-Hydra in Naggaroth)
Apprentice Beastmaster



New Career: Disciple of Khaine

Most famed of Khaines adherents are the Executioners and the Witch Elves, but Khaine too has a priesthood and devotees to his bloody worship. The disciples of the Lord of Murder are as much skilled warriors as they are holy men, for no pious adherent of the Bloody Handed God would find themselves ignorant of the ninety-nine sacred killing strikes. In Naggaroth, Khaines priesthood perform bloody rituals honoring Khaine and accompany the Witch Kings armies to war, inspiring Druchii warriors to ever greater acts of slaughter in Khaines sacred name. In the Old World, his Priesthood act as missionaries, ensuring that the crude native Cult of Khaine pays proper respects to the Lord of Murder and that the few exiles and spies of the Druchii in the Old World are reminded to whom they owe blood and souls in sacrifice.

Disciple of Khaine advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	-	Base	-	Silver	Bronze	-	-	Base	Gold

Career path

Tier 1: Initiate – Brass 5

Skills: Channeling (Khainite Sorcery), Cool, Dodge, Intuition, Lore (Theology), Melee (Any), Speak Language (Magick), *Pray*

Talents: Aethyric Attunement, Holy Visions, Strike Mighty Blow, Strong Minded

Trappings: Sacrificial dagger, Bladed hand weapon, cult robes, Grimoire of Khainite Sorcery

Tier 2: Disciple of Khaine – Silver 2

Skills: Athletics, Charm, Lore (Torture), Intimidate, Secret Signs (Cult of Khaine), Perform (Torture)

Talents: Arcane Magic (Khainite Sorcery), Menacing, Impassioned Zeal, War Wizard

Trappings: Sacred vestments, Fighting Spines, Flesh Hooks, Torturers tools

Tier 3: Anointed – Silver 3

Skills: Climb, Endurance, Perception, Stealth (Any)

Talents: Furious Assault, Frightening, Strike to Injure, Seasoned Traveller

Trappings: Robes of Murder, Copy of the Parables of Sundered Flesh

Tier 4: Bloody Handed – Silver 5

Skills: Leadership, Melee (Any)

Talents: Combat Master, Fearless (Any), Instinctive Diction, Stout-hearted

Trappings: Draich, Mask of Khaines Aspect



THE DARK ARTS

Like all elves, druchii are inherently magical beings with long lives that allows them to master magic to a degree impossible for humanity. However, their relationship and tradition with magic differs to that of their elven cousins. As the magical traditions of the Druchii has deliberately shunned the Asur traditions of magic in favour of pure power. They also look down on the feeble attempts at magic by humanity with sneering contempt and consider the Colleges of Magic and Colour magic tradition as signs of mankind's inherent inability to grasp magic and testament to the weakness of the High Elves.

The Lore of Dark Magic is the refined usage of *Dhar* only available to the Sorceress of Ghrond career. Sorceresses of Ghrond can master multiple lores of magic, however they only study the following lores outside the Lore of Dark Magic: Fire, Shadow, Metal, Death and Daemonology. Outside of these exceptions Dark Elves follow the same rules for gaining multiple lores as other elven wizards.

The Lore of Khainite Sorcery is the ritual magic and blood sorcery used by the priests and devoted of Khaine in their bloody exultations and worship of the Bloody Handed God. As the Elves believe magic is a gift from the gods, the sorcery of Khaine reflects this. It is the only magic Druchii men are allowed to study as it is Khaine's holy art, but should any Khainite sorcerer study Dark Magic or any other lore of magic they will be rogues and in violation of the Witch Kings' iron laws.

NEW TALENT:

Power of Darkness

The raw energy of magic can be immensely powerful, but it is highly unstable and can be as dangerous to the wielder as it is to the foe.

Channeling the volatile flows of *dhar* requires an absolute will to do without dangerous backlash, however in the quest for ever more power Druchii sorceresses have learned to tax their own flesh or even bargain part of their souls to cast spells of even greater potency. At the cost of two wounds before casting a spell from the Lore of Dark Magic, the Sorceress may add their **Willpower Bonus** number of SL's to their Casting test. At the cost of one corruption point the Sorceress may add double their **Willpower Bonus** number of SL's to their Casting test.



THE LORE OF DARK MAGIC

The manipulation of *Dhar* in its highest, most refined and powerful form. The Lore of Dark Magic is to the primitive, clumsy methods of using *dhar* among humanity as *Qbaysh*, High Magic, is to Colour magic. It is still as dangerous as it is powerful, but through its mastery the Druchii believe they show their supremacy.

Ingredients: The ingredients for casting Dark Magic are as horrifying as they are varied, using a mixture of dark pacts, sacrificed blood and souls, symbols of evil and destruction, unholy ritual objects and raw will.

Chillwind

Calling upon the coldness of Nagaelythe of the Utterdark, the Dark Elf unleashes a freezing wind against her enemies.

CN: 6

Range: Half Willpower Yards

Target: AoE (Special)

Duration: Instant

Unleashing a wind of freezing cold in a cone before them, Chillwind is a magic missile causing +9 damage and hits targets as if the caster had the *Breath (Cold)* creature trait.

Doombolt

As the invocation is spoken, the other-worldly beast known as Kharatidon unleashes a bolt of pure darkness upon the Dark Elves adversaries

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

Doombolt is a magic missile with +10 damage that targets everyone in the area of effect.

Word of Pain

Upon uttering the true name of the Serpent Lord, an unnatural and unbearable agony suffuses the body of the casters hated foes.

CN: 7

Range: Willpower Yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

Upon uttering the incantation you inflict a number of *Stunned* conditions equal to your Willpower Bonus on your target and everyone within Willpower Bonus yards of your initial target.

Bladewind

With a plea to the Mistress of a Thousand Cuts, the Dark Elf sorceress conjures up a storm of magical swords with which to assail the enemy.

CN: 10

Range: Willpower Yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

Bladewind is a magical missile that targets everyone in the area of effect. Causing Willpower Bonus close combat attacks with +12 damage and inflicting +1 *Bleeding* condition for every 2 wounds suffered. These attacks can be defended against with an **Opposed Melee/Language (Magick) test**.

Soul Stealer

The Daemon-crawler Anchan-Rogar reaches out from his domain and plucks the souls from the enemy.

CN: 12

Range: Willpower Bonus yards

Target: AoE (Willpower Bonus yards)

Duration: Instant

Soul Stealer is a magical missile targeting everyone in the area of effect. It causes +10 damage, ignoring Armour Points, and +1 *Fatigued* condition for every 2 wounds suffered and for every wound inflicted the caster gains up to Willpower Bonus additional wounds. These additional wounds may not exceed the casters starting wounds + Toughness bonus and any wounds gained beyond this are lost.

Black Horror

The sorceress conjures a whirling vortex of devastating magical energy that drags her victims into one of the infernal regions.

CN: 17

Range: Willpower Yards

Target: AoE (Willpower Bonus x2 yards)

Duration: Instant

Black Horror is a magical missile targeting everyone in the area of effect. Targets within the area of effect must succeed in an **Opposed Athletics/Language (Magick) test** or suffer +15 damage, ignoring Armour Points and Toughness Bonus. Targets within the area of effect must make an immediate **Cool test** against *Terror* (Willpower Bonus rating).

Dominion

Calling upon Lamelk the Slavemaster of the Third Hell, the sorceress takes control of the foe's thoughts.

CN: 15

Range: Willpower Bonus x2 yards

Target: AoE (Willpower bonus yards)

Duration: Willpower Bonus Minutes

Dominion targets everyone within a chosen area of effect, centered on an initial target (State Trooper, Goblin, Zombie, Wolf, etc). Targets within the area of effect must succeed on an immediate **Opposed Cool/Language (Magick) test** or fall under the casters control. Controlled targets will perform any orders given by the caster for the duration of the spell.

THE LORE OF KHAINITE SORCERY

The elves believe that magic is a gift from their gods and Khaines gifts are exceptionally bloody. The sorcery practiced by the Cult of Khaine is bound in sacrifice and the shedding of blood. Its spell craft is fueled by the sacrifice of blood in Khaines name to do even bloodier acts or drive Khaines adherents into greater acts of slaughter and murder. It is a frenzied blood sorcery that bears more in common with cultic ritual and worship compared to what most Old Worlders consider typical magic. The lore of Khainite sorcery draws upon all available winds of magic in an area and care not for the consequences, its more skilled practitioners intentionally channel *Dhar* in its spells but their methods are uncommon. Channeling the Lore of Khainite Sorcery requires a roll on the Minor Miscast table unless cast with an ingredient. Thankfully for its practitioners however, its main ingredients are abundant and relatively simple to acquire. As blood, bladed objects, organs extracted through torture and body parts of animals sacred to Khaine are common in his temples and sacred places.

Ingredients: Due to its ritualized and sacral nature, each spells ingredients will be listed individually.

Bloody Hand

You chant your dark dedications to the Lord of Murder and your hands begin to drip blood, marking you as Khaine's chosen.

CN: 2

Range: You

Target: You

Duration: Willpower Bonus Rounds

Ingredients: A murdered man's blood.

Your hands drip with the blood of the murdered, splashing on your foes in combat. Any that wish to charge you must first succeed on a **Cool test** or suffer a *Broken* condition as they stare at the blood in horror. Furthermore, those in combat with you suffer a -10 penalty to Weapon skill and Agility tests as they instinctually try to avoid the terrible ichor.



Blessing of Murder

The ninety-nine sacred killing strikes are secret ways of killing jealously guarded by Khaines devoted, but with dark dedications chanted to the Lord of Murder this holy knowledge can be passed to those carrying His blessing.

CN: 3

Range: Touch

Target: 1

Duration: Willpower Bonus hours.

Ingredients: Dagger that has been used to murder.

Invoking the Lord of Murder to bless His agent with one of the ninety-nine sacred killing strikes, you touch the edge of a dagger used in murder to the bare skin of your target, granting them Khaines blessing. For the duration of the spell, the target will gain an additional Resilience point to use only for **I Will Not Fail!** in tests made to Attack a target. If it is not used within the duration of the spell, the Resilience point is lost.

Hand of Khaine

Tracing a complex pattern in the air, Khaines devoted entrances his victim, leaving him vulnerable and open to attack.

CN: 3

Range: Willpower Bonus Yards

Target: 1

Duration: SL rounds

Ingredients: Blood spilled in battle.

With blood spilled in battle on their fingers, the sorcerer draws a runic pattern in the air sacred to the Bloody Handed God and places the target in a terror induced trance. When successfully cast, the target must succeed on a **Difficult Cool (-10) test** or suffer an amount of *Stunned* conditions equal to the SL the target failed with.

Cry of War

By screeching one of the seventeen secret names of Khaine, the warrior freezes enemies with horror.

CN: 5

Range: Willpower Bonus yards

Target: AoE (Special)

Duration: Willpower Bonus Rounds

Ingredients: Edged weapon wielded in anger (is not consumed when casting the spell).

Screeching one of the seventeen secret names of Khaine as a warcry, you freeze an amount of targets equal to your Willpower Bonus within range of the spell. The targets must succeed on a **Hard Cool (-20) test** or suffer an amount of *Stunned* conditions equal to your Willpower Bonus. Targets that succeed on the Cool test suffer 1 *Broken* condition.

Sting of the Scorpion

Scorpions are sacred animals to Khaine in His aspect as the Scorpion Prince, invoking His name and imbibing the venom of His children grants His faithful their blessed sting.

CN: 6

Range: Touch

Target: Willpower Bonus targets

Duration: Willpower Bonus x2 Minutes

Ingredients: Distilled Scorpion venom.

By drinking the venom of a sacred scorpion and praising the name of the Scorpion Prince you invoke the killing power of the scorpion to the blades of Khaine's faithful. Your melee weapons, which must be edged (swords, axes, daggers etc), gain the *Impale*, *Damaging* and *Fast* qualities for the duration of the spell. If they already possess one of these qualities they gain the *Venom* trait in replacement for the duplicate quality.

Life in Death

Not all death is sacred to Khaine, by taking the lifeblood of His sacrifices the God of War can restore His mortal warriors to health, so that they may bring Him more blood and souls to feast upon.

CN: 7

Range: Touch

Target: 1

Duration: Instant

Ingredients: Blood of a sacrificial victim to Khaine.

You bathe the target with the blood of a sacrificial victim to Khaine and beseech his aspect as Ennialos, the God of War to grant life anew to his mortal warriors. The spell restores an amount of wounds equal to the Willpower Bonus of the caster and heals an amount of Critical Wounds equal to half the SL of the **Language (Magick)** test used to cast the spell.

Visage of the Manticore

Chanting the dread praises of the Lord of Murder, you are filled with the spirit of His favoured children and your foes look upon one of the many faces of death.

CN: 8

Range: Willpower Bonus Yards

Target: AoE (Special)

Duration: Willpower Bonus Rounds

Ingredients: Five strands of Manticore fur.

Praising the name of the Lord of Murder He grants you his blessing by infusing you with the vicious and bloodthirsty spirit of the Manticore. You gain the *Terror* (Willpower Bonus) creature trait from your monstrous visage and the manifest blessing of the Lord of Murder grants your allies *Fearless* (All) talent within Willpower Bonus yards of you.

Maker of Widows

The cursed Widowmaker taints the souls of the Druchii and with enough blood and souls sacrificed to Kaela Mensha Khaine, the Bloody Handed God, He can grant a portion of its cursed power upon His worshippers.

CN: 10

Range: Special

Target: Special

Duration: 10 minutes per sacrificed victim

Ingredients: Sacrificial victim(s).

In a great and (un)holy ritual of blood and death you cut out the hearts of sacrificial victims and offer their souls to Kaela Mensha Khaine to grant you and the assembled worshippers a portion of the murderous frenzy bound in the Widowmaker. For each victim used as sacrifice the caster gains a +10 bonus to their **Channeling (Khainite Sorcery) test**. The first victim sacrificed grants a number of targets equal to your Willpower Bonus x2 *Frenzy* and *Fear (1)* for the duration of the spell. For each additional victim sacrificed as part of the casting of the spell, increase the multiplier for the number of affected targets by 1 and the rating of the *Fear* trait by 1. You can only sacrifice up to your Willpower Bonus in victims to increase the Channeling (Khainite Sorcery) test bonus, number of affected targets, *Fear* rating and duration, any further sacrifices will give no mechanical advantage but will be pleasing to Khaine.



Bestiary of the Beastmasters

The Beastmasters in Naggaroth break and train every imaginable beast in the known world. However they favour two in particular as signs of mastery of the beastmasters art, the War-Hydra and Manticore. These beasts and their particular breeds found in Naggaroth are very rare in the Old World. So a Beastmaster adventuring in the Old World will have to rely on the local fauna broken to his will. Griffons, Wyverns and Great Eagles are commonly sought out and broken for their ferocity and relative abundance. However only the skill of the Beastmaster limits them in what beasts they can break to their will. Below is a generic career using the Henchman rules intended to be applied to tamed monsters and beasts. The next page features a few common animal imports from Naggaroth, usually brought to the Old World by exotic animal traders and adventurers.

Henchman career: Beastmaster trained

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
Base	-	Base	Base	Silver	Bronze	-	Gold	-	-

Tier 1: Trainee

Skills: Athletics, Charm, Dodge, Intimidate, Perform (Obedience), Perception, Swim, Track

Talents: Acute Sense (Any), Beneath Notice, Flee!, Night Vision

Tier 2: Beast

Skills: Cool, Intuition, Melee (Tooth & Claw), Perform (Tricks), Outdoor Survival

Talents: Combat Reflexes, Fleet Footed, Menacing, Strong Legs

Tier 3: Trained Beast

Skills: Stealth, Endurance, Entertain (Any appropriate), Perform (Any appropriate)

Talents: Distract, Fearless (Any), Iron Jaw, Strike Mighty Blow

Tier 4: Veteran Beast

Skills: Charm animal, Climb

Talents: Disarm, Frightening, Implacable, Iron Will



Cold One

Cold Ones are an ancient race of green-skinned reptiles that live in the dark caves and tunnels in the mountains underneath Hag Graef. Their cold flesh is almost immune to pain and their bodies exude a toxic slime. Dark Elves can withstand small quantities of this slime and tiny amounts are used to make the poisons and intoxicating brews used by the Assassins and Witch Elves of Khaine. Though single-minded when hunting and feeding, Cold Ones are extremely stubborn beasts, and not at all intelligent. It takes great strength, practice and willpower to master such a steed, and those Dark Elves that do so earn fear, if not respect from their fellow Naggarothi nobles. In the Old World Cold Ones are exceptionally rare, existing only in a few rare menageries and the fabulous Imperial Zoo of Altdorf. However, a few Beastmasters associated with the Covenant of Nethu have managed to import a handful of breeding pairs for their own purposes and they may be convinced to sell them to enterprising Druchii in the Old World.



M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
5	2d10+	-	2d10+	2d10+	2d10+	2d10+	-	2d10+	2d10+	-
	35		35	35	10	10		10	20	

Traits: Armour (Scales 3), Bestial, Cold-blooded, Size (Large), Stride, Territorial, Weapon+5 (Bite)

Optional: Champion, hardy, Size (Enormous), Trained (Broken, Guard, Mount, War)

Naggarothi Lizard-hawk

A common pet in Druchii society, favoured for its vicious nature and loyalty to its master. The Lizard-hawk looks much like a raptor sized dragon, though it lacks the forearms like the Wyverns, which has led some scholars to speculate it is an offshoot of this very same breed of creature. Typically trained and kept as hunting birds, much like Old World falconry, Lizard-hawks have a myriad of common breeds, such as the Parrot Lizard-hawk with its ability to mimic speech making it highly popular among Druchii corsairs, or the 'Drakeling' bred for its size and venom and often used to track and chase down runaway slaves. In the Old World they are often imported by exotic animal traders and adventurers. A notable part of the Covenant of Nethus legal income in the Old World come from selling these animals to nobles and rich burghers who wish to show off their worldliness.



M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
2	2d10+	-	2d10+	2d10+	2d10+	2d10+	-	2d10+	2d10+	2d10
	35		5	5	20	30		10	10	

Traits: Bestial, Bite+2, Flight 60, Size (Little), Night vision, Weapon+1 (Claws)

Optional: Belligerent, Cunning, Fast, Mimic, Trained, Track, Territorial, Venom, Size (Average), Size (Small)

Dark Elf equipment



Dark elf weapons and equipment are generally rare finds in the Empires markets and are more often than not battlefield plunder. However, those few organized groups of Dark elves in the Old World do much to maintain and even produce items fitting to their aesthetic and quality standards. The vast majority of items made by mankind is simply beneath them to wear or use and to “go native” is seen as a disgusting act of self-humiliation. So even in the Old World Dark elves will still dress in fashions and use weapons you would find on Dark elves dwelling in Naggaroth. Most Old Worlders are generally too ignorant about the differences between the elven kindreds and their cultures to pay much heed to whatever strange fashions one elf or another wears.

WEAPONS & AMMUNITION						
Weapon	Price	Enc	Availability	Reach/Range	Damage	Qualities and Flaws
BASIC						
Black Ark Sabre	2gc	1	Rare	Average	+SB+4	Damaging
Lakelui	7gc	1	Exotic	Average	+SB+4	Impact, Impale
Ghlaith	5gc 3/	1	Exotic	Average	+SB+4	Damaging, Precise
Sea Dragon Cloak	10gc	2	Exotic	Average	+SB	Shield 2, Defensive, Distract
PARRY						
Fighting Spines	5gc	3	Exotic	Short	+SB+2	Defensive, Trap Blade, Undamaging
TWO-HANDED						
Draich	14gc	3	Exotic	Long	+SB+5	Hack, Impact, Impale
CROSSBOW						
(2h) Repeater Crossbow	12gc	3	Exotic	60	+8	Repeater 6, Reload 2, Penetrating
Repeater Handbow	14gc	1	Exotic	10	+6	Pistol, Repeater 4, Reload 2
(2h) Ravager Harpoon	60gc	4	Exotic	100	+11	Damaging, Reload 3
AMMUNITION						
Barbed Bolts*	8/	1	Exotic	As Weapon	+2	Impale, Entangle, Barbed**

* Can only be shot with a Ravager Harpoon

**Inflicts +1 *Bleeding* condition every 2 SL's with a successful attack.



Weapons

Black Ark sabre

Heavy bladed sabres favoured by the corsairs aboard Naggaroths Black Arks and raiding fleets. Elegantly curved in a way that strongly favours the cut over the thrust and usually forged with complex handguards that ranges from simple knuckle-bows to basket hilts of Druchii design. They are often lavished upon as symbols of status and no Corsair captain or Black Ark fleetmaster would be seen without one. Often paired with matching parrying daggers.

Draich

The ritual weapon of one of Khaine's anointed Executioners, each draich is hand-crafted by the smiths of Khaine's temples and may take the form of a vicious sword or a mighty axe. Incredibly rare weapons to find in the Old World as to acquire one, you need to kill the previous owner which is a very daunting task.

Lakelui

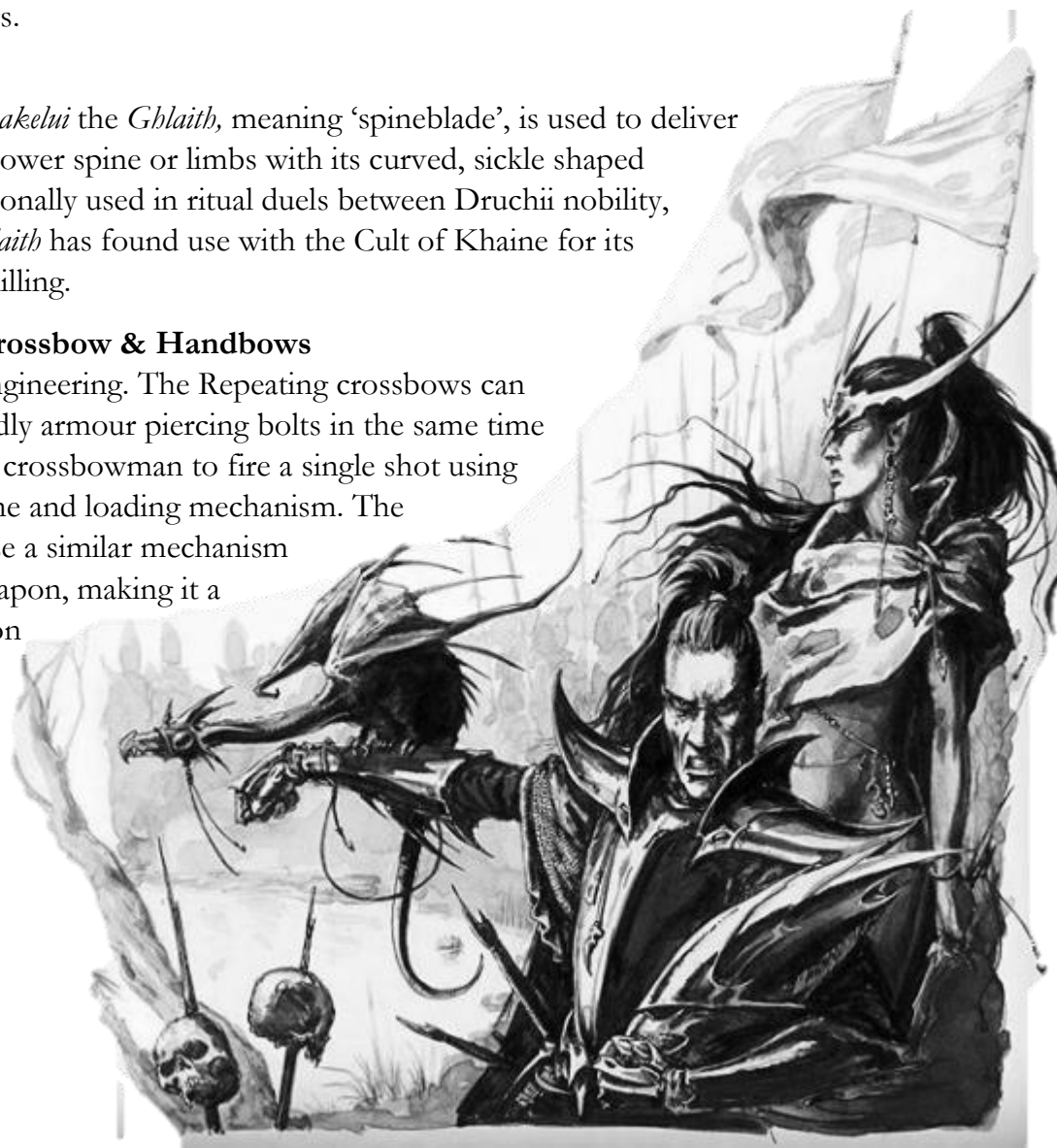
An archaic weapon for ritual combat in dueling between the nobility, paired with the *Ghlaith*. The name 'Lakelui' means soultaker in the Druchii tongue and is used to dispatch the foe once they have been rendered defenseless by the *Ghlaith*. Exceptionally rare in the Old World, it does find some favour with the Cult of Khaine. As the heavy blade, fitted on a long haft much like a short glaive, makes it well suited for ritual sacrifices or dramatic killing blows in murders.

Ghlaith

Always paired with a *Lakelui* the *Ghlaith*, meaning 'spineblade', is used to deliver crippling blows to the lower spine or limbs with its curved, sickle shaped blade. While it is traditionally used in ritual duels between Druchii nobility, like the *Lakelui* the *Ghlaith* has found use with the Cult of Khaine for its elaborate ritual use in killing.

Druchii Repeating Crossbow & Handbows

A marvel of Druchii engineering. The Repeating crossbows can unleash a volley of deadly armour piercing bolts in the same time it takes for an ordinary crossbowman to fire a single shot using a sophisticated magazine and loading mechanism. The Repeater Handbows use a similar mechanism but in a pistol sized weapon, making it a favoured ranged weapon among the corsairs of the Black Arks.



Ravager Harpoon

A bolt thrower typically mounted on Scourgerunner Chariots, but it is light enough to be transported by one Druchii on foot. The Ravager Harpoon fires barbed bolts used to capture beasts for the stables of the Beastmasters. The barbs and chains of the harpoons allowing them to be entangled and safely bound to be brought back to the menageries of the Druchii. Any target gaining an *Entangled* condition by the Barbed Bolts fired from a Ravager Harpoon can be dragged SBx2 yards closer to the wielder by spending 1 Advantage.

Sea Dragon Cloak

While not a weapon, the tough scales of the Sea Dragon Cloak are used by Druchii Corsairs to ward off blows and shots from the myriad of foes they encounter in their raids across the world. Indeed, many Corsairs even use their Sea Dragon Cloaks much like Estalian Diestros use cloaks like a flexible shield in their fencing arts, though of course they claim they invented the style. Sea Dragon Cloaks are rare to find in the Old World, particularly undamaged examples, as Corsairs are not particularly fond of parting with them. When not used as a Shield, the Sea Dragon Cloak provides +1 AP to all locations but the Head.

Fighting Spines

Bladed protrusions part of the bracers on Dark elf plate armor and commonly worn by Cold One Knights. Fighting Spines are curved and sharpened points which can be used to catch enemy blades and disarm an opponent or as weapons in their own right. Fighting Spines also count as a pair of Bracers when worn.

Tools, Kit, Gear and Accessories

Keikalla

Also known as “spirit bells”, the keikalla are believed to ward off the most malicious of magical spirits whom live in Naggaroth with their jangling noise. They are also used by Dark Elf nobility in battle to announce their presence, as they ride proudly to battle in full view of their foes.

Flesh Hooks

Decorations from which trophies taken in battle can be hung from. Usually they are in the shape of Druhir runes and among the nobility and knights of Naggaroth their exact placement from which they are hung can denote many things such as status, allegiances, family and battle honours. Much like the heraldry of lesser races.

Torturers Tools

A series of knives, blades, tongs, pliers, vicious insects, needles and other dread instruments that bring torture from simple infliction of pain to a true art form.

Dark Elf groups in the Old World

The Covenant of Nethu

Named after the Cytharai god Nethu, keeper of the door to the elven underworld, Mirai, and the son of the death goddess, Ereth Khial. The Covenant of Nethu are so named to represent that they are an underworld to the 'over world' of society in the Old World.

Acting much as a fraternity, a spy network and a criminal gang all at once. They are the largest and most comprehensive group of Druchii in the Old World, operating largely in secret, it provides security, information and community for its members (no dark elf would however admit to it) as they live and work in the Old World, largely on their own.

Primarily concerned with gathering information about shipping, cargoes and naval movements of Old World fleets which it supplies to the fleets of the Black Arks and disrupting the diplomatic and trading missions of the Asur in the Old World. Because of this the Covenant of Nethu has the majority of its presence along the coasts and waterways in the Old World. It's many secret 'fraternal houses' can often be found in harbor and docks districts, masquerading as legitimate businesses or discrete backrooms in already existing locales. Taverns, brothels and similar entertainment establishments are preferred. Besides the spying and information gathering done by the Covenant and its agents, it also engages in smuggling, largely of illicit goods to fund its operations in the Old World and to bring in goods from Naggaroth not found in the Old World, and various other forms of lucrative criminal enterprises. Typically arranging pit fights, selling narcotics, gambling and money lending are common secondary sources of income.

Formally it owes allegiance to the Black Ark Fleet Masters in the dark elf colony of Nagronath, in Albion, however due to its isolation the Covenant largely keeps its own council and the loose internal hierarchy it maintains for itself. This suits the members of the Covenant, as many of them (particularly the lowborn members) get a taste for the comparative freedom and luxury of living in the Old World as a Druchii compared to Naggaroth. Its members consist mostly of young Druchii looking to make a name for themselves taking on work as a spy for the Black Fleets, or as mercenaries. However, a significant amount of its members are exiles, exiled as punishment for failed schemes in the Naggarothi courts or in self-imposed exile to avoid falling prey to their enemies. Notably the Covenant has a handful of Druchii craftsmen living in the Old World making and supplying the Covenants members with weapons, armour, clothes and equipment that fits the demanding standards of any self-respecting Druchii rather than rely on smuggled imports by way of Nagronath.

The Cult of Khaine

The native Old World cult of Khaine is considered an amusing novelty or a hideous affront, depending on the Druchii in questions piety to the Lord of Murder. However, all Druchii consider it useful tool for their own purposes. For what the human worshippers of Khaine lack in sophistication, they make up for in enthusiasm. Thus many of the more pious Druchii who venerate the bloody handed one above all other Cytharai they often infiltrate the Cult of Khaine and set themselves up as high priests, cult leaders or even objects of worship as the bloody handed gods anointed. As the basic cultural



understanding of being born into druchii society gives the typical druchii theological knowledge of the Lord of Murder far beyond the human cultists in the Old World. Many exiled Druchii are tempted by this and they make up the majority of Druchii in the Old World cult of Khaine.

As the Cult of Khaine is divided up into cells and with very little hierarchy between them those cells the Druchii have infiltrated are shaped by their individual whims as much of the strictures of the cult. Naturally the Cult of Khaine is popular for its ability to produce reasonably competent assassins without having to transport an assassin from the temples of Khaine in Naggaroth.

Brotherhood of Sorcerers

The iron laws of the Witch King forbid Druchii men from studying the art of Dark Magic under the pain of death, based in his fear of the Prophecy of Demise. Which states that a Dark King will be brought low by a firstborn son of noble blood trained in the dark arts. As a consequence many Druchii sorcerers leave Naggaroth in self-imposed exile once the fear of discovery becomes too much or fleeing during one of the Witch Kings many purges. The Brotherhood of Sorcerers is a coven of these exiled sorcerers in the Old World and form perhaps the most secretive and reclusive of the Druchii groups in the Old World. While the Witch Hunters of the Empire would naturally hunt them if they flaunted their sorcery openly, they are crude and brutish and their methods are child's play to hide from compared to the Witch Kings agents. But even a Witch Hunter can with luck find a sloppy sorcerer and no self-respecting Druchii would ever wish to escape the Witch Kings wrath only to be sent to the pyre by the oafish Witch Hunters of Sigmar.

The Brotherhood has a basic hierarchy, as the group has neither the age nor the resources to be as elaborate as the Dark Convents in Ghgrond. But they still distinguish the repute and rank of their few members based on skill and seniority, with the lowest ranking members being Acolytes, typical members known as Sorcerers and the coven's leaders known as High

Sorcerers. For safety and secrecy they only convene once a month, when Mannsleib is full, to perform rituals, initiate new Acolytes, share news, discuss their agendas and socialize. Though none would admit it, the solitary life most Druchii sorcerers lead make these meetings very important affairs to the Brotherhood as they have little other opportunity to spend time and jostle for position with their peers and rivals.

The businesses of the Brotherhood are varied, though all of them are focused on increasing their knowledge of the dark arts and power they wield. Grimoires of magic, artifacts, rare ingredients and rumours to find these are their stock and trade and they make deals with whomever they believe can further their own needs. Vampires, Necromancers, Cultists of the Dark Gods or even the Ratmen, none is too low or too high for the Brotherhood to bargain with if they can provide something to increase their magical knowledge.

The final goal however, is gathering enough magical power to be able to return to Naggaroth and retake their rightful places as dread lords in the Land of Chill. If this requires them fulfilling the Prophecy of Demise, then they will delight in the irony of the Witch King bringing about his own downfall.

Acknowledgements

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Thanks for reading, I hope you've enjoyed the fan material in the supplement and that it's given you the proper COLD BLOODED KILLERS experience!

- Naggaroth Anon



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