



BESTIARY

• CREATURES FOUL AND FAIR •

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UNOFFICIAL BESTIARY

CUSTOMISING CREATURES

The creatures presented in the **WFRP4 Bestiary** (p310) are generic, typical starter examples of their ilk. Many beasts and monsters will feel relatively weak compared to starting Characters who can often end up with a high Melee Skill during character generation. If you stick with the basic profiles for most encounters, the Characters will regularly subdue and outwit them with little difficulty—and there is little fun to be had without a challenge!

Which method you choose to upgrade your NPCs (non-player characters) is up to your personal taste, of course. **Rough Nights and Hard Days** and the **Ubersreik Adventures** lean heavily on pumped-up attributess and Creature Traits. **Enemy In Shadows**, instead, focusses more on adding Skills and Talents to its NPCs—even presenting a simple how-to guide. The latter method is the more time-consuming option, but the resulting NPCs will feel more fleshed-out. This chapter details a variety of approaches to building your creatures.

NO MORE 'WHIFF'

Cubicle7 reduced the 'whiff' factor from previous editions by introducing Opposed Tests and Advantage. By pitting Skills against each other, lower attributes are actually given a probability boost up until the point where one combatant has a Skill higher than 50. After which, the dice odds and Advantage can make a combat quickly become one-sided.

It is built into the system that Careers provide plenty of opportunities for Player Characters to increase both Attributes and Melee Skills—meaning that many adventurers can start with a Weapon Skill of 50 or higher, making a basic Bear with WS 35 an easier target than it would have been in previous editions.

When the GM wants to increase the challenge for a combat-oriented group, the simplest upgrades are for the opponents to outnumber the party members and/or to increase their combat attributes. Including one or two Ranged combatants helps too.

BUILDING NPCs

This section outlines the 'official' methods of creating your creatures and characters. NPCs come with a variety of forms and functions, from the lowly servant whose name you have to improvise in a pinch to the elaborately constructed final showdown which the Players will no doubt derail with their shenanigans. Indeed, it will often be that lowly servant you just made up who ends up being the more memorable character than the vicious Rat Ogre somehow beheaded in a single blow.

TRAIT ADVANCES SUMMARY

The following Traits, taken from the **WFRP4 Rulebook**, are included here for quick reference. These may be combined with the Hero Profiles shown above.

Big: +10 Strength, +10 Toughness, -5 Agility
Brute: +10 Strength, +10 Toughness, -10 Agility, -1 Movement
Clever: +10 Initiative, +20 Intelligence
Cunning: +10 Initiative, +10 Intelligence, +10 Fellowship
Elite: +20 Weapon Skill, +20 Ballistic Skill, +20 Willpower
Fast: +10 Agility, +1 Movement
Leader: +10 Willpower, +10 Strength, +10 Initiative
Tough: +10 Toughness, +10 Willpower

The Traits below are new to this supplement:

Alert: +10 Weapon Skill, +30 Perception Skill
Fighter: +10 Weapon Skill, +10 Strength, +10 Initiative
Studious: +20 Intelligence, +20 Willpower

Major NPCs

Some NPCs will loom large in your adventures, driving important plot points and presenting significant obstacles to the party's progress—they should be given full game details (Skills, Talents, Traits, etc) due to their narrative importance. Start with the generic profiles in the **Bestiary**: subtract 10 from each characteristic and add 2d10 to each one in turn. Then, take the creature through the desired Career(s). For each Career Level you wish the NPC to progress through, add +5 to all Skills and Characteristics available, and then add at least 1 Talent from each Career Level completed. There may even be a Trait or two you would like to give your NPC, such as *Animosity (Trait)* or *Prejudice (Trait)*.

Minor NPCs

Other NPCs exist to provide flavour and a realistic setting, or to serve as minor aids or obstacles to the story's progression. In most cases, it will suffice to start with the base attributes shown in the **WFRP4 Bestiary** (p311) and bump up a few relevant Characteristics by +10 for each Career Level you envision for the NPC; and/or you might apply Hero Profiles and Creature Traits to the same effect. These characters are assumed to have all Skills they require to do their jobs, even if they are not listed: just use the appropriate unmodified Characteristic should a Test be required.

Generic NPCs have been provided at the end of this supplement for many of the daily jobs in the Empire.

A Note on Careers

Most people who work in the Old World (and our own) never progress beyond the second Career level: this is the 'official' job of doing the work without the benefits and responsibilities of greater power. So, a lifelong Blacksmith is an Artisan (2) with a Status of Silver 1, and this is not likely to change over their lifetime.

NPC Money & Trappings

Most characters in the Empire carry some coin. If not listed, randomly determine the amount of money carried by an NPC with an Earning roll using the Character's Status (as shown in **WFRP4**, p51). Finally, NPCs should get the Trappings listed in their Career Levels, as well as an appropriate weapon and piece of armour. Give the character a suitable name and maybe an identifying detail, and you're done!

CREATURE CAREER BUILDS

This section offers a looser methodology that works better for beasts, monsters, and 'civilised' creatures where full career details would not make sense or feel too fussy.

Attributes

Start with the base creature profile. You may randomise the attributes, as previously described, or feel free to stick with the default numbers.

Next, use either section below as a guideline or procedure to round out the creature's abilities.

Building 'Civilised' Creatures

As an alternative to other character-building methods, you may apply a template from the **Career Templates Table**. Most of these templates will be appropriate for creatures who have developed some form of civilisation or basic social structure (Humans, Goblins, Skaven, etc).

Each Career template lists four Attributes, Skills, Talents, and Traits. Once you find an appropriate Career template, choose how many Career Levels the NPC has gone through. For each Career Level, assign 5 Advances each in the corresponding Attributes and Skills. Where Grouped Skills are suggested, either choose one Specialisation or assume all Specialisations are covered. Take all the listed Talents and advance them 1 tier for each Career Level as well. The listed Traits are optional.

CAREER TEMPLATES

Assassin (Duellist, Spy)

Profile: Weapon Skill, Initiative, Agility, Dexterity
Skills: Climb, Melee, Ranged, Stealth
Talents: Ambidextrous, Shadow, Strike to Injure, Strike to Stun
Traits: Night Vision, Stealthy, Venom, Wallcrawler
Trappings: Daggers, Darts, Leather Jerkin, Vial of Poison, 5d10 Shillings

Chief (General, Leader, Warlord)

Profile: Weapon Skill, Toughness, Willpower, Fellowship
Skills: Dodge, Intimidate, Leadership, Perception
Talents: Combat Master, Disarm, Sixth Sense, Strike Mighty Blow
Traits: Champion, Elite, Hardy, Leader
Trappings: Breastplate, Helm, Shield, Sword, Troops, Uniform, 1d10 GC

Diplomat (Envoy, Messenger, Standard Bearer)

Profile: Toughness, Initiative, Agility, Fellowship
Skills: Charm, Endurance, Lore (Local), Ride
Talents: Flee!, Gregarious, Read/Write, Step Aside
Traits: Clever, Cunning, Fast, Hardy
Trappings: Dagger, Livery, Parchment, Scroll Case, Writing Kit, 1d10 Shillings

Fanatic (Flagellant, Slayer)

Profile: Weapon Skill, Strength, Toughness, Willpower
Skills: Dodge, Endurance, Intimidate, Melee
Talents: Fearless, Frenzy, Furious Assault, Hardy
Traits: Champion, Fear, Hatred, Painless
Trappings: Axe or Flail, Religious Symbol, Tattered Clothes, 1d10 Pennies

Hunter (Bowman, Tracker)

Profile: Ballistic Skill, Strength, Toughness, Initiative
Skills: Outdoor Survival, Ranged, Set Trap, Track
Talents: Accurate Shot, Hardy, Hunter's Eye, Rover
Traits: Arboreal, Elite, Night Vision, Tracker
Trappings: Animal Traps, Bow, Dagger, Pelts, 4d10 Pennies

Merchant (Pedlar, Trader)

Profile: Initiative, Agility, Intelligence, Fellowship
Skills: Drive, Haggle, Intuition, Lore (Local)
Talents: Blather, Dealmaker, Etiquette (Guild), Read/Write
Traits: Animal Handler, Fast, Clever, Skittish
Trappings: Abacus, Guild License, Mule & Cart, Trade Goods, 5d10 Shillings

Noble (Lord, Politician)

Profile: Initiative, Intelligence, Willpower, Fellowship
Skills: Gossip, Leadership, Lore (Politics), Melee
Talents: Etiquette (Nobles), Noble Blood, Public Speaker, Read/Write
Traits: Clever, Leader, Prejudice, Studious
Trappings: Dagger, Foil, Quality Clothing, Servant, Writing Kit, 3d10 GC

Physician (Barber-Surgeon, Healer)

Profile: Dexterity, Intelligence, Willpower, Fellowship
Skills: Heal, Lore (Anatomy), Lore (Medicine), Trade (Barber)
Talents: Field Dressing, Read/Write, Strike to Stun, Surgery
Traits: Cunning, Disease, Prejudice, Studious
Trappings: Bandages, Guild License, Trade Tools (Medicine), 3d10 Shillings

Priest (Monk, Nun, Shaman)

Profile: Dexterity, Intelligence, Willpower, Fellowship
Skills: Charm, Endurance, Lore (Theology), Pray
Talents: Bless, Invoke, Pure Soul, Read/Write
Traits: Blessed, Cunning, Miracles, Studious
Trappings: Books, Ceremonial Dagger, Religious Symbol, Robes, 1d10 Shillings

Thief (Scout, Skirmisher, Sneak)

Profile: Strength, Initiative, Agility, Dexterity
Skills: Climb, Melee, Pick Lock, Stealth
Talents: Break & Enter, Criminal, Scale Sheer Surface, Step Aside
Traits: Fast, Night Vision, Stealthy, Venom
Trappings: Crowbar, Dagger, Leather Jack, Trade Tools (Thief), 3d10 Shillings

Warrior (Guard, Soldier)

Profile: Weapon Skill, Ballistic Skill, Toughness, Initiative
Skills: Dodge, Lore (Warfare), Melee, Ranged
Talents: Combat Aware, Drilled, Shieldsman, Unshakeable
Traits: Belligerent, Champion, Elite, Tough
Trappings: Breastplate, Crossbow, Helm, Sword, Uniform, 3d10 Shillings

Wizard (Witch, Sorcerer)

Profile: Weapon Skill, Initiative, Intelligence, Willpower
Skills: Channelling, Intuition, Language (Magic), Lore (Magic)
Talents: Arcane/Chaos/Petty Magic, Detect Artefact, Read/Write, Second Sight
Traits: Clever, Magician, Spellcaster, Studious
Trappings: Grimoire, Magic License, Quarterstaff, Robe, 3d10 Shillings

Building Beasts & Monsters

Monstrous Beasts are playable as is, though some could use a bit of finessing. A generic Bear, for example, is going to have a tough time gaining any Advantage with a WS of 35. If you have a combat-oriented party, it is a good idea to buff a monster with the *Elite* Trait—which would make Basilisks, Fenbeasts, Trolls and the like especially terrifying. Conversely, if you wish to weaken a monster, consider giving it the *Infirmary* Trait.

Beasts have not been given Skills and Talents that befit their roles in the natural world. There are too many to provide here, so GMs are encouraged to give animals large bonuses (such as +20 or +40) for specific Tests based on Athletics, Dodge, Perception, Swim, Track. Dangerous predators should gain +20 *Melee (Brawling)* Skill and the maximum *Strike to Injure* Talent. Prey animals should gain +20 *Perception* Skill and the maximum *Flee!* Talent. In many cases, related Skills and Talents will be obvious: Rats can swim and scale walls and cats can survive long falls (see the *Catfall* Talent).

HERO PROFILES

For a combat-oriented NPC who stands out from the crowd, choose a profile below and add the scores to the creature's base characteristics. Feel free to apply them to Beasts and Monsters as well.

Unit Leader

A *Unit Leader* is a creature that stands out somewhat from its kind.

Example: The Clawleader of a regiment of Skaven Clanrats.

WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl
+15	+10	+5	+5	+10	+5	—	+5	+10	+10

Minor Hero

A *Minor Hero* is a veteran creature designed to challenge the players.

Example: The party is hunted by an Orc Lieutenant, Grog, and several of his recruits.

WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl
+30	+20	+10	+10	+20	+10	+5	+10	+20	+20

Traits: +1 to Armour, Champion, +1 to Weapon

Major Hero

A *Major Hero* is a very powerful warlord or boss creature destined to be the focus of the adventure, or at least a significant milestone along the way to its completion.

WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl
+45	+30	+20	+20	+30	+20	+10	+20	+30	+30

Traits: +2 to Armour, Champion, Hardy, Tracker, +2 to Weapon

NEW TALENTS

The following Talents not in the WFRP4 Rulebook have been compiled here for reference. *Remove Curse* is my own invention from my *Unofficial Grimoire* and *Unofficial Treasure & Artefacts* supplements.

Cantor

Max: 1

Tests: Entertain (Sing)

You are trained as a cantor of the Colleges of Magic, and are able to gather the Winds of Magic to you to aid spells being cast by anyone present. You may use *Entertain (Sing)* in place of *Channelling* when performing a Channelling Test (WFRP4 p237), however all magic users within Fellowship yards of you are able to siphon off a single SL from your **Extended Channelling** Test per round so long as they are performing their own Channelling Test. With this Talent, a Character can perform an **Extended Entertain (Sing)** Test specifically to aid another wizard's Channelling Test, even if they lack any other magical ability themselves.

Remove Curse

Max: Current level of spellcasting or religious career (1-4)

Tests: Language (Magick) or Pray when dispelling a curse

A character who has purchased the *Arcane Magic*, *Chaos Magic*, *Wild Magic*, *Witch!* or *Invoke* Talents may purchase the *Remove Curse* Talent at any time thereafter (while in a relevant career). You have learned the art of nullifying active curse effects. If you fail a Dispel Test when attempting to remove a curse, you may reverse the roll if doing so allows the Test to succeed. This applies also to **Extended Dispel** Tests. Only one curse may be removed at a time.

Suffused with Magic

Max: 1

All spells cast within Willpower Bonus yards of you gain +1 SL to cast. This bonus may only be claimed once per casting, no matter how many characters with this Talent are in the vicinity.

Suffused with Ulgu

Max: 1

Tests: Any Tests involving Channelling (Ulgu) for Stealth Tests

You are suffused with the Grey Wind of Magic, which those with Second Sight perceive as a shadowy, shifting mist wreathed about your body. You can use your *Channelling (Ulgu)* Skill in place of the Stealth Skill for all relevant Tests. Further, any successful attempts to cast spells from the Lore of Shadow within 8 yards of you gain +1 SL. This bonus may only be claimed once, no matter how many Characters are *Suffused with Ulgu* in a spellcaster's vicinity.

NEW CREATURE TRAITS

New Traits are provided here. GMs should feel free to use the new Traits for any monsters of their own creation, or in addition to the profiles included in the WFRP4 Rulebook *Bestiary* chapter.

Ablaze

This creature is made of flame! All of its successful attacks inflict +1 *Ablaze* Condition.

Absorb

At the end of the Round, if the creature has a higher Advantage than all engaged opponents, it absorbs one opponent of equal Size or smaller. An absorbed victim gains a number of *Entangled* Conditions equal to the creature's Strength Bonus, and counts as being in a Grapple. An absorbed victim loses the creature's Strength Bonus in Wounds at the end of each Round; Armour Points or Toughness Bonus do not reduce this loss. The same number of Wounds are 'healed' by the creature. If an

absorbed victim is killed, the creature retreats to digest the suspended corpse over the next few days. Any attack that hits the creature does an equal amount of Damage to the absorbed victim.

Alert

The creature is always on the lookout for something to hunt or for something that might be hunting it. The creature gains +10 Weapon Skill and +30 Perception Skill.

Alluring

The creature is able to effortlessly charm and seduce their targets for nefarious or, possibly, benign purposes. It may add its Fellowship Bonus to the SL of Charm Tests related to attraction or seduction.

Amorphous

The creature is an amorphous blob. It halves any Wounds suffered from Damage other than fire, cold, or magic. It ignores all Critical Wounds, and can only be destroyed by being reduced to 0 Wounds by extreme cold, fire, or magic. If reduced to 0 Wounds by other means, it falls dormant for 1d10 Rounds, then regenerates +1 Wound. Amorphous creatures shy away from extreme sources of heat or cold.

Animal Handler (Rating)

The creature is trained to handle other creatures with the *Trained* Trait. Use Rating for all Tests related to controlling the creature. This is typically calculated by adding Intelligence and Agility then dividing by half.

Blighted (Type)

The creature harbours the disease listed, and it can pass it on with a touch. If touched, the victim must check for Contraction, but the Test is 2 steps more Difficult than normal. If the disease is contracted, its Incubation is changed to 'Instant'.

Breath Rating (Type)

This rule functions exactly like the *Breath* Creature Trait (p338), but with the following associated rules:

- **Pestilence:** Any Wounds caused ignore Armour. The target must pass an **Endurance** Test or suffer a *Festering Wound*.
- **Steam:** Any Wounds caused ignore Armour Points and Toughness Bonus. The area fills with steam for 1d10 Rounds, inflicting +1 *Blinded* Condition while it lasts.

Chill Grasp

This Trait has been revised from the Rulebook.

The creature's touch chills its enemy's souls. For the cost of 2 Advantage and its Action, it can attempt an **Opposed Weapon Skill/Melee or Dodge** Test; this attack counts as *Magical*. If it wins, its target loses 1d10+SL Wounds with no modification for Toughness Bonus or Armour Points.

Also, if the target fails a **Challenging (+0) Cool** Test, it gains a *Fatigued* Condition that cannot be removed until a Prolonged Rest. If a target receives more *Fatigued* Conditions in this manner than its Willpower Bonus, the creature will take the *Prone* Condition immediately and then die at the end of the Round as its soul slips away.

Daemonic (Rating)

This Trait has been revised from the Rulebook.

The creature's essence is raw magic, and unholy ichor pumps through what passes for its veins. Daemonic creatures do not require the normal prerequisites for life: food, water, air... They do not suffer Exposure effects and are immune to the following Conditions: *Fatigued*, *Poisoned*, *Unconscious*.

A Daemon's aura imbues it with special powers in the mortal world. All its attacks are *Magical*. Mundane attacks that hit a Daemon ignore their Qualities and do not cause a minimum of 1 Damage.

Daemons also have a *Daemonic* Save. Roll 1d10 after any non-Magical blow is received: if the creature rolls the Rating number or higher, the blow is ignored, even if it is a Critical. Should the creature be reduced to 0 Wounds, its soul returns to the Realm of Chaos immediately, removing it from play.

Doppelganger

The NPC can assume the form of any Human-like creature of Average Size. It must achieve +5 SL on an **Extended Perception** Test as it observes its target. It then takes 2 Rounds to assume the target's form. The target's clothes and smaller trappings are also replicated; they become part of the creature and cannot be removed. Larger trappings, such as swords and backpacks, are not copied. When those who know the victim meet the transformed creature, they make a **Hard (-20%) Simple Intuition** Test. If they pass, they know something is up. If they fail, they are convinced the creature is their acquaintance.

Fighter

The creature is naturally strong and aggressive, or has been trained how to fight. It receives +10 Weapon Skill, Strength, and Initiative.

Flammable

Whether the creature is wrapped in bandage and cloth, dowsed in oil, or has some particular magical or mundane susceptibility to fire (such as plant matter), a flammable creature takes the maximum amount of damage from *Ablaze* Conditions and cannot remove any *Ablaze* Conditions without the use of water.

Fleshthief

The creature, which must have the *Daemonic* Trait, can wear the flesh of any Human it kills. Further, it can impersonate the Character of the worn flesh perfectly, able to mimic voices and mannerisms with an uncanny ability. Preparing the flesh takes 1d10 Rounds, after which it can be worn or removed at will, which takes 1 Round. Once prepared, the flesh only rots should the creature die, but it can be damaged by normal means. If the creature wishes, it can burst free from a worn flesh suit in a horrific fashion, granting the *Terror 1* Trait for 1 Round, but also ruining the flesh, meaning it cannot be used again. Those who know the Character being impersonated may attempt a **Futile (-40) Intuition** Test to detect that there is something wrong, though they will not know exactly what.

Flight (Rating)

This Trait has been revised from the Rulebook.

As the creature's Move, it can fly up to Rating yards. When flying, it ignores all intervening terrain, obstacles, or characters. At the end of the move, it decides whether it has landed or is still flying. It can use this move to Charge. If it starts its turn flying, it must choose to Fly for its

Move. If it cannot do this, the GM decides how far the creature falls (see page 166).

When targeting it, measure horizontal distance as normal, then increase range by 1 step. So, a Long Range shot would become Extreme Range, and if it was at Extreme Range it could not be shot at all.

When flying, the creature, or anyone firing from it, suffers a penalty of -20 to all Ranged combat attempts as it swoops and wheels in the sky. But it counts the horizontal distance as the Range, such is the advantage of higher ground. There is technically no maximum range, but missiles fired from beyond Extreme Range are assumed not to hit unless they are a heavy weapon (such as a boulder) or the target is of Enormous size or larger (such as a castle).

When two flying creatures exchange missile fire, treat the lower of the two as being on the ground and the higher creature gains the benefit of being higher. Two flying creatures at the same level measure ranged distance as if they were both on the ground.

Illusion

The creature is able to form an illusion within its Line of Sight that mimics an object or living creature; the size of the illusion is limited to 1-to-6 feet. Speech and sounds cannot be reproduced. Multiple creatures may combine their mimicry to construct more elaborate illusions. A creature with the *Second Sight* Talent may notice the illusion on a **Difficult (-10) Perception** Test.

Immunity (Mundane Attacks)

The creature is immune to damage, including Critical Wounds, from any mundane weapon. This does not apply to damage from Spells, Silvered or Magic weapons, or from creatures with the *Magical* Trait.

Infirmity (Rating)

The creature is old, diseased, or otherwise not at full strength and health. This is represented with *Fatigued* Conditions which cannot be removed until the source of the infirmity is cured. A small wound or minor illness can be represented with a single Condition; a festering wound or spreading disease with 2 or 3 Conditions; and a life-threatening or debilitating illness or wound may mean 4 or more Conditions. The exact number of Conditions is up to the GM, but should be tailored for the creature profile (ie, a Dragon has much higher starting characteristics than a Skaven). In this case, reductions in the profile will result in a corresponding reduction in maximum Wounds. Using this Trait is one method of introducing impossibly powerful creatures to less-powerful adventurers. Creatures with the Daemonic, Ethereal, Undead, or Construct Traits cannot use this Trait—unless it is used to represent an unhealed Wound.

Leech

The creature feeds upon the blood of wounded animals. When the creature scores a successful Hit, it has attached itself to the targeted location and causes 1 Wound per Round thereafter (ignoring modifiers). The creature can be removed with a successful **Opposed Strength** Test, but doing so inflicts an additional Wound and +1 *Bleeding* Condition. A more practical method is to apply heat or oil to the creature, which will cause it to drop away on its failed **Willpower** Test.

Maddening Aura

At the start of every Round, every Character within 20 yards of the creature must make an **Average (+20) Cool** Test. If failed, roll on the

Creeping Irrationality table. If Fumbled, the Character also gains +1 Corruption Point (Mind)—further, should the Character become corrupted, this automatically results in a Mental Corruption. Where relevant, any *Maddening Aura* effects are cumulative.

1d10	Creeping Irrationality
1-2	Careful Now: On your next Turn, you can either take a Move or an Action, not both. You then shake it off.
3-4	What's Going On? You suffer the <i>Surprised</i> condition.
5-6	My Plan Is Working! On your Turn, you must take the same actions you took on the previous Round. If, for some reason, you cannot do this, you must do what you can to prepare for those actions on your next Turn. Duration: 1d10 Rounds.
7	Who Said I Was Paranoid? You gain the <i>Animosity (Random Character)</i> Talent. Duration: Lasting.
8	Are You Talking to Me? You gain the <i>Hatred (Random Character)</i> Talent. Duration: Lasting.
9	Kill it! Kill it! Kill it! You gain the <i>Frenzy</i> Talent. Duration: Lasting.
10	Twitch, Twitch: Suffer one Insanity or Mental Corruption. Duration: Lasting.

Lasting: These last for 1d10 - Willpower Bonus hours (to a minimum of 1 hour). After which, perform an **Average (+20) Cool** Test. If failed, the effect is permanent. The Difficulty of the Test may vary if the Character has limited or prolonged exposure, as determined by the GM. A Player may spend a Resilience point to permanently lose the long-term effects of *Maddening Aura*, though the memories of the horrific creature never diminish. A Character may expend 1 Resolve point to ignore the negative consequences of the *Maddening Aura* for 1 Round.

Magical

This Trait has been revised from the Rulebook.

The creature is wreathed in magic. All its attacks count as Magical, meaning it can harm creatures only susceptible to Magical attacks. This includes creatures with the *Ethereal* Trait. Also, its attacks ignore the *Daemonic* Trait's *Daemonic* Save rule, as well as a creature's *Ward* Trait. Spells, Blessings, and Miracles all count as Magical attacks.

Magician (Rating)

The creature is gifted in manipulating the Winds of Magic. It gains its Rating in SL to all Channelling and Language (Magick) Tests. The maximum amount should be equal to its Willpower Bonus.

Mark of Tzeentch

Tzeentch, the Lord of Change, has marked this creature with a physical brand, proclaiming it as an important piece in the great game. This creature gains 1d10/3 Mutations (rounding up), alternating between Mental and Physical Mutations. This creature gains the *Etiquette (Followers of Tzeentch)* Skill and is subject to Animosity towards overt followers of Nurgle. The creature is also subject to Animosity by followers of Nurgle so long as the Mark of Tzeentch can be seen. Additionally, this creature may purchase the following Talents as if they were Career Advances: *Aethyric Attunement*, *Arcane Magic* (Any), *Chaos*

Magic (Tzeentch), Fast Hands, Instinctive Diction, Magical Sense, Petty Magic, Second Sight, War Wizard, and Witch! for the normal XP costs.

Mindless

The creature is mindless, living by base instinct or magical compulsion alone. It has no Initiative, Intelligence, Willpower, or Fellowship Characteristics, and need never Test them. For the purposes of calculating Wounds, it uses its Strength Bonus whenever Willpower Bonus is required. As it has no Initiative Characteristic, it always takes its Turn last in any Round.

Natural Weapons

Creatures with this Trait approach combat differently than most two-legged opponents. They are considered to have Average Reach. Natural attacks gain the following Qualities: Bite gains Penetrating; Claw gains Slashing; Horn gains Impale; while Rear and Stomp attacks gain Pummel. These Qualities are lost if the creature is smaller than its target.

Paralysis (Duration)

A creature struck by a paralyzing attack is allowed an **Opposed Willpower** Test to resist. Failure means the character suffers the effects of an *Unconscious* Condition, but the creature otherwise remains totally awake, sensible to what is occurring. The paralysis lasts for the **Opposed Test** SL in Rounds, minutes, or hours—depending on the creature's listed Duration.

Shambling

This creature is either so bulky or does not have the leg structure conducive to fast movement. The creature cannot move faster than its Walk rate.

Shapeshifter (Creature)

This creature can shift at will between its regular form and that of the indicated Creature. The transformation takes one full Round, during which neither Movement nor Action is possible. Clothing and armour will fall off or be torn to shreds. When the moon Mannslieb is full, this creature must make an **Average (+20) Willpower** Test at dusk to avoid transforming spontaneously. Creatures that gain this Trait through lycanthropy experience greater difficulty with this Test at first—at GM discretion. When transformed, the creature retains its mental attributes (Int, WP, and Fel), but the rest of its profile becomes that of the denoted Creature.

If the creature is a Lycanthrope (or Werecreature), it is vulnerable to silvered weapons—see **Unofficial Treasure & Artefacts** (p32). It is unknown if lycanthropy is a curse, disease, chaos gift or mutation, and some may perceive it as a blessing. Werecreatures gain +60 to *Charm Animal* Tests against creatures related to their Wereform.

Split

If the creature suffers a Critical Wound, or loses all its Wounds, it splits in half and is replaced by two Blue Horrors that claw free from the original creature in a gouting swirl of coruscating, magical energies. Both of the Blue Horrors are unwounded.

Split Again

If the creature suffers a Critical Wound, or loses all its Wounds, it splits in half and is replaced by two smaller Brimstone Horrors that burst in

flames from the disintegrating carcass of the dead Blue Horror. The Brimstone Horrors move as one and emerge unwounded.

Stubborn

This Trait is typically useful for willful mounts and creatures. The creature gains +20 Willpower and requires an **Opposed Ride or Drive/Willpower** Test whenever the rider or driver needs to bring the creature under control. If the Test fails, the animal stops dead and refuses to go further. It can be induced to go forward by a successful **Opposed Ride/Willpower** Test or an **Opposed Charm Animal/Willpower** Test if someone is leading it by the bridle. In either case, it does not go faster than half-Walking speed.

Studious

The creature has amassed knowledge and displays exceptional power of mind. It receives +20 Willpower and +20 Intelligence.

Swallow

When this creature causes Damage with its main attack against a target of equal or smaller size, it also attempts to swallow or engulf the victim with an **Opposed Strength** Test. If the creature wins, the victim suffers an *Entangled* Condition, gaining +1 Condition per 2 SL. Once *Entangled*, unless the victim breaks free, the creature may use its Action to further swallow the victim with another **Opposed Strength** Test. If the victim's *Entangled* Conditions exceed their Strength Bonus, or the swallowing creature wins the **Opposed Strength** Test by 6 SL or more, the victim is swallowed or engulfed whole, and will soon be dead.

Swarm (Size)

This Trait has been revised from the Rulebook.

Swarms are large numbers of the same creature acting as one. While swarms are typically composed of creatures such as insects, rats, or small pests like Nurglings, the Swarm rules may also be used to abstractly represent larger groups of individuals of similar ability, such as a regiment of soldiers.

A swarm moves about as if it is a single entity with its Size marked in brackets (**WFRP4** p341). For game purposes, the minimum size of a swarm is Average, roughly the same space as a Human, Dwarf, or Elf. In tabletop terms, this means a single square or an area of 2x2 yards. Such a space can be occupied by about 5 Small creatures, about 20 Little critters, or a thousand biting insects. There is no maximum size to a swarm: an insect swarm can cover miles of area, though such an event is beyond the scope of the *Swarm* Trait.

Profile Adjustment

Based on their size, swarms gain the following advances to their standard profile. Average-sized swarms gain +10 to the following attributes: Weapon Skill, Strength, Toughness, Willpower, and -5 Agility. Large swarms gain +20 and -10 Agility, Enormous swarms gain +30 and -15 Agility, and Monstrous swarms gain +40 and -20 Agility. Adjust the Swarm's attack Traits for the increased Strength. Now, calculate Wounds by using the size rules and applying the above profile adjustments.

Swarm Combat Rules

- All adjacent creatures within two yards (1 square) of the Swarm are considered to be Engaged with it.
- A Swarm can ignore the Engaged rules when using its Move.

- All opponents Engaged with an Average Swarm automatically lose 1 Wound at the end of every Round. Increase this to 2 for Large, 3 for Enormous, 4 for Monstrous.
- A Swarm may make attacks against all adjacent creatures.
- If a Swarm has optional attack Traits (Bite, Horns, Tail, etc), it may make one of each as a Free Attack during its Turn without spending Advantage or using a Move or Action.
- Swarms have the *Immune to Psychology* Trait (unless the GM deems otherwise). Certain exceptions can be made, such as having the *Afraid (Fire)* Trait.
- When a Swarm hits a target, it activates the Deathblow rule.
- Attempts to shoot the Swarm gain +40 to hit.
- Swarms ignore the Outnumbering and *Size* Trait combat rules.

Killing a Swarm

When a Swarm is reduced to 0 Wounds, it is not killed, but rather its individuals are routed, dispersed, or scattered in all directions.

So Many Tiny Creatures

Massive swarms of tiny insects, rodents, or reptiles occur throughout the wide world from time to time, causing great damage wherever they go. Severe plagues can mean starvation for thousands of people. Swarms of frogs, toads, or rats occasionally rampage through villages to great consternation. Though usually natural, the appearance of a swarm may also be attributed to foul sorcery.

While a swarm of Small or larger creatures will congregate as a group of many individuals, a swarm of Tiny or Little critters such as insects or reptiles cannot be targeted by Melee or Ranged attacks, or Spells that target a single creature. Normal attacks will only kill SL critters or SL x 10 insects instead of causing Wounds. Such swarms may only be substantially harmed by Area of Effect attacks or elemental attacks such as fire and water.

Tzeentch's Fire

The creature is wreathed with Tzeentch's fire that frequently flies forth from fingertips, mouths, or burning eyes. All creatures of the same type (eg, all Pink Horrors or all Blue Horrors) in the vicinity pool their power. One Horror is chosen to be the focus (caster), and may cast 1 Tzeentch Spell: Pink Horrors cast the *Pink Fire of Tzeentch* Spell; other creatures cast the *Blue Fire of Tzeentch* Spell. Each additional contributing creature adds +1 SL, to a maximum of +9 SL, as a Free Action.

If a group of nine (or multiple of nine) creatures have the *Tzeentch's Fire* Trait, then all the creatures pool their resources together and instead cast the *Tzeentch's Firestorm* Spell.

Undead

This Trait has been revised from the Rulebook.

The Undead are neither living, nor dead, meaning they are not reliant on the usual prerequisites for life: air, food, water... They do not suffer Exposure effects and are immune to the following Conditions: *Bleeding*, *Fatigued*, *Poisoned*, *Stunned*, *Unconscious*. This Trait commonly comes into use when spells, miracles, or other abilities affect Undead only.

Unstable

This Trait has been revised from the Rulebook.

The creature's corpus is maintained by foul magics that are inherently unstable in the material realm, ebbing and flowing as battle rages.

At the start of the creature's Turn, roll 1d10 for instability: if an 8 is rolled, the planes have shifted somewhat and the creature must perform a **Dramatic Willpower** Test, modified by the *Swirling Winds of Dhar* (WFRP4, p238). On a Success (2+), it gains 1 Advantage for free; on an Impressive Success (4+), it gains 2 Advantage; and on an Astounding Success (6+), it gains 3 Advantage. On a Critical, its *Ward* or *Daemonic* Rating is decreased 5 points (ie, from 9+ to 4+), or it gains the Trait with a Rating of 6+, until the next period of instability. On a Fumble or Astounding Failure (-6 or worse), the creature is called back to the Realm of Chaos and disappears from play.

Whenever the creature ends a Round engaged with any opponents with higher Advantage, the creature is driven back and the magics holding it together weaken. It loses as many Wounds as the difference between its own Advantage and the highest Advantage engaged with it. So, if the creature had 1 Advantage, and its opponent had 3, the creature would lose 2 Wounds. If the creature ever reaches 0 Wounds, it makes a **Futile (-50) Willpower** Test: if it fails, the magics holding it in place collapse, and it 'dies'. If it scores a Critical, the link to this plane strengthens and the creature immediately regenerates 1d10 Wounds.

Instability can be avoided if the creatures are controlled by a powerful Wizard or Champion, or if they remain within certain locations where the *Unstable* Trait has no effect (such as graveyards, haunted houses, etc). Such locations will be listed in a creature's profile.

Warpstone Weapon

Warpstone is the stuff of Chaos made manifest and its presence is deeply corrupting. Weapons made from or deploying warpstone will often mutate and corrupt their targets. An attack from such a weapon has the *Corruption (Moderate)* and *Magical* Traits.

TALLER OPPONENTS

Being much smaller or taller than your Close Combat opponent provides a different vantage point, and therefore a different probability for hits. If your opponent is taller than you, the GM may suggest that you may only hit the Head on a Critical. Conversely, if you are taller than your opponent, the GM might employ the *Death-from-Above* Locations instead.

WING CRITICALS

Unless otherwise specified, if a winged creature is struck by a Critical while flying, it must pass an **Average (+20) Agility** Test to regain its control. If the Test fails, the creature will lose half its altitude within the round (in addition to the Additional Effects). If the Test is a Fumble or an Astounding Failure, the creature plummets to the ground. A falling winged creature that is still conscious may make a last-second **Average (+20) Agility** Test to scramble safely to the ground, though it still takes the *Prone* condition. All Criticals halve the *Flight (Rating)* Trait.

WING CRITICAL WOUNDS

Roll	Description	Wounds	Additional Effects
01-10	<i>Just a Feather Wound...</i>	1	The blow tears out a few feathers. You are distracted: pass an Average (+20) Cool Test or suffer -10 on all movement-related Tests until the end of your next Turn.
11-20	<i>Buffeted</i>	1	Gain a <i>Fatigued</i> condition for 1d10 minus Agility Bonus Rounds (minimum of 1).
21-25	<i>Glancing Blow</i>	1	Gain a <i>Stunned</i> condition until the end of next Round. Lose half your altitude if flying.
26-30	<i>Bruised Muscle</i>	2	A painful blow numbs your muscle. Lose half your altitude if flying. If grounded, you cannot take off on your next Turn.
31-35	<i>Badly Buffeted</i>	2	If you are flying, you flap madly to regain your balance: Pass an Average (+20) Agility Test or be grounded, though you scramble safely before you hit the ground. You cannot take off for 1d10 Rounds.
36-40	<i>Ripped Membrane</i>	2	Gain 1 <i>Bleeding</i> condition. Pass a Challenging (+0) Endurance Test or take a <i>Stunned</i> condition. Lose half your altitude if flying.
41-45	<i>Sprained Muscles</i>	2	Several of your muscles strain too much. Agility Tests suffer a -20 penalty for 1d10 rounds and you must scramble to the ground, no longer able to fly for 1d10 rounds.
46-50	<i>Nicked Blood Vessel</i>	3	You are wounded deeply. Gain 2 <i>Bleeding</i> conditions and a <i>Stunned</i> condition.
51-55	<i>Torn Wing</i>	3	The blow tears through ligament and muscle. Gain a Torn Muscle (Major) Injury.
56-60	<i>Wrenched Joint</i>	3	Your wing jars badly; you must make a Hard (-20) Agility Test or take the <i>Prone</i> and <i>Stunned</i> conditions. Also, you suffer a Broken Bone (Minor) injury.
61-65	<i>Incapacitated Wing</i>	3	Part of your wing is crushed: gain a Broken Bone (Minor) injury and 2 <i>Bleeding</i> conditions.
66-70	<i>Base of Wing Cut Open</i>	4	Gain 3 <i>Bleeding</i> conditions and a <i>Stunned</i> condition. Until you receive Surgery , every time you receive Damage to the wing, gain a <i>Bleeding</i> condition. Suffer the <i>Prone</i> condition.
71-75	<i>Raked Blood Vessels</i>	4	Suffer a Torn Muscle (Major) injury and 4 <i>Bleeding</i> conditions. Gain a <i>Festering Wound</i> .
76-80	<i>Dislocated Wing</i>	4	Gain a <i>Stunned</i> condition and a Broken Bone (Minor) injury.
81-85	<i>Broken Bones</i>	4	Several of your bones are shattered: gain a Broken Bone (Major) injury. You gain 1 <i>Bleeding</i> , 1 <i>Stunned</i> and the <i>Prone</i> conditions.
86-90	<i>Bloody Ruin of a Wing</i>	5	The blow smashes your wing. Take 4 <i>Bleeding</i> conditions and the Broken Bone (Major) injury. Until you receive Surgery , any Wounds you receive to the wing inflict +2 <i>Bleeding</i> conditions.
91-93	<i>Ruptured Membrane</i>	5	Several joints and muscles hang limply— Amputation (Difficult) . Gain 3 <i>Bleeding</i> conditions. If you don't receive Surgery within 1d10 days, you will lose the wing permanently.
94-96	<i>Severed Wing</i>	5	Your wing falls to the ground 1d10 yards in a random direction— Amputation (Hard) . You gain 3 <i>Bleeding</i> , 3 <i>Stunned</i> , and the <i>Prone</i> conditions.
97-99	<i>Arteries Severed</i>	5	You scream in horrifying pain as the blow slashes apart your wing— Amputation (Very Hard) . Your wing is destroyed, and you take 4 <i>Bleeding</i> , 2 <i>Stunned</i> , and the <i>Prone</i> conditions. Pass a Hard (-20) Endurance Test or gain the <i>Unconscious</i> condition.
00	<i>Ripped Out</i>	Death	Your wing is demolished and ripped from you as the attack drives viciously into your body. All characters within 4 yards are drenched in your arterial spray as you collapse in bloody spasms.

HIT LOCATION TABLES

The **WFRP4** Rulebook offers a couple of alternative hit location tables. All of them have been collected here, with some additional tables. It should be noted that a GM should feel free to adjust these Tables based on positioning and circumstances. Though it offends Sigmar, I have also included **d20** results as some GMs prefer this for Hit Locations.

STANDARD HIT LOCATIONS

Use this Table for most bipedal creatures, such as Humans, Ogres, etc.

1d100	Location	1d20
01-09	Head	1-2
10-24	Left (or Secondary) Arm	3-5
25-44	Right (or Primary) Arm	6-9
45-79	Body	10-16
80-89	Left Leg	17-18
90-00	Right Leg	19-20

SNAKE HIT LOCATIONS

Use this Table for Snakes, Worms, and tubular creatures.

1d100	Location	1d20
01-19	Head	1-4
20-00	Body	5-20

SPIDER HIT LOCATIONS

Use this Table for eight-legged arachnids and similar creatures, such as Spiders and Scorpions. This could also be used for Crabs.

1d100	Locations	1d20
01-09	Head	1-2
10-19	Legs or Tail (Scorpion)	3-4
20-29	Legs or Pincers (Crab/Scorpion)	5-6
30-79	Legs	7-16
80-00	Body	17-20

DEATH-FROM-ABOVE HIT LOCATIONS

Use this Table when a damaging attack comes from above the target.

1d100	Location	1d20
01-50	Head	1-10
51-75	Left Arm	11-15
76-00	Right Arm	16-20

DRAGON HIT LOCATIONS

Use this Table for winged four-legged creatures, such as Dragons, Griffons, and Pegasi, etc.

1d100	Location	1d20
01-10	Head	1-2
11-20	Left Wing	3-4
21-30	Right Wing	5-6
31-60	Body (51-60 Tail)	7-12
61-70	Left Fore Leg	13-14
71-80	Right Fore Leg	15-16
81-90	Left Rear Leg	17-18
91-00	Right Rear Leg	19-20

OCTOPUS HIT LOCATIONS

Use this Table for simple octopods, such as Octopuses and Squids.

1d100	Location	1d20
01-05	Eye(s) or Beak	1
06-20	Body	2-4
21-100	Tentacles	5-20

WINGS & TWO LEGS HIT LOCATIONS

Use this Table for winged two-legged creatures, such as Harpies, Furies, Varghulfs, Wyverns, etc.

1d100	Location	1d20
01-15	Head	1-3
16-25	Left (or Secondary) Arm	4-5
26-35	Right (or Primary) Arm	6-7
36-45	Left Wing	8-9
46-55	Right Wing	10-11
56-80	Body (71-80 Tail)	12-16
81-90	Left Leg	17-18
91-00	Right Leg	19-20

ANIMAL HIT LOCATIONS

Use this table for Bears, Boars, Cats, Dogs, Demigryphs, Horses, Rats, Wolves, Unicorns, etc. You may use this Table for Hydras, with 17-35 also being a Head hit (randomise the heads).

1d100	Location	1d20
01-16	Head	1-3
17-56	Body (50-56 Tail)	4-12
57-67	Right Fore Leg	13-14
68-78	Left Fore Leg	15-16
79-89	Right Rear Leg	17-18
90-00	Left Rear Leg	19-20

BIRD HIT LOCATIONS

Use this Table for Pigeons, Hawks, Eagles, Owls, etc.

1d100	Location	1d20
01-15	Head	1-3
16-35	Left Wing	4-7
36-55	Right Wing	8-11
56-80	Body	12-16
81-90	Left Leg	17-18
91-00	Right Leg	19-20

CENTAUR HIT LOCATIONS

Use this Table for winged four-legged creatures, such as Bull Centaurs, Centigors, and Dragon Ogres, etc.

1d100	Location	1d20
01-10	Head	1-2
11-20	Left (or Secondary) Arm	3-4
21-30	Right (or Primary) Arm	5-6
31-60	Body	7-12
61-70	Left Fore Leg	13-14
71-80	Right Fore Leg	15-16
81-90	Left Rear Leg	17-18
91-00	Right Rear Leg	19-20

THE BEASTS OF LUSTRIA

Lustria is a vast continent in the southwestern hemisphere of the globe. It is dominated by jungle to the north and rolling grasslands to the south. As well as many exotic animals, Lustria is home to Human hunter-gatherers and the Slann—devolved descendants of the amphibious Old Slann, who long ago played such a major role in the shaping of the world—with their Lizardmen servants. The Slann once ruled the whole continent, but now their empire is in decline, as Skaven and Chaos encroach while Old Worlders and Norse cross The Great Ocean in search of the Slann's legendary wealth. The following section is a smattering of creatures from that continent; you should feel free to import whatever creatures you like from other Bestiaries into Lustria.

CARNOSAURS

Cousin to the Carnivorous Snapper, Carnosaurs are terrifying giant predators that stalk the darkness of the primordial jungles of Lustria. They are the most dangerous and aggressive of all the jungle's deadly creatures, and have been known to attack even the mighty Stegadons on occasion. Built for speed and power, their crushing jaws can tear their prey apart. Occasionally, a previous Carnosaur egg is stolen from its nest by brave Skink hunters and brought to the temple-cities to be incubated, hatched, raised, and finally trained for battle as ferocious mounts. Only the most powerful Saurus warriors ride them into battle, and it takes great skill and strength to keep the beast under control.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	45	-	60	50	25	25	-	10	25	-	36

Traits: Armour (Scales 4), Bestial, Cold-blooded, Frenzy, Night Vision, Size (Large), Stride, Swamp-strider, Tail+8, Weapon+10 (Bite)
Optional: Size (Enormous), Trained (Broken, Guard, Mount, War)

COATL

Coatl are intelligent, flying reptiles native to the steaming jungles of Lustria. They have snake-like bodies, with a pair of leathery reptilian wings affixed just behind their heads. Despite their bestial appearance, they are held sacred by the Slann. Coatl have some dealings with the Slann. Many creatures native to Lustria, including Humans, eat Coatl.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	55	-	35	55	60	50	-	55	45	-	34

Traits: Armour (Scales 2), Cold-blooded, Flight 100, Size (Large), Weapon+7, Venom (Hard)
Optional: Size (Enormous), Spellcaster (Fire)

COLD ONES

Deep in the subterranean caverns beneath the mountains of the world live the remnants of a mighty reptilian dynasty. At the dawn of time, their animal forbears ruled the planet, and from them evolved the Lizardmen. With the arrival of the Slann, the climate changed, and the warmer conditions drove the reptile beasts into the deepest caverns below ground. The survivors are known as Cold Ones. They are bipedal reptiles over ten feet in length and height.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	-	45	45	20	10	-	15	65	-	36

Traits: Armour (Scales 3), Bestial, Cold-blooded, Size (Large), Stride, Territorial, Weapon+9 (Bite)
Optional: Champion, Hardy, Size (Enormous), Trained (Broken, Guard, Mount, War)

COLD ONE WARHOUNDS

The Slann have domesticated many of the different species of Cold Ones. Many lesser beasts of Cold Ones exist, of which the fiercest and largest is the Warhound. Warhounds are aggressive pack creatures that respond well to Slann, but are hostile to all others. They look like a deformed alligator with coarse, scaly skin and menacing fangs.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	-	35	40	20	10	-	15	65	-	17

Traits: Armour (Scales 2), Bestial, Cold-blooded, Constrictor, Stupid, Weapon+7 (Bite)
Optional: Hardy, Size (Large), Trained (Guard, Magic, War)

CULCHANS

Culchans are large flightless, carnivorous birds that live on the grasslands of Lustria. Prized by the natives and the Slann for their colourful plumage, additionally, their flesh is considered a delicacy by many. The birds are quite fierce, but can be used as riding beasts if hand-reared. Consequently, their eggs or hatchlings have great value for trading and barter. Culchans have strong legs and necks, whilst their heads resemble that of a large parrot.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	40	-	45	40	20	20	-	15	25	-	18

Traits: Bite+8, Size (Average), Stride, Stupid, Weapon+8
Optional: Trained (Broken, Magic, Mount)

GIANT FROGS

Along the numerous rainforest rivers of Lustria, Giant Frogs prey on all forms of life. They are solitary hunters and very territorial. These creatures look just like a mundane frog, but are about the size of a Human. However, they have razor-sharp teeth—which are prized by the native Humans, as is their meat.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	30	45	30	35	20	40	-	10	30	-	18

Traits: Amphibious, Belligerent, Bounce, Night Vision, Size (Average), Territorial, Tongue Attack+3 (6), Weapon+8 (Bite)
Optional: Trained (Broken, Magic, Mount), Venom (Easy-Very Hard)

JAGUARS

The Jaguar is one of the Lustrian big cats, which also includes cougars and other similar big cats. They cannot be mounted, but if captured when young, they can be trained as pets or animals of war. Many of the Humans of Lustria are quite skilled at this kind of training, and the Jaguar has become the companion animal to many a High Priestess.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	45	-	40	30	30	45	-	10	45	-	14

Skills: Climb 60, Swim 60

Traits: Arboreal, Bestial, Bite+7, Night Vision, Size (Average), Stealthy, Stride, Weapon+8 (Claw)

Optional: Infected, Territorial, Tracker, Trained (Broken, War)

KROXIGOR

The Kroxigor are giant cousins of the Saurus, bred for their brute strength and power. They are bipedal, reptilian creatures towering over ten feet tall, yet their intellect and speech abilities are far more limited than those of the Saurus. Nevertheless, they obey their instructions diligently. The Kroxigor are heavily armoured with natural scaling, and bony protrusions protect their stooped backs.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	40	-	55	45	15	20	-	10	75	-	40

Traits: Amphibious, Armour (Scales 4), Bite+8, Cold-blooded, Immunity to Psychology, Night Vision, Size (Large), Swamp-strider, Weapon+10 (Claw)

SABRE-TOOTHED TIGERS

A remnant of the prehistoric inhabitants of Lustria, the Sabre-Toothed Tiger can still be found deep in the jungles. They are among the largest mundane cats in the world, often standing more than six feet at the shoulder. Their front canines can grow to a foot in length, making them glorious prizes for danger-seekers.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	55	-	50	40	40	40	-	15	30	-	32

Traits: Arboreal, Armour (Hide 1), Bestial, Bite+9, Night Vision, Size (Large), Stride, Territorial, Tracker, Weapon+9 (Claw)

SALAMANDERS

Salamanders are giant, predatory, quadrupedal amphibians that inhabit the swamplands and estuaries of the jungles. They are swift-moving creatures on both land and water, as well as voracious hunters. Their favoured method of catching land-based prey is to swiftly close the distance submerged in water. Once within range, they launch a burst of highly corrosive, flaming liquid from their gullet that burns and incapacitates their prey, before devouring them with their powerful jaws. The large sail of taut skin on a Salamander's back is thought to act as a cooling mechanism, ensuring that the cold-blooded creature does not expire from the fiery heat created within its body. Salamanders are so

aggressive that often their Skink handlers must restrain them to prevent a badly timed attack.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	35	35	55	45	45	30	-	15	25	-	30

Traits: Amphibious, Armour (Scales 3), Belligerent, Bite+8, Breath+10 (Fire*), Cold-blooded, Night Vision, Size (Large), Swamp-strider, Weapon+9 (Claw)

Optional: Territorial, Trained (Guard, Mount, War)

***Fire Spit Attack:** This attack acts like a *Breath* attack, except it does not cost Advantage and it counts as the creature's Action. In addition to any other effects, the target gains +1 *Stunned* Condition.

SAURUS

A subset of the larger Species known as Lizardmen, the Saurus are a species of bipedal, humanoid reptile who usually reside in natural cave systems in the land of Lustria, though some have travelled to the Old World in search of plunder. They have a complex caste system divided by subspecies type. As they seem emotionless, Lizardmen are immune to all psychology, and it is typically futile to reason or bargain with them.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	25	40	40	25	30	25	20	45	15	16

Traits: Amphibious, Armour (Scales 2), Cold-blooded, Immunity to Psychology, Night Vision, Swamp-strider, Weapon+7

Optional: Ranged 60 (Sling+6), Spellcaster

SKINKS

Skinks are swift, agile, intelligent amphibians bred by the Slann as their servants. They were created to perform the mundane jobs that required a quick mind and nimble fingers, and as such they have many roles in Lizardman society: translators, scribes, artisans, administrators, as well as cannon fodder and animal handlers. They are highly organised and social beings; consequently, they are more like Humans and subject to normal psychology, unlike the reptilian Lizardmen. In appearance, they are small, slender, biped with skin colour of varying blue or green hue. They feature a crest on the top of their heads.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	25	35	30	25	45	55	45	30	55	30	9

Traits: Amphibious, Armour (Scales 1), Cold-blooded, Night Vision, Size (Small), Skittish, Swamp-strider, Weapon+7

Optional: Ranged+4 (Dart 9), Spellcaster (Heavens)

Chameleons

Chameleon Skinks are a subset of Skinks who distinguish themselves by being more aggressive and less anxious than others of their species. In addition, their scaly hide can shift in texture and colour somewhat to match the natural surroundings. They have been known to stay unmoving for hours on end, awaiting the perfect moment to launch an ambush, making them the perfect scouts or assassins.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	25	45	30	25	55	50	45	30	65	30	10

Traits: Amphibious, Armour (Scales 1), Cold-blooded, Night Vision, Ranged+4 (Dart 9), Size (Small), Stealthy, Tracker, Venom (Difficult), Weapon+7

Optional: Ranged+6 (Javelin 9)

SLANN

The Slann are the last of a dwindling race that has existed for countless thousands of years. They were the favoured servants of the Old Ones, and travelled across the stars with their god-like masters. Due to their intelligence and magical abilities, the Slann now rule the Lizardmen as a caste of Mage-Priests. With the fall of their civilization, the progeny of these great travellers reside in decaying, but still wondrous, temple-cities. In appearance, Slann resemble large, bipedal, frog-like amphibians; their eyes are bulbous and all-seeing. They can live for thousands of years, and their bodies become more bloated with the passing centuries. Because of this bloat, most Slann Mage-Priests must be carried on a palanquin (carried by Skinks, of course) or other similar device to transport from place to place. Much of their time is spent in trance pondering the magnitude of the universe; when they stir from their meditative states, their Skink attendants dutifully attempt to record the Slann's mysterious prophecies and proclamations, the true meaning of which may not become apparent for many centuries.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	30	30	35	50	25	15	20	95	65	35	38

Traits: Amphibious, Cold-blooded, Immunity to Psychology, Night Vision, Size (Large), Weapon+7, Spellcaster*, Mutation (*Telepathy*)

***Spellcaster:** The Slann are master manipulators of the Winds of Magic; thus, they will have access to all magical Lores in the manner of High Elves when selecting their spells.

STEGADONS

Stegadons are ancient creatures that were living in the jungles when the Old Ones first arrived. They are gigantic, armoured beasts that feed on almost anything they come across, from the lush forest vegetation to the flesh of any creature foolish enough to get in their way. In the heat of the jungle, they cool themselves by wallowing in the swamps, relying on their thick, scaly hide to protect them from crocodiles and the predatory fish that infest the waters. Massive horns project from their armoured crests, their bodies are covered in spikes and bony armour plating, and their tails are heavy and barbed. A Stegadon will charge any creature invading its territory, destroying anything in its path.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	45	-	70	65	20	20	-	10	75	-	104

Traits: Armour (Scales 5), Bite+10, Cold-blooded, Horn+10, Immunity to Psychology, Night Vision, Size (Enormous), Swamp-strider, Tail+11, Territorial, Weapon+12 (Claw)

Optional: Trained (Guard, Mount, War)

TERRADONS

Dwelling in the jungle canopy hundreds of metres above the rainforest floor, Terradons are terrifying predators. Their keen eyesight can pierce the gloom of the jungle, spotting prey from vast distance. They will prey on anything of average size or smaller. Their huge, leathery wings propel them at great velocity and they are surprisingly agile. Terradons are so adept at gliding along the steamy thermals that rise from the jungle that they can remain aloft for days on end. In battle, or near the Slann temple-cities, it is likely that Terradons will be employed as scouts, commanded by their Skink riders.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	25	40	35	45	55	-	15	55	-	30

Traits: Armour (Scales 2), Bite+7, Cold-blooded, Flight 120, Immunity to Psychology, Size (Large), Weapon+8

Optional: Ranged+4 (Rock 12), Trained (Mount, War)

CHILDREN OF THE HORNED RAT

From *Warhammer Fantasy Roleplay, 4th Edition* p337:

Skaven are a malevolent species of ratmen living beneath everyone's feet, watching, waiting, and impatient. They eke out a foul existence in the sewers and tunnels beneath the Empire's cities and are so rarely seen that those who do usually dismiss them as mere Beastmen or Mutants. Few ever suspect the sinister truth: an Underempire exists right beneath their feet, its tunnels stretching between every city of the Old World and beyond. Skaven society is built on the backs of slaves captured from across the Old World. Supporting this, many shady Humans supply slaves and warpstone in exchange for unsavoury favours and secret knowledge: for the Skaven spy network is vast and pervasive. Aware of the delicate position they inhabit, feasting on the subterranean entrails of other societies, the Skaven protect their secrets by any means necessary. Those foolish enough to talk openly of a complex civilisation of sentient ratmen beneath the Empire's cobbled-streets may find themselves dead in a gutter, an unfortunate victim of an unlikely accident: the assassin as likely to be Human as Skaven.

This section adapts numerous Skaven profiles from earlier editions, notably **WFRP2**. By no means is this an exhaustive list; one imagines that the forthcoming **The Horned Rat Companion** will delve into Skaven society in much greater detail. Time will tell....

Warpstone Weapons

The engineers of Clan Skryre have constructed many terrifying weapons that merge the latest in technology with the corrupting effects of warpstone. These weapons all have the *Warpstone Weapon* Trait listed in the **New Creature Traits** section.

A GM may wish to give any elite or particularly clever Skaven the Ranged (Warplock Pistol) Trait. A Warplock Pistol works just like a normal Pistol using Bullet and Powder, but it also features the *Warpstone Weapon* Trait.

ASSASSINS

Only those Gutter Runners who excel in their trade can ever hope to be indoctrinated into the highest secrets of the Cathay fighting arts. While still burdened by the typical Skaven outlook, Skaven Assassins are more patient, centred, and ruthless than their brethren.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	60	55	40	35	65	60	35	45	45	30	14

Talents: Ambidextrous (2), Dual Wielder

Traits: Armour 2, Champion, Night Vision, Ranged+6 (20), Tracker, Wallcrawler, Weapon+8

Optional: Stealthy, Tail Attack+8, Venom (Difficult), Weapon+6 x 2

BROOD HORRORS

When the beastmasters of Clan Moulder spawn a pack of Giant Pox Rats, there is occasionally one among them that will take the initiative and brutally devour the rest of the brood, growing fat and bloated in both strength and savagery, the twisted forms of its kin still visible as they writhe and claw at their fleshy prison. The so-called Brood Horrors

are highly prized by Master-Moulders and traded with the wealthier Skaven clans for many thousands of warp-tokens, for use as a war-mount by especially powerful or ostentatious Warlords, or goaded into battle to flail and crush the foe beneath its clawed limbs, biting and savaging anything within reach of its razor-sharp teeth.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	45	-	65	55	45	25	15	15	55	-	84

Traits: Armour (Hide 3), Bite+11, Corruption (Moderate), Foul Ichor*, Infected, Infestation, Regenerate, Size (Enormous), Stride, Tail Attack+10, Weapon+9 (Claws)

Optional: Belligerent, Disease (Ratte Fever), Hunger, Size (Monstrous), Territorial, Venom (Hard)

***Foul Ichor:** When the Brood Horror dies, it collapses in a foul rush of poisonous filth and the half-digested remains of its kin. All units in base contact with the Brood Horror suffer an automatic Hit, suffering 1d10 + WPB Damage, modified by Toughness only.

CLAWLEADERS

Clawleaders are Skaven in positions of some responsibility, gained either as a promotion or by murdering the previous Clawleader. While they have unquestioned control over their subordinate Clanrats, they are little better than self-inflated Clanrats in the greater Skaven hierarchy. As such, they are as expendable as any other Skaven.

Pawleaders are the unit leaders of the wretched hordes known as Skavenslaves. They differ little from their charges, but they carry themselves with enough cruelty and arrogance that slaves will cringe from them, while other Skaven will mock their grasping nature.

Fangleaders command the illustrious ranks of the Stormvermin, the elite shock troops of the Skaven forces. Stormvermin and their leaders are well-respected within the Skaven hierarchy.

Clawleaders, Pawleaders, and Fangleaders will typically have the *Unit Leader* Hero Profile.

GIANT RAT SWARMS

Rats are a common threat everywhere in the Empire. The Skaven make use of their presence, herding them in great swarms, directing them to attack their foes. Though individually weak, when attacking en masse, they can be surprisingly destructive.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	-	30	25	25	35	-	15	15	-	25

Traits: Bestial, Disease (Ratte Fever), Infected, Night Vision, Size (Small), Skittish, Stride, Swarm, Weapon+4

GREY SEERS

The Grey Seers hold a special place in Skaven society. Using the power granted by their profane god, they alone may interpret the Horned Rat's will. They are seen as prophets and intermediaries, providing guidance to Warlords, often to subtly achieve whatever sinister plot they have concocted. Such power comes at a cost, however, as more than a few

Grey Seers have found themselves rewarded for their schemes with a knife in the back.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	40	30	30	35	50	45	40	50	45	35	13

Traits: Corrupted (Minor), Infected, Night Vision, Spellcaster (Chaos), Weapon+7

Optional: Disease (Ratte Fever), Mutation

GUTTER RUNNERS

The Gutter Runners of Clan Eshin are skilled infiltrators and assassins. Clad in dark robes, they move silently through the dark recesses of the sewers, even venturing into the town's dark alleys and rooftops on moonless nights. Many can speak crude Reikspiel, and they have been known to talk to Humans, whose assistance may prove useful.

Basic Profile

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	40	40	30	30	50	50	50	30	30	30	12

Traits: Armour 2, Night Vision, Skittish, Tracker, Weapon+8

Options: Disease (Ratte Fever), Infected, Ranged, Skittish, Stealthy, Tail Attack, Wallcrawler

Elite Profile

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	75	65	45	45	70	70	55	35	35	20	15

Traits: Armour 2, Bite+6, Champion, Disease (Ratte Fever), Infected, Night Vision, Stealthy, Ranged (Throwing Star)+6, Tail Attack+6, Tracker, Wallcrawler, Weapon+9

HELL PIT ABOMINATIONS

The Hell Pit Abomination is a living mountain of misshapen flesh. Vaguely rat-like in nature, the enormous creature moves in a rippling tide of unnatural spasms, writhing worm-like and using its many limbs to pull and drag its hideous bulk forward. Various mechanical bits, such as wheels, cogs, and fluid-pumps, have been grafted into the beast to ensure it moves at optimal speed and that the Warpstone-mutated growth agents are regularly injected into the beast's hyper-fast metabolism. A multitude of heads dart out of the lumpen mound of muscle and bone at the behemoth's fore. The heads that snake out are all vermin-like, but some glisten hairlessly, like unborn rat monstrosities. Many have eyes, but no few are blind, twisting, and craning to catch the scent of prey, hissing and snapping at the air with razor-sharp incisors. These Abominations are most often seen upon the battlefield, and are not often encountered in Skaven lairs or on small scavenging missions. Once in combat, they are notoriously relentless and hard to kill.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
10	45	-	75	60	45	20	10	25	85	-	108

Traits: Armour (Hide 4), Corruption (Moderate), Dark Vision, Die Hard, Disease (Ratte Fever), Horns+13 (Rat heads), Immunity to Psychology, Infected, Magic Resistance (3), Rear, Regenerate, Size (Enormous), Stride, Terror 2, Ward (9), Weapon+13

PACKMASTERS

Packmasters are Skaven overseers, responsible for corralling and controlling the creatures under the charge, such as Rat Swarms, Giant Rats, Wolf Rats, and sometimes the dreaded Rat Ogres. Occasionally, Packmasters end up as meals for their charges.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	35	35	35	35	45	40	35	35	40	35	13

Traits: Animal Handler (55), Armour 1 (Leather), Infected, Leader, Night Vision, Ranged+6 (6) [Whip], Weapon+8

Optional: Disease (Ratte Fever), Mutation

PLAGUE MONKS

Plague Monks are the grunt troops of Clan Pestilens. Fully in the thrall of the perverse teachings of the Plague Priests, these wretched Skaven are filthy, decrepit things, often crawling with vermin and infected with some awful rotting disease. Many Plague Monks succumb to their afflictions before ever facing their enemies in battle. They are easy to identify, as they wrap themselves in filthy bandages and are surrounded by clouds of flies that feast on their leprous hides.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	40	30	30	40	45	40	40	30	30	25	14

Traits: Corruption (Minor), Disease (any), Frenzy, Infected, Infestation, Night Vision, Weapon+7

Optional: Hardy, Immunity to Psychology, Mutation

PLAGUE PRIESTS

Warlords, Grey Seers, and even the mighty Stormvermin elicit fear and grudging respect in their foes, but none of them evoke the naked horror that the Plague Priests do. These grotesque Priests spread the word of pestilence through the vile concoctions they brew and with the Plague Rats they create. Each time a mortal succumbs to rotting death at the hands of one of their innovations, they glorify their master: the Lord of Decay. And as a reward for their constant devotion, the Horned Rat saddles their bodies with some of the worst plagues known in the Old World.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	50	40	40	55	60	55	50	40	45	35	18

Traits: Disease (any), Immunity to Psychology, Infected, Infestation, Night Vision, Spellcaster (Chaos), Weapon+8

Optional: Hardy, Mental Corruption, Mutation

RAT-MOTHERS

These bloated, grotesque baby-factories are the only female Skaven known to exist. Each weighs at least 700 pounds and measures 10 feet long from snout to tail. Their flabby soft bodies bristle with dozens of protrusions, all of which leak the foul-smelling milk on which their litters are weaned. Often blind and crippled, these creatures cannot care for themselves and must rely on castrated slaves for survival. They spend most of their time in a euphoric haze brought on by the constant application of hallucinogens and other drugs. When adequately fed and attended, a Rat-Mother births a litter of 1-10 squealing Ratlings each week, which will reach maturity in 2-3 weeks.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fcl	W
2	25	-	40	65	10	15	10	05	55	05	42

Traits: Immunity (Disease), Shambling, Size (Large)

Optional: Hunger, Mutation, Territorial

SKAVENSLAVES

Skavenslaves are the dregs of Skaven society, deployed as the front lines to test out the enemy's defences. Without slaves, Skaven society would collapse. They serve a life of endless toil, clearing new tunnels, mining warpstone, feeding Rat Ogres, becoming food for their masters, and serving as test subjects for the nefarious inventions and bio-organic weapons devised by Clans Skryre and Moulder.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fcl	W
5	25	20	20	20	30	25	30	30	15	15	7

Traits: Night Vision, Skittish, Weapon+5

Optional: Disease (Ratte Fever), Mutation

SKIRMISHERS

Among the Clanrats of Clan Skryre, a few are entrusted with devices of import such as Poison Wind Globes or Warplock firearms. When formed into units, these Skaven can be devastating on the battlefield—both to themselves and their enemies. The best of these are ushered into the higher secrets of the Warlock Engineers. Jezzail Skirmishers come in pairs as the long reach of the weapon requires the extra body to stabilize.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fcl	W
5	30	45	30	30	40	45	45	40	25	20	11

Traits: Armour 1, Night Vision, Ranged+0 (Poison Wind Globe* 20), Skittish, Weapon+7

Optional: Corruption (Minor), Disease (Ratte Fever), Infected, Jezzail Team**, Mutation, Ranged+10 (Warplock Jezzail*** 150)

***Poison Wind Globes:** When the globe hits and shatters, a cloud of warp-poison gas is released. Anyone caught within the cloud's 6-yard AoE suffers 1d10 Wounds that ignore Armour Points and must pass a **Hard (-20) Endurance** Test or gain +1 *Poisoned* Condition. The poison cloud persists and at the beginning of each Round thereafter, roll on the **Scatter Chart** (p163): the cloud moves 1-5 yards in the rolled direction. On a 9, the cloud stays in place, and on a 10, it dissipates. Once the cloud's position is determined, everyone within must Test to resist a *Poisoned* Condition. This weapon has the *Warpstone Weapon* Trait.

****Jezzail Team:** Jezzails are long, heavy rifles that fare best when stabilised by a second Skirmisher and the use of a large shield. When attacked from the front at range, the team is considered in hard cover (**Very Hard -30**). Additionally, as long as neither Skirmisher is Engaged, the Jezzail fires without penalty; otherwise, the penalty is **Hard (-20)** due to the difficulty of wielding the weapon alone.

*****Warplock Jezzail:** This weapon employs the use of small Warpstone bullets as ammunition, gaining the *Warpstone Weapon* Trait. In practice, the weapon functions like the Hochland Long Rifle and Bullet and Powder, with all their Qualities and Flaws—and the addition of the *Dangerous Flaw*.

STORMFIENDS

Stormfiends are the ultimate, monstrous combination of Clan Moulder bio-engineering and Clan Skryre's sadistic techno-magic. Hulking Rat Ogre behemoths clad in metal armour and wielding massive weapons in place of hands, Stormfiends are the lumbering shock troops of Clans Moulder and Skryre, though they are often sold to other Clans when the price is right.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fcl	W
6	45	35	55	45	50	25	-	35	50	65	

Traits: Armour 2, Dark Vision, Infected, Size (Large), Weapon*

Optional: Corruption (Minor), Disease (Ratte Fever), Infestation, Mutation, Ranged*, Tail+8, Tracker

*Stormfiends will be armed with two of the following weapons. Only one attack may be made in a Turn unless the creature spends 3 Advantage to gain a Free Attack.

Doom-Flayer Gauntlet: This melee weapon increases the Stormfiend's Strength by +10, and has a Rating of +10 and the *Impact* Quality. A sweeping attack with this weapon will target all creatures within two yards: anyone struck by the attack must win an **Opposed Strength** Test or gain the *Prone* Condition.

Grinderfist: This melee weapon has a Rating of +10 and the *Hack* and *Penetrating* Qualities. This weapon does double Damage against objects and buildings, and can even be used to tunnel underground. Also, the weapon has the *Warpstone Weapon* Trait.

Shock Gauntlet: This melee weapon has a Rating of +9 and inflicts an electrical discharge on its target that causes a *Stunned* Condition and adds +4 to the Damage which ignores Armour Points. If the creature is wearing metal armour on the Hit Location, the AP are added to the Wounds suffered. Also, the weapon has the *Warpstone Weapon* Trait.

Ratling Cannon: This ranged weapon has a Rating of +10, Range of 40 yards, and the *Blast (3)*, *Impale*, *Penetrating* Qualities and the *Dangerous* Flaw. Also, the weapon has the *Warpstone Weapon* Trait.

Warpfire Projector: This ranged weapon has a Rating of +5, Range of 8 yards, and the *Ablaze*, *Blast 8*, *Fast* Qualities and *Dangerous* Flaw. Also, the weapon has the *Warpstone Weapon* Trait.

Windlauncher: This ranged weapon may perform a normal attack that works like the *Breath+TB (Poison)* Trait with a Range of 80 yards. Also, the weapon has the *Warpstone Weapon* Trait.

WARLORDS

Of all the teeming hordes of Skaven, Warlords are the fiercest and strongest of them all. They command large numbers of Skaven warbands all over the Under-Empire, and they provide much-needed central leadership for the scheming Chieftains.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	65	45	55	45	60	55	45	45	55	60	22

Traits: Armour (Plate, Shield 5), Champion, Hardy, Infected, Night Vision, Ranged+9 (20) [Pistol], Weapon+9 (Sword)

Optional: Disease (Ratte Fever), Mutation, Stealthy, Tail+8, Tracker

WOLF RATS

Wolf Rats are monstrous creations of Clan Moulder, large and terrifying hybrids of rat and wolf who often serve as trackers and cavalry mounts. The bite of a Wolf Rat can be devastating even through armour.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	-	40	35	40	35	-	15	15	10	22

Traits: Armour 1 (Hide), Night Vision, Size (Large), Skittish, Stride, Tracker, Trained (Broken, Magic, Mount, War), Weapon+8

Optional: Frenzy, Infected

CREATURES OF YORE

The *Bestiary* provided in the **WFRP4** Rulebook contains many flavourful monsters; however, there are many more terrifying creatures to encounter in the Warhammer World. This section adapts many creatures from **WFRP1**—which will be familiar to long-time players.

AMOEBAE

Amoebae are formless masses of jelly-like slime. Commonly called 'jellies' or 'blobs', Amoebae are normally found in the sewers, swamplands, and riverlands of the Old World, feeding on anything organic they encounter, be it flora or fauna. They are drawn to body heat and disturbances in the water when hunting, and can send out tentacle-like pseudopods to drag opponents into their bodies for digestion.

They are completely mindless, simply following their instincts wherever that leads them.

Organic material is digested once absorbed into an Amoeba's body. Tough to digest material, such as bone and cartilage, can float inside their bodies for days, and sometimes weeks, betraying any recent victims. Amoebae cannot digest metals or minerals, which pass through their bodies unaffected.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	30	-	40	40	-	20	10	-	-	-	16

Traits: Absorb, Amorphous, Amphibious, Engulfing, Mindless, Painless, Size (Average), Swamp-strider, 2xTentacles+6, Weapon+6

Optional: Size (Large-Enormous), 3xTentacles, Tracker, Venom (Average-Hard)

AMPHISBAENAE

An amphisbaena is a large snake with a head at both ends. They can reach over twenty feet long; even a small one would be around ten feet. Like all snakes, they have poor eyesight, but are able to sense warm-blooded creatures accurately within twenty yards. Lanterns and torches will confuse them, halving their Initiative for that Round. An amphisbaena can survive with only one head.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	-	45	30	55	45	-	05	45	-	18

Traits: Amphibious, Armour (Scales 2), Bite+7, Cold-blooded, Constrictor, Immunity to Psychology, Size (Large), Swamp-strider, Venom (Difficult), Weapon+7

Optional: Size (Enormous)

BATS

Bats are small, nocturnal flying predators which feed mainly on insects. Some larger species skim the surfaces of lakes and ponds, catching fish or frogs. Normal bats can vary from little more than an inch to a foot long. Colouring is generally black or brown. Their natural 'sonar' allows them to 'see' in total darkness.

Normal Bats

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
1	55	-	05	10	40	65	-	15	20	-	1

Traits: Bestial, Dark Vision (Sonar), Flight 60, Infected, Size (Tiny), Skittish, Weapon+0

Optional: Disease (Blood Rot), Size (Little)

Giant Bats

These nocturnal creatures are not only very large, but are also ferocious predators, capable of attacking and killing an animal the size of a man. They are also cunning scavengers, feeding off the carcasses of larger creatures. Bats of all kinds can be found almost anywhere, but are most commonly found in the forests of the eastern Old World, in particular near the province of Sylvania. The body of a Giant Bat measures about four feet from nose to tail, and is covered with black fur. Its head resembles that of a dog, and its mouth is equipped with long, sharp teeth. A bat's natural 'sonar' allows it to 'see' in total darkness.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
1	45	-	25	25	30	45	-	15	35	-	7

Traits: Bestial, Dark Vision (Sonar), Flight 20, Infected, Size (Small), Weapon+6

Optional: Disease (Blood Rot), Size (Average), Vampiric

BLOODSEGE

The Bloodsedge is a large bramble or thorny hedge which displays many characteristics common among predators. Although it cannot move its root system, its branches are highly mobile and very strong. Should any creature pass within six yards, the Bloodsedge will burst into action, branches flailing about, searching for the source of the disturbance. Once a branch locates a solid target, the branches curl tightly around it and drags the victim towards the plant's sticky, resinous trunk. There, the victim is held fast while the plant's digestive juices get to work, transforming prey into mushy nutrients which are absorbed directly through the spongy bark or which enrich the ground at the plant's roots. A character with the *Lore (Herbs)* skill will be able to differentiate between a Bloodsedge and a similar-looking plant. Otherwise, most creatures will automatically be surprised by its initial attack.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
-	40	-	40	40	-	-	-	-	-	-	20

Traits: Absorb, Afraid (Fire), Constrictor, Die Hard, Flammable, Hardy, Immunity to Psychology, Mindless, Painless, Weapon+5 (Branches)*

Optional: Size (Large to Enormous), Swarm

***Branches:** A Bloodsedge is able to attack all creatures within 2 yards.

CARNIVOROUS SNAPPERS

Carnivorous Snappers are among the last remnants of the great lizards from the days when reptiles ruled the Known World. They are fast-moving and ferocious but extremely stupid, and are sometimes used as hunting beasts. They are bipedal reptiles about 10 feet long from nose to tail, standing about 5-feet tall, although in combat it can rear to a height

of 7 feet. Most of a Snapper's weight is distributed around its hind legs, and it has a heavy tail that it uses for balance while running. Its forelimbs are small and almost useless. Its body is mottled, ranging from dark green to dark brown on its back, with a paler, buff-coloured belly.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	33	-	40	50	10	10	-	05	25	-	31

Traits: Armour 2 (Head/Body only), Bestial, Bite+9, Cold-blooded, Hardy (3), Hungry, Tail Attack+5, Weapon+4 (Claws)
Optional: Size (Large), Tracker, Trained (Broken, Guard, Mount, War)

CARRION FLYERS

Carrion Flyers stand about 7 to 10 feet tall, with a wingspan of 15 to 20 feet. Once, they were great birds of prey inhabiting the northern fringes of the Worlds Edge Mountains, but are now unrecognisable from their former selves—having been captured and warped by Chaos into their present Undead form that resembles a skeletal pterodactyl or bat. They serve the Ruinous Powers as aerial scouts and quick-strike fighters. Occasionally, they will carry a rider, such as a Chaos Warrior armed with a lance.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	-	35	35	40	40	-	10	65	-	30

Traits: Armour (Skeleton 4), Bite+7, Construct, Dark Vision, Flight 80, Immunity to Psychology, Painless, Size (Large), Undead, Unstable, Weapon+8 (Claw)
Optional: Corruption (Minor), Trained (Mount, Magic, War)

CATS

Domestic cats are a part of most Human settlements, providing benign company and hunting the vermin that are drawn to the site of almost any Human activity.

Domestic Cats

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	30	-	15	20	40	50	-	15	30	-	2

Traits: Bestial, Night Vision (20), Size (Little), Skittish, Stealthy, Stride, Territorial, Tracker, Weapon+2 (Claw)
Optional: Afraid (Dogs, Witches), Animosity (Dogs), Immunity (Falling), Infected, Infestation, Prejudice (Everything), Size (Small-Average), Territorial, Trained (Broken, Magic), Ward (10+)

Great Cats

Great Cats live in forest and mountain areas away from Humans. They are slender, rangy creatures, about the size of a large hunting dog, standing about 2 ft at the shoulder and measuring almost 6 ft from nose to tail. Their fur is mottled with black and brown stripes, providing them with near-perfect camouflage in a shadowed forest. They feed on deer, giant rats, and small game of various kinds.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	-	45	35	45	45	20	25	25	05	12

Traits: Arboreal, Bestial, Bite+5, Night Vision (20), Stealthy, Stride, Tracker, Weapon+5 (Claw)*
Optional: Big, Clever, Fast, Infected, Size (Large), Skittish, Territorial, Trained (Broken)
***Claw:** Such is their ferocity, Great Cats count as having the Deathblow special rule against all opponents, regardless of size.

CHAMEOLEECHES

Chameleoleeches look like Giant Leeches, but they have the ability to mimic the appearance of both living creatures and inanimate objects (examples: a chest full of treasure, a person, monster, etc...). The mimicry is purely illusory (affecting visual senses only) and the change is instantaneous. Chameleoleeches do not usually reside alone, lairing together in groups of five-to-fifteen. In such circumstances, they may form a larger illusion that can be especially dangerous for the unwary. A Chameleoleech cannot reproduce spell effects, speech, or special attacks, and illusions are limited in size from 1 to 6 feet. They are two to three-feet long, with a circular, toothed mouth.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	40	-	25	25	30	30	-	05	35	-	7

Traits: Amphibious, Bestial, Immunity to Psychology, Leech, Size (Small), Swamp-strider, Weapon+7
Optional: Infected

CHIMERA

The Chimera is a creature of Chaos, a monstrous animal that combines various natural creatures in its form. These beasts vary greatly: they may have multiple limbs, heads, or even bodies. Sometimes a creature will have unexpected magical powers based on its creature type, not to mention varying Intelligence or physical abilities. They may also have spiked or mace tails. The most common configuration of Chimera is about 15-feet long from its heads to its tail, and features three heads and can fly. The body and tail often resemble that of a large feline with the hind-quarters of a goat. The creature's wings are bird-like, and its multiple heads often feature serpents, great cats, or goats, although these may be mixed-up and mutated.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	50	-	55	55	50	45	-	15	55	-	80

Traits: Armour (Hide 1), Bestial, Bite+9, Flight 80, Size (Enormous), Tail+9, Venom (Hard), Weapon+9
Optional: Mutation

DOPPELGANGERS

The Doppelganger is perhaps the strangest creature spawned by the Incursions of Chaos. These solitary beings have the ability to transform themselves into the likeness of an average-sized humanoid, including clothing and small items. The natural form of a Doppelganger is hideous resembling a flayed Human with viscera, muscle, and bone on display.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	40	30	40	30	30	35	35	40	35	10	15

Traits: Afraid (Fire), Doppelganger, Immunity to Psychology, Size (Average), Weapon+4

DRAGON TURTLES

The Dragon Turtle looks like a huge turtle with the head of a Dragon and a hard, spiky shell. Typically 10-15 feet long, they are aquatic reptiles which spends very little of their time on land. The only occasion when these creatures leave the sea is to lay their eggs along sandy stretches, burying them and then disappearing back into the ocean. When laying, Dragon Turtles are dangerous and aggressive, attacking any creatures that approach too closely.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	55	-	45	45	40	20	-	15	45	-	32

Traits: Amphibious, Armour (Scales 2), Bestial, Breath+8 (Steam), Immunity to Psychology, Size (Large), Weapon+7

Optional: Size (Enormous)

ELEMENTALS

How these creatures came into being is unknown, but the denial of their existence is a secret that is heavily guarded by the capricious and judgemental agents of the Empire. The few who do know of these strange, otherworldly beings have differing metaphysical theories. One such theory is that they come from the Realm of Chaos, and are merely a manifestation of the Winds. Another theory is that they are the wandering spirits of the world cloaked in the summoned energies of nearby elements. Either way, there is no inherent form to these creatures, though it is usually Human-like in shape. This may be as much due to the prejudice of its shaper than any structural requirement. It is believed that Elementals may only be summoned or shaped into this world: they do not naturally form in this realm.

Personality

Elementals are temporary physical manifestations of the four natural forces of Air, Earth, Fire, and Water. It is unknown if they have any personal sense of identity, although on occasion it seems they have deep self-awareness; most, however, seem just plain stupid. On the surface though, Elementals rarely question anything, and they do not make judgements of any kind. It is up to the GM whether there is the odd Elemental that has some form of self-motivation and purpose in this world. Typically, they will obey the whims of their summoners, and are released from this realm if they summoner is slain.

Elemental Creature Trait

This trait comprises several rules which reflect the metaphysical complexity of Elementals.

Magical

The bring's form is entirely composed of a marriage of elemental and magical energies. Elemental creatures do not require the basic necessities of life (food, water, shelter, etc). All its attacks are Magical. It can only be harmed by Magical attacks, or by attacks based on other elements than its own. Should the creature be reduced to 0 Wounds, its

form dissipates, leaving only some of its natural elements behind: a pile of ash, a collection of dirt and pebbles, a small pool of water, or a light breeze that fades away.

Size

Elementals do not have a fixed size or profile that gets damaged and then killed. Instead, as it receives damage, it loses size and power. When an Elemental takes enough damage that it reaches the standard Wounds of the next Size level down, the creature's size and profile are reduced to that of the lesser profile. The default size of a summoned Elemental is Large.

Susceptibilities

Each Elemental is immune to damage from its own nature, and particularly susceptible to damage from its opposite element.

- Air Elementals suffer double Wounds from Earth-based damage.
- Earth Elementals suffer double Wounds from Air-based damage.
- Fire Elementals suffer double Wounds from Water-based damage.
- Water Elementals suffer double Wounds from Fire-based damage.

Spell Attacks

An Elemental may spend 2 Advantage or use its Action to instantly, and automatically, cast any one of the Lore of Elementalism spells associated with its element—with no chance of Miscast. If SL is required, roll 1d10 and compare the result to its Willpower Bonus: if equal or less, take the roll as the SL. If greater, the SL is 0.

Additional Creature Traits

In addition to the Creature Traits identified in the generic profiles, Elementals gain the following Traits specific to their nature:

Air: Ethereal, Flight 100, Immunity (Air, Heavens), Stealthy, Ward 9+

Earth: Armour 5, Champion, Hardy, Immunity (Earth), Rear

Fire: Ablaze, Breath+WPB (Fire), Frenzy, Immunity (Fire), Ward 9+

Ablaze—Damaging attacks inflict +1 *Ablaze* condition.

Water: Amphibious, Immunity (Water), Regenerate, Swamp-strider, Ward 9+

Elemental Profiles

See the Size section: Profiles are included here for each Size level of Elemental. By default, Elementalists shape a Large-sized Elemental.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
9	95	95	95	95	95	95	95	50	95	-	288

Traits: Dark Vision, Elemental, Immunity to Psychology, Painless, Size (Monstrous), Terror 3, Unstable, Weapon+13

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	75	75	75	75	75	75	75	40	75	-	112

Traits: Dark Vision, Elemental, Immunity to Psychology, Painless, Size (Enormous), Terror 2, Unstable, Weapon+11

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	55	55	55	55	55	55	55	30	55	-	40

Traits: Dark Vision, Elemental, Immunity to Psychology, Painless, Size (Large), Terror 1, Unstable, Weapon+9

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	35	35	35	35	35	35	35	20	35	-	12

Traits: Dark Vision, Elemental, Immunity to Psychology, Painless, Size (Average), Fear 2, Unstable, Weapon+7

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
1	15	15	15	15	15	15	15	10	15	-	3

Traits: Dark Vision, Elemental, Immunity to Psychology, Painless, Size (Small), Fear 0, Unstable, Weapon+5

FEN WORMS

The Fen Worm is a large, snake-like creature of immense length, often reaching twenty to thirty feet. They live only in marshy, muddy, or boggy ground, tunneling through soft soil and slithering through the mud and muck.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	35	-	65	45	30	40	-	10	10	-	60

Traits: Amphibious, Armour (Scales 3), Cold-blooded, Constrictor, Immunity to Psychology, Size (Enormous), Swamp-strider, Weapon+9 (Bite)

Optional: Venom (Hard)

FUNGUS & MOULD

Fungus and Mould grow in damp, warm, and usually dark conditions, such as underground complexes, mines, tunnels, and long-deserted buildings. Not all moulds are dangerous: most are innocuous, harming no-one; others, however, can have unpleasant effects upon adventurers and other living things. Fungus and mould are impervious to all forms of attack except fire, and given that they tend to grow in the dampest of areas, it is not always easy to burn through them. If in doubt, the GM may roll a 50% chance that the Fungus or Mould is *flammable*.

Fluorspore

This is a black, scab-like fungus that grows on living matter of all kinds, even other fungi. It is very difficult to spot in its mature stage, especially in poor light conditions, and it is very sensitive to heat. If a warm-blooded creature or open flame passes within two yards of the mould, it produces a dense cloud of fluorescent spores. The cloud lasts for 3 Rounds, during which time the spores settle on all surfaces within a 6-yard radius. Spores that contact living flesh or tissue will become embedded; embedded spores cannot be removed and continue to glow brightly for a week while the fungus begins to mature. During this time, the affected area will illuminate an area within 1-yard enabling easy identification from up to ten yards. Even at greater distances (up to a mile in clear conditions), the victim is discernible as a vague, bobbing light. After the week passes, the spores turn black, turning into full-blown Fluorspore; the victim suffers the *Malaise* and *Nausea* Symptoms if the condition is left untreated (with a successful *Heal Skill* or *Cure Disease* effect). Thereafter, the victim loses 10 points per day from both Strength and Toughness; if either characteristic is reduced to 0, the victim dies. If cured, lost **S** and **T** can be regained at the rate of 1d10 points per day.

Purple Mould

This mould is sensitive to magic, only releasing its spores if anything or anyone magical (including spellcasters) approaches within five yards. The spore cloud covers a 5-yard radius for 1d10 minutes, nullifying all magical effects and spells within the affected area—including making spellcasting impossible. The Winds of Magic are made inert until the spore cloud has settled. This does not ruin magical items permanently, however.

Red Mould

Red Mould coats damp walls and decaying matter in a thick carpet of red fur. Spores are released upon contact with a passing animal or person, filling the air with a dense cloud of large red spores that covers a 6-yard radius for 1d10 Rounds. Anyone in the cloud must pass a **Dramatic Initiative** Test or take SL+1 *Blinded* Conditions. These Conditions will last for 1d10 hours. In addition, the spores have a strange and unpredictable effect on Humans and Halfling nervous systems; such victims must make an **Endurance** Test against *Corruption (Major)*.

Yellow Mould

Yellow Mould coats walls and decaying matter in the same way as Red Mould, and releases its spores on contact, filling the air with a deadly yellow dust. The dust cloud fills a 10-yard diameter sphere and lasts for 1d10 Rounds. Any creature in the cloud must immediately pass an **Endurance** Test or take an *Unconscious* Condition; a conscious creature must also attempt this Test at the start of each Round it resides in the cloud. After the cloud has dissipated, each Round the victim may attempt an Endurance Test to remove the *Unconscious* Condition. For each Round spent within the choking cloud, a conscious victim suffers 1 Wound, and an unconscious victim suffers 1-5 Wounds. A creature who is reduced to 0 Wounds by the spores must pass an **Endurance** Test or die at the end of the current Round (unless healed in the meantime).

GIANT BEETLES

Giant beetles are large, carnivorous insects, inhabiting damp and dark places, usually underground. Some varieties are capable of flight, but they usually only do so at night. They bite with their large, horny mandibles.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	35	-	35	35	10	20	-	05	10	-	13

Traits: Armour (Exoskeleton 2), Bestial, Hardy, Immunity to Psychology, Size (Average), Wallcrawler, Weapon+8

Optional: Size (Large)

GIANT LEECHES

Leeches are very prevalent in the rivers, swamps, and bogs of the Old World, and they came in frighteningly large sizes. The Giant Leech is a loathesome monster that lives mostly in free water, but also inhabits marshes and other damp environments. Like its smaller brethren, the Giant Leech feeds upon the blood of other animals, gorging itself and then dropping free of its victim. These slime-covered, slug-like beasts vary between 1 foot to 1 yard in length, and feature a variety of colours from mud-brown to bright red.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	35	-	25	25	30	30	-	05	35	-	7

Traits: Amphibious, Bestial, Immunity to Psychology, Leech, Size (Small), Swamp-strider, Weapon+7

Optional: Infected

GIANT SCORPIONS

Terrestrial scorpions are creepy enough, but Giant Scorpions are truly deadly opponents that are extremely hard to kill. They measure between 10 to 15 feet in length, and are usually dark-black in colour, though albinos are not unknown. The pincers of a Giant Scorpion can crush a person's chest through any armour; their main attack, however, comes from their poisonous tails that curve forward over their back and stab to the beast's front.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	-	55	65	15	25	-	10	20	-	50

Traits: Armour (Exoskeleton 4), Hardy, Immunity to Psychology, Night Vision (10), Painless, Size (Large), Tail+10, Venom (Hard), Weapon+9

Optional: Size (Enormous), Territorial

GOLDWORMS

Goldworms feed upon precious metals in the same way as earthworms feed upon the soil, secreting an extremely powerful digestive enzyme which enables them to consume their food. They are about half-a-foot in length, appearing like a golden earthworm. A Goldworm consumes about one gold or silver coin per day, and will multiply while feeding at the rate of one worm per day. Once the Goldworms find a source of food, they can multiply at an exponential rate; so what was a chest full of gold can be turned into foul-smelling, worm-ridden mush within two weeks. Once no food remains, the Goldworms will move away in search elsewhere of previous metals. They can survive for a week or so without food. Mindless, they move entirely at random, recognising food only on touch.

Goldworms do not have a Profile. They move at a maximum rate of about 1 yard per minute, and if attacked, any hit will kill them. The digestive juices of a Goldworm can cause 1 Wound per Round on exposed flesh, but will not damage cloth, leather, or iron and copper-based materials.

GREAT EAGLES

The ancient race of Eagles in the Warhammer World are massive and intelligent creatures who make their eyries among the highest mountain peaks. Mostly, they keep to themselves, as their numbers have diminished over the centuries. Occasionally, they take a break from preying on wild mountain goats to pluck a sheep or two from upland farms.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	65	-	55	45	50	45	-	30	45	-	68

Skills: Perception 75

Traits: Bestial, Bite+9, Night Vision (20), Flight 100, Size (Enormous), Weapon+9

Optional: Frenzy, Trained (Mount, War)

HARPIES

Harpies are rare creatures in the Old World—most live further east along the Mountains of Mourn. Harpies typically feature the torso of a woman with the wings and lower half of a large bird of prey; however, male Harpies are not unusual. Highly aggressive in nature, and voracious carnivores, they will attack almost any living creature on sight, if they have the numbers. Preferring the element of surprise, they use their powerful wings to deploy hit-and-run tactics against land-bound foes.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	40	25	40	40	20	35	35	15	65	10	18

Traits: Flight 60, Night Vision, Size (Average), Weapon+8

Optional: Frenzy, Hungry, Infected, Territorial

HERD ANIMALS

Numerous herbivorous herd animals can be found in the Old World, from domestic cattle to wild bison. Though they vary in size, strength, and other characteristics, they share many attributes in common and are thus described in general terms here. Wild animal herds tend to be on the small side, usually comprising a single bull, 1d10 cows, and 2d10 calves. For the most part, they are shy and will move away from any threat or source of noise, but can be highly unpredictable and will attack, on average, about one-third of the time. Some species become more aggressive during the rutting season (early spring), and the normally docile cows can be quite vicious if there is an apparent threat to their young. Horned animals attack by goring, all others by stomping. Domestic animals (sheep, goats...) are usually accustomed to people and thus very docile. However, many farmers will have dogs or other means of protecting their livelihood from rustlers.

Bison

Bison are a species of wild cattle, and are similar to domestic cattle except for the fact that they are a little more heavily built and have a thick, shaggy mane covering their heads and shoulders. Colour is mid-brown, the mane being dark-brown or black. They typically range in size from two to four yards in length, horn to tail.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	35	-	55	55	30	45	-	15	15	-	32

Traits: Armour (Hide 1), Bestial, Size (Large), Skittish, Stride, Weapon+7 (Horns)

Optional: Frenzy, Trained (Broken, War)

Elk

Elk are the largest of the deer of the Old World, living on the fringes of the great forests in hilly and mountainous areas. A full-grown buck stands about five feet high at the shoulder, with neck, head, and antlers

almost doubling this height. Buck antlers can spread to five feet in width. Does and fawns do not have antlers.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	35	-	30	30	45	60	-	10	15	-	10

Talents: Sixth Sense, Sprinter

Traits: Arboreal, Armour (Hide 1), Bestial, Skittish, Stride, Weapon+5 (Bite)

Optional: Horns+7 (Antlers), Trained (Broken, Magic)

LASHWORMS

Lashworms are small, carnivorous plants which live in concealed fissures in walls, stones, trees, and so on. The Lashworm is composed of two parts: the organs, including the maw, stomach, and small trigger, and the lash, which is curled up tightly within the home crevice. The plant disguises itself so as to be virtually invisible to all but the closest of inspections; and even then, only the sensitive, hair-like 'trigger' is normally visible. A character with the *Lore (Herbs)* Skill may be able to detect what it is. The trigger hairs can sense movement within five yards. This activates the lash, a saw-edged organ that is 5-yards long, thin, and incredibly fast. The lash strikes its target, rasps away a portion of flesh, and then whips back into the crevice where the meal is digested. The Lashworm will not attack again for several hours. There are a number of underground varieties as well as those living in forests and jungles.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	35	-	10	30	85	10	-	-	-	-	10

Traits: Flammable, Hardy, Immunity to Psychology, Lash*

***Lash Attack:** Only a creature whose Initiative is higher than the Lashworm's will be able to Dodge. Otherwise, the target is considered Helpless. However, the attack does not cause normal Damage; instead, the Lash tears away a bit of flesh, causing a Critical Hit. Roll for a Critical, apply the Wounds damage, and adjust the description to suit the attack (most likely by inflicting as many *Bleeding* Conditions as the character suffers Wounds). This attack has no effect on targets who do not have any exposed flesh (such as a fully armoured Knight).

LIZARDMEN

Lizardman is the generic term for a multivariate species of bipedal, Human-sized reptile who reside in the temples and natural cave systems in the land of Lustria and the Southlands, though some have travelled to the Old World in search of plunder, or they have been captured and escaped their captors. They have a complex caste system divided by subspecies type. As they appear to have no emotions, Lizardmen are immune to all psychology, and it is typically futile to reason or bargain with them.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	25	35	35	30	30	25	20	75	15	16

Traits: Amphibious, Armour (Scales 1), Cold-blooded, Immunity to Psychology, Night Vision (30), Weapon+7

Optional: Ranged 60 (Sling+6), Spellcaster

MUMMIES

Mummies are animated corpses, carefully embalmed and preserved against the ravages of time by secret and magical arts as practised by the priesthoods of numerous ancient civilisations. In the Old World, Mummies are rare but not unknown. The Necromantic knowledge required to create and control Mummies is obscure, having travelled secretly from Araby into the Empire long ago.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	45	-	40	55	30	25	-	45	85	-	27

Traits: Armour (2), Dark Vision, Flammable, Hardy, Immunity to Psychology, Regenerate, Undead, Unstable, Weapon+8

Optional: Blighted (Tomb Rot), Champion, Corruption (Minor)

OWLS

The Old World is replete with owls of various colours and sub-species, ranging in size from less than a foot to just over two feet in size. Such creatures generally pose no threat to people, though their cries in a dark ruin or forest can be unnerving. Spirit familiar Owls are identical to normal Owls except that they have an Int of 85.

Normal Owls

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	35	-	10	20	45	55	-	15	45	-	4

Skills: Perception 65

Traits: Bite+1, Flight 100, Hardy, Night Vision (50), Size (Little), Weapon+1

Optional: Infected

Giant Owls

The Giant Owl lives deep in the old forests of the Warhammer World, and is rarely seen except by Elves. They live alone or in mated pairs, and their numbers have been declining greatly due to Humans clearing out the ancient forests. Giant Owls are similar to terrestrial owls except they are often 10-12 feet from beak to tail, with a wingspan of up to 30 feet. They are highly intelligent and speak their own language (Owlsh); but some Giant Owls can even speak Eltharin (Elvish).

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	55	-	55	45	50	45	-	45	85	45	42

Skills: Perception 70

Traits: Armour (Feathers 1), Bite+8, Flight 80, Night Vision (50), Size (Large), Weapon+9

Optional: Trained (Mount, War)

RAZORBILLS

The Razorbill is a large coastal bird which congregates in groups of several thousand on rocky sea-cliffs or inside seaward-facing caves. Razorbills are voracious hunters when in a pack, and will attack and eat creatures as large as a horse. Their main diet, however, is fish. Colonies are easily recognised by the stench of carrion, fish, and guano that saturates the air; creatures venturing within 100 yards of a colony will be set upon by 3d10 birds. Coastal vessels, fisherman, and other seaborne

targets trespassing on the colony's fishing grounds (within a mile of the colony) will be attacked by 1d100 birds. It is possible to be attacked by lone birds in any coastal region, but this is rarer due to the pack mentality of the birds. The Razorbill resembles a large, huge-billed puffin, varying between 2 to 3 feet in height, with a wingspan of 8-12 feet.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	35	-	15	30	30	40	-	10	15	-	5

Traits: Bestial, Flight 100, Size (Small), Weapon+3

Optional: Frenzy, Infected, Swarm (Flock)

SAND CLAMS

The Sand Clam lives only in wet sand, usually by the sea shore or at the tidal margin. Although immobile, the Sand Clam is a voracious carnivore up to two yards across that preys mainly on seals and larger seabirds. It lies buried under the sand, and whenever an unwary creature passes over it, the trap is sprung: the victim is caught by the jaw-like valves of its shell. A Sand Clam can only make this surprise attack once per encounter; otherwise the great clam is considered a *Helpless Target*.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
0	35	-	65	50	65	-	-	-	-	-	32

Traits: Armour (Shell 2), Bestial, Clamshell*, Size (Large), Weapon+3

***Clamshell Attack:** When the clam is triggered by movement, creatures of *Size (Little)* or smaller are crushed to death instantly, while larger victims are considered *Helpless Targets* (p162): they will suffer an automatic Hit to the legs (usually) and gain an *Entangling* (65) condition; thus, often a clam's victim will be drowned by the tide.

SMALL ANIMALS

The Warhammer World abounds in all sorts of wildlife; a few examples are provided here. These animals are identical to their terrestrial counterparts.

Eagle

Normal Eagles come in a variety of sizes and colouration, but most have a body size of two-to-three feet with a wingspan around two yards. They are the most formidable flying hunters in the normal animal kingdom.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	40	-	20	25	55	35	-	10	20	-	6

Skills: Perception 75

Traits: Bestial, Bite+6, Night Vision (20), Flight 100, Size (Small), Weapon+4 (Claw)

Optional: Trained (Broken, Guard, Home, War)

Fox

Foxes are cunning predators and scavengers, and perpetual foes of chicken-farmers throughout the Old World. They live in underground dens in the many forests, in family groups consisting of a dog, a vixen, and a number of cubs. They live by hunting small game and stealing chickens where possible. They generally avoid contact with people, but can be dangerous if cornered or their cubs are threatened.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	35	-	10	20	40	45	-	15	15	-	2

Skills: Perception 60, Track 50

Traits: Bestial, Night Vision (20), Size (Little), Skittish, Stride, Weapon+1

Optional: Infected

Frog

Frogs come in a great variety of colours from mud-brown to the brightest dots and stripes. In contrast to their size, however, some frogs boast the most powerful venoms in the entire animal kingdom.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	-	-	10	10	30	65	-	05	05	-	1

Traits: Amphibious, Bestial, Bounce, Night Vision (20), Size (Tiny), Skittish

Optional: Swarm, Venom (Very Easy-Very Hard)

Hawk

Hawks are considered medium-sized birds of prey among normal creatures. The terms *Hawking* and *Falconry* are used interchangeably to refer to the practice of training such birds for various useful tasks.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
1	35	-	15	20	45	35	-	05	05	-	2

Skills: Perception 65

Traits: Bestial, Bite+3, Flight 80, Size (Little), Weapon+2 (Claw)

Optional: Trained (Broken, Home, War)

Otter

Otters are small predators living around river-banks and shores where they hunt fish. They are powerful and agile swimmers, and fast and agile on land. While they generally pose no threat to people, they can fight savagely if they or their cubs are threatened.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	35	-	10	20	40	65	-	10	10	-	2

Skills: Dodge 70, Perception 60

Traits: Amphibious, Bestial, Size (Little), Skittish, Weapon+1

Rabbit

Rabbits are very common in meadows, prairies, and forests, as they are prolific breeders. They are not particularly dangerous to people, though their bite can be infected.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	25	-	10	10	30	55	-	05	05	-	1

Skills: Dodge 65, Perception 50

Talents: Flee!

Traits: Bestial, Night Vision (10), Size (Little), Skittish, Weapon+0

Raven

Also known as robber birds, Ravens are similar in appearance to crows. They feed on other birds, small animals, and so on. They are also attracted to shiny objects, particularly gems and precious metal, and there is a 10% chance that a Raven's next will contain 1-5 jewels or 1d10 coins. Ravens are aggressive birds, and may make sweeping attacks on travellers that approach too closely to their nests.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	35	-	10	10	55	35	-	05	25	-	1

Skills: Intuition 65, Perception 75

Traits: Bestial, Flight 60, Size (Little), Skittish, Weapon+1

Optional: Swarm (Flock)

Squirrel

Squirrels are very agile, tree-dwelling creatures; they can jump up to five yards from tree to tree, with a drop of one yard. They can climb sheer surfaces without difficulty.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	25	-	05	10	45	55	35	05	05	-	1

Skills: Athletics 65, Dodge 65, Perception 65

Talents: Flee!

Traits: Arboreal, Bestial, Size (Tiny), Skittish, Wallcrawler, Weapon+0

Optional: Infected

Stoat

Stoats are small, aggressive predators who live mainly in wooded areas, preying on rabbits, voles, and other small herbivores. Though similar in appearance to weasels, they are somewhat larger, growing up to three feet in length. Stoats have the ability to mesmerise their prey by flopping and swaying rhythmically on their hind legs in strangely spasmodic or sinuous motions.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	45	-	15	20	40	40	-	10	10	-	2

Skills: Perception 60, Track 55

Traits: Arboreal, Bestial, Distracting, Size (Little), Skittish, Weapon+1

Optional: Infected

SPECTRES

Spectres are spirits that have become trapped in the material world either as a result of a broken vow or due to a curse placed on them in the course of their lives. The creature is doomed to haunt the living world until it can fulfill its broken vow or nullify its curse. Spectres will have the full gamut of motivations, and they may encourage or help other creatures as much as hinder or harm them. They are luminous and semi-transparent, otherwise appearing much as they did when they died.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	40	-	40	40	40	40	-	20	45	30	20

Traits: Dark Vision, Ethereal, Paralysis (Minutes), Terror 2, Undead, Unstable, Weapon+8

Optional: Champion, Fury, Hardy, Territorial

SWARMS

Massive swarms of tiny insects occur throughout the wide world from time to time, causing great damage to agriculture; and severe plagues can mean starvation for thousands of people. Swarms of frogs, toads, or rats occasionally rampage through villages to great consternation. Though usually natural, the appearance of a swarm is often attributed to foul sorcery.

The rules presented here may be used in addition to the *Swarm* Trait from **WFRP4** p342.

A *basic* swarm takes up an AoE about 2x2 yards, and consists of 50 creatures or 2500 insects. This is roughly the area that would be occupied by one person in a combat. Each *basic* swarm is judged to have 5 Wounds and 1 Attack per 2x2 area. Swarms can only effectively be harmed by fire, water, or magic: all other attacks only kill SL creatures or SL x 10 insects instead of causing Wounds. Swarms attack all creatures with which they come into contact.

Random Swarms (Roll 1d10):

1	Ants	6	Locusts
2	Bats	7	Rats
3	Beetles	8	Scorpions
4	Frogs/Toads	9	Snakes
5	Lizards	10	Spiders

Sample Traits: Snakes, Spiders, and Scorpions have the *Venom* Creature Trait. Rats and Lizards have the *Infected* Creature Trait. Beetles and Locusts have *Flight 50*, while Bats have *Flight 60*. Frogs and Toads are *Amphibious*. Wounds caused by Ants ignore Armour Points.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	-	10	10	35	45	-	05	35	-	5

Traits: Bestial, Flammable, Night Vision, Size (Tiny), Skittish, Stride, Swarm, Weapon+0

Optional: Amphibious, Arboreal, Cold-blooded, Disease (Black Plague), Flight, Infected, Size (Little), Swamp-strider, Territorial, Venom, Wallcrawler

TREEMEN

A Treeman is a very large humanoid creature resembling a tree come to life. They seem to live forever, inhabiting dense forests where they cultivate and guard trees as if they were shepherds tending to their flocks. Treemen are solitary and slow creatures, naturally inclined to thinking things through for a very long time. Despite their name, which is a Human invention, they have no gender or conception of sexuality. The species' true name, and the individual names of the Treemen themselves, are far too long for any mortal to learn and pronounce. So people tend to give the Treemen they meet descriptors such as Longlimb, Lightbark, Featherleaves, etc—such names more often amuse

than insult the giant creatures. Treemen speak their own language, but many also speak Eltharin and some have learned Khazalid or Reikspiel (or other worldly tongues). They shy away from contact with mortal species, such that many Old Worlders doubt their very existence.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	75	25	60	70	20	15	25	65	85	35	70

Traits: Arboreal, Armour (Bark 3), Flammable, Hardy, Size (Large), Stride, Weapon+10 (Fist)
Optional: Frenzy, Size (Enormous, Monstrous), Territorial

UNICORNS

Unicorns are intelligent, horned horses of unknown origin. Though they are inherently magical beings, they are not creatures of Chaos. They are sensitive to benign acts and creatures, and may even consent to be ridden by someone of good heart; however, Unicorns will never consent to be trained. Rumour has it that Unicorns may have been the steeds of the agents of Law. Indeed, Unicorns are greatly repulsed by Chaos and dark creatures such as the Undead, and will seek to destroy any such foul beings.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	50	-	40	45	40	55	-	25	85	-	40

Traits: Arboreal, Immunity to Psychology, Magical, Immunity (Magic), Size (Large), Stride, Ward (9), Weapon+9 (Horn)

WERECREATURES

The Old Worlders still live in fear of Werewolves, the shape-changers that once haunted the forests of old until the Empire destroyed most of them. Werereatures are Humans who are capable of changing into the form of one creature. The Weres of the North are Chaos-tainted, whereas elsewhere the legendary so-called Children of Ulric reputedly draw their power from another source. In the Old World, this form is usually a Wolf, but Wereboars, Werebears, Werecougars, and even Werebison are known, if rare. In Norsca, where Werebears are more common, such creatures are not hunted or persecuted as they are elsewhere; rather, they are respected and encouraged to join the Norse Berserkers in battle.

A Werereature's Human form is no different from any other Human character or NPC, and it may not even be aware of its true nature. Werereatures have two other forms, that of the natural Animal (wolf, bear, cougar, etc) and a fierce Hybrid of both Human and Animal. In Human form, the creature uses its Human Profile and in Animal form it uses the profile of the animal in question. In Hybrid form, however, the Werereature adds the following template to its Human profile. It takes a single Action to shift between forms; doing so will tear clothing to shreds or cause it to fall off.

Hybrid Form

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
+1	+5	-	+25	+25	+25	+15	-	-10	-10	-20	+5

Traits: Night Vision, Shapeshifter (Creature, Hybrid), Weapon+3 (+SB)
Optional: Armour 1 (Hide), Fear 2, Frenzy, Stealthy, Tracker

WIGHTS

Also known as Barrow Wights, Wights are semi-ethereal creatures which coalesced from the spirit remnants of a long-dead Human. Some are the lingering spirits of Druids whose barrows were disturbed or desecrated. They are believed to crave physical life and great wealth, and many are said to have great treasures buried with them. Wights are unable to leave the precincts of their tomb or barrow, and will defend these and their possessions from robbers and defilers. As they slay living creatures, they maintain the power that enables them to remain in the living world. They usually appear as ancient, withered corpses clad in rotting finery or rusting, but serviceable mail armour; and their whole figure glows with an unholy radiance which distinguishes them visually from zombies and skeletons. They exist partly in the material world and partly in the ethereal, though they will become semi-transparent or indistinct as their power ebbs.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	40	35	45	45	30	30	20	25	55	25	17

Traits: Armour 2 (Mail), Dark Vision, Fear 2, Immunity to Psychology, Painless, Undead, Weapon+8 (Wight Blade*)
Optional: Armour 4 (Shield), Champion, Elite, Ethereal, Hardy, Territorial, Unstable (beyond territory)
***Wight Blade:** These weapons are infused with the power of undeath. When a Wight causes a Critical Hit, it makes two rolls on the Critical Hit Table and inflicts the deadlier result. In the hands of anyone else, the weapon counts as a *magical* hand weapon, but provides no other benefit.

ZOATS

Across the Old World, Zoats are oft-reviled creatures of legend and myth, though it is believed that, if they existed at all, they were not an aggressive species. Those who believe in Zoats, or who claim to have encountered them, know little of the elusive creatures. The few old, dusty tomes that mention Zoats note chiefly that they were a very powerful species occasionally encountered in the deepest, wildest regions of the forests of the Old World. Despite their bulk, they were quiet and reclusive, able to move through the densest brush with hardly a sound. They are believed to have had occasional dealings with Elves and other forest folk—such as the ancient Druidic Priests of yore. The Zoats may have been powerful users of magic, and ferocious enemies of Orcs and Goblins. There is more than one ancient Elvish song that tells of Zoats coming to the aid of Elven settlements besieged by Greenskin hordes. If Zoats still exist, it is rumoured they might still have alliances with the *Asrai* of Athel Loren and the *Eonir* of Laurelorn Forest.

Zoats are Centaur-like in appearance, with four column-like legs and a powerful torso featuring two strong arms. They are reptilian: heavy plates of fused scales cover their shoulders and backside. They stand about 6 feet high and 8 feet long. Their heads are reminiscent of snakes and turtles—with their heavily armoured, domed skulls, large eyes, and wide mouths giving them a wry expression. Colour ranges from dark brown through maroon to purple. Zoats do not wear clothing or armour.

Their characteristics weapon is a long wooden staff tipped with a metal-bound cylinder of black stone. The metal is silver, carved with curious symbols indecipherable to other species. These weapons are wielded like a two-handed mace: only a Zoat can use them effectively. Zoats have their own language, which sounds like grinding and rumbling to Human ears; however, some Zoats may know *Eltharin* or in extremely rare circumstances *Reikspiel* learned from the Druidic Priests.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	59	25	50	50	50	25	43	43	43	40	38

Traits: Arboreal, Armour (Body 3, Other 1), Cold-blooded, Immunity (Corruption), Night Vision, Rear, Size (Large), Stride, Territorial, Tracker, Weapon+11 (Zoat Mace*)

Optional: Animosity (Greenskins), Champion, Cunning, Elite, Prejudice (Empire), Spellcaster (Amber, Life, or Wild), Studious

Zoat Mace:** This 8-foot two-hander is very heavy and hard to wield for creatures with a Strength Bonus of 3 or less, gaining the *Slow* and *Tiring** Flaws. A Zoat Mace wielded by a spellcaster is normally inscribed with a mystical rune that gives it the *Impact Quality. The weapon is treated as from the Two-Handed Weapon Group, with **Enc** 3, **Exotic** Availability, **Reach** Long, and the following Qualities and Flaws: *Damaging*, (*Impact***), *Pummel*, (*Slow**), *Unbreakable*, (*Tiring**).

THE LOST AND THE DAMNED

Daemons are the servants of the Ruinous Powers, comprising the main four Gods of Chaos—Khorne, Nurgle, Slaanesh, Tzeentch—as well as numerous lesser Gods such as Malal and the Horned Rat. A full tome on the nature of Daemons could do no more than scratch the surface of the variety of these infernal beings. Such creatures always behave in an absolute manner. They know what they have to do and will take any measures needed to do it. A Daemon will not act against its deity, and will always carry out its orders to the best of its ability. The following section details specific and general examples of Daemonic Servants, Lesser Daemons, and Greater Daemons.

UNALLIED DAEMONIC SERVANTS

Daemonic Servants are the lowest type of Daemon. They usually take the form of Chaos-inspired beasts or steeds, but they can also be small, mutated, humanoid creatures. They may be used by their summoners as messengers, riding beasts, hunting animals, or for other similar tasks. These creatures vary a great deal according to their Ruinous Power, though most are not aligned to any god, providing some stability to the Realms of Chaos. Here are some examples of Daemonic Servants:

CHAOS FURIES

In many ways, Chaos Furies are considered the least of Daemons. They serve no particular Chaos god and are atavistic manifestations of Chaos in its undivided form, primal and without distinctive personality. Their relative weakness, and the fact that no Chaos power would seek recompense should they be mistreated, means that Furies are often summoned by novice Daemonologists seeking a pliable and useful servant.

For all their lack of power Furies are still stronger than most mortal humans, capable of speeding flight on their leathern wings. In appearance they are mutable, as all servants of Chaos, but they tend to manifest along a rough outline not wholly unlike a winged Beastman. Furies are often further characterised by long canine snouts, short sharp horns, burning-yellow eyes, and a hide patched in dark fur and red reptilian scales.

Furies are weak-willed and cowardly by nature; but they are also known to be cruel, toying with their victims like a cat with a mouse. A Daemonologist may easily bind one in order to deliver simple messages or prey upon isolated targets. However, tasked with anything too onerous, complex, or dangerous, they tend to grow resentful and uncooperative.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	-	45	35	45	45	20	25	25	05	12

Skills: Melee (Brawling) 50

Traits: Bite+6, Corruption (Moderate), Daemonic 8+, Fear 2, Flight 90, Horns+6, Night Vision, Skittish, Unstable, Weapon+8 (Claws)

Optional: Afraid (Daemons, Daemonologists), Big, Brute, Clever, Fast, Mutation, Size (Tiny to Large)

CHAOS HOUNDS

From the darkest depravity of mind-warping Chaos comes the foul and twisted descendents of once-natural creatures. Chaos Hounds are deformed dog-like beasts imbued with the unnatural power of the Ruinous Powers.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	40	-	30	40	40	35	-	15	30	-	14

Traits: Bite+8, Corruption (Minor), Daemonic 9+, Fear 1, Night Vision, Size (Average), Stride, Unstable, Weapon+7 (Claws)

Optional: Armour 2, Frenzy, Infected, Mutation, Size (Large), Tracker, Trained (Magic, Mount, War)

DAEMONIC STEEDS

There are endless variations of such Steeds, and GMs are encouraged to add mutations or traits as suits them. The only common thread is that they are fast and carry their riders into the thick of battle without regard for their own lives. Many Daemonic Steeds look like massive, black warhorses with eyes of red or purple fire.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	35	-	45	35	30	35	-	15	40	-	28

Traits: Corruption (Minor), Daemonic 9+, Dark Vision, Immunity to Psychology, Size (Large), Stride, Unstable, Weapon+8

Optional: Armour 2, Fear 1, Flight 100, Mutation, Venom (Hard)

IMPS

Imps are horrors from the Realm of Chaos. They are amongst the smallest of Daemons, but are fearsome nonetheless. In their "natural" state, they are amorphous things, endlessly cycling through a variety of shapes reflecting some thought or concept that birthed them. It is only when an Imp manifests in the material world that it takes its static form. Some of these forms are common enough that they have been given names and catalogued: the *Bubo*, aligned with Nurgle, resembles a tiny Nurgling; the *Fearling*, aligned with Tzeentch, appears like a ball of pink flesh with mouths all over it; the *Malice*, aligned with Khorne, manifests as a small, hate-fueled warrior encased in dark armour; and the *Muse*, aligned with Slaanesh, takes the figure of a small but beautiful young man or woman who desires to steal souls. Other Imps may have claws and wings; they often serve as messengers by more powerful Daemons and Sorcerors.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	25	25	25	35	50	55	45	30	35	45	13

Traits: Corruption (Minor), Daemonic 10+, Fear 1, Unstable, Weapon+5

Optional: Alluring, Bite+6, Cunning, Disease (Itching Pox), Flight 40, Frenzy, Infected, Mutation, Size (Small-Average), Spellcaster (Chaos Lore)

DAEMONIC SERVANTS OF THE RUINOUS POWERS

The Ruinous Powers - Khorne, Nurgle, Slaanesh, Tzeentch - all have their favoured creatures that they exploit for various purposes. Here are the most common:

BEASTS OF NURGLE

The horrid Beasts of Nurgle are massive lumbering fiends that are as stupid as they are hideously ugly. The product of too much corruption, these things meld the features of several different creatures into a terrifying abomination. The Beast's body is a large, dark-spotted slug that glistens with dewy excretions; its massive head features a large, drooling, fang-filled mouth ringed in tentacles dripping a paralytic toxin. Growing all along the length of its moist body are razor-sharp spines that stick out in random places. About midway down the trunk, a pair of useless legs ending in clawed and webbed feet flop about uselessly. The thing's body ends in a long tail fitted with a sharp stinger. Though somewhat uniform in appearance, the Beasts are heavily corrupted and sport many mutations and alterations, giving these creatures a wide array of unpredictable abilities and features. Beasts of Nurgle are unreliable on the battlefield, crushing their own forces as much as their enemies with their flailing. They move very slowly, leaving a virulently diseased trail of slime in their wake. So great is their stink that birds fall from the sky, trees wither and die, and grass for yards all around all around turns to ash. These Beasts are excitable, behaving in the most unpredictable ways; many a madman has spun wild stories about how affectionate and friendly these creatures are.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	35	-	30	50	30	15	-	10	55	-	18

Traits: Armour (Hide 2), Corruption (Moderate), Daemonic 9+, Disease (Nurgle's Rot), Infected, Mutation, Night Vision, Slime Trail*, Tail+7, 1d5xTentacles+3, Unstable, Venom (Challenging), Weapon+5 (Claws)

Optional: Size (Large)

***Slime Trail:** The Beast of Nurgle leaves a glistening, noxious trail of slime infested with *Nurgle's Rot*; the slime trail is about 3 yards long and remains for 1 minute before evaporating. Any creature that steps into the slime trail must make an **Average (+20) Athletics** Test or gain the *Prone* Condition and suffer +1 *Poisoned* Condition from the acids. In addition, they must test against contracting *Nurgle's Rot*.

CHAOS SPAWN

This brutish, disgusting creature is little more than a blob of exposed organs, screaming mouths, and wild eyes. It lumbers along on beastly legs or pulls itself by its perverse tentacles, but its bulk is such that it cannot move quickly. Blisters cover its sticky flesh periodically one bursts, issuing forth a cloud of strange spores that choke and spread the taint of corruption. Due to their size and terrifying nature, Chaos Spawn are valuable shock troops in the warbands of Chaos. Chaos Warriors exploit these monsters as frontline fighters, and Beastmen usually accept them as another part of their herd. However, only the strongest Spawn make it into the legions of Chaos: many Chaos Spawn never find allies and are hacked apart by determined Witch Hunters and Road Wardens.

Becoming a Chaos Spawn

Most of these creatures were once Humans who mutated so much they became the playthings of the Ruinous Powers. Most Mutants will find death before they ever transform into a Chaos Spawn, but the corruption of Chaos is so strong that those who are not lucky enough to find such release will degenerate into these monstrous, mutated bulks. A character can become a Chaos Spawn in the following ways:

- Roll Chaos Spawn as a Mutation;
- Suffer a Mutation or other effect which indicates the character will become a Chaos Spawn;
- The Mutant accumulates a number of mutations that exceed its Toughness Bonus plus Willpower Bonus.
- A Champion of Chaos offends its god or is otherwise condemned to become a Chaos Spawn.

Player Characters that transform into Chaos Spawn are no longer playable and become NPCs. The Spawn might remain in the service of other Player Characters, but the GM controls its actions, which are unpredictable and mindless, often as likely to attack its former allies as help them.

Mechanics

Apply the following procedure to the transforming character:

Species: Upon transformation, the creature's Species changes to Chaos Spawn.

Career: No vestige of its previous life is left intact. It loses all Careers and has no Skills or Talents.

Mutations: The Spawn retains all Mutations and Chaos Gifts and Rewards, though it cannot gain any new Gifts or Rewards for service. Each month (or so) after the character becomes a Spawn, it gains a new Mutation. Should the Spawn get a result of 'Chaos Spawn' again, it bursts into a heap of raw Chaos liquid that never dries: anything that contacts the pool instantly gains a Mutation.

A Chaos Spawn made from scratch should have a number of Mutations equal to 1d10 plus the associated Chaos God's number: Khorne 8, Nurgle 7, Slaanesh 6, Tzeentch 9, The Horned Rat 3, Undivided 4.

Service: If the character served a particular Ruinous Power, that god retains its hold over the Spawn. Otherwise, there is a 40% chance that one of the Chaos gods claims the Spawn for its own, with an equal chance for each Power (or the GM chooses whatever works for the story). The GM may even choose to fully transform the Spawn into one of the god's official Servants: Beast of Nurgle, Fiend of Slaanesh, Flamer of Tzeentch, or Fleshhound of Khorne.

Traits: The creature has no trappings and gains the following Creature Traits: Corruption (Moderate), Hardy, Mindless, Mutation (see above), Painless, Size (Large), Terror 2, and Weapon (SB+4). **Optional** Traits can be anything, and depend on the Spawn's Mutations: They include Bite, Distracting, Horns, Tail, Venom, Vomit.

A Spawn should gain Traits appropriate to its Chaos Power. Example: A Spawn of Khorne gains the *Champion* Trait; Nurgle gains *Disease (Nurgle's Rot)* and *Infected*; Slaanesh gains *Distracted*; and Tzeentch gains *Tongue Attack+SB (SBx2)*.

Characteristics

Perform these adjustments to the creature's Profile:

Movement: Roll 1d10 for the Spawn's new Movement score.

Pre-Existing Attributes: Roll 1d10 for each of **WS, S, T, Agi**. A roll of **1-3** means the score remains the same; **4-6** means the attribute is reduced by the following amount; and **7-10** means the score is increased by the following amount: **WS** 2d10, **S** 3d10, **T** 3d10, **Agi** 2d10. All other Characteristic scores are reduced to 0 and cannot be used. If a Chaos Spawn gains a Trait (such as Vomit) that requires Ballistic Skill, use Weapon Skill in its place.

Generating New Attributes: To generate a Chaos Spawn's attributes from scratch, roll the following. For every result of **1**, subtract 8 from the tally. For every result of **10**, roll 2d10 and add it to the tally. If you roll the Chaos God's Number on the die, add 8 to the total. Finally, for the Power's favoured attribute, make the alternate roll instead.

		Favoured	
Weapon Skill:	4d10 + 8	Khorne	6d10 + 24
Strength:	4d10 + 16	Tzeentch	6d10 + 24
Toughness:	4d10 + 16	Nurgle	6d10 + 24
Agility:	4d10 + 8	Slaanesh	6d10 + 24

Wounds: As per the *Mindless* Trait, use Strength in place of Willpower when calculating the Spawn's Wounds.

DISCS OF TZEENTCH

The Discs of Tzeentch float in the clouds of swirling energy that make up the Realm of Chaos, drifting through the Aethyr, feasting on lower Daemons and the souls of the damned. They are formless things of shadow on this mad plane, vicious and uncaring. Sometimes, Tzeentch dispatches these creatures into the mortal world. Once out of the Realm of Chaos, their magical bodies assume a strange physique. Most become round and flat with spikes for handholds, capable of flying through the air much as they did in their native plane. The magic that transforms them always gives them some other alteration, some mutation that sets them apart from others of their kind.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
0	35	-	50	55	30	45	-	45	55	-	16

Traits: Corruption (Minor), Daemonic 9+, Flight 80, Immunity to Psychology, Mutation, Stealthy, Tracker, Trained (Magic, Mount, War), Unstable, Weapon+7 (Bite)

FIENDS OF SLAANESH

The Hunting Beasts of Slaanesh are a foul race of Daemonic creatures. Spawned from the mad mind of the Serpent, these creatures combine several traits of scorpion, Human and reptile to become some unholy abomination. The main body of the Fiend is white or some other pastel hue and segmented, ending in a broad stinger tail that drips with venom. Four roughly humanoid legs branch out from the rear body to give the creature stability. From the front of the lithe body grows a humanoid torso covered in a row of breasts and a pair of arms. The Fiend's head is reptilian, not too unlike that of a monitor lizard, but with a longer

prehensile tongue. Its emerald, alien eyes perch on either side of its head, rolling about in its skull.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	35	-	35	35	40	35	-	15	45	-	13

Traits: Armour (Hide 2), Bestial, Corruption (Minor), Daemonic 9+, Distracting, Fear 2, Lick*, Mutation, Night Vision, Stride, Tail+8, Trained (Broken, Mount), Unstable, Venom (Hard), Weapon+7

***Lick:** The Fiend may spend 1 Advantage to make a Free Action attack by licking an Engaged target. If it hits, the target must win an **Opposed Cool/Willpower** Test or gain the *Stupid* Creature Trait for the remainder of the encounter.

FLAMERS OF TZEENTCH

A fabrication of pure magic from the Warp, the Flamer has a purple-bluish tubular body melded with gnashing faces and grimacing maws that end in a fleshy skirt which propels the creature along the ground. Its arms are blue trunks which, in place of hands, feature dripping orifices capable of spraying liquid flame.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	30	45	45	45	40	45	-	45	90	-	21

Traits: Breath+10 (Fire), Corruption (Minor), Daemonic 9+, Fear 2, Immunity to Psychology, Unstable, Weapon+8 (Bite)

Optional: Mutation

FLESHHOUNDS OF KHORNE

Fleshhounds will fight to the death for their master, and are flawless trackers. Across the Chaos Wastes, packs of these terrifying creatures chase after their prey, endlessly pursuing the enemies of Khorne. Behind the packs run eager Bloodletters, urging the Hounds on with piercing whoops and shrieks of glee, ever-ready to spill blood for their demanding master. The Chaos Hunt is a fearsome sight indeed; few live to recount its gory pursuit.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	50	-	45	40	60	45	-	15	65	-	18

Traits: Bite+9, Corruption (Minor), Daemonic 9+, Fear 2, Immunity to Psychology, Magic Resistance (3), Night Vision, Size (Average), Stride, Tracker, Trained (Magic, War), Unstable, Venom (Challenging), Weapon+8 (Claws)

JUGGERNAUTS OF KHORNE

The Juggers of Khorne are a mix of Daemon and machine, used as mounts by the mightiest of Khorne's Champions. These massive four-legged beasts blend the features of canine and bull but are covered in profane armour formed of a fused mass of flesh, bone, and metal.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	55	-	55	55	20	25	-	05	45	-	38

Traits: Armour (Hide 2), Bite+10, Corruption (Minor), Daemonic 9+, Fear 3, Frenzy, Horns+8, Night Vision, Size (Large), Unstable, Tracker, Trained (Drive, Magic, Mount, War), Weapon+9 (Claws)

NURGLINGS

Nurglings are the very image of Father Nurgle himself, having friendly, mischievous faces and bloated, green bodies fitted with disproportionate limbs. The only difference is their size: a Nurgling is no taller than a foot high. As disgusting as they are, nothing compares to how they are created. A Nurgling grows in the rotting flesh of a Great Unclean One. A diet of filth enables the Nurgling to grow large enough to allow it to eat its way out of the wet innards, born to whatever horrid existence it faces. Many Nurglings rot away, get caught between the Daemon's prodigious toes, or are dissolved in its gastric juices. Nurglings may also be bred from the pus shed by Great Unclean Ones. As the massive fiends walk the land, they leave a swathe of oily filth behind, which collects in sticky pockets. When an unsuspecting victim steps in the fluid, its foulness enters the body, feeding on the creature's excrement. As it grows, the creature's belly distends, and the Nurgling cries out insults and profanities as often and as loudly as it can. Once ready, it births itself through either end of the unfortunate creature, free to seek out cesspits, rubbish piles, and other equally foul places.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	20	30	20	25	40	60	70	25	30	25	7

Traits: Bite+0, Corruption (Minor), Daemonic 9+, Disease (Nurgle's Rot), Hatred (Tzeentch), Horns+2, Infected, Mutation, Size (Small), Unstable, Weapon+2 (Claws)

Optional: Regenerate, Swarm, Vomit

SCREAMERS OF TZEENTCH

Screamers flit about on the currents of magic, fighting with Discs for the souls of the dead. But when called to battle, the Screamers are drawn by extremes of emotion, often brought on by the tensions that mount before a conflict. They slip free from the Aethyr to enter the material world and circle overhead, sampling the flavours of Human emotions. Screamers follow armies into war, sensing a great harvest of souls to feast upon. During brutal conflicts, they dive from the heavens, issuing their horrific scream as they rip through the ranks of enemy soldiers, slicing through armour and flesh before rising up again to ride the currents of the Winds of Magic. A Screamer resembles a large, mutated, glimmering-purple manta ray. Sharp barbs, teeth, and horns jut out along the edges of their flattened bodies; and their tails end in a spiked mace-like tail. Wherever they fly, they leave a purplish trail behind, like a contrail. Screamers are unintelligent, drawn by instinct alone towards places where agony, love, and hate are prevalent. There, they tease out the souls to feast upon.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
1	35	-	40	45	60	45	-	05	-	-	24

Traits: Bestial, Corruption (Minor), Daemonic 9+, Fear 2, Flight 120, Ghostly Howl, Horns+8, Immunity to Psychology, Size (Large), Tail+9, Unstable, Weapon+8 (Bite)

Optional: Mutation

STEEDS OF SLAANESH

The Steeds of Slaanesh are strange, disturbing creatures that roam in herds along the borders of the Realm of Chaos. Gifted to Champions of Slaanesh or ridden by the alluring Daemonettes, the Steeds are excellent servants, carrying their riders across uncertain terrain with natural grace and incredible speed, while lashing out at foes with their whip-like tongues. Like all creatures of Slaanesh, the Steeds have a perverse beauty, combining elegance and sleekness with an unnatural appearance. They are bipedal, with a body shape not unlike that of an ostrich, but lacking feathers. A Steed has two long, feminine legs and a crest of vivid-green hair that runs down the length of its back. The glossy fur on its legs and upper body is typically lavender, whilst the head, tail, and underside are pastel yellow mottled with deep-red markings. About halfway down its long neck, there sometimes grows a vertical row of breasts. The most disturbing quality of this creature is its conical head equipped with a sphincter-like mouth. And flitting out from this orifice is a long, electric-blue, whip-like tongue that ends in a sharp barb.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	45	-	40	45	60	50	-	10	50	-	34

Traits: Corruption (Minor), Daemonic 9+, Immunity to Psychology, Night Vision, Size (Large), Stride, Tracker, Trained (Magic, Mount, War), Unstable, Weapon+9 (Tongue)

LESSER DAEMONS

Lesser Daemons are the most common Daemon types. They are the rank-and-file members of their own societies, iased as soldiers, messengers, and workers. It is impossible to generalise about their physical natures, though most are of Average size, and not all are even malicious or evil. They are often humanoid and winged, with mutations, powers, and features appropriate to their god. Each of the Ruinous Powers commands a particular type of Lesser Daemon, which are more commonly summoned and controlled than Greater Daemons.

Generic Profile

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	50	45	45	35	60	55	30	35	70	15	17

Traits: Armour 2, Champion, Corruption (Moderate), Daemonic 8+, Fear 2, Painless, Size (Average), Unstable, Weapon+9

Optional: Elite, Flight 80, Mutation, Size (Large)

BLOODLETTERS OF KHORNE

Khorne's chosen, Bloodletters stalk the battlefields of the Old World, taking skulls and lives in honour of the Blood God. Sharp, needle-like teeth protrude from monstrous, horned visages. Their blood-red skin is hard as brass, forged upon the anvil of ceaseless war. Each Bloodletter bears a Hellblade, a wickedly sharp blade steeped in gore, which it wields with reckless abandon, surrendering itself to the sweet sensation of senseless slaughter.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	55	35	45	35	60	40	30	25	70	15	17

Traits: Armour (Hide 5), Champion, Claws+8, Corruption (Moderate), Daemonic 8+, Fear 3, Frenzy, Horns+8, Painless, Unstable, Weapon+9

DAEMONETTES OF SLAANESH

Like all creatures of the Prince of Pain and Pleasure, Daemonettes of Slaanesh are at once beautiful and horrifying. Possessing an unearthly allure that defies all sense and rationality, they render their enemies powerless to resist, so entranced are they by the profane sensuality of their monstrous forms. They have creamy, pale skin and large jet-black eyes. Wild, flowing, unnaturally coloured hair graces their delicate crowns. In lieu of hands their slender arms terminate in sinuous, crab-like claws.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	60	50	40	30	65	60	35	30	70	45	17

Traits: Alluring, Champion, Corruption (Moderate), Daemonic 8+, Fear 2, Night Vision, Unstable, Weapon+9 (Claws)

HORRORS OF TZEENTCH

Horrors of Tzeentch are the gibbering, mutable scions and front-line soldiers of Tzeentch, the Changer of Ways. Many-limbed monstrosities, their form seems to writhe and change as arms, legs, and tentacles burst forth, snaking through the air, seeking prey to drag into their gaping maws. As they are creatures of pure magic, the air around them crackles and warps with unholy arcane energies—sickeningly visible to those with the *Second Sight* Talent.

Pink Horrors

A Pink Horror appears as a shapeless ball of undulating pink and blue magic with shifting screaming faces pushing from its rubbery hide as claws slash and scintillating sparks of colour stream in its wake. They revel in change and in magic. When summoned, they giggle and gambol their way through the world, frolicking and capering with vicious glee. Their cheerfully antic disposition means they are often known as ‘Squealers’ or ‘Whirling Destroyers’. As creatures of raw Chaos, they are drawn to one another, amplifying one another’s power, conjuring fearsome bolts of magical flame to wreak havoc on those foolish enough to draw close. When a Pink Horror ‘dies’ it explosively splits into two Blue Horrors.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	50	35	45	35	65	55	45	50	60	15	16

Skills: Channelling 65, Language (Magick) 55

Traits: Corruption (Moderate), Daemonic 8+, Fear 2, Split, Tzeentch’s Fire, Unstable, Weapon+8 (Claws)

Optional: Distracting, Mutation, Size (Large), Spellcaster (Tzeentch), Tongue Attack+6 (6 yards)

Blue Horrors

The progeny of a Pink Horror, these little bipedal masses of flesh, mouth, and arms are fearsome in their own right. In stark contrast to their giggling precursors, Blue Horrors appear sullen and malicious, their faces

distorted into grimaces and sneers. Instead of laughter, their eldritch throats spew grumbling, muttered curses.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	30	35	35	30	35	30	35	25	30	10	12

Skills: Channelling 35, Language (Magick) 30

Traits: Corruption (Moderate), Daemonic 9+, Fear 1, Split Again, Tzeentch’s Fire, Unstable, Weapon+6 (Claws)

Optional: Distracting, Mutation, Size (Large), Spellcaster (Tzeentch), Tongue Attack+6 (6 yards)

BRIMSTONE HORRORS

Just as a dying Pink Horror splits into two lesser incarnations, a slain or Critically Wounded Blue Horror will split once more into a pair of Brimstone Horrors. Named for a stench so strong it offends even other Daemons, these diminutive Warp creatures may look bright and whimsical, but they are spiteful and vindictive. They realize that the glories of authority and prominence are forever beyond them. To make themselves feel better, they burn everything they come across by spewing magical flame: to a Brimstone Horror, warfire is the great leveller. Those that try to extinguish them or stamp them out are quickly surrounded, the Brimstone Horrors joining hands in an incandescent ring around them and singing mocking songs as they turn their victims into blazing pillars of flame. The two diminutive Brimstone Horrors that emerge move, attack, and are otherwise treated as a single creature.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	20	35	25	25	35	45	25	15	20	10	6

Traits: Ablaze, Breath+3 (Fire), Corruption (Moderate), Daemonic 10+, Distracting, Fear 1, Size (Small), Split Again, Unstable, 2xWeapon+4 (Claws)

Optional: Mutation

PLAGUEBEARERS OF NURGLE

The Plaguebearers are charged with counting all the poxes and contagions in the world. They breach the boundaries between the mortal world and the Realm of Chaos to spread woe and despair, spilling their filth wherever they go. And in their deep bass voices, they mutter and grumble, naming and counting the diseases that afflict the world. They are especially foul, humanoid in shape but savaged by sickness and hunger. At the centre of their being is a grossly distended abdomen, split in places to reveal the gushing organs within and the wriggling maggots that feast on the rot. Resting above this prodigious bulk is a gaunt rib cage covered by thin green or ochre flesh that testifies to their master’s nature. Two spindly limbs just barely bear their sack-like bodies, bent by pestilence so virulent it warps the bones. Of all of their features, it is the egg-shaped head perched on a thin neck that’s the most disturbing. Its single, large eye situated in the centre of its face weeps thick sludge, shadowed by the horn that pierces the cankerous flesh on its brow. The Plaguebearer’s wormy mouth is slick with the thick puss dripping from its eye. Those few who foolishly stand against the Plaguebearers learn a terrible lesson about slow, leprous death.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	35	40	45	50	40	35	35	55	10	17

Traits: Champion, Corruption (Moderate), Daemonic 8+, Disease (Itching Pox or Nurgle's Rot), Fear 3, Horn+8, Infected, Mutation (Claws, Cloud of Flies, and 50% chance of another), Painless, Unstable, Vomit (Diseased Filth*), Weapon+9 (Claws)

***Diseased Filth:** Treated like the *Vomit* Trait, with the additional effect that each time this hits, there is a 5% chance of causing *Nurgle's Rot*.

DAEMON PRINCES

The ultimate goal of all Champions of Chaos is apotheosis: to ascend to the rank of Daemonhood and serve their master for eternity as a Daemon Prince in the Realms of Chaos. Mighty figures of great power, Daemon Princes are terrible foes that even the greatest heroes of the Empire would balk to face.

Here are four sample Daemon Princes, one for each of the Ruinous Powers.

Fiddlespasm Axehammer (Khorne)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	95	95	150	150	45	30	55	65	105	50	110

Traits: Armour 6, Bite+18, Champion, Corruption (Major), Dark Vision, Daemonic 7+, Die Hard, Frenzy, Hatred (Tzeentch), Immunity (Mundane Attacks), Painless, Ranged+18 (Axe 30), Size (Large), Terror 3, Unstable, Weapon+20

Fr'hough Mournbreath (Nurgle)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	70	35	120	150	50	20	30	85	120	50	108

Traits: Armour 4, Breath+12 (Corrosion), Corrosive Blood, Corruption (Major), Daemonic 7+, Dark Vision, Disease (Itching Pox), Hatred (Slaanesh), Horns+14, Immunity (Poison), Infected, Infestation, Size (Large), Spellcaster (Nurgle), Terror 3, Unstable, Weapon+15

Slenderhigh Whiptongue (Slaanesh)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	95	110	115	120	100	95	40	70	85	85	86

Traits: Armour 1, Champion, Corruption (Major), Daemonic 8+, Distracting, Hatred (Nurgle), Horns+15, Immunity (Pain), Night Vision, Size (Large), Spellcaster (Slaanesh), Terror 3, Tongue Attack+14 (12), Unstable, Weapon+16

Fleexgore Glutwarp (Tzeentch)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	85	95	125	130	85	90	75	95		65	

Traits: Armour 2, Bite+14, Champion, Corruption (Major), Daemonic 8+, Flight 80, Hatred (Khorne), Immunity (Magic), Night Vision, Regenerate, Size (Large), Spellcaster (Tzeentch), Tail Attack+14, Terror 3, Unstable, Weapon+16

GREATER DAEMONS

Greater Daemons are the most powerful of their kind. In the Realms of Chaos, they are second only to the Ruinous Powers themselves, and have authority over all other Daemons. They are even worshipped by some Human cults as if they were Gods, and the most foolish members of these cults will endeavour to summon and extract favours from such a Daemon. It is impossible to generalise about their natures, but they are large beings, though not all are malicious.

Generic Profile

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	95	90	100	100	100	100	85	85	85	55	152

Traits: Armour 4, Champion, Corruption (Major), Daemonic 8+, Painless, Size (Enormous), Terror 3, Unstable, Ward 9+, Weapon+14
Optional: Bite, Elite, Flight 80, Mutation, Horns, Regenerate, Size (Enormous), Spellcaster (Chaos or Daemonology), 1d10 Tentacles.

BLOODTHIRSTERS OF KHORNE

Bloodthirsters are the most-favoured servants of Khorne, and the greatest of his Chaos Champions may aspire to join their ranks. They exist purely for combat alone. Their bloodlust extends far beyond mortal comprehension, and they will attack everything within their reach with terrible ferocity. They do not know fear, other than Khorne, and act regardless of cost or consequences. These daemons stand over ten-feet high, and are roughly humanoid with a rangy, muscular build, faces like horned dogs, bestial legs ending in claw-studded hooves and large, tough, membranous wings. Their hides are covered with gore-flecked crimson fur, their wings are mottled black and crimson, their eyes milky-white without visible iris or pupil, and their horns and claws have the appearance of blackened iron. Their Chaos Armour is coloured in keeping with Khorne's own hues of black and red. They wield great axes, often in conjunction with a whip.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	110	75	120	125	95	85	85	85	125	65	192

Traits: Chaos Armour 5, Champion, Corruption (Major), Daemonic 6+, Fear 3, Flight 80, Frenzy, Hatred (Living Things), Horns+15, Magical, Magic Resistance 6, Painless, Ranged+14 (Whip 12), Regenerate, Size (Enormous), Unstable, Weapon+17*

***Axe of Khorne:** These massive axes should be treated like Great Axes for Qualities and Flaws. In addition, any Critical Hit adds +40 to the roll on the critical table. Should any mortal pick up this weapon, they will be instantly destroyed.

GREAT UNCLEAN ONES OF NURGLE

Beneath clouds of swarming flies, Great Unclean Ones are almost perfect replicas of Nurgle himself: bulbous figures bloated with corruption. Their sickly green skin is little more clammy, distended flesh between mountainous boils, cavernous wounds spilling torrents of chunky pus, and fields of quivering blisters. It is a breeding ground for every pox and blight ever to torment the good people of the mortal world. Through the various rents of decayed and ruptured flesh, internal organs are in full view, leaking filth and bile over the thick hide, painting the Daemon with fresh new contagions to tickle the flesh. And crawling and nuzzling and suckling and hiding on this grotesque thing are

swarms of tiny Nurglings, whom the Fly Master sees as his brood. Truly, the Great Unclean Ones represent the inevitable decay and decline of all things.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	85	-	120	150	45	20	30	85	120	45	216

Traits: Armour (Hide 5), Breath+16 (Corrosion), Corruption (Major), Daemonic 6+, Dark Vision, Disease (Itching Pox, Nurgle's Rot), Infected, Infested, Mutation, Painless, Size (Enormous), Spellcaster (Nurgle), Terror 3, Unstable, Vomit, Weapon+16

KEEPERS OF SECRETS OF SLAANESH

Passion, pleasure, pain, and inspiration: these are the hallmarks of the Keeper of Secrets. The Greater Daemons of Slaanesh personify limitless experience and unfettered desire, the very concepts born into flesh. They are repulsive and horrific, yet they transfix mortals with a monstrous allure that defies explanation. Like a dancer, the Greater Daemon moves with liquid grace, flitting about like the gentle brush of a lover's fingers across flesh. Wherever it goes, all becomes possible. But when it passes, it leaves behind anguish and agony, as real and as painful as the sharp stab of a cruel knife. And all those who have known the greatest pleasure are wracked with despair and loss, uprooting themselves from the normal experience to follow after the haunted promises of the Keeper of Secrets as they sway to the tune of Slaanesh's wicked laughter. The Keeper of Secrets takes the form of an androgynous being of impossible stature. Its four arms, two of which end in pincers, beckon and weave as it sways to the music of mortal delight and the hurt that results from over-indulgence. Its huge jewelled eyes contain the secrets of pleasure and pain, hidden lusts and terrifying impulses. Its pastel skin exudes a narcotic musk that acts to magnify the senses, enrapture the spirit, and thrust dark impulses into the minds and hearts of mortals.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	95	100	110	115	100	85	55	85	115	95	176

Traits: Alluring, Armour 1, Champion, Corruption (Major), Daemonic 7+, Distracting, Horns+16, Mutation, Night Vision, Size (Enormous), Spellcaster (Slaanesh), Terror 3, Unstable, Weapon+16

LORDS OF CHANGE OF TZEENTCH

Tzeentch blessed the Lords of Change with the ability to see into the future and the past, to witness the larger workings of the unfolding randomness that makes up the foundations of reality. Armed with incredible cunning and the timeless wisdom of their infernal master, they detest the twin confines of stability and familiarity. And so they devote themselves to breaking the world and making it anew. Each furthers its agenda, but all shatter the structures of mortals to recreate them, only to destroy them once again. As manifestations of the Grand Schemer, the Changer of the Ways, Greater Daemons of Tzeentch are hideously unpredictable and manipulative. They are the most readily summoned but also the most likely to give false or misleading advice and prophecies to further their own eternal schemes. Mutation, division, strife, and discord are its goals, and many are the shortsighted fools who would follow the capricious Lord of Change, to be broken upon their own convoluted scheming. Lords of Change often feature a beak, giant bird's

legs, claws, and a thickly feathered hide—typically resembling a giant, multi-coloured vulture.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	65	65	100	100	75	75	90	130	130	85	172

Traits: Armour (Feathers 3), Bite+14, Corruption (Major), Daemonic 7+, Flight 120, Frenzy, Hatred (Law & Order), Magic Resistance (5), Mutation (1d10), Night Vision, Penetrating Stare*, Size (Enormous), Spellcaster (Tzeentch), Tail+15, Unstable, Weapon+15

***Penetrating Stare:** A Lord of Change can immobilise opponent with a mere glance. For its Action, it can spend all its Advantage to hold its target. The creature performs an **Opposed Ballistic Skill/Willpower** Test, adding 1 SL per Advantage spent. If it wins, its opponent gains 1 *Entangled* Condition, and +1 *Entangled* per 2 SL thereafter. If it wins by 6 SL, the target gains 3 Corruption points.

VERMINLORDS OF THE HORNED RAT

The Verminlord is the supreme manifestation of the Skaven's sole daemonic deity, the Horned Rat. They are thought to be the daemonic forms of ancient Lords of Decay, warped by the influence of the Horned Rat into its immortal servants. A Verminlord is at once majestic and disgusting, a living icon of ruin, the ultimate scavenger. Although these beings tower in height, they are lithe and quick, their movements evoking the fluid, yet twitchy, scuttling of rats. Verminlords are often seen armed with huge, wicked-looking glaives that are fully twice the height of a person but their chisel-teeth and sharp claws are easily capable of tearing a creature to pieces. When unleashed in the material realm, Verminlords are eternally calculating a myriad of interweaving plots, ever seeking the best path towards some desired end. The creature is never still, constantly pacing, stopping to tilt its head as if sniffing for the future. When the time for action comes, however, the Verminlord manifests all the feral savagery of the Skaven race. Its rage is terrifying to behold and few mortals can stand against it. The sinuous body contains the might and strength to challenge a Greater Daemon, and lesser creatures are swept aside in droves. At need a Verminlord can summon a powerful and wicked glaive, which it swings in deadly and unstoppable arcs.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	100	95	100	110	100	85	85	85	115	55	172

Traits: Champion, Corruption (Major), Daemonic 6+, Disease (Rat Fever), Hatred (Non-Skaven), Horns+12, Mutation, Painless, Regenerate, Size (Enormous), Spellcaster (Warp), Tail+14, Terror 3, Unstable, Weapon+15 (Doom Glaive*)

***Doom Glaive:** The Verminlord's Doom Glaive has the same Qualities as a halberd. Whenever a Critical Hit is scored, the creature rolls twice on the Critical Table and takes the higher result. In addition, there is a large chunk of warpstone attached to the end of the polearm: A successful hit requires the target to Test against Corruption (Major).

UNALLIED GREATER DAEMONS

Many Daemons of all kinds roam the Realms of Chaos unbound to any lord or purpose, fulfilling their own peculiar whims. Here are a few examples from the **WFRP1 Bestiary**.

BAALRUKHS

The Baalrukh has no affiliation to any of the Ruinous Powers; it lives only to set the world aflame. The Baalrukh's shape is a giant muscular humanoid on goat-like legs, sporting huge, bat-like wings and horns upon their heads. However, its very body is an enormous shell of armour-hard ash and smoke concealing an endless supply of fire inside. The Bright College's records maintain that there are only six remaining Baalrukhs left in the Realms of Chaos, and their true-names are closely guarded secrets. Baalrukhs are contemptuous beings, like most Daemons, and will usually try to destroy their summoner. They will often seek to pervert any given orders to cause as much havoc and destruction as possible. In addition, they never forget an enemy, and revenge is a primary motivation for them.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	100	95	130	100	100	55	85	85	100	15	172

Traits: Breath+20 (Fire), Champion, Corruption (Major), Daemonic 6+, Flaming*, Horns+17, Painless, Ranged+15 (Whip 12), Regenerate, Size (Enormous), Terror 3, Unstable, Ward 7+, Weapon+18 (Sword)
***Flaming Attacks:** All attacks made by the creature inflict +1 Ablaze Condition.

MABROTHRAX

Also known, incorrectly, as the Plague Elemental, the Mabrothrax is in fact a solitary Greater Daemon. It is said that it is a servant of Nurgle; this is also incorrect. The Mabrothrax can manifest as a foul, stinking wind, but it is most dangerous when it takes physical form—which is a hunched, decaying humanoid figure over ten feet tall. Its face resembles a month-old corpse, its skin covered in festering boils. When a Mabrothrax manifests in the material world, it desires to spread disease and pestilence, wiping out whole populations and sucking their life energies.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	90	90	110	140	100	100	85	85	85	05	94

Traits: Breath+15 (Pestilence), Corruption (Major), Daemonic 8+, Disease (Black Plague), Fetid Cloud*, Infected, Mutation, Painless, Size (Large), Spellcaster (Necromancy), Terror 3, Unstable, Vampiric, Weapon+14 (Claws)
***Fetid Cloud:** The Mabrothrax can use its Action to transform into a swirling, fetid wind which smells of rot and decay. The creature gains the *Ethereal* and *Flight 100* Traits. Anyone caught within the wind's AoE of 6 yards must Test against Corruption (Major).

MARDAGGS

Mistakenly called the Death Elemental, the Mardagg is a Greater Daemon who does one thing only: take life in a bewildering variety of methods. It is not known why these creatures were created, but it is surmised that they may be rogue Daemons of Death. It is an utterly emotionless being, fulfilling what it perceives to be its duty to its chosen God Morr. The killing spree of a Mardagg can only be ended by banishing it back to the Realms of Chaos. Appropriately, a Mardagg appears as a large, robed and hooded skeleton, typically armoured in mail and carrying an immense scythe.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	95	90	100	100	100	100	85	85	85	05	76

Traits: Armour (Bone Mail 4), Champion, Chill Grasp, Corruption (Major), Dark Vision, Daemonic 8+, Final Destination*, Immunity to Psychology, Infected, Magic Resistance (8), Painless, Size (Large), Terror 3, Unstable, Weapon+15
***Final Destination:** Any creature killed by a Mardagg cannot be restored to life by any means whatsoever, and Characters dealt a death blow by a Mardagg may not use a Fate or Resilience point by to survive.

VIYDAGGS

The Viydagg manifests as an ageless woman of terrible beauty, dressed in flowing, iridescent robes; though it stands over feet tall. The being is mistakenly referred to as the Life Elemental, but the Viydagg is actually a Greater Daemon of Law, concerned with the laws of life and nature. The Viydagg is not a benign being, however, as it serves the cycle of birth, life, death, and renewal above else. It will not save a creature doomed to die, but may intervene if a greater purpose is involved. It is rumoured that the Viydagg was created to hunt down the Mardaggs and other Greater Daemons. Indeed, if a Greater Daemon is summoned, there is an increasing chance of +5% per day of its appearance, up to 50%, that a Viydagg will manifest to destroy it. A Greater Daemon killed by a Viydagg is destroyed forever.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	95	90	100	100	100	100	85	85	85	05	76

Traits: Break Daemon*, Champion, Corruption (Major), Dark Vision, Daemonic 7+, Immunity to Psychology, Magic Resistance (10), Painless, Size (Large), Terror 3, Unstable, Ward 6+, Weapon+16 (Great Sword)
***Break Daemon:** The Viydagg causes Terror 2 in all creatures with the Daemonic Trait, except any Greater Daemons. Undead within WPB yards of the Viydagg are automatically destroyed.

ALLIED DAEMONS TABLE

The following table provides a list of the known Chaos gods: Khorne, Nurgle, Slaanesh, Tzeentch.

- Khorne

Juggernauts

Flesh Hounds

Bloodletters

Bloodcrushers

Karanak

Daemon Princes

Bloodthirster
- Nurgle

Nurplings

Beasts of Nurgle

Plaguebearers / Herald or Poxbringer

Plague Drones

Daemon Princes

Great Unclean One

Slaanesh

Fiends

Steeds

Seekers

Daemonettes

Infernal Enrapture

Daemon Princes

Keeper of Secrets

Tzeentch

Discs

Flamers

Screamers

Pink Horrors

Blue Horrors

Daemon Princes

Lord of Change

ALLIES TO CHAOS

As the Ruinous Powers have stretched their strength and influence across the lands, they have attracted countless lost souls seeking perverse danger, immense power, or the ability to sow disorder and destruction. Few of these pathetic, albeit horrifying, creatures are able to truly comprehend the sheer powerlessness and emptiness inherent in serving Chaos. They come from all walks of life and all Species, and they can be found all over the Warhammer World.

KAIRIC ACOLYTES

Kairic Acolytes are Human cultists who have made dire sacrifices for the promise of Tzeentch's power and influence. They walk amongst the unsuspecting citizens of the Empire, waiting patiently until the time comes to overturn Imperial order.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	30	30	30	30	30	30	30	30	30	30	12

Traits: Weapon+7 (Sword)

Optional: Armour 1, Champion, Corruption (Minor), Leader, Mutation, Ranged+6 (50), Spellcaster (Tzeentch)

TZAANGORS

Tzaangors are a kind of Chaos Beastman that serves Tzeentch. True to the Changer of Ways, Tzaangors are spectacularly variable, though they tend to be bright of colouration and sharp of intellect. Their origins are varied, though most arise where Tzeentch wills it, twisted and blessed in his image; others are the product of grim experiments performed on captives of the most brutal of Chaos Sorcerers. Tzaangors tend to be bird-like in nature, with long limbs and piercing beaks, and they even refer to their groups as flocks. Those magically inclined will be separated from their flock and trained as Shamans, while those whose achievements curry the greatest favour of Tzeentch become the Enlightened who ride around on Discs of Tzeentch.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	40	35	40	40	40	35	25	35	40	25	16

Traits: Armour 1 (Feathers), Bite+7, Corruption (Minor), Fury, Night Vision, Weapon+7 (Claw or Sword)

Optional: Armour 2 (Shield), Big, Champion, Flight (80), Infected, Infestation, Leader, Mutation, Ranged+6 (50), Size (Large), Spellcaster (Tzeentch), Weapon+8 (Greatblade)

BEASTMEN

Khorne - Khorngors

Nurgle - Pestigors

Slaanesh - Slaangors

Tzeentch - Tzaangors

CULTISTS

Khorne - Bloodreavers

Nurgle -

Slaanesh -

Tzeentch - Kairic Acolytes

CHAOS WARRIORS

Khorne - Blood Warriors

MONSTERS MOSTLY FOUL

This section is a collection of miscellaneous creatures. Some are adapted from **WFRP2** and fan materials (specifically Garrett Leper's 1st Edition "Monsters of the Warhammer World"), some are official creatures introduced in **WFRP4** adventures, and others are new creations for variety and flavour.

ANIMATED ARMOUR

Only a handful of practitioners of magic understand the dark art of imbuing inanimate armour with enough pseudo-sentience to perform such rudimentary duties as guarding objects and locations or menial servile tasks.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	45	40	45	45	40	20	-	-	-	16

Traits: Armour 5 (Plate, Large Shield), Construct, Die Hard, Immune to Psychology, Painless, Territorial, Weapon+7

Optional: Armour 3 (Plate only) & Weapon+9 (Two-Handed), Hardy

AMBULL

The Ambull is a large, barrel-chested creature with an ape-like stance. Both arms and legs end in iron-hard claws used for tunnelling through stone. It spends most of its time underground, preying on other subterranean creatures. As it moves, it creates vast tunnel systems of remarkable complexity. Ambulls are uncomfortable in large, open spaces and do not enter them willingly. Stalking and ambush are their favourite tactics, closing rapidly with prey in order to minimize exposure to spells and ranged attacks.

The Ambull attacks with two claws and one bite. It can divide these attacks between two Average-sized opponents if it wishes, attacking one target with one claw and using its other two attacks against a second target.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	50	-	50	50	50	20	20	14	43	20	38

Traits: Armour 2, Bestial, Bite+8, Claws+8, Dark Vision, Enclosed Fighter, Size (Large), Tunneller*, Tunnel Rat, 2xWeapon+10

Optional: Armour 3, Belligerent, Brute, Hardy (1-5), Immunity to Psychology, Size (Enormous)

***Tunneller:** The creature can dig through soil at 2/3 its Movement score and rock at 1/3 its Movement score.

APES

Great Apes are native to the exotic jungles in the far-away continent known as the Southlands. Most citizens of the Old World would never have heard of such creatures; however, some enterprising and unscrupulous merchants have been known to organize missions to trap and cage these creatures, for their own monetary gain. Apes are not normally aggressive creatures, though they will often become so when their homes and offspring are threatened. Their natural combat is

handled through ritualistic display, such as chest-pounding, fang-baring, shrieking, and similar bluffing tactics. But if they are threatened, they can be a considerable foe. Being ancestors to Humans, they are quite dextrous, able to use rocks as projectile weapons.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	40	25	45	40	35	40	25	20	25	-	14

Traits: Arboreal, Armour (Hide 2), Bestial, Bite+7, Size (Average), Skittish, Stride, Territorial, Weapon+7 (Fist)

Optional: Size (Small-Enormous), Trained (Broken, Entertain, Guard)

BONECHEWERS

These 5-foot long, mole-like rodents are the reason that the Skaven have no need to bury their dead: they feed on dead tissue and bone. They are entirely sightless, but their heightened sense of smell leads them unerringly to fresh corpses where they use their huge saw-like incisors to devour the entire skeleton in short order. They have little taste for the living, but will fight ferociously if their breeding areas are invaded or their food supply is threatened. Occasionally, a clutch of these beasts find their way into a Human graveyard; many an adventurer has earned some coin from a Priest of Morr by driving the beasts elsewhere.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	40	-	40	35	30	35	-	15	40	-	14

Skills: Dodge 50, Perception (Hearing) 45, Perception (Smell) 85, Stealth 65

Traits: Bestial, Infected, Size (Average), Territorial, Weapon+9 (Bonechewing Teeth*)

***Bonechewing Teeth** have the Hack Quality.

BULL CENTAURS

Centuries ago, when the Chaos Dwarfs were first spawned by Chaos, some of their species were transformed into Bull Centaurs. These creatures feature the sturdy torso of a Chaos Dwarf upon the body of a bull. They are fanatical guardians of the great statue of Hashut in the temple high atop the Tower of Zharr-Nagrund.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	45	25	40	40	30	30	30	30	35	20	30

Traits: Armour 3 (Plate & Hide), Champion, Night Vision, Rear, Size (Large), Weapon+9

Optional: Fury, Territorial

CAVERN CORAL

Cavern Coral is a type of predatory aquatic fungus that grows, coral-like, in subterranean ponds and pools. As much like a sea anemone as true coral, the creature wraps its swaying tendrils around prey, pulling it beneath the water and keeping it there until it drowns. The tendrils then pull the corpse in to provide food to the main fungal mass. Though uncommon in deep subterranean pools, cavern coral thrives in shallow subterranean streams, ponds, and lakes. Its tube-like tendrils spread out from a central hub, and wave gently in the current.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
0	45	-	35	55	45	40	-	-	-	-	18

Traits: Bestial, Constrictor, Hardy, Immunity to Psychology, Size (Average), 2xTentacles+5, Territorial

Optional: Size (Large-Monstrous)

CENTIGORS

Centigors combine the upper body of a Human with the hindquarters of a four-legged creature like a horse or ox. They are at home in the forests of the Old World and often join Beastmen war herds. Centigors are notorious for their fondness for alcohol and frequently get drunk before going into battle.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	50	35	45	45	30	25	25	25	35	25	30

Traits: Arboreal, Armour 1 (Leather), Fury, Night Vision, Size (Large), Stride, Weapon+8 (Spear)

Optional: Armour 2 (Body), Champion, Corruption (Minor), Disease (Packer's Pox), Infected, Infestation, Mental Corruption, Mutation, Ranged+7 (Bow 50), Tracker

COCKATRICE

The Cockatrice appears like an enormous, fearsome bird of prey with blue and purple feathering, dessicated flesh, and the long, barbed tail of a serpent. Though they are naturally reclusive, having been hunted to near-extinction by Bretonnian Knights Errant, a cornered Cockatrice is a terrifying sight to behold. In combat, they flap and slither towards their foe in a flurry of motion. Their piercing glare turns victims to stone, while their savage talons and cruel beaks snap clean through armour and bone.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	50	35	50	40	25	35	-	15	20	-	60

Traits: Armour 1, Bestial, Bite+9, Dark Vision, Flight 80, Petrifying Gaze, Size (Large), Tail+8, Territorial, Venom (Difficult), Weapon+9

CROCODILES

Crocodiles are not native to the Old World, but they are common in the Southlands far away; however, some have been captured or migrated northwards. They can range in size from quite small to terrifyingly massive. The Crocodile's main method of attacking prey involves a very slow, stealthy ambush until it can get within range and then it makes a surprisingly speedy charge as its massive jaws clamp onto its prey; then, the creature twirls around in the water in order to snap the prey's neck.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	30	-	45	35	35	20	-	10	50	-	15

Skills: Stealth (Water only) 55

Traits: Amphibious, Armour (Scales 3), Bestial, Cold-blooded, Constrictor (Bite*), Night Vision, Fear 1, Size (Average), Stealthy, Stride, Tail+6, Weapon+7 (Bite)

Optional: Hardy, Hungry, Size (Small to Enormous), Territorial

***Bite:** If the Crocodile is able to wound its prey while the prey is Entangled in its jaws, the target also suffers a Critical Hit to the same location.

DRYADS

Dryads are dangerous nature spirits that inhabit the ancient forest of Athel Loren and can occasionally be found elsewhere in the forests of the Old World. Larger populations can be found in Ulthuan. They have the appearance of slither, smaller Treemen, though they can still reach almost twice the size of an Elf. Being mercurial opponents, they are elusive in action and thinking. When mingling with Elves or Humans, a Dryad can assume the likeness of an alluring young woman of either Species, though one that as an inhuman green or brown sheen to it.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	25	45	45	60	55	25	55	35	65	19

Traits: Arboreal, Armour (Aura 2), Flammable, Hardy, Stealthy, Tracker, Treeform*, Weapon+9 (Claws)

Optional: Size (Large)

***Treeform:** Every Dryad has a preferred aspect of treeform, such as Ash, Birch, Oak, Willow, which form it will usually turn to. Each aspect provides a different benefit in combat:

Ash: +20 Toughness

Birch: +10 Initiative, Agility, Dexterity

Oak: +20 Strength

Willow: +20 when defending in Opposed Tests

When the Dryad is in Human or Elf form, it loses all Traits but *Arboreal*, *Stealthy*, and *Tracker*. And it gains the *Attractive* (WPB) Talent.

DRAGON OGRES

Dragon Ogres are large centaur-like beings with the lower quarters of a four-legged scaled beast and an upper body that closely resembles a well-muscled Ogre. They refer to their own kind as Shartaks. The Beastmen and Cultists of the Ruinous Powers call them by many names, for they play a part in many Chaos-inspired legends. Dragon Ogres slumber in deep caves throughout the northern reaches of the World's Edge Mountains, awakened only by the thunder of the greatest storms. To them, the thunder is a call to war, and accordingly those that are awakened rise and prepare for glorious battle. As mighty as they are, Dragon Ogres are loath to lay down their ancient lives and will retreat if a battle goes against them.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	55	25	55	45	30	25	25	35	45	20	34

Traits: Armour (Scales 2), Fear 3, Immunity (Electricity), Night Vision, Rear, Size (Large), Weapon+10

Optional: Corruption (Major), Frenzy, Mutation

FIGHTING ANIMALS

Sometimes animals are broken and trained to use as entertainment, fighting against other animals or gladiators in fighting pits.

Fighting Bears

It is a sad sight to see a majestic Bear caged and forced to fight for sport and gambling; because of this, it is a very popular pastime in the Empire.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	-	55	55	30	25	15	15	15	20	42

Traits: Armour (Hide 1), Bite+9, Champion, Size (Large), Weapon+9

Fighting Dogs

All over the Empire, dogs are trained to fight for sport and any opportunity to gamble or make a penny.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	60	-	30	30	40	30	-	15	20	10	8

Traits: Armour (Hide 1), Night Vision, Size (Small), Weapon+6

GARGOYLES

Having been animated by ancient magics or the whims of Wizards, Gargoyles are enchanted stone figures resembling Daemonic creatures. Though occasionally larger, they are typically about three to six feet tall, with powerful stone muscles, piercing fangs and claws, and a horrifyingly contorted face.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	30	35	35	30	45	30	-	15	35	10	12

Traits: Bite+8, Dark Vision, Flight 30, Immune to Psychology, Painless, Size (Small), Territorial, Weapon+8

Optional: Hardy, Size (Average-Large)

GECKAMUNDS

The many volcanic and geothermal areas of the Under-Empire are inhabited by a variety of strange and marvellous creatures. One such beast is the pack-hunting geckamand, a dog-sized fire lizard that changes the colour of its scales to blend in with its surroundings. Geckamands are warm-blooded reptiles that thrive in extreme heat. They leave their dens when hunting, but cannot survive for more than a day or two in the relative cold of the Under-Empire. Geckamands grow to lengths of four feet, standing up to two feet in height at the shoulder. Their spiny scales are naturally a reddish-brown in colour, but the creatures can change the colour of their skin at will, much like a chameleon. Geckamands can also exhale gusts of superheated gas from their mouths, even as they trip and entangle foes with their rubbery, elastic tongues.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	50	40	40	35	60	65	85	85	85	15	14

Traits: Armour (Scales 1; Head 2), Bite+8, Breath+9 (Steam), Immunity (Fire), Night Vision, Size (Average), Stealthy, Tongue+4 (6), Weapon+7 (Claws)

GIANT BEAVERS

The Giant Beaver, referred to as *L'Avanc* in Brettonia, is a shy creature whose environmental effects are seen more often than the creatures themselves. While they will turn an empty cave into their home, more often than not, a Giant Beaver will devastate a small area of forest to construct its massive den in the large forested rivers of the Old World and other temperate areas. Despite the evidence of the dams, most Old Worlders doubt the existence of these giant creatures. Giant Beavers are rarely aggressive, unless they perceive that their dens or their young are in danger.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	-	35	40	45	45	30	15	55	-	38

Traits: Amphibious, Arboreal, Armour (Hide 2), Bestial, Size (Large), Skittish, Swamp-strider, Tail+9, Territorial, Weapon+7

Optional: Infected

GIANT CRABS

The Giant Crab is an immense crustacean that scuttles along the edges of the great freshwater rivers of the Empire, though they are somewhat skittish and thus rarely seen.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	40	-	35	45	20	15	-	05	40	-	30

Traits: Amphibious, Armour (Carapace 3), Bestial, Cold-blooded, Night Vision, Fear 1, Size (Large), Skittish, Weapon+7 (Claws)

Optional: Territorial

GIANT SNAILS

The Giant Snail is a non-aggressive herbivore that will typically only attack in self-defense. They are common to most forests in warm or tropical climates, such as Lustria or the Southlands, but some have been encountered in the southern forests of the Old World as well. In all ways, the Giant Snail looks identical to its miniscule cousins.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	-	30	30	45	10	05	-	05	85	-	38

Traits: Armour (Shell 4), Bestial, Breath+8 (Corrosion*), Immunity to Psychology, Size (Large)

Optional: Territorial

***Corrosive Spit Attack:** This is the Snail's only attack, so it has no WS. As such, the spit attack does not require Advantage to use and counts as the creature's Action.

GOATS & SHEEP

Valued for their milk and their ability to clean up rubbish, Goats are nearly as common as chickens in the Old World.

Sheep provide wool, one of the most common materials for clothing. As a result, these animals are widespread; though the majority of them are found in Estalia and Bretonnia.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	15	-	15	10	40	50	-	05	25	-	5

Traits: Bestial, Size (Small), Skittish, Stride, Weapon+4 (Bite)
Optional: Territorial, Trained (Broken, Guard)

LANTERN WORMS

The Lantern Worm is an intelligent carnivore with a unique method of attracting prey. In truth a centipede rather than a worm, it attaches its pitch-black carapace to the roof of tunnels using its hundreds of hooked legs. From this position, a single long antenna hangs from its head, the end of which glows brightly and appears, from a distance, to be a mining lantern. As soon as a creature comes into the light, the creature drops from above, ensnaring its meal in its twenty-foot long body. To aid the illusion, Lantern Worms steal or destroy any other light sources they find and then position themselves in the same spot, making them a common bugbear of miners and engineers. Skaven, having little need for lanterns, can typically avoid these creatures, but have been known to lead pursuers into Worm-infested areas.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	45	-	35	40	60	60	-	25	30	05	28

Traits: Armour (Exoskeleton 2), Bestial, Bite+7, Dark Vision, Death From Above*, Size (Large), Stealthy, Territorial, Wallcrawler, Weapon+6 (Claws)
***Death From Above:** When the Lantern Worm ambushes from a darkly lit ceiling using its “lantern” antenna, all creatures receive a penalty of -20 to any Perception Tests and, on a lost **Opposed Stealth/Perception** Test, gain the *Surprised* Condition.

MONKEYS

In recent years, traders from distant lands have begin importing monkeys. These creatures can be trained to perform many tasks, such as retrieving equipment, carrying objects, and even thievery. Still, some view monkeys with suspicion because their expressions and personalities seem all too Human. And many people who have encountered these critters have felt the sting of thrown feces from one of these mischievous little devils.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	20	25	15	20	40	55	35	15	20	-	6

Traits: Arboreal, Bestial, Size (Small), Skittish, Stealthy, Wallcrawler, Weapon+4 (Bite)
Optional: Frenzy, Size (Little), Territorial, Trained (Broken, Entertain)

MOUNTS

Given the quality of the roads, and the sheer immensity of distances involved, most ground travellers choose to travel by mount. Riding beasts and draught animals are a common sight along the highways and

backroads between the scattered villages and towns. The following section provides profiles for the most common mounts.

Donkeys, Mules, Ponies

Donkeys are resilient, notoriously stubborn cousins of horses. Mules are sterile crossbreeds of horses and donkeys that may be more awkward than their donkey relatives, but make up for it by being seemingly tireless. As such, mules are the preferred pack animal for most citizens of the Empire. Donkeys and mules often have the *Stubborn* Trait, but should also gain the *Strong Back* Talent.

Ponies are a small breed of horse no more than 5 feet high at the shoulder—their smaller stature makes them ideal riding animal for Halflings and children. Their temperament is more pliable than donkeys and mules.

All three animals are used as mounts by the rural lower classes. They can be hitched to small, two-wheeled carts, or loaded with goods and led by a person on foot. It is not uncommon to hitch teams of up to twenty mules to a medium or large wagon.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	25	-	30	45	20	30	-	10	10	10	24

Skills: Perception 35, Swim 45
Traits: Size (Large), Skittish, Stupid, Trained (Drive or Mount), Weapon+6
Optional: *Strong Back* Talent, Stubborn, Trained (Broken, Entertain, Magic)

Riding Horse

This profile represents the most common riding horse available in the Empire. Estalian and Arabyan purebloods are rarer, more attractive, much more expensive, and also have the *Fast* Trait. Often, a noble will have a ‘palfrey’ as an everyday riding horse, reserving a heavy warhorse for use in battle.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	25	-	30	45	20	30	-	10	10	20	24

Skills: Perception 30, Swim 40
Traits: Size (Large), Skittish, Stride, Trained (Broken, Mount), Weapon+6
Optional: Fast, Trained (Drive, Entertain)

Draught Horse

These medium-sized horses are popular with farmers who can afford them and value their versatility. They pull ploughs or carts—a pair can handle all but the heaviest wagons—and make reasonably docile mounts for trips into town on market days.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	25	-	45	45	17	25	-	10	10	20	26

Traits: Size (Large), Skittish, Stride, Trained (Broken, Drive, Mount), Weapon+7

Heavy Draught Horse

These are the largest horses in the Empire, probably the largest in the Old World. Large draught horses can weigh more than a ton and pull almost anything. They can be ridden, but few are trained to accept a rider. Although most nobles would deny it, draught horses are the original breeding stock used to produce heavy warhorses.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	25	-	50	50	15	20	-	10	10	10	32

Traits: Big, Brute, Size (Large), Skittish, Stupid, Trained (Broken, Drive), Weapon+7

Optional: Trained (Mount)

Light Warhorse

These horses are used by light and medium cavalry, as well as by certain nobles who find normal riding horses too tame for their tastes. These animals are trained for war; the more expensive and highly trained examples will have additional Traits. These are sometimes referred to as 'hobbies' by traditionalists.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	35	-	45	35	20	30	-	10	10	30	22

Skills: Perception 30, Swim 55

Traits: Size (Large), Skittish, Stride, Trained (Broken, Mount, War), Weapon+7

Optional: Armour 1 (Barding), Champion, Clever, Elite, Hardy, Rear, Tough, Trained (Magic)

Heavy Warhorse

The largest warhorses, often called 'destriers', are ridden by armoured knights and other heavy cavalry. These are rarely used for travelling, because it makes no sense to use such an expensive and battle-hardened animal for trivial tasks. While not as fast as their smaller counterparts, they are well-trained and their charge is almost unstoppable.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	-	50	50	20	20	-	10	10	30	32

Skills: Perception 30, Swim 60

Traits: Big, Size (Large), Skittish, Stride, Trained (Broken, Mount, War), Weapon+8

Optional: Armour 1 (Barding), Champion, Clever, Elite, Hardy, Rear, Tough, Trained (Magic)

Ox

Oxen are slow, but immensely tough bovines. Farmers commonly use them to pull carts and wagons, and some merchants prefer them for pulling heavy cargo wagons.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	25	-	55	55	15	20	-	10	10	10	32

Skills: Perception 25

Traits: Bestial, Big, Size (Large), Skittish, Trained (Drive), Weapon+8

NIBBLERS

Nibblers are omnivorous, bony fish about one-foot in length, possessing jaws and a toothy bite that are extremely powerful for their size. They inhabit the many freshwater rivers of the Old World, where they swim and hunt in large schools. Despite their cute name, Nibblers are voracious predators, capable of stripping all the flesh from a body in minutes, leaving nothing but bare bones and clothes. Though they can be quite dangerous, they are naturally shy and the majority of their attacks result only in small nibbles to their victim's toes.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	15	-	10	10	55	50	-	05	10	-	1

Traits: Amphibious, Bestial, Bite+3, Cold-blooded, Night Vision, Size (Tiny), Skittish, Stealthy, Weapon+4 (Bite)

Optional: Frenzy, Hungry, Swarm

***Swarm Wounds:** Though individually a Nibbler has only one wound, they typically travel in schools of one or more hundreds. In such a case, count all the individuals towards the total Wounds score. If a school takes 20 Wounds, the school will break up for the moment and flee.

NIGHTMARES

Vampires and Wights often ride into battle on these Undead steeds. They are the re-animated skeletons and carcasses of mighty destriers, their bodies rotted and maggot-riddled. Nightmares are particularly favoured by Blood Dragon Vampires.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	25	-	40	40	25	35	-	-	-	-	24

Traits: Bestial, Construct, Dark Vision, Fear 2, Infected, Painless, Size (Large), Stride, Undead, Unstable, Weapon+7

Optional: Armour, Corruption (Minor), Distracting, Infestation, Territorial, Trained (Broken, Drive, Magic, Mount, War)

OSTRIX

The Ostrich is a bird-like humanoid creature, though it is unknown if they are a group of mutants or a 'pure' species of Chaos. These lithe beings prefer to keep to themselves in the jungles of the Southlands and Lustria, though they are more than capable of savage behaviour when interlopers intrude upon their territory. In appearance they are reptilian with scaly green skin, but they have feathery crests and neck wattles. Their faces appear mostly Human, however, as do their forearms and upper torso. From the waist down, they have ostrich-like legs. They seem to be infused with a supernatural vitality. The Ostrich roam in hunting parties of 2d10 members, though their tribes typically consist of 2d100 individuals.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	25	45	40	45	45	65	35	30	40	25	16

Traits: Arboreal, Armour (Scales 3), Magical, Ranged+7 (Staff Sling 100), Size (Average), Stride, Territorial, Weapon+7 (Staff)

Optional: Corruption (Minor), Frenzy, Hardy, Spellcaster

PROMETHEAN CRABS

The Promethean Crab is an immense crab, ten yards across. Its eyes wave around on stalks, searching for prey to grab with its claws and shove into its gaping maw. Its carapace, overgrown with seaweed, is strong as steel. Although there was once a Cult dedicated to worshipping the Promethean Crab, it is not a Chaos creature, merely a destructive one. Some scholars believe the Promethean Crab lives on the sea floor, only rising to the surface to wreak havoc on boats or those close to shore when summoned magically. It is unknown whether the Promethean Crab is the only member of its species, or whether there are several such creatures conflated together by sailor's stories.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	60	-	60	65	15	10	-	10	45	-	88

Traits: Amphibious, Armour (Carapace 5), Bestial, Cold-blooded, Dark Vision, Fear 3, Size (Enormous), Weakness (Eyestalks)*, Weapon+12 (Claws)

Optional: Hungry, Territorial

***Weakness (Eyestalks):** A targeted blow to the creature's eyestalks inflicts a Critical Hit to the Head.

REIK EELS

The Reik Eel is unique to the river Reik and its many tributaries. It commonly grows up to 12–15 feet in length, and has spines down the length of its green-grey back.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	30	-	35	35	65	60	-	05	45	-	26

Traits: Amphibious, Bestial, Cold-blooded, Night Vision, Size (Large), Weapon+6

Optional: Frenzy, Hungry, Territorial

ROT MONSTERS

This strange creature looks like a giant armadillo but for two antennae sprouting from its head, a large tail used mostly for balance, and a beak-like mouth which it uses to ingest metals of all kinds. Typically, they can be found alone or in pairs inhabiting caverns or sewers. Though they shy away from Human contact, they hunger for any metallic materials that civilisation uses, so they brave its proximity. It is widely believed that these are creatures of Chaos, but they do not seem to exude corruption.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	-	40	40	25	15	-	10	40	-	24

Skills: Perception (Smell) 55

Traits: 1xAntenna+0 (Corrosion*), Armour 2 (Scales), Bestial, Cold-blooded, Dark Vision, Hardy (2), Hungry (Metal), Immunity to Psychology, Weapon+5 (Bite)

Optional: Elite, Mutation, Size (Large), Territorial

***Corrosion:** The Rot Monster secretes a corrosive acid that damages non-magical metal on contact. When the creature's Antenna attack hits, metal armour in the appropriate Location will suffer 1 Damage; if the attack is parried instead, a metal weapon or shield will suffer 1 Damage. Also, when a non-magical weapon wounds the creature, the weapon suffers 1 Damage.

RUNIC GUARDIANS

Most of these golems are constructs of the Dwarfs from centuries past, who used them as shock troops in the Goblin Wars. They are typically over 10-feet tall, forged from various metals (such as silver and iron), and detailed with runic script all over. Humanoid in shape, with a bearded, fearsome face, they were no doubt designed to strike terror in the heart of any opponent. Runic Guardians are often powered by runic magic, though they may have steam power, with all sorts of exterior piping, as an energy source. Nowadays, Runic Guardians may have been repaired and tinkered with to use as servants, protecting valuable objects, places, and treasure.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	55	-	60	65	10	15	10	-	-	-	36

Traits: Armour (5)*, Construct, Dark Vision, Die Hard, Immunity to Psychology, Painless, Size (Large), Weapon+10

***The armour of most Runic Guardians is ancient:** Any time an enemy rolls a number divisible by 10 to hit it (10, 20, 30, etc), the *Armour* Trait decreases by 1.

SEA SERPENTS

Sea Serpents can be found in all oceans of the Warhammer World, though sightings are rare, and attacks are rarer still. These sea-going dragons are almost as powerful and dangerous as their flying cousins. They especially like to prey on the occasional Human ships that traverse the seas to seek fame and fortune in Lustria. Some ship's captains make sure to stock extra sides of beef to hurl overboard at the first sign of sea serpents.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
6	55	50	55	55	45	45	-	35	75	15	88

Traits: Amphibious, Armour (Scales 4), Bite+9, Cold-blooded, Dark Vision, Size (Enormous), Venom (Very Hard), Weapon+10 (Tail)

Optional: Frenzy, Hardy, Hungry, Size (Monstrous)

SHARKS

Sharks are found in all the oceans of the Warhammer World: the vast majority are thus found in salt-water locations. There may be some few Shark Species that are native to freshwater locales, however. It is rumoured that such freshwater fish may be related to Stirpike. Though Sharks are considered terrifying predators, most are naturally reluctant

to attack strange beings unless they are particularly hungry or sense blood in the water.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
7	45	-	55	35	35	40	-	5	25	-	26

Traits: Amphibious, Armour (Hide 1), Bestial, Cold-blooded, Dark Vision, Size (Large), Stealthy, Tracker, Weapon+9
Optional: Frenzy, Hardy, Hungry, Size (Small to Enormous)

SPITES

Spites are faerie folk between 6 and 12 inches tall. If treated well, Spites can be friendly, if mischievous. But they are just as likely to be murderous or vindictive if the mood takes them: they are the essence of capriciousness.

They are able to shift their form at will to whatever they wish, so long as they maintain the same relative size. These forms may affect their mode of travel: ie, by foot, flight, or mount. They often appear as winged figures or wooden people covered in thorns. Sometimes they appear to be riding animals or constructs, but these are just part of the Spites' shapeshifting ability. Only Elves and powerful Wizards have any real hope of dealing with them, and even then the history of the Wood Elves is filled with instances in which Spites have turned on them or abandoned them in times of need. Shortly after death, Spites dissolve, making it difficult for Scholars to study them—most folk consider them a myth or have never heard of them.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
2	45	55	15	20	75	65	45	25	35	40	2

Traits: Arboreal, Flight 40, Magical, Night Vision, Size (Little), Shapeshifter, Stealthy, Venom (Difficult), Wallcrawler, Weapon+1 (Tiny Blades)

There are several subtypes of Spite, which have the following additional rules:

Mischiefs: Also known as Marshlights, they often appear as balls of light or glowing miniature Elves with wings. They fly in patterns that bewilder viewers, gaining the *Distracting* Trait.

Shrikes: These Spites often appear as red-capped hawks or miniature knights, flitting about on razor-sharp wings. The fastest and deadliest of the Spites, they form the warrior class. Shrikes have the *Strike Mighty Blow* and *Strike to Injure* Talents, as well as the *Fast*, *Flight 80*, and *Elite* Traits.

Terrors: These mercurial creatures are cruel-hearted beings who delight in scaring travellers, and it is especially amusing if their victims should die of fright. When a Terror takes on a frightening form—such as a flaming skull or mutilated, talking cat—they gain the *Terror 1* Trait.

STIRPIKE

The Pike inhabiting the lakes and waterways of the Empire are known to grow to titanic proportions, and fishermen tell tales of beasts that reach 20 feet in length. These giants are known as Stirpike. By and large

they have been shed out of the great rivers and are rarely encountered in any but the most remote waterways. Younger and smaller Stirpike are much more common, but no less terrifying to encounter. These somewhat smaller fish are dangerous predators, and are known to hunt ravenously from meal to meal.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
8	55	-	40	40	37	40	-	09	40	-	32

Traits: Amphibious, Armour (Scales 1), Bestial, Bite+6, Cold-blooded, Night Vision, Size (Large), Tail+5
Optional: Hungry, Size (Enormous), Territorial

TENDROPHILUS FUNGUS

The Tendrophilus Fungus grows exclusively in the Chaos Wastes; only a place so unnatural could support such mutated plant life. Growing between cracks in rocks, the visible part of the fungus are long, blue agella covered in fine hair that wave back and forth as if in a breeze, no matter how still the air. These flagella launch spores whenever touched that are small enough to be inhaled by anyone in contact with them. Those unfortunate enough to incubate the spores act as hosts; when they reach maturity the tentacle-like flagella burst from the torso of their victims and ram themselves down their throats, choking the host to death. The worst part is that the fungus is capable of spreading through the host's corpse and re-animating it as a kind of Zombie, which it then uses to travel further abroad to release more spores, preferably somewhere crowded.

T. Fungus in the Wild

If the wild-growing fungus is encountered (and touched), a small cloud of spores is released. Anyone within 4 yards of the point of contact must pass a **Hard (-20) Dodge** Test to escape the cloud. Those who fail must pass an **Endurance** Test or develop a wracking cough and sharp abdominal pains over the course of the next week as the fungus spreads throughout the body. At the end of the week, the fungus will burst forth, killing the host, and turning the corpse into a Fungal Zombie.

Fungal Zombie

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	25	-	35	30	05	10	15	-	-	-	12

Traits: Construct, Corruption (Minor), Dark Vision, Diseased (T. Fungus*), Fear 2, Hardy, Painless, Undead, Unstable, Weapon+7
***T. Fungus:** Anyone who comes into contact with the Zombie (such as being Engaged with it) must pass a **Challenging (+0) Endurance** Test or become host to the fungal parasite. Should the wild-growing or Zombie version of the fungus ever sense a large collection of living creatures nearby, it will kill itself by releasing all of its spores over a 50-yard Area of Effect, infecting all who fail an Endurance Test. There is no known cure.

TREEKIN

The forests of the Warhammer World are home to many strange creatures and semi-conscious plants; indeed, the Treemen take it upon themselves to play shepherd to the trees that have been wakened from their long slumber. Most such trees are hostile to outsiders, particularly oafish adventurers brandishing weapons and starting campfires. To

mortal eyes, except perhaps those of Elves, the Treekin appear indistinguishable from normal trees. But therein lies their danger, as they can trap the unwary within their roots and consume them whole.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
0	55	-	50	60	15	10	15	05	35	-	52

Traits: Arboreal, Armour (Bark 2), Constrictor, Flammable, Hardy, Size (Large), Territorial, Weapon+8 (Branches)

Optional: Frenzy, Hatred (Adventurers, Chaos, Greenskins), Size (Enormous, Monstrous)

VULTURES

Vultures are bald-headed carrion-eaters who prefer to wait until a beast is dead before scavenging it. They rarely attack healthy animals, but will gang up on wounded and sick animals if they have the numbers. Deserts and arid grasslands are where they make their homes, and they tend to avoid other large birds of prey (such as eagles). Vultures tend to circle in flocks: determine the number of birds present by rolling 2d10.

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
1	30	-	15	20	45	30	-	05	20	-	6

Skills: Perception 65

Traits: Bestial, Bite+4, Flight 80, Size (Small), Skittish, Weapon+3

Optional: Hungry, Territorial

ZOMBIE DRAGONS

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

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	50	75	60	45	30	-	85	65	10	100

Traits: Armour 5, Bite+11, Breath+10 (Pestilence), Flight 50, Immunity to Psychology, Infestation, Magical, Night Vision, Size (Enormous), Tail+10, Undead, Weapon+10

Optional: Fury, Mental Corruption, Mutation, Size (Monstrous), Spellcaster (various), Territorial, Trained (Mount)

GENERIC NPCS

These career profiles were inspired by the sample NPCs provided in **WFRP1's** *The Enemy Within* campaign, which have been recently updated to 4th Edition by **Francisco Muñoz**. The examples here are intended to be Minor NPCs in the 2nd tier of their Career: they are presented with Traits and are assumed to have the Skills and Talents needed to do their jobs (ie, Watchmen should gain *Strike to Stun*; all Riverfolk should know how to *Swim*). My method was this: I started with the Careers from the **WFRP4 Rulebook** and used the listed Trappings. (For money, make an Earning roll using the character's Status.) For non-career Attributes, I defaulted to 29 (1 point less than the Human average). Tier 3 and 4 Attribute Advances would not be gained yet, but I assumed that the NPCs would have a natural aptitude of 35 in these Attributes. For Advances, I took the default Attribute of 30 and added 10 to 25 points depending on the relative importance of the Attribute (and its related Skills). Other Attributes were raised or lowered a bit as they matched Skills that were not covered by the career Attributes. I tried to maintain some sort of balance among the Careers, but no system is perfect. If you wish to adapt these NPCs for non-Humans, simply add or subtract the difference between the various Species' Attributes provided on **WFRP4** page 311.

ACADEMICS

Apothecary

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	49	35	29	60	49	35	45	13

Traits: Weapon+4

Trappings: Guild License, Healing Draught, Knife, Leather Jerkin, Pestle & Mortar, Trade Tools (Apothecary)

Physician

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	29	39	35	49	60	49	45	10

Traits: Weapon+3

Trappings: Bandages, Book (Medicine), Guild License, Healing Draught, Jar with 1d10 Leeches, Knife, Trade Tools (Medicine)

Engineer

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	45	35	35	49	29	55	49	35	29	12

Traits: Weapon+5

Trappings: Dagger, Guild License, Hammer and Spikes, Trade Tools (Engineer)

Priest

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	45	35	49	29	35	55	60	15

Traits: Blessed (Deity), Miracles (Deity)

Trappings: Ceremonial Robes, Book (Religion), Religious Symbol

Lawyer

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	35	55	29	49	60	35	55	11

Traits: Weapon+5

Trappings: Book (Law), Court Robes, Dagger, Guild License, Magnifying Glass, Writing Kit

Scholar

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	45	55	29	35	60	55	35	15

Traits: Weapon+4

Trappings: Books, Dagger, Degree, Flask of Spirits, Opinions, Parchment, Writing Kit

Monk/Nun

Brass 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	35	35	29	49	55	49	59	12

Traits: Blessed (Deity), Miracles (Deity)

Trappings: Religious Symbol, Robes, Trade Tools (Brewer, Herbalist, or Vintner)

Wizard

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	29	29	35	45	29	60	55	35	11

Traits: Spellcaster (Lore), Weapon+4

Trappings: Grimoire, Magic License, Quarterstaff, Robes

BURGHERS

Agitator

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	49	29	29	35	49	29	49	29	55	8

Traits: Armour 1, Weapon+4

Trappings: Dagger, Hammer and Nails, Leather Jack, Pile of Lealets, Writing Kit

Artisan

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	45	45	29	29	60	35	35	50	15

Traits: Armour 1, Weapon+4

Trappings: Dagger, Guild License, Leather Jerkin, Trade Tools

Beggar

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	29	29	49	35	50	29	29	45	55	16

Traits: Weapon+3

Trappings: Bowl, Cup, Crutch, Knife, Poor Clothes & Blanket

Merchant

Silver 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	29	29	29	35	45	29	50	45	60	10

Traits: Weapon+6

Trappings: Abacus, Canvas Tarp, Guild License, Mule and Cart, Riverboat, Sword

Townsman

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	29	50	45	35	45	35	55	9

Traits: Weapon+4

Trappings: Dagger, Modest Townhouse, Servant, Writing Kit

Investigator

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	29	55	55	35	45	35	49	9

Traits: Weapon+6

Trappings: Journal, Lamp Oil, Lantern, Leather Jack, Lockpick, Magnifying Glass, Sword, Writing Kit

Rat Catcher

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	55	35	49	35	29	29	29	50	29	16

Traits: Ranged+6 (60), Weapon+5

Trappings: Animal Traps, Dagger, Pole for Dead Rats, Sack, Sling with Ammunition, Small but Vicious Dog

Watchman

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	40	33	49	33	29	35	45	45	14

Traits: Armour 1, Prejudice, Weapon+8

Trappings: Badge, Cudgel or Sword, Dagger, Lantern, Lamp Oil, Lantern and Pole, Leather Jack, Uniform

COURTIERS

Advisor

Silver 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	45	50	45	29	50	35	50	13

Traits: Weapon+4

Trappings: Dagger, Modest Townhouse, Servant, Writing Kit

Duellist

Silver 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	50	35	29	45	50	29	29	35	29	10

Traits: Ranged+8 (20), Weapon+7

Trappings: Main Gauche, Rapier, Pistol with 1d10 shots, Sling Bag containing 1d10 Bandages

Noble

Gold 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	29	35	50	29	45	35	35	60	11

Traits: Armour 1, Prejudice (The Unwashed), Weapon+4

Trappings: Courtly Garb, Foil, Jewellery, Leather Jerkin, Main Gauche, Riding Horse, Saddle and Harness, Servants

Artist

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	45	29	55	29	60	35	35	45	11

Traits: Weapon+5

Trappings: Knife, Sling Bags containing Trade Tools (Artist)

Envoy

Silver 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	45	35	50	29	45	35	60	13

Traits: Armour 1, Weapon+4

Trappings: Dagger, Leather Jack, Livery, Parchment, Scroll Case Writing Kit

Servant

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	40	45	55	49	45	35	29	35	14

Traits: Weapon+5

Trappings: Knife, Livery

Spy

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	40	29	25	30	40	45	35	35	45	60	12

Traits: Weapon+6

Trappings: Dagger, Disguise Kit, Hooded Cloak, Informer, Sling Bag, Sword, Telescope

Warden

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	35	45	45	50	29	29	35	49	35	16

Traits: Armour 1, Weapon+6

Trappings: Dagger, Keys, Lamp Oil, Lantern, Leather Jack, Livery, Riding Horse, Saddle and Harness, Sword

PEASANTS

Bailiff

Silver 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	29	40	29	49	35	29	35	50	49	13

Traits: Armour 1, Weapon+8

Trappings: Leather Jack, Small Lock Box, Sword, Tax Collectors

Hedge Witch

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	25	25	45	55	25	55	55	49	35	15

Traits: Spellcaster (Hedgecraft), Weapon+6

Trappings: Antitoxin Kit, Arboreal, Backpack, Healing Poultices, 1d10 Lucky Charms, Quarterstaff, Robes, Trade Tools (Herbalist)

Herbalist

Brass 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	45	50	50	60	35	29	35	12

Traits: Weapon+6

Trappings: Arboreal, Boots, Cloak, Healing Poultice, Sickle, Sling Bag containing Herbs, Trade Tools (Herbalist)

Hunter

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	25	49	40	50	39	39	50	45	29	25	16

Traits: Ranged+6 (50), Stealthy, Weapon+7

Trappings: Animal Traps, Arboreal, Axe, Bow with 1d10 Arrows, Leather Jerkin, Study Boots and Cloak

Miner

Brass 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	50	29	45	50	35	29	29	29	49	35	18

Traits: Armour 1, Weapon+8

Trappings: Davrich Lamp, Lamp Oil, Leather Jack, Map, Pick, Spade

Mystic

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	25	25	29	60	35	50	35	45	50	10

Traits: Weapon+4

Trappings: Amulets, Cheap Jewellery, Dagger, Deck of Cards, Dice

Scout

Brass 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	49	29	49	55	50	35	35	29	29	12

Traits: Armour 2, Ranged+5 (50), Stealthy, Weapon+6

Trappings: Bow with 1d10 Arrows, Mail Shirt, Rope, Sturdy Boots and Cloak, Sword

Villager

Brass 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	35	45	49	29	49	39	35	29	35	14

Traits: Weapon+7

Trappings: Axe, Leather Jerkin, Trade Tools

RANGERS

Bounty Hunter

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	45	35	50	39	45	29	35	29	35	15

Traits: Armour 1, Ranged+9 (60), Weapon+7

Trappings: Crossbow with 1d10 bolts, Leather Jerkin/Skullcap, Manacles, Net, Rope, Sword, Warrant Papers

Coachman

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	45	29	45	40	55	29	29	49	29	14

Traits: Animal Handler (39), Armour 1, Ranged+8 (20), Weapon+6

Trappings: Blunderbuss & 1d10 shot, Coach Horn, Hat, Leather Jack, Sword, Warm Coat and Gloves, Whip

Entertainer

Brass 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	35	25	35	29	55	55	29	25	55	10

Traits: Ranged+4 (4), Weapon+4

Trappings: Bowl, Costume, Dagger, Instrument, Makeup, 1d10 Throwing Knives

Messenger

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
5	45	29	29	49	55	55	29	29	35	35	13

Traits: Animal Handler (39), Fast, Stride, Weapon+6

Trappings: Dagger, Leather Jack, Riding Horse, Saddle and Harness, Scroll Case, Sword

Road Warden

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	50	30	45	50	39	25	35	35	35	14

Traits: Armour 1, Ranged+9, Weapon+8

Trappings: Crossbow with 1d10 bolts, Horse, Leather Jack, Rope (10 yards), Saddle & Harness, Sword

Flagellant

Brass 0

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	60	29	45	45	35	29	29	35	55	35	17

Traits: Frenzy, Hatred (Heretics), Ranged+6 (60), Weapon+9

Trappings: Dagger, Flail, Placard, Religious Symbol, Sling and shot, Tattered Robes

Pedlar

Brass 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	45	35	35	49	29	49	55	14

Traits: Animal Handler (39), Stealthy, Weapon+4

Trappings: Backpack, Bedroll, Dagger, Mule and Saddlebags, Pots and Pans, Trade Goods (worth 2d10 Silver), Trade Tools (Tinker)

Witch Hunter

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	50	45	35	45	29	35	29	35	45	35	15

Traits: Armour 1, Hatred, Ranged+8, Weapon+6

Trappings: Hat (Henin), Leather Jack, Pistol with 1d10 bullets, Riding Horse, Saddle and Harness, Rope, Sword, Torture Instruments

RIVERFOLK

Boatman

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	29	45	49	45	55	35	45	35	29	15

Traits: Armour 1, Weapon+7

Trappings: Dagger, Boat Hook, Leather Jack, Pole, Rope (10 yards), Rowboat

River Warden

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	45	45	30	35	45	25	35	35	45	13

Traits: Armour 1, Ranged+8 (20), Weapon+8

Trappings: Lantern and Oil, Leather Jack, Pistol with 1d10 shots, Shield, Sword, Uniform

Seaman/Sailor

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	39	35	35	55	45	30	35	45	12

Traits: Armour 1, Weapon+6

Trappings: Dagger, Boat Hook, Leather Jerkin

Huffer

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	25	40	45	45	35	29	49	45	45	16

Traits: Armour 1, Weapon+6

Trappings: Dagger, Boat Hook, Leather Jerkin, Rope (10 yards), Rowboat, Storm Lantern and Oil

Riverwoman/Fisherman

Brass 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	39	55	35	49	45	39	29	35	15

Traits: Armour 1, Weapon+7

Trappings: Bucket, Eel Trap, Fishing Rod and Bait, Leather Jerkin and Leggings, Net, Spear

Smuggler

Brass 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	29	39	35	49	55	49	35	40	35	13

Traits: Armour 1, Weapon+7

Trappings: Barrels, Crowbar, Large Sack, Leather Jack, Mask, Row Boat, Scarves, Storm Lantern and Oil, Tinderbox

Stevedore/Teamster

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	49	55	45	29	29	35	35	29	17

Traits: Armour 1, Weapon+7

Trappings: Boat Hook, Guild License, Leather Gloves and Jerkin, Pipe and Tobacco, Porter Cap

Wrecker

Brass 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	35	45	35	45	35	35	35	50	35	15

Traits: Armour 1, Weapon+8

Trappings: Boat Hook, Crowbar, Large Sack, Leather Gloves and Jack, Storm Lantern and Oil

ROGUES

Bawd

Brass 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	29	49	45	45	35	35	50	9

Traits: Weapon+4

Trappings: Dagger, Flask of Spirits, Quality Clothing, Weirdroot

Charlatan

Brass 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	29	29	29	29	45	35	49	35	40	55	10

Traits: Weapon+4

Trappings: Backpack, Clothing (2 sets), Dagger, Deck of Cards, Dice, Forged Document, Quality Clothing, Trinkets and Charms

Fence

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	29	29	29	50	45	45	40	35	49	9

Traits: Weapon+6

Trappings: Eye-glass, Stolen Goods worth 3d10 Shillings, Sword, Trade Tools (Engraver), Writing Kit

Grave Robber

Brass 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	45	35	45	45	35	35	49	29	14

Traits: Weapon+8

Trappings: Axe, Backpack, Crowbar, Handcart, Hooded Cloak, Spade, Storm Lantern and Oil, Tarpaulin

Outlaw

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	45	49	45	35	39	29	35	35	35	16

Traits: Ranged+7 (50), Stealthy, Weapon+8

Trappings: Bedroll, Bow with 1d10 Arrows, Leather Jerkin, Sword, Tent, Tinderbox

Racketeer

Brass 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	35	55	49	29	29	29	35	35	45	16

Traits: Armour 1, Weapon+9

Trappings: Club, Hat, Knuckledusters, Leather Jack, Mail Shirt

Thief

Brass 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	35	29	39	35	50	55	45	29	45	35	13

Traits: Armour 1, Weapon+7

Trappings: Crowbar, Dagger, Leather Jerkin, Rope, Sack, Trade Tools (Thief)

Witch

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	45	29	29	45	55	35	39	45	55	35	15

Traits: Spellcaster (Witchery), Weapon+6

Trappings: Candles, Chalk, Dagger, Doll, Herbs, Pin, Quarterstaff, Sack, Trade Tools (Herbalist)

WARRIORS

Cavalryman

Silver 4

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	45	45	35	35	55	29	29	35	35	13

Traits: Armour 3, Ranged+8 (20), Weapon+8

Trappings: Breastplate, Helmet, Leather Jack, Light Warhorse, Pistol with 1d10 shots, Saddle and Harness, Shield, Sword

Guard

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	29	35	49	55	45	29	35	35	29	14

Traits: Armour 3, Weapon+7

Trappings: Bow with 1d10 Arrows, Shield, Sleeved Mail Shirt, Storm Lantern with Oil, Sword

Knight

Silver 5

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	55	29	45	35	49	50	29	40	40	35	14

Traits: Armour 5, Weapon+8

Trappings: Cavalry Hammer, Destrier, Plate Armour and Helm, Saddle and Harness, Shield, Sword, Trade Tools (Farrier)

Protagonist

Silver 1

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	35	35	49	45	49	29	29	29	35	13

Traits: Armour 3, Weapon+7

Trappings: Hood, Knuckledusters, Leather Jack, Mail Shirt, Riding Horse, Saddle and Harness, Shield, Sword

Soldier

Silver 3

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	50	45	35	49	35	35	29	29	45	35	15

Traits: Armour 2, Ranged+9 (60), Weapon+7

Trappings: Breastplate, Crossbow with 1d10 bolts, Dagger, Halberd, Helmet, Shield, Sword, Uniform

Pit Fighter

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	59	39	50	50	40	39	29	29	35	35	18

Traits: Armour 3, Weapon+10

Trappings: Bandages, Dagger, Flail, Knuckledusters, Leather Jack, Net, Shield, Sword

Giant Slayer

Brass 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
3	65	29	49	59	35	20	39	29	69	20	20

Traits: Frenzy, Hardy, Weapon+9

Trappings: Axe, Flask of Spirits, Great Axe, Jewellery, Shame, Tattoo

Warrior Priest

Silver 2

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	49	29	40	45	35	29	29	35	45	55	16

Traits: Armour 2, Blessed (Deity), Miracles (Deity), Weapon+8

Trappings: Breastplate, Hand Weapon, Religious Book, Religious Symbol, Robes

JUDICIAL CHAMPION (GOLD 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	68	47	69	42	53	63	31	25	50	29	19

Skills: Dodge 83, Melee (Basic) 73, Melee (Fencing) 83, Melee (Two-handed) 91

Traits: Armour (Full Plate) 5, Weapon+10 (Rapier), Weapon+10 (Sword), Weapon+11 (Zweihander)

Trappings: Full Plate Armour, Rapier, Sword, Zweihander

BARRISTER (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fcl	W
4	26	26	28	29	64	31	48	62	51	42	11

Skills: Bribery 61, Consume Alcohol 34, Endurance 39, Entertain (Speeches) 62, Haggle 61, Language (Classical) 79, Language (Guilder) 73, Lore (Law) 87, Lore (Nuln) 72, Lore (Theology) 67, Perception 69, Research 78, Secret Signs (Guilder) 73

Talents: Argumentative 2, Blather, Bookish, Doomed (Thy end shalt be prickly!), Etiquette (Guilder), Etiquette (Scholar) 4, Read/Write, Savvy, Speedreader 2, Suave

Traits: Prejudice (Contrarians), Weapon+4

Trappings: Lawyer's Robes, Powdered Wig, Towering Sense of Self-Importance

