

WARHAMMER  
FANTASY  
ROLE-PLAY™

# ARCHIVES OF THE EMPIRE VOLUME II



A GRIM AND PERILOUS EXPLORATION OF THE EMPIRE



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# CREDITS

• **Writing:** Graeme Davis, Dave Allen, Samantha Day, Andy Law, T.S. Luikart, Pádraig Murphy, Sofia Peralta, Síne Quinn, Ben Scerri, and Christopher Walz

• **Illustration:** Alex Boyd, Kevin Chin, Federica Costantini, Paul Dainton, Dave Gallagher, Andrew Hepworth, Jon Hodgson, Ralph Horsley, Nuala Kinrade, Dániel Kovács, Sam Manley, JG O'Donoghue, Michael Phillipi, Scott Purdy, Pedro Sena, and Tom Ventre

• **Cover:** Sam Manley • **Cartography:** Safary Levente

• **Layout:** Mary Lillis • **Editors:** Síne Quinn, Christopher Walz • **Proofreader:** Lynne M. Meyer

• **Managing Editor:** Síne Quinn

• **Cubicle 7 Creative Team:** Dave Allen, Emmet Byrne, David F Chapman, Walt Ciechanowski, Tim Cox, Zak Dale-Clutterbuck, Cat Evans, Ben Fuller, Runesael Flynn, Dániel Kovács, Tim Huckelberry, Elaine Lithgow, TS Luikart, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, and Ben Scerri

• **WFRP4 Producer:** Pádraig Murphy • **Line Developer:** Dave Allen

**Creative Director:** Emmet Byrne

**Publisher:** Dominic McDowall

## Special thanks to the Games Workshop Team

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My dears,

The time has come, I declare, to send you many things, a valuable collection of high-ranking importance. Remember: this must not be shared with another living soul. You have always been a powerful ally and my trust remains with you.

Nothing happens, nobody comes, nobody goes, it's tedious, but time marches on and waits for neither Ogre nor Wizard, let alone 'the Seer Princess'. I've had far more time to think of late and ponder on the many aspects of the Empire and beyond. At times my patience wears thin, but I know my important task will be rewarded in good time and I shall be returned to my rightful place in my brother's court.

My hope is that this second collection of important writings will garner more interest than the first – if it ever made it into the right hands. The first collection's 'safe delivery' cost me a pretty price. I won't reveal how many gold crowns, but what use is coin 'when all one's needs are met?' or so we are reminded by the sisters on many occasions. I gladly parted with my earnings; my visions come naturally to me so to exchange them for money is somewhat beneath me, but needs must in these challenging times. If my 'earnings' provide a safe passage for this treasure trove of valuable information then so be it. This particular collection provides more insight into the Empire's workings from incredible and, at times, explosive facts on warfare (not for the fainthearted), to the creation of awe-inspiring magical items. And what would the sisters say if they discovered the in-depth notes on the Great Hospice?

Reading about Ogres and their undeniable appetite for travel makes me long for the road. But with my restrained circumstances, only my sojourns back in time to the recess of my mind give me some comfort.

For example, remembering my aunt once employed a wonderful Ogre, Megg Roth, which was very fashionable at the time. Though not the most graceful, Megg was always generous to me and my brother, and her expression alone offered us immense protection. Like most Ogres, she travelled extensively before settling with our aunt and regaled us with tales of a famed Emperor of the Dragons to the East of her homeland, which caused me to have the most spectacular dreams. Alas, I stray from my urgent message to you, to relay the significance of these files and ensure they leave this place intact.

When the stars are aligned, we can place them in the right hands. Time is of the essence. On the subject of stars, my opinions are mixed, even more so with the contents of this collection. Born under the sign of The Witchling Star, the sign of Magic, or Solkios, is indeed of great interest to me, but holds little relevance in the grander scheme of things, and is no substitute for my visions and what they bring me. I've said it before, and I'll say it again, why focus on the wayward roving of the stars when you can focus on your visions? They come to all of us – only the most observant pay any heed or admit to them. That said, I still can read the Winds, though at times, I have felt cursed by the Winds of Magic instead of blessed by them. Winds aside, the sisters came true to their word and did, indeed, hire me a scribe, even if it was one of their own.

I note that the sisters have begun to take more of an interest in me and pay more heed to my observations, in particular, the novice Inga, who is a fast scribe. Though her tendency to interrupt me mid-flow or to ask if 'I really wish to record that?' can be incredibly tiresome, her general demeanour, accent and deportment indicate that she is from a noble family, which is very important to me and a mark of respect to my own position. The thought of a foundling, a crook, or a lost soul from some forsaken place recording this information and selling it to the highest bidder doesn't bear thinking about. Though a little shy and a bit of a daydreamer, Inga has a good eye for deciphering the handwriting of many scholars, which is like some ancient script at times. In particular, my contact in Nuln, an eminent professor but his handwriting is like a large graceless spider scuttling across the page leaving large blobs of black ink.

Alas Duke Leopold's agent has not returned since I last encountered him, but the man did promise to return. (I won't hold my breath.) On the subject of breath, my dearest Emmanuelle often had a touch of halitosis. No amount of expensive fans could hide it until a mysterious Wizard presented her with an unusual fan, which I've no doubt was a magical item she had commissioned. The artefact's power had an astounding success, not only on her breath but her entire being seemed to radiate when she used it. Though firm friends, she refused to reveal the Wizard's name or the magical powers the fan possessed. Though I tried, my visions refused to reveal any more about the fan's providence. So on discovering these fascinating writings about magical items, my interest was piqued no end. There are times when I'm so immersed in my research that I need to be reminded to walk the grounds. The formal garden has its merits, but I'm far more at peace in the wild garden. The sisters love to remind us of Galoroth the Brown's wonderful contribution to the gardens, a fact which we all agree on, even though Wood Elves can be full of their own self-importance.

I've made a considerable effort to be more compliant and sometimes even convivial with the Sisters of Shallaya, though I might have raised my voice on occasion when they needed reminding that the Great Hospice was founded by Eberhardt the Just! At times, the sisters forget the meaning of the word 'Just', but that could just be my opinion, if I had my way, none of us would be here.. My family's donations ensure I'm well looked after, though I do have to remind them to call me by my true title.

Time is precious and I need to return to my task in hand. There's much to hold one's interest in this rich collection of writings. I await my brother's response and look forward to returning to my rightful place in the court.

With a noble heart,  
Princess Isabella von Holswig-Schleistein,  
Sister to Emperor Karl-Franz I,  
27 Vorgeheim, 2513 IC

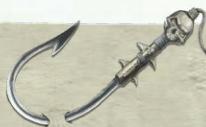
# ◆ GOLD AND GRUB ◆ OGRES OF THE EMPIRE



## OGRE MERCENARIES IN THE OLD WORLD

No accurate historical account exists within the Empire detailing the first time an Ogre wandered from their lands in the distant east into the Old World. The records held within the few remaining Karaks of the Dwarfs of the Worlds Edge Mountains (and certainly their Books of Grudges) note that nomadic Ogre tribes first started assaulting the Dwarfs' eastern-most holdings two thousand years before the founding of the Empire. In the centuries after, there are many tales concerning wandering Ogres, their incredible fighting skills, and, most infamous of all, their prodigious appetites. The annals of the Empire's early history show that Sigmar himself occasionally employed, and frequently struggled against, Ogres in various battles. Ogre mercenaries have fought in almost every significant Imperial engagement since Sigmar's day, and have frequently been on both sides of the largest battles, especially those against the Greenskins. No land west of the Worlds Edge Mountains has failed to feel the heavy tread of Ogre boots at some point in their histories.

### THEY TOOK ME HALFLING!



💀 Cramgut has travelled the Empire for several years now, and has more or less gotten the hang of living among the slims. Don't eat what, or who, doesn't belong to you, trade shiny metals for tasty grub, and always keep a Halfling around for when you want something special. Unfortunately for Cramgut, he has run into some recent trouble on this last point. Pandry Ashfield, his most recent chef, went missing a few nights ago, and Cramgut is desperate to find her. The local townsfolk are just as desperate, as Cramgut has been tearing apart the town searching for her. Pandry was in fact taken by another Ogre, Maunch the Wide, and dragged off to a nearby cave to prepare his meals. The town risks being torn in half by the two Ogres should they come to blows, and Pandry has lost her appetite for working with Ogres entirely. Can the Characters possibly keep this pressure cooker from blowing its top?

## ALL THE WORLD'S A BUFFET

Ogres are naturally nomadic brawlers, travelling over wide areas, and frequently getting into fights, as the mood takes them. The rare Imperial scholars who bother to study such matters are quick to suggest this is a matter of survival more than anything — an Ogre tribe's rapacity makes short work of any sustenance a given area can provide, forcing them to be constantly on the move in search of more food. However, this does not explain the intense wanderlust that a sizeable number of Ogres feel at some point in their lives.

For whatever reasons, some Ogres are never content until they can glimpse, and likely sample, whatever resides over the next horizon. Ogres, not given to introspection at even the best of times, when asked why they felt the need to wander so far from their homelands, generally reply with something along the lines of, *'felt like takin' a bit of a walk'*. Travelling Ogres often declare they intend to return to their lands in the east 'some day', but that day can lie decades into their future.

Ogres are eventually drawn to mercenary work as the life of a hired soldier admirably fulfils many of their needs and inclinations. Ogres live to fight and eat — not necessarily in that order. An Ogre mercenary's life is one of wandering battles, frequently featuring fights against terrible odds, but with massive feasts in the offing, if they survive. Ogres find it nearly miraculous that so many slims are willing to pay them for, more or less, what they do in their own lands for free.

Ogres who become bandits or raiders, just sticking to what they know from their homeland, eventually run afoul of the authorities in the various countries of the Old World, and are ultimately run down and slain. There are even bands of Ogre mercenaries that specialise in hunting down (and consuming) their own kin. That certainly doesn't mean that some mercenary Ogres don't engage in a bit of raiding if they think they can get away with it, 'a reive and a repast' is a temptation few Ogres can pass up on if the pickings look easy, they're just far more savvy about how the local authorities are likely to react and plan their activities accordingly.

Mercenary contracts generally only last for a finite, negotiated amount of time, allowing the Ogres to move on if they feel the need. What's more, a travelling mercenary can nearly always find a new scrap to get into, whereas a sedentary one doesn't get to fight as often. One of the main reasons Ogres are willing to work for the Greenskins is their propensity for constant fighting, though they remain wary of them as well, as they don't always live up to their end of a bargain; in Ogre parlance, Orcs and Goblins don't always *'keep a good table'*.

Ogre mercenaries are often known as Maneaters in the Empire, after an infamous mercenary of that name. Maneaters frequently travel on their own or gather in small bands at most, as they can more readily sustain themselves, it being far easier to secure provender for a 'handful of lads' than a large tribe. Additionally, they learned long ago the slims get awfully nervous when too many Ogres gather together at once. Fearful folk don't approach them for work, which is bad, leading to empty plates, which, to an Ogre, is a dire calamity.

## KEEPIN' THE PLATES FULL

Ogres are enthusiastic cultural chameleons, easily picking up the mannerisms and stylings of their adopted homelands, though they seldom understand, or even notice, the more subtle nuances. Since the majority of tribal Ogre culture comes down to 'might makes right', almost everything they learn outside of the Ogre Kingdoms is new and frequently fascinates them. Ogre mercenaries readily adopt the garb, and even something of the fighting styles, of the troops they fight alongside. For example, Ogre mercenaries in the Empire sometimes wear a mish-mash of the colours of whatever army, city-state, or province they regularly fight for, and successful ones carry a brace of over-sized pistols thrust through their broad belts, alongside whatever other armaments they bear.

This quick adaptation to others' ways serves Ogres well when it comes to drumming up more work, which is always on their minds. No matter how readily they learn to fit into other cultures, an Ogre never truly ceases to be an Ogre. Wherever they happen to find themselves, Ogre mercenaries are often deeply concerned about two things: where their next meal is coming from and their fighting reputation. Ogres can readily laugh off many jibes, or perhaps just fail to understand them, but they do not abide insults to their fighting or eating prowess. To an Ogre mercenary, reputation means work, and work means meat. They take threats to their reputations as mortal insults because, if left unanswered, such may lead to them getting less to eat, and to that they will *always* respond with swift violence.

The other species of the Old World really do not understand just how intense an Ogre's obsession with eating actually is. It dominates their lives and consumes their waking (and sleeping) hours. Even as an Ogre is polishing off one meal, they are already looking forward to the next, and somewhat anxious about the details of how to acquire that meal. Ogres are not just born hungry, but famished. It is no accident that the Ogre's god, the Great Maw, is an endlessly hungry pit. Smarter Ogre mercenaries soon learn to downplay just how hungry they are around the slims as they realise it makes everyone else nervous, noting that they may feel a '*bit peckish*' at most. Of course, sometimes they *want* the slims to be a bit nervous — a negotiating tactic many Ogres use to their advantage.



## TOOTHSOME COMPENSATION

Mercenary Ogres are notoriously expensive to maintain, for they frequently demand high wages and regular meals, along with the right to acquire 'field rations' after every combat. Notoriously, some 'field rations' aren't always dead when the Ogres begin harvesting, leading to soldiers experienced in their ways to make certain they check on any fallen friends before the Ogres come to collect.

While Ogres fully comprehend the value of gold, very few, save those that have regularly lived or worked in the city-states of the Empire for a long time, understand the allure of silver or brass. An Ogre mercenary would be far more inclined to take on a tough fight for two gold crowns than sixty silver shillings. Correspondingly, the standard wage for long-term contracted experienced Ogre mercenaries is a gold crown a day, plus regular rations, including the equivalent of at least a third of a cow and a keg of ale, every night. A decent cow costs about two crowns, with a keg of ale going for three shillings, meaning a skilled Ogre mercenary or bodyguard will usually run their employer around a gold crown a day. That's the bare minimum as your average Ogre can (and will) consume far more if they are given the opportunity.

Fortunately, Ogre mercenaries seldom expect additional pay for 'danger' as that is exactly what they signed on for. However, like many troops, they do expect additional consideration when asked to fight against the Undead and the daemonic forces of the Chaos Gods. Their reasons are very different from other mercenaries, though — they don't care that such forces are frightening, they care because they're bad eating. All the meat is generally spoiled or long gone in the case of the dead, and daemons just vanish when slain.

## THE ACCIDENTAL CRIMELORD

Hans Buttemur, an up-and-coming merchant, has a problem. After a run in with a gang of extortionists, Hans had the genius idea of hiring an Ogre bodyguard to deter further threats against his business. This worked without a hitch at first, but complications quickly mounted as Hans realised just how much it would cost to keep Morn'n'tharn fed and content. Well, one thing leads to another, and with Morn'n'tharn's help and encouragement Hans has taken over the gang of extortionists, their largest rivals, and indeed much of the local criminal underground. This suits Morn'n'tharn very much, as his food shortages have become a thing of the past; Hans is less pleased. The merchant-cum-crimelord is in far over his head, and pleased for the Characters to somehow get him out of this mess. Morn'n'tharn, for his part, is more than content to put another puppet atop his criminal empire if the Characters can make a convincing case.

Just because Ogres can eat things that would make a hoary goat puke doesn't mean they enjoy bad meat. What nourishment they can take from such fare merely staves away hunger pains. Ogres greatly appreciate 'quality nosh' and even accept reduced wages if they can get it regularly. Ogre mercenaries who are offered the services of a skilled Halfling cook are exceedingly enthusiastic, fully willing to take on staggering odds with a toothy grin. Slim commanders that frequently deal with Ogre mercenaries eventually discover the Ogres far more readily agree with their orders, and do their best to actually do what is asked of them, when they are well fed.

## HIRING AN OGRE

These prices do not include food, which runs to an additional 10/- a day if purchased from a reputable butcher. However, as Ogres are willing to eat almost anything that once drew breath, enterprising Characters may find other ways to keep their Ogre chums fed.

Hireling	Quick Job	Daily Cost	Weekly Cost	Notes
Labourer	2/-	6/-	2GC	Advisable to stick to work involving inedible goods
Mercenary	6/-	1GC	6GC	Loyal only as long as food is available
Bodyguard	8/-	1GC 6/-	8GC	Often good at detecting poisons in food but tends to finish the dish anyway

## FILLING THEIR FACES

Inexperienced commanders find Ogre mercenaries to be, at best, *very* difficult to deal with. They are prone to quarrelling, lazy behaviour, and frequently get into trouble, menacing others, and starting fights. As large and daunting as they are, it is nearly impossible for any slim to intimidate an Ogre into doing anything they don't care to do. Unless they've just been through one or more bloody battles, and are (temporarily) dining well on 'field rations', they seldom miss an opportunity to request extra provisions. Many commanders hire an Ogre captain and all their troops, specifically so they only have to deal with one Ogre at a time, trusting that they'll keep their own troops in line. The savviest officers learn how to turn their Ogre mercenaries' 'priorities' to their own advantage. Myrmidian strategists suggest employing ruses such as suggesting that a specific enemy regiment may be preparing to attack the mess wagons, which invariably results in Ogres doing all they can to seek and destroy the enemy in question.

Considering the difficulties and the great expenses involved, why then does anybody hire Ogre mercenaries? One very good reason is that, when the time comes, they are *very* good at what they do — annihilate their adversaries. To say Ogres live to fight is more than a mere truism; born of a culture that embraces frequent violent conflict as a way of life, Ogres not only excel at fighting, they love it. Experienced Ogre mercenaries have had their skills honed further by continuous fights against a wide variety of opponents, making them even deadlier still.

Ogre mercenaries are renowned for their willingness to take on even the most terrible of foes without even the slightest hesitation. While Ogres are capable of feeling fear, especially when facing particularly terrifying supernatural foes, it's more of a discomfort they soon shake off than an actual impediment to their fighting. Imperial history is replete with stories of Ogre mercenaries facing near-insurmountable odds and charging in roaring when other troops would surely break. Scholars suggest this is just because Ogres are incapable of calculating odds. Regardless, the Imperial State Army has long used them as a bulwark against fearsome enemies for other troops to rally around.

### Oh to be an Ogre

*It is true: 'Ogres are loud, greedy, boastful, enthusiastic, quick to anger, and belligerent', but quite frankly, we've all encountered Humans with the same traits, many of them are nobles to boot. Though I can't say I've known many in my time, I've always had a soft spot for them. I've already mentioned Megg Roth, my aunt's maid, a wonderful Ogre, if a little clumsy, but a gifted storyteller. I must admit I'm a little envious of Ogres – imagine being that size and having the freedom to travel at will. Where would you go? And some Ogres are even literate!*

An Ogre mercenary's natural talent for intimidation often sees them acting as bodyguards or leg breakers for criminal groups. The prospect of facing an enemy near twice your size that will not only hack you apart, but then eat you, makes Ogres fantastic morale breakers, and except for a rare few exceptions, such as Dwarf Slayers, no soldier ever looks forward to facing them in battle. Some employers hire Ogre mercenaries specifically to deprive their enemies of the chance to do so. Ogre mercenaries have served in many civil wars between the Empire's provinces. They're a constant presence in Tilea, where they move back and forth between the forces of the city-states as quickly as old contracts expire and new ones drafted.



# TIMELINE OF SIGNIFICANT EVENTS CONCERNING OGRE MERCENARIES

All dates given list the Imperial Calendar as Ogres have little use for time keeping beyond knowing when the next meal is coming. Many Ogres know something of this history, and could put much of it in order, but mostly think of history as something best left in the past.

## 1957 IC:

The Dwarf Kingdoms along the Worlds Edge Mountains discover, to their great surprise, that the Ogres raiding their holds are not interested in gold or jewels. Rather, they are after ale, foodstuffs, and Dwarfs...

## C. -300 IC

The Human tribes of the lands that will one day be Averland learn to negotiate for the fighting services of wandering Ogres by offering them cattle and the first pick of 'field spoils'. The Ogres prove to be useful in battle but too expensive to keep for long.

## 1-30 IC

The newly-founded Empire is tested by many terrible foes. Emperor Sigmar finds the cheerful belligerence of Ogre mercenaries exceedingly useful and they swiftly become a staple of Imperial forces. Ogres find that 'big slim Sigmar keeps a grand table' – the highest praise given to human employers.

## 475 IC

A Greenskin horde slowly gathers to sweep into Tilea from the Border Princes. The desperate Tileans, with no standing armies to speak of, swiftly gather as many mercenaries as they can from across the Old World, including many Ogre bands. At the fabled Battle of Pugno, the mercenaries rout the Greenskin horde, changing Tilea's makeup, and its future military doctrine, forever.

## 542 IC

At the climax of his hundredth victorious pit fight, Mighty Marn the Mangler is struck by a staggering thought: he doesn't have to eat his fallen opponent. This is swiftly followed by another equally powerful notion: all sorts of different creatures could be introduced into the pit, leading to wildly different fights and a wide variety of victuals. At first, many

think Marn has just been struck in the noggin one too many times, but his ideas eventually catch on, even amidst the slims, changing pit fighting forever.

## 1123-1124 IC

Hard pressed after years of desperate fighting against the Skaven, Cound Mandred of Middenland hires bands of Ogres to help in his struggle. The Ogres prove their worth many times over, slaughtering countless Skaven and continuously dining well on battlefield spoils. After the final conclusive battle, the Ogre Captain Nogrud Neverfull refuses field foodstuffs, 'Had enuff o' rat, slim', opting for a comparatively small herd of cattle and some horses instead.

## 1525-1528 IC

Following the depredations of Gorthor the Cruel, most infamous of all Beastlords, the provinces of Ostland and Hochland were all but destroyed. For years after his defeat, many of the fell beasts Gorthor gathered to his army still linger within the Forest of Shadows. A massive hunt is called to cull the forest, and though the rewards promised grew, few responded for fear of the fell wood. A large band of Ogre hunters eventually answers the challenge, and for several years after regularly return from the depths of the forest with hundreds of partially-gnawed skulls in tow to collect their bounties.

## 1712 IC

WAAAAGH! Gorbad! breaks at last against the mighty walls of Altdorf. While the final victory belongs to many, Imperial records state the peerless courage Ogre pit fighter Igdrol Ironstump showed in single-handedly bringing down (and eating) two of six wild Wyverns the War-boss unleashed was a pivotal factor in the city's survival.

## 2006 IC

In the great city of Remas in Tilea, the brilliant Leonardo de Miragliano directs a reconstruction of the Grand Coliseum. Leonardo builds dozens of innovative devices into the massive structure inspired by conversations with the legendary Ogre gladiator, Brognal Bullsmiter.

## 2302-2304 IC

The battles raging across the Old World during the Great War Against Chaos are so massive that, for the first time, entire tribes of Ogres turn to mercenary work, passing over the Worlds Edge Mountains to happily join both sides of the struggle. Some tribes never return, finding new homes for themselves in the Empire and beyond.

## 2309 IC

During the Third Parravon War, Graf Haldebrand of House Jungfreud hires a large force of Ogre mercenaries from Gristle Valley to work as his 'blunt fist' against the heavy cavalry of the invading Bretonnians. The Ogres prove more than adequate to the task, repeatedly throwing back the Bretonnians and eventually helping the Graf besiege Parravon itself.

## 2342 IC

The young Duc Amoux of Parravon, intrigued by tales of their strength, hires a band of Ogres to use against a rival. While the mercenaries satisfactorily smash the rival's forces, due to a 'misunderstanding' the Ogres eat nineteen of the duc's beloved war horses during the victory celebration. The story spreads throughout Bretonnia, leading to Bretonnian nobles thereafter refusing to hire Ogres. Curiously, Bretonnian merchants began to favour Ogre bodyguards around the same time.

## 2475 IC

A retired mercenary convinces a sceptical Greasus Goldtooth that gold can be used for more than just ornamentation. Once the inspired young Ogre rises to become Overtyrant in 2487 IC, gold is officially recognised as being as valuable as red meat throughout most of the Ogre Kingdoms.

## 2499 IC

Masses of Skaven erupt from the sewers of Nuln. Unlikely heroes and several mercenaries, including the band of the notorious Ogre Captain Hrothyogg, protect the city from utter ruination. Eschewing typical demands, Hrothyogg accepts a good deal of Nuln blackpowder in payment.

## KNIVES LIKE SWORDS

Ogre wargear is generally as outsized as they are, for a Human sword is more like a dirk in their massive hands, and they are nearly incapable of wielding a Halfling-sized blade. Ogre mercenaries are frequently very well armed, with many choosing to carry an arsenal of deadly armaments. They tend to put an enormous amount of strain on their weapons, rarely caring too much about any particular one. Due to their lack of interest in craft, they seldom have any interest in actually maintaining their gear. They often use a weapon until it breaks, then discard it without a second thought.

Successful Ogre mercenaries in the Empire make an exception for their blackpowder weapons, but this may well be a practical one, as ill-treated firearms are far more likely to explode. In their lands to the east, they frequently force Gnoblar servants (a local strain of Hill Goblin) to tend to their gear, threatening to eat them should any of their weapons fail, which is near inevitable. In the Empire, they often request their employer arrange for someone to take care of such duties for them. In the State Army, these duties are seen as a particularly gruelling punishment, as the Ogres will cheerfully dump a small hillock of massive rusted blades before their armourer and tell them to be sharpish about getting them '*nice 'n' shiny 'n' sharp*'.

An Ogre's favourite club is an exception. Ogres esteem clubs because they are the most straightforward of weapons, can kill a target with minimal loss of 'juices', and they are the easiest weapons to acquire in their size. Ogre mercenaries often modify their clubs to their liking, reinforcing them with iron or steel bands, or adding long spikes or vicious razors, until the club is nearly as menacing as the Ogre wielding it.

Ogre mercenaries seldom bother with armour, their thick and insensitive skin acting as the equivalent of leather. Even if they wanted a suit of armour, it is exceedingly difficult to find mail in their size, much less a smith capable of making it, and the labour that goes into armour upkeep bores most Ogres. The one piece of armour all Ogre mercenaries acquire as soon as they can afford it is a proper gut plate. An Ogre's muscular gut is their pride and joy, for a large and ponderous one indicates their status as a successful warrior. Ogre mercenaries pay a slim smith capable of making a proper gut plate exceedingly well and think nothing of paying extra if they can get it 'properly' decorated. They prefer motifs indicating the teeth of the Great Maw, but engravings showing their tribe's markings from the east, fantastic beasts (that they've killed and eaten), or symbols indicating their personal history are all possible as well. Many Ogres request variations of local symbols or heraldry as well, though they rarely care to get the details right. It would be a foolish observer, however, who would venture to point any discrepancies out.

## TALL TALES

The party arrives in a small town starving and in much need of refreshment to discover that every inn and tavern is shut. On closer inspection they discover that a huge row has broken out in the main square. The sound of outrage echoes around the square. Known for being boastful, two Ogres (Thoggall and Yur'n'gut) are determined to be the tallest and widest Ogre. Everyone in town has shut up shop and come out to see what the brouhaha is about. In the centre of the square, two very tall and rotund Ogres are being measured by what looks like a high-ranking member of the town council, Margretta Tolwasser, who is standing on a stool with a long strip of ribbon in her hand. It appears that the Ogres' girth and height are exactly the same. In frustration, they race towards a vegetable stall and start devouring everything in sight. Margretta announces that they have until the town hall bell chimes to eat before they are measured again. If the Characters want a bed and board for the night, they will have to intervene and find a way to ensure one Ogre wins over the other in order to garner lodgings. The Ogres urge the party to help them gather food for a small reward: Thoggall offers protection; Yur'n'gut promises to carry their bags. Things threaten to get ugly when one of the Ogres starts eyeing up Margretta's horse, Bette.



## THE SACRED ART OF PIT FIGHTING

Few Ogre customs have made their way out of the Mountains of Mourn save one: pit fighting. When pre-Imperial Humans first made contact with Ogres, they already had violent sports but they involved such things as animal-fighting or bear-baiting. The Ogres had long since developed pit fighting as a way to definitively decide who was the stronger between two challengers for tribal leadership, while simultaneously worshiping their pit-dwelling deity, the Great Maw.

Ogres certainly think nothing of sparring, and regularly brawl among themselves, but for many long centuries, a 'proper' pit fight involved two Ogres entering the pit and only one emerging having defeated — and eaten — their adversary.

History doesn't record exactly what the Human tribesfolk thought when they first witnessed a pit fight between hired Ogre mercenaries. What is true though is that ritualised combat, without actually eating one's opponent, swiftly sprang up wherever Ogre mercenaries roamed. Scholars credit these fights with reducing needless bloodshed, as combat between rival champions is rarely to the death and often averts open warfare.

This is somewhat ironic given the extremely lethal origins of the practise. Watching others fight remains a popular entertainment throughout the Old World. The Tileans, especially, came to delight in viewing displays of martial skill and professional gladiators remain popular among them to this day.

### THE SACRED PIT



#### ◆ Ogres have a complicated relationship

with their god, the Great Maw. While they see the being as the epitome of appetite and hunger, something familiar to all Ogres, a few have noted that while eating is immensely enjoyable, actually being hungry is anything but. Still, Ogres are as devout in their worship as any other people of the Old World, and while it would never occur to most to attempt to spread their religion to non-Ogres, a handful do occasionally attempt it. Mentag the Encompassing is one such individual, who invites any and all to attend feasts in honour of 'me ol' Grandma.' Some do attend, and most mistakenly assume the feasts are somehow in honour of Mentag's grandmother. A handful, however, have begun having odd dreams, and begun digging pits outside the town into which they fling increasingly more elaborate offerings of meat. The local cult of Shallya would like someone to find out what's going on.

The scope of Ogre pit fighting changed forever when their champion Marn the Mangler had his great revelation in 542 IC. Marn realised, after a particularly spectacular bout, that he didn't *have* to eat his fallen opponent. It may be that Marn was just tired of the taste of Ogre, as immediately thereafter he also realised that introducing other animals into the pit could lead to interesting fights and a wider variety of meals.

While it took some time, Marn's 'strange notions' took hold, and pit fighting eventually evolved to encompass a wide variety of styles, many of which aren't always to the death. However, Tileans infamously still pay top coin for the 'rare honour' of getting to watch a 'proper' Ogre mercenary pit fight.

## HOME AWAY FROM HOME

Though Ogre enclaves do exist outside their homeland, they are exceedingly rare, especially given the nomadic nature of most Ogres and the fact that when they gather in large numbers, it tends to make their neighbours nervous, often with good reasons. Within the Empire, with few exceptions, Ogre mercenaries can most often be found within the largest towns and the city-states, often gathered at fairly infamous taverns that specifically cater to their kind.

### Gristle Valley

First founded by Ogres who managed to survive when most of their tribes were killed during the Great War Against Chaos, Gristle Valley may well be the largest Ogre territory outside of their eastern kingdoms. The Ogre mercenaries took the riches they earned in battle against the forces of the Dark Powers, including, supposedly, personal commendations on their courage from Magnus the Pious himself, and built a new home in the Old World rather than seeking out new tribes in the east. Their valley home lies hidden in the southern reaches of the Grey Mountains, protected by massive nearly year-round snow drifts and a ruthless willingness to eat trespassers.

Gristle Valley is open to all passing Ogres, so long as they leave their quarrels with other tribes behind. Solitary wandering Ogres, mercenary bands, and even whole tribes occasionally sojourn in the valley, passing through the lands of the Border Princes or along the Black Mountains as they travel from the east.

Commanders and other folk with ready coin to spend who wish to send an offer to the denizens of Gristle Valley can have a word with Edelard 'Ed' the Ale-Blessed, the Halfling manager of the *Brass Boar*, a tavern frequented by Ogre mercenaries in Nuln.

## The Red Teeth Tavern

The cities of the Empire do not lack for drinking establishments, but few of their cramped bars can easily hold Ogres, much less cater to them. The *Red Teeth Tavern* was built by its proprietor, Ruggero Steeleye, in his native Tilean style, featuring several large open bar rooms with massive booths but relatively few tables. Steeleye was a mercenary and a successful pit fighter in his youth. He fought beside, and on a few memorably grim occasions, against, Ogres in both of his early professions and knew just how generous they could be with their money when it came to food and drink.

Ruggero built the *Red Teeth Tavern* specifically to cater to the many Ogres working in Bechafen. It has since become a favourite of passing Ogre mercenaries as well as inhabitants. 'Red's' as the locals call it, serves vast quantities of passable ale and colossal skewers of meat '*as raw as you please*' which frequently leaves its bars coated in gore. Folk looking to hire Ogre mercenaries in Bechafen are frequently directed to the *Red Teeth* with the common admonition, '*mind your fingers and hope you have a strong stomach*'.

## (IN)FAMOUS OGRE MERCENARIES

Whether due to their skill, exploits, or sheer audacity, a few Ogre mercenaries have gained a great deal of notoriety. Their legends only grow with every tale spun in taverns throughout the Old World of their valiant, and terrible, deeds.

### Golgfag Maneater

Arguably the most infamous Ogre mercenary of the day, Golgfag has roamed the Old World and beyond, eating and slaying from the shores of Ulthuan to the Mountains of Mourn, and everywhere in-between. His famous sobriquet actually came from an incident in Tilea where he ate his Human paymaster whole after a dispute over rations, as Golgfag is certainly willing to eat anything, without preference. Golgfag's troops, known, unsurprisingly, as Golgfag's Maneaters, are said to be among the most dangerous of Ogre mercenaries in the Old World, with a long list of honours to prove it.

Golgfag's audacious infamy was assured after the Battle of Broken Leg Gully in 2510 IC. For several years Golgfag had been fighting for, and occasionally against, the Ork Warboss Gnashrak Badtooth. After a final falling out, Golgfag and his Maneaters had to fight their way clean of the Warboss' camp, but not before Golgfag tore the Warboss' arm off.

He promptly presented it to the legendary Ungrim Ironfist, the Slayer King of Karak Kadrin, as proof of his sincere willingness to join in the fight against Badtooth. The Dwarf King accepted the Ogre's offer and at the conclusion of the Battle of Broken Leg Gully, Golgfag delivered Gnashrak to Ironfist in chains. Though well paid for this mighty feat, Golgfag decided to loot one of Karak Kadrin's vaults before heading into the Empire.



The Slayer King has since made known an offer of a generous reward for anyone with information on Golgfag's present whereabouts.

Such is Golgfag's fame that by the year 2518 IC, the term 'Maneater' will become synonymous with 'Ogre mercenary' throughout the Old World.

### Captain Hrothyogg

The only Ogre to ever beat Golgfag Maneater in an eating contest, Hrothyogg is not unlike a distorted mirror image of his rival. Where Golgfag is loud and boastful, Hrothyogg is quiet and taciturn. Where Golgfag is forever restless, impatient, and full of fury, Hrothyogg is calm, cold, and near-endlessly patient — a very rare trait in an Ogre. Captain Hrothyogg spent long years in Tilea, learning the mercenary craft from the country that all but invented it. He is famously a master of 'strategic renegotiation', knowing exactly when to bring up modest requests for more provisions or pay, generally right after he and his Payouts have definitively proven themselves, but before the next wave of fighting can occur. His professional skill is such that many Human commanders have relied on his tactical judgement of how best to deploy his troops during a battle and even a few non-Ogre mercenaries have served under him without complaint.



### Isrogdal the Urgent

The Ogre pit fighter turned mercenary Isrogdal the Urgent is well known throughout Tilea, and eastern portions of the Empire, both for the speed of his kills and his eagerness to start eating them. On several occasions, he infamously began feeding on portions of his pit fighting opponents while their fight was still underway. Isrogdal is presently much in-demand amidst the criminal underworld of the Empire, for as an intimidating leg-breaker, he is second to none. His 'enthusiasm' for the job has already forced him to relocate several times, when a 'client' he was just sent to have a word with ended up on the wrong side of his gut plate.

#### ISROGDAL THE URGENT – OGRE PROTAGONIST, FORMER PUGILIST (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	41	32	58	52	11	32	25	22	33	26	36

**Traits:** Armour 2, Weapon (Club +9, Knuckledusters +9)

**Skills:** Athletics 45, Bribery 28, Cool 37, Consume Alcohol 57, Dodge 42, Endurance 62, Entertain (Taunt) 27, Gamble 32, Gossip 27, Haggle 27, Intimidate 72, Lore (Ogres) 25, Melee (Basic 51, Brawling 54)

**Talents:** Combat Reflexes, Dirty Fighting 2, In-fighter, Large, Night Vision, Resistance (Poison (Ingested)), Very Strong, Vice (Food)

**Trappings:** Gut Plate, Mail Coat and Chausses, Mail Coif, Hand Weapon (Club), Knuckledusters, 2d10 Silver Shillings

### Ugrik the Lost

An otherwise unremarkable member of Ogrekind, Ugrik made a name for herself after a raid on an Empire caravan that approached their camp in southern Ostermark. The caravan was actually attempting to hire the Ogre to help deal with the ghoul-swarms blighting Stirland, but the camp hadn't eaten in several hours and was in no mood for talking. During the skirmish Ugrik took a cannonball to the side of the head that very nearly killed her — luckily Ogre skulls are thick. As a jape the cannon crew had previously inscribed their ammunition with various prayers and insults — a frequent if discouraged practice. The one that hit Ugrik said 'Return to Sender'. The Ogre was much affected by the near miss with death and, once this was read aloud to her, resolved to do just that. She fashioned the misshapen projectile into a weighty club, and has been travelling towards Nuln, 'where them cannons come from', ever since.

#### UGRIK THE LOST – OGRE OUTLAW (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	48	30	53	50	22	33	25	25	33	22	36

**Traits:** Armour 1, Weapon (Bow +8, Club +9)

**Skills:** Athletics 43, Consume Alcohol 55, Cool 38, Dodge 38, Endurance 55, Gamble 30, Heal 27, Intimidate 58, Language (Reikspiel) 28, Lore (Local 30, Ogres 30), Melee (Basic) 53, Navigation 25, Outdoor Survival 30, Perception 27, Ranged (Bow) 35, Track 5

**Talents:** Combat Reflexes, Dirty Fighting, In-fighter, Large, Night Vision, Resistance (Poison (Ingested)), Rover, Strike to Stun, Very Strong, Vice (Food)

**Trappings:** Hand Weapon (Cannon Ball Club), Gut Plate, Hand Weapon (Club), Bow with 12 Arrows, 2d10 Brass Pennies

# ◆ GRABBING A BITE ◆

## OGRE PLAYER CHARACTERS



### OGRES

To most folk of the Empire, Ogres are an obscure but much-discussed threat from lands far away. Ogres, when they appear in the Old World, are almost always part of mercenary companies, hired for their incredible size, strength, and ferocity. Those who have encountered them know only too well to treat them with caution.

Big, boorish, and brutal, an adult Ogre stands at approximately 9 feet tall and weighs close to a thousand pounds, Ogres are massive mountains of muscle and thick, dense bone.

The most impressive aspect of the Ogre species is certainly their guts — and not just to hear them tell it. Nothing fills an Ogre with more pride than the size of their gut, which the Ogre will often pat and flex, creating a deafening gurgling and rippling noise. The appetites of Ogres is legendary, fighting and eating are their favourite activities.

Ogres are loud, greedy, boastful, enthusiastic, quick to anger, and belligerent. They are also very simple, completely failing to understand even the most elementary of abstract concepts. Music, art, imagination, creativity, and a host of other enlightened subjects mean absolutely nothing to an Ogre. It is best to state things very directly to them — any subtlety or metaphor will just confuse, and in turn frustrate Ogres. However, Ogres do appreciate a good loud bellow, especially during a feast.

Ogres are well known for their tendency to travel, and can be found across the four corners of the world fighting in mercenary groups of a score to a few hundred or more. Contrary to most popular opinions, Ogres generally mix well with most societies they encounter, assimilating local customs and traditions with an ease likely spawned from a lack of imagination.



## OGRE HISTORY

Many thousands of years ago, the Ogres lived in eastern steppes on the other side of the Worlds Edge Mountains. They were a simple people that spent most of their time trading and warring. Their territory bordered human nations who often saw the benefits of working with the Ogres, keen to make use of their prodigious strength. This would later include the nascent Empire, where Sigmar would deem them to be excellent warriors. Though mutually beneficial, these relationships were often fraught with suspicion. Some found their Ogre allies learned too much and grew too powerful from these arrangements. Some say that it was this distrust that caused a mighty wizard to smite the Ogres, while others say it was done to avenge the many people the Ogres had slain and devoured in battle. Regardless of the truth, a terrible ruin was called down upon the Ogres, and they would be forever changed by it.

### ALL GUTS AND GLORY

The gut of an Ogre is of utmost importance for social, spiritual, and physical reasons. Many of an Ogre's vital organs are held in the gut, unlike most other humanoids, and are protected by a thick interlocking skein of musculature instead of the normal ribcage. These incredibly powerful muscles can grind and churn with terrific force, allowing the Ogre to digest almost anything they care to toss into their cavernous maw. Ogres with large guts are respected among their kind, as their mass is evidence of victories won and lands conquered.

High above the Ogre steppes, a malign star winked into existence. Every night its sickly light grew brighter, until eventually, many weeks later, its crackling miasma of green light outshone both moons. The Ogres could only look to the sky in fear and wonder, the simple people utterly unaware of their impending doom. Eventually the warpstone comet struck, instantly incinerating more than two-thirds of all Ogres, burrowing itself deep into the earth, sending shockwaves around the world.

The sea-sized crater it created would eventually be worshipped as the Great Maw, the Devourer of All Things, the Ogre's chief deity. The devastation it brought destroyed the green lands of the Ogres, burning and twisting them, leaving nothing but a barren wasteland, where the fight for survival drove the Ogres to cannibalism and worse. Today, the Ogre Kingdoms are a conglomerate of tyrannical, greedy kings that rule by the right of might.

After the arrival of their god, Ogres were inexplicably filled with many powerful hungers, one of which was an undeniable appetite for travel. Thus, Ogres are now found all over the world, including the Empire, selling their impressive skills to the highest bidder before moving on. Some, however, choose to settle in foreign lands, and those who make their homes in the Empire are known as Imperial Ogres.

## OGRES AND SLANG

Linguists from the University of Altdorf have remarked that the advent of a new vernacular is often in direct correlation with the migration of Ogres throughout the Empire. Whilst Ogres often adopt the vulgar expressions of any lands they pass through, supplanting them when they next move on, they are also architects of their own slang and idiomatic expressions. Two prominent examples of Ogre wit are 'slim', meaning a non-Ogre, and 'to fill one's face', meaning both eating and fighting. Whether this slang derives from crude translations from Grumbarth, the Ogre language of the Mountains of Mourn, is unknown — few scholars have survived long enough to learn much of that tongue.

## OPINIONS

### Ogres on Reiklander Humans...

*I like their hats. And their little slashed shirts. Their weapons are a bit rubbish, though — little better 'an toothpicks! Most of them look at you funny, or call you names, or chase you from their shops with their little blades. But you find a rich one, one with a very big hat, and they'll pay you well to just stand around, looking tough! They think we're idiots, and you know what? I don't mind what they think so long as I'm getting rich!*

— Brutus Breakneck, Ogre Bodyguard

### Reiklander Humans on Ogres...

*Ogres have a bad reputation, but much of it isn't earned, or fair in the slightest. Sure, their work is often sloppy by our standards, but I dare any Reiklander to make a girdle quite like an Ogre's! Sometimes I wonder if we look down on Ogres in the same way that Dwarfs look down on us... And if we do, I both feel bad for them, and also feel excited — just think of all we did in spite of Dwarf dismissal!*

— Ellena Pfinkis, Reiklander Engineer

### Ogres on Dwarfs...

*Wot do ya call 'n' 'uman you've just sat on? A Dwarf! Ha! Get it? 'Cos they's squished up and grumpy. Say dat to Little Slim, and you fill ya face for days.'*

— Nathaniel 'Nat' Striesser, Ogre 'Comedian'

### Dwarfs on Ogres...

*My mother used to say "with height comes dishonesty". She was talking about Humans and Elves — may Valaya keep her — and in such cases, that was true. But the theory falls down when you account for an Ogre. I think they're too stupid to lie. That doesn't mean you should trust them, though.'*

— Ezra Brynsdottir, Dwarf Shieldbreaker

**Ogres on Halflings...**

*'Short and sweet, if your larder's bare, but they're better kept 'round for cookin'... No, no, I mean they do the cookin' for you. They chatter a lot, but there's somethin' about 'em that make 'em... Almost like family. And not the runts you end up eatin', either.'*

— Ballison 'Butcher' Bigfeast, Ogre Restaurateur

**Halflings on Ogres...**

*'Crude? Sure. Stupid? Usually. Dangerous? Absolutely... And yet, you'll find no firmer friend — quite literally! Have you felt an Ogre's muscles? Certainly more trustworthy than most Reiklanders, I'll tell you that for tuppence.'*

— Ferdinand Hayfoot-Hollyfoot, Halfling Bookie

**Ogres on High Elves...**

*'Themslimslimswifda pointy ears, yeah? Theyfinkthey're better than us. Speak real pretty, wot makes me 'ead 'urt. Sure do taste better than we do, so that's somethin' at least.'*

— Tuzergoo Brainsmasher, Ogre Wanderer

**High Elves on Ogres...**

*'When you've lived as long as I have, seen as many shores as I have, tasted as many cuisines as I have, witnessed as many wars as I have, you begin to grow accustomed to the world as it is. You begin to grow accustomed to the fact that the world changes, rapidly, but always with an undercurrent of cohesion, of stability that holds one generation much like the last. The Ogres bely this — they are a changeless people, among their own kind, right up until they wander and become someone else entirely.'*

— Aesenil Brightsky, High Elf Explorer

**Ogres on Wood Elves...**

*'Wassat? Nah, you're finkin' of pointy forests. You know da ones — you walk in, lookin' for a bite, and suddenly you're covered in arrows. Ain't no Elves in there, just angry trees. Still, what's a bit o' pain when it comes to lunch, eh?'*

— Varzurga, Ogre Hunter

**Wood Elves on Ogres...**

*'Few are as heavy footed as the Ogres, whose every movement is another mark on the natural world. And yet, unlike Humans or Dwarfs, few of my kind hold animosity against them. After all, one does not hate the ant that devours the fallen stag, nor the rumble of one's stomach after a famine. Ogres are a natural force of the world — one to be thwarted with blade and arrow, but never confronted with hate.'*

— Faraoth Ripplewind, Wood Elf Waywatcher

**A COMMON HERITAGE?**

Many strange theories about the origins of Halflings and Ogres abound in the Old World due to the eerie similarity and curious affinity between the two species. One theory, put about by the Imperial philosopher Albrecht of Nuln, suggested that the two stemmed from a common ancestor, and that mass mutation may have resulted in their current physiological differences. This, he suggested, would explain their many similarities: both are resistant to the effects of Chaos, both have a comparable and all-consuming need to search out their next meal. Both also bear unusual behavioural traits: Ogres need to smash and eat everything and Halflings have a compulsion to swipe anything not nailed down. However, Albrecht was burned at the stake in 1301 IC for heretical screeching about supposed rat-men, so his theories aren't taken seriously — at least not in polite or public society.

Ogres and Halflings do seem to share a bond, forming friendships with relative ease. However there is a tension to their relationships, for whilst Ogres seem to display a natural inclination to form friendships with the little folk it is also understood that they find no meat sweeter than a well-hung medium-rare haunch of Halfling.



# OGRE CHARACTERS

Character Creation for Ogres follows the same steps presented in **Warhammer Fantasy Roleplay (WFRP, page 24)** using the following additions.

## SPECIES

If you wish, your Character can be an Ogre. Either choose to play an Ogre, or roll 1d100 and consult the following Random Species Table. You gain +20 XP if you accept the first result.

### RANDOM SPECIES TABLE

1d100	Species
01–89	Human
90–93	Halfling
94–97	Dwarf
98	Ogre
99	High Elf
00	Wood Elf

## CLASS AND CAREER

Ogres follow the same rules for Class and Career (**WFRP, page 30**). As normal, if there is a Career you would like your Ogre to pursue that is not listed here, talk to your GM.

### RANDOM CLASS AND CAREER TABLE

Class	Career/Species	Ogre
ACADEMIC	Ogre Butcher	01
BURGHERS	Artisan	02
	Beggar	03–04
	Rat Catcher	06
	Watchman	07–12
COURTIERS	Servant	13
PEASANTS	Bailiff	14
	Hunter	15–21
	Miner	22–23
	Rhinox Herder	24–26
RANGERS	Bounty Hunter	27–29
	Entertainer	30–32
	Pedlar	33–39
RIVERFOLK	Seaman	40
	Stevedore	41–43
ROGUES	Grave Robber	44–47
	Outlaw	48–56
	Racketeer	57–61
	Guard	62–68
WARRIORS	Pit Fighter	69–79
	Protagonist	80–84
	Maneater	85–91
	Soldier	92–00

## OGRES AT WORK

The following briefly describes each of the Careers an Ogre can begin with, providing ideas for Players and GMs alike on how to include them in their games.

**Artisan:** Although Ogres may produce rough and overlarge goods (typically martial ones), some of them do turn to an honest trade in the pursuit of coin. Most Ogre Artisans are employed as part of a process (usually heavy lifting) rather than making items from scratch. However, most prefer to bully or pay smaller folk to make their weapons and armour for them, rather than manufacture it (probably quite badly) themselves.

**Bailiff:** Ogres make excellent bailiffs and tax collectors, as it's particularly difficult to turn an Ogre away from one's doorstep when they come calling. Additionally, an Ogre's natural vitality makes them well suited to travelling the Empire's roads between distant communities. The fact that few Ogres can count, however, does make tax fraud a particularly prevalent issue.

**Beggar:** The concept of a beggar is so foreign to the Ogre sensibility — someone who sits idle and starves, fed irregularly by the charity of others — that it's surprising how many Ogres take to it. When you consider the fact that those streets are filled with waste, refuse, and stray animals — all otherwise known as 'free food' — you start to understand the Ogre's point of view.

**Bounty Hunter:** Free money for capturing, and sometimes even killing, another being is temptation enough for many Ogres, who take to bounty hunting very well. They rarely have the subtlety or wits to catch cunning targets, but what they lack in intelligence they more than make up for in their tenacity and sheer determination.

**Entertainer:** Almost all Ogre entertainers are strongmen or show wrestlers, amazing audiences with impressive feats of physical prowess. Some rare few, however, can sometimes scrape together a living with their storytelling 'skills', for Ogres love a good (simple, bloody, very loud) tale, and as they are almost universally illiterate, storytelling is their only method of recording the past, barring simple pictographs.

## OGRES AND MUTATION

Though resistant to the mutating effects of Chaos, Ogres are not immune to mutation. However, the typical Ogre does not fear or loathe the mutant as do most citizens of the Empire. They may find them odd, but then again most people find Ogres odd as well. The odds of an Ogre gaining a physical or mental mutation, as explained on **WFRP page 183**, are:

	Ogre
Body	01–10
Mind	11–99

**Grave Robber:** Their greed often takes them to the strangest places and the moral qualms of other species mean little to an Ogre, who is more than willing to unearth an unprotected corpse or two for money (and if they are not paid, they just secured a free meal!). Even the whisper of treasure widens the eyes of a greedy Ogre, so it's not surprising to find many futilely working from grave to grave, desperately hoping for the glint of gold (and possibly a good fight).

**Guard:** Ogres are often employed as bodyguards by those that can afford their extortionate fees. They excel in their duties for few are willing to openly attack an Ogre if given a choice. However, their sheer bulk can often cause problems as they are incapable of entering many of the establishments their employers may frequent.

**Hunter:** In their homelands, Ogres are renowned for their hunting skills, where they vie to stalk, kill, and eat the biggest creatures they can, outshining their rivals. Many Ogres travel far and wide in search of the biggest kill, for the larger the meal, the bigger the gut!

**Miner:** Their mighty strength makes Ogres exceptional miners even though their sheer bulk has gotten more than one stuck. It is rumoured that certain Orc and Goblin lairs were excavated at speed by specially commissioned mercenary Ogres.

**Outlaw:** The Empire's laws can often confuse an Ogre, who will all too often fall back on their hard-held belief that might is right in any given situation. Thus, many of their kind soon become notorious outlaws without meaning to, fleeing the cities of the Empire rarely understanding what they've done wrong.

**Pedlar:** In the end, almost all Ogres become a vagabond of sorts at some point in their lives. Their hunger to know what lies across the horizon drags them from one town to the next, from one nation to the next, never knowing what they're looking for, and probably never finding it. Along the way, they keep themselves fed by selling their natural talents.

**Pit Fighter:** The bloodsport of pit fighting originally came from the Ogre Kingdoms far to the east. There they carve great pits into the earth to represent their hungry god, the Great Maw, and then make offerings of flesh and stage great combats. Ogres, obviously, love pit fighting, and commonly partake whenever they can, whether it is their chosen career or not.

**Protagonist:** Although Ogres make natural protagonists, they often go a little too far, as they are prone to killing and eating their marks rather than simply beating them up. Most Ogres don't even see this as a career, more just the natural way of things: *'You'll pay for my meal if I batter summun? Sure, who you wannus to hit?'*

## EXPATRIATES AND IMPERIAL OGRES

Ogres are as varied as Humans, with diverse cultures of Ogres all over the Old World. However, these cultures all radiate out from their ancestral lands: the Ogre Kingdoms and the Mountains of Mourn. Whilst it's entirely possible to play an Ogre from the Ogre Kingdoms, or an expatriate Ogre from Cathay or Estalia, this supplement focuses on Imperial Ogres. Ogres are great adapters, though, so these rules can be changed slightly to explain any number of adaptations an Ogre has had to make to 'fit in' with whatever culture they find themselves in.

**Racketeer:** It doesn't take much imagination to realise that racketeering is a natural fit for Ogres. They are more than willing to break a leg or two for the right price, or for the fun of it. Nothing convinces a victim of extortion to pay more quickly than a hungry Ogre.

**Ratcatcher:** There are two things you can always count on: the never-ending tide of rats in the Empire's cities, and the never-ending hunger of an Ogre. For some enterprising Ogres, this is a dream situation — getting paid to eat as many rats as possible! And if it's a slow day on the job, they can always eat their small but vicious companion.

**Seaman:** The wanderlust that drags Ogres across the face of the Old World takes their kind to the sea as well, where they make unexpectedly good (and large) seamen. The open ocean seems to call to many Ogres, who have legends of a second Great Maw, a whirlpool of incredible size, that many wish to track down.

**Servant:** Whilst crude and boorish, Ogres make fine menial servants given their immense strength — unloading coaches and pulling cabs all by themselves. Additionally, many aristocrats find Ogres to be very fashionable attachés as their dangerous countenances make for interesting circumstances.

**Soldier:** It seems an Ogre's natural place in the world is killing for money. It combines two of their favourite things, and sometimes three, as most generals don't mind them eating the enemy — it saves burying them with the grave-detail and cuts feeding costs. Further, the lure of the open oceans as a marine, or the constant travel of mercenary life, play well to their wanderlust.

**Stevedore:** It's said that an Ogre stevedore more than makes up for the volume of food they consume with the volume of goods they can load onto a ship. A canny merchant, so long as they've factored in a good deal of excess stock to cover breakages, can really cut corners with a willing crew of Ogres.

**Watchman:** Post an Ogre to the watch or on jail duty and very few will ever consider trying to test the limits of the law, or attempt to escape. They may be expensive, but they're worth an entire squad, assuming they fit into the guard house...

## ATTRIBUTES

To generate your Ogre's Attributes, follow the same steps outlined in **WHFR** (page 33) using the following Ogre Attributes Table.

**OGRE ATTRIBUTES TABLE**

Characteristic	Roll
Weapon Skill	2d10 + 20
Ballistic Skill	2d10 + 10
Strength	2d10 + 35
Toughness	2d10 + 35
Initiative	2d10
Agility	2d10 + 15
Dexterity	2d10 + 10
Intelligence	2d10 + 10
Willpower	2d10 + 20
Fellowship	2d10 + 10
Wounds	(SB+(2×TB)+WPB)×2
Fate	0
Resilience	3
Extra Points	1
Movement	6

## SKILLS AND TALENTS

Just as with any other Species, you can choose 3 Skills to gain 5 Advances each and 3 Skills to gain 3 Advances each from the Ogre Skills and Talents list. You also gain access to 6 Species Talents; where you are offered a choice between two Talents, you may select one Talent from the choices given. Note: Like other Species, it is assumed that all Imperial Ogres are fluent in Reikspiel.

### Ogre Species Skills and Talents

**Skills:** Athletics, Consume Alcohol, Endurance, Entertain (Storytelling), Intimidate, Language (Grumbarth), Lore (Ogres), Melee (Basic), Melee (Brawling), Navigation, Outdoor Survival, Track

**Talents:** Dirty Fighting, Large, Resistance (Chaos), Resistance (Poison (Ingested)), Very Resilient or Very Strong, Vice (Food)

## NEW TALENTS

### Large

**Max:** 1

You are much bigger than most folk in the Old World. The full rules for different Sizes are found on page 341 of **WFRP**.

### Vice (Target)

**Max:** Willpower Bonus

**Tests:** Willpower (Resist Target)

You are consumed with a need to indulge in a particular vice, suffering from the *Vice* Psychology. Each time you take this Talent you develop a new vice. Examples you could take include: Alcohol, Food, Narcotics, Pleasure.

## NEW PSYCHOLOGY: VICE

You are plagued by a need to indulge in your Vice constantly, with your thoughts always straying towards them. Indulging in your Vice must be to an unhealthy extent — indulging in food doesn't mean having a meal, but being a glutton and eating everything you can until you are bloated and made sick. Whenever you are confronted by the Target of your Vice, you must attempt a **Psychology Test** (**WFRP**, page 190). If you fail, you must immediately indulge in your Vice, forsaking all other actions and duties. You indulge until you are insensible, gaining one *Fatigued* Condition. At the end of every subsequent Round, you may attempt another Psychology Test to bring this state to an end. You suffer -20 to all Fellowship Tests towards any Characters who have witnessed your gluttony, as they are repulsed by your behaviour. For each full day you spend having not indulged in your Vice, you gain a cumulative -20 to all Psychology Tests until you do so.

## PHYSICAL DETAILS

As with all Species, you can either randomly determine the following details or choose from the ranges available.

### Age

Though the natural lifespan for Ogres is around 120 years, very few Ogres die of old age. To determine a random starting age, roll 5d10 + 15.

### Eye Colour

Ogres have adapted to living upon harsh, bright mountainsides, and in baking deserts, so their pupils absorb light with minimum dilation. This means that in less intense locales, an Ogre's pupils are often dilated, with a thin rim of colour around them.

**EYE COLOUR TABLE**

2d10	Ogre
2	Grey
3	Green
4	Amber
5–7	Hazel
8–11	Brown
12–14	Dark Brown
15–17	Sienna
18	Black
19	Purple Black
20	Blue Black

### Hair Colour

Ogre head-hair is thick, dark, and lank, although males often go bald past their 30th year, and otherwise go grey after their middle years. Facial hair is often prized by masculine Ogres, with many going to great extremes to cultivate long beards, moustaches, or goatees. Many believe an Ogre's love for his beard stems from his desire to trap escaped morsels of food for later, which, for many, is indeed the case. Females, on the other hand, often braid their hair into antler-like crowns, and elaborate ropes which they use to tie their possessions directly to their bodies.

**HAIR COLOUR TABLE**

2d10	Ogre	2d10	Ogre
2	Brown	12–14	Dark Brown
3	Red Brown	15–17	Black
4	Terracotta	18	Charcoal
5–7	Sienna	19	Jet Black
8–11	Burgundy	20	Blue Black

### Height

On average, male Ogres stand over 9 feet tall and females just marginally shorter. It should be noted that culturally height means very little for an Ogre. Weight is what's important — the heavier the better. To determine a random height, roll 1d10 + 7'7".

### NOT STUPID, JUST SINGLE MINDED

Whilst the outside observer may mistake an Ogre for being stupid, the truth is more complex. Ogres process complex, abstract thought differently to most other Species. They are generally illiterate — like many in the Old World — and rely upon storytelling to pass on their legends and history. They have little patience for art, poetry, metaphor, simile, music, philosophy, and many other things that occupy the slims.

No Ogre Character may take any Skill or Talent that relies on writing or complex artistry, nor any suitably advanced Lore Skill, without GM permission. Players and GMs should work together to substitute suitable alternatives into any Career the Ogre takes.

That being said, some Ogres do find themselves in the curious position of being able to read, write, count, sing, and so on. The famous Altdorf playwright Detleif Sierck is on record weeping openly whilst Tergarhash Gutrend performed a beautiful rendition of the Indish opera *Lakme*, though it was marred slightly when she ate her duet partner for falling out of key.

### OGRE NAMES

Many Imperial Ogres have Imperial names, adopting those of their homeland. Feel free to follow the guidelines for a Human (Reiklander) name (WFRP, page 37). For Players who would prefer to have a traditional Ogre name, the following two tables allow you to create one.

### Generating Ogre Names

Traditionally Ogre names stem for a number of common roots and endings. Traditionally, the first element is taken from whatever the child's first meal consists of, while the second varies by season, place of birth, notable deeds of the parents, and so on. You may generate a traditional Ogre name by rolling on both tables on the following page and combining both elements.

## OGRE ELEMENT 1 TABLE

Roll	Element								
01	Ar	21	Grum	41	Nar	61	Tar	81	Verm
02	Ag	22	Gurz	42	Narg	62	Tag	82	Vug
03	Az	23	Hroth	43	Nag	63	Tazag	83	Vuz
04	Bargh	24	Keggur	44	Nagar	64	Teg	84	Vuzzig
05	Blag	25	Kug	45	Naz	65	Terg	85	Yar
06	Boz	26	Kuz	46	Nartha	66	Thar	86	Yamith
07	Bur	27	Mag	47	Ner	67	Thag	87	Yer
08	Dar	28	Mar	48	Nerg	68	Thaz	88	Yeg
09	Dergh	29	Margh	49	Neggim	69	Thegiz	89	Yorgh
10	Duth	30	Meg	50	Nur	70	Ther	90	Yorz
11	Far	31	Merrig	51	Nug	71	Thug	91	Yur
12	Feg	32	Mor	52	Nuggith	72	Torg	92	Yug
13	Fer	33	Morg	53	Rar	73	Torz	93	Yuz
14	Fog	34	Morz	54	Rag	74	Tur	94	Zar
15	Fuzgh	35	Mug	55	Raggim	75	Turg	95	Zargh
16	Gar	36	Murg	56	Raz	76	Tuz	96	Zag
17	Gagh	37	Murgog	57	Razog	77	Var	97	Zer
18	Geg	38	Murz	58	Rer	78	Varg	98	Zeg
19	Gez	39	Muz	59	Reg	79	Varz	99	Zog
20	Gorg	40	Murthig	60	Skr	80	Ver	00	Zor

## OGRE ELEMENT 2 TABLE

Roll	Element	Roll	Element	Roll	Element	Roll	Element	Roll	Element
01	abba	21	ebb	41	getha	61	ork	81	thruta
02	addoo	22	edd	42	gothish	62	ort	82	thrush
03	akka	23	ek	43	gratoo	63	orth	83	ubbsh
04	ag	24	elg	44	grethi	64	ott	84	uddoo
05	alloo	25	ell	45	grothoo	65	rag	85	ulgoo
06	alta	26	elt	46	gruta	66	reg	86	ulloo
07	algoo	27	elg	47	guta	67	ret	87	ultsh
08	alza	28	elz	48	guttash	68	reth	88	ulgi
09	angoosh	29	eng	49	obbi	69	rob	89	ulzish
10	annash	30	emm	50	oddi	70	rok	90	ungish
11	argo	31	enn	51	okka	71	roth	91	unnoo
12	argani	32	erg	52	olghish	72	rug	92	urga
13	argloo	33	ergl	53	olloo	73	ruk	93	urka
14	arki	34	erk	54	oltush	74	rut	94	urthoo
15	arkash	35	erkag	55	olghtha	75	rutag	95	urthu
16	arkuga	36	ert	56	olthi	76	tag	96	urthagish
17	artha	37	erth	57	onga	77	teg	97	urutoo
18	artaga	38	ett	58	onni	78	thorg	98	uruzi
19	arthash	39	ew	59	orgoo	79	throg	99	uttish
20	attha	40	gat	60	orglisch	80	throt	00	yogg

## OGRE TITLES AND CLAN NAMES

While some Ogres place great stock in their given name, to most it is simply a sound to go by. Of far more importance are the names and titles earned during an Ogre's life.

Ogres often take a title or refer to themselves by their tribe names — though only if such a name would strike fear into an enemy, and so long as they hold a place of esteem within it. Titles are simple and crude, often self appointed to reflect the Ogre's favourite pastime. As such, there might be a handful of Ogres that go by 'the Slaughterer' or 'the Maneater' at any one time. Tribe names are a little more stable, though they tend to shift quickly, gaining parts as one tribe (sometimes literally) consumes another.

**Examples:** Goldtooth, Ironskin, Thundermaw, Bloodguzzler, Eyebiter, Onetusk, Bullgorger.

### Big Names

While most Ogre titles are self-appointed, with the exception of some disparaging names bestowed by a rival, certain notable deeds can earn an Ogre truly imposing title, known among all Ogre kind as a Big Name.

While there is no formal ritual involved in bestowing such a name, Ogres treat the matter as gravely serious. The notion of claiming a Big Name without earning it is beyond sacrilegious — to bear the name is to have done the deed.

Any time an Ogre either spends or gains a Fate Point, or otherwise completes a truly mighty feat, the GM should consider granting them a Big Name. This is always bestowed by another Ogre who either observed the tale or heard of it, and such tidings spread quickly. Ogre mercenaries often return home after years to find that their tribe has heard nothing of their exploits, but know they have earned a Big Name.

### Example Big Names

Though not exhaustive, the list below details some well known Big Names and the feat required to earn the right to use them. GMs and Players should work together to choose a suitable Big Name if it has been decided that a deed warrants it. Such names are always direct and to the point, much like the Ogres themselves, and are rarely more than one word long.

Big Names have no specific in game effect, though among Ogres they would typically provide a bonus of +20 to Intimidate or Charm Tests.

### Mawseeker

You have travelled far to the east and witnessed the Great Maw with your own eyes. It has left an indelible impression on you, and a starved look in your eyes which never truly departs.

### Daemonswallower

You have somehow managed to swallow a Daemonic foe before it was banished back to the Realms of Chaos. A fragment of it still festers in your gut, though its demands are easy to ignore.

### Giantbreaker

You have snapped the bones of a living Giant, and likely sucked the marrow from them thereafter.

### Ghoultosser

By might, magic, or luck you have ripped a ghost or other spirit apart, spreading the shreds of its essence into the hungry winds.

### Deathcheater

You have survived something so perilous and deadly that even most Ogres agree that, by rights, you should be dead.

### Longstrider

You have travelled far and wide, even by the standards of the most wordly Ogre.

### Beastkiller

You have single-handedly slain a beast of great note — perhaps a Dragon or other terrible creature.

### Brawleguts

You have achieved some fantastic feat of strength, ideally one that utilised only your substantial bulk and bare hands.

## BRINGING YOUR OGRE TO LIFE

As Ogres are quite different to other Species, they need a closer examination of the steps presented in **WFRP** (pages 42–43). This section examines the ten questions that help bring a character to life.

### Where are you from?

Most Ogres found in the Empire were born outside of it. Many have travelled to the Empire — 'the greatest Human nation in the Old World' — seeking money, adventure, or a new meal. Others have just followed their noses, bowing to the wanderlust that fills their hearts. Although with the rise of Imperial Ogres, more and more young Ogres only know the Reikland as home.

Imperial Ogres are those born in the Empire, learning its ways and customs from the beginning. These Ogres likely have Imperial names, dress in oversized Imperial clothes, and are, for all intents and purposes, Imperials.

Other Ogres, travellers from the Ogre Kingdoms for example, carry some vestiges of their original cultures but Ogres consume culture quickly, as they do everything else. Ogres are adept at adapting to local customs, though often have a hard time adjusting to more esoteric concerns like morality, religion, and philosophy — mimicking, rather than assimilating.

## What is your family like?

Ogres are a stoic lot, and while their most pressing concerns usually involve their next meal, they also care for the proper upbringing of their children. While what constitutes proper practice may seem somewhat callous to outsiders, the Mountains of Mourne are a harsh home, and even the robust of Ogres must learn how to survive there. This is somewhat tempered by Imperial culture, and most Ogres born there are at least discouraged from outright eating their weaker siblings.

Alternatively, an Ogre could have been raised in the Ogre Kingdoms. Ogres raised there learn that all of life is a competition, and for one to gain something, it must be taken from another. Ogre families fluctuate in size wildly, growing and shrinking with the fortunes of the family and clan. This sort of upbringing would be considered barbaric and unthinkable in the Empire, but for the harsh Mountains of Mourn, it makes a certain kind of sense, and has led to a culture of hardy folk who survive in their own ways.

## Why did you leave home?

Leaving home for an Ogre is natural, and very few Ogres can bear to stay within a league of where they were born — or anywhere else — for more than a few years at a time. Ogres are filled with an intense sense of wanderlust, which sees them carried to all corners of the globe. Additionally, adoptive Human parents are often forced to send their Ogre wards on their way when they grow of an age to travel by themselves (given they're taller than any Human by the age of ten, this can often lead to messy situations) due to the sheer expense of feeding an Ogre.

## Who are your best friends?

Although not known for their friend-making skills, Ogres do make them. Obviously, it is more likely that an Ogre makes enemies, although how many of them survive to tell the tale is another question.

Given the rough childhoods Ogres experience in the Empire, they often have few Human, Elf, or Dwarf friends. However, they are often seen among Halflings, and this connection appears to be stronger and more mutually agreeable in the Empire than in other places. Perhaps the shared experience of prejudice bonds these two peoples together more than their potential shared lineage would already.

## What is your greatest desire?

It is simplistic to assume that Ogres only care about food and wandering around — though these are certainly their primary concerns. Ogres, like anyone else, do have desires, and it's worth considering what your Ogre wants out of life. These desires, if material, should be big and obvious. Ogres highly prize personal possessions, and gather objects of status (trophies of kills, for example) and wealth. Being quite simple, they like to be able to see and feel how important something is. If a noble is short, thin and without accoutrement, then how is an Ogre to know he's a noble? Their naivete often leads them to adopt what, to anyone other than an Ogre, would seem to be an impossible dream. Owning their own castle on the Reik, becoming the most well-known citizen of Altdorf, or eating one of every animal in the Old World. Of course, given their nature, these goals are often less impossible for an Ogre than one might assume.

## What are your best and worst memories?

Ogres rarely dwell on the past, and are thankfully free of many of the traumas that plague the smaller Species. However, Ogres do love to tell massively exaggerated and bombastic stories, so it's worth considering some key memories your Ogre likes to talk about. These memories are usually built around some action they took that they can brag about.

## What are your religious beliefs?

The established cults wouldn't accept an Ogre without a very good reason (who could trust them not to eat the faithful?), and Imperial Ogres are far from the Great Maw, so most only have a notional idea of organised religion. However, some cults actively convert unbelievers, especially the belligerent ones. As Ogres are naturally attracted to those proselytising war, it is not impossible to find a devout Sigmarite Ogre, or a fur-covered Ulrican. There are even tales told of Ogre Shallyan Nuns who travel from place to place devouring plague-corpses in their effort to combat the Fly Lord!

All Ogres, however, have the twisting hunger in their gut for something more, to see the world, to feast on the strangest of sights, to devour the earth; no matter how hard they try, Ogres never escape the influence of the Great Maw.

## To whom, or what, are you loyal?

An Ogre is no more or no less loyal than a Human, so an Ogre Player should consider the questions raised in **WHFR** (page 43) just like any other Character.



## Why are you adventuring?

Most commonly: wanderlust; greed; hunger; wanderlust. Ogres itch for the open road, so coming up with a justification for leaving an old life behind is not at all hard. Perhaps the Ogre wishes to see the Mountains of Mourn? Perhaps she wants to take to sea? Perhaps he just wants to be rich? Whatever it is, it shouldn't tax an Ogre Player too much to come up with a good reason to go adventuring.

## ADVANCING OGRE CHARACTERS

Ogre Characters advance just like any other Character, with the only exception being the '**Not Stupid, Just Single Minded**' rule on page 21, which may restrict certain Skills and Talents. However, many Players may have problems imagining Ogres fitting into the upper echelons of most Classes and Careers. The examples below show ways that an Ogre could find themselves elevated above their humble beginnings.

**Assassin:** There is nothing an Ogre is more capable at than killing, and getting paid to do it makes it all the sweeter. They may not be the most subtle of assassins, but they do the job with clear enthusiasm.

**Boatswain:** No Ogre likes to be bossed about, so it is not uncommon to find them trying to rise through the ranks of any establishment they are a part of, be this on land or at sea. However, as they often just bully their lessors, they rarely make popular leaders.

**Duellist:** Whilst they may not understand the intricacies of why they are fighting on behalf of some skinny Human, the pay and food is often very good.

**Entertainer:** Few expect Ogres to be good entertainers, and for good reason: they rarely are. But several of their kind still try, loving the competition of out-doing the other acts, and freely intimidating anyone who is better than them.

**Explorer:** Ogres love to travel, and can be found wandering in every corner of the world. When they eventually, if ever, return to their homelands, great Ogre travellers are admired for the astounding stories they can tell and the impressive trophies they capture.

**Judicial Champion:** Whilst it is true that many towns and cities have banned Ogre Judicial Champions because they are just too good at it, they are still in popular demand by the rich and foolish of the Empire.

**Master Pilot:** While they may not understand the movements of the heavens, Ogres seem to have a good gut instinct for direction, and make surprisingly good navigators. However, their inability to draw clear maps, read maps, or even understand what a map is for, makes relying upon them a little risky.

**Merchant:** Ogres enjoy trading, as their greed for riches and symbols of wealth are considerable. Many Ogre merchants are less than trustworthy, however, so keen are they to make maximum profits.

**Officer:** Many Ogres aspire to lead their own regiment, so rising through the ranks of the State Army, or a mercenary band, is certainly a choice that many will aim for. Most, once they get there, rule with an iron fist, becoming veritable tyrants.

**Outlaw Chief:** Ogres just can't help themselves: they break laws. And when they do, they often fall in with other criminals. It doesn't take long for them to bully their way up to the top.

**Pit Legend:** Ogre champions are to be feared for the incredibly dangerous creatures they are. Everything, and everyone, is potential meat for their platter.

**Racketeer:** A perfect business for an Ogre. Threaten everyone around you, tell them you won't eat them if they pay you, and a source of income is suddenly guaranteed. It's a dirty job, but Ogres like to do it.

**Scout:** Ogres love the wilderness and make natural scouts, enjoying pitting themselves against nature and anything else they may cross. The Imperial Army of Cathay has long learned to fear the Ogre Scout, a silent and ferociously aggressive enemy.

**Sergeant:** It's not a rare sight to see bands of up-and-coming Ogres clamouring for leadership positions among mercenary bands. They're usually desperate to prove themselves, and therefore especially dangerous. Some take the more guaranteed route in an established military, but most are sell-swords.

**Ship's Master:** The life of a sea captain suits an Ogre's sensibilities very well. Big guns, freedom of movement, big guns, boarding actions, big guns, beating up skinny wimpy (often their own crew) and big guns. Could life be any better?

**Veteran:** A natural Career for Ogres that live long enough. They fight, they get better at it, they fight more.

**Witch Hunter:** Often an Ogre doesn't need to do anything at all to get skinny Humans to speak. One look at their massive frame is enough to get anyone to squeal! Sure, they may not know the intricacies of theology or the 'law', but they're an invaluable asset to any cadre of witch-hunting zealots.



## EXAMPLE OGRE CHARACTERS

### NAZZAALTA TALLTALE

Nazzaalta's story is a common one on the docks of Ubersreik — not because it shares resemblance to anyone else's, but because she has a tendency to shout about it at all hours of the day. Born aboard a ship headed down the Reik from Marienburg and dumped under Ubersreik Bridge, it was all too likely that Nazzaalta would meet a swift end. But the stevedore gangs saw her value early, took her into their care, and raised her like one of their own.

With her strong back and massive muscles, she's a welcome addition on the docks, but it's her booming voice that garners even more attention. What with the changing times, the higher ups in the Stevedores' Guild have recognised what a shouting Ogre really means: it's hard to say 'no' to someone who would love nothing more than to eat you whole.

Nazzaalta loves her lot in life. The docks are home, and she's kept well fed. What's more, folks seem to like listening to her tell tall tales that she picks up from the ever-changing influx of sailors. And every now and then the kindly folks who tell her what to pick up and where to put it down instruct her to crush someone's arm, or break someone's legs. What more could an Ogre ask for?

### Nazzaalta Talltale, Ogre Stevedore

**Career:** Stevedore (Ex-Dockhand)

**Experience Spent:** 500 points

	M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
<b>Base</b>	6	36	17	49	43	16	28	26	25	29	19	28
<b>Adv.</b>	—	—	—	—	—	+5	—	—	—	—	—	—
<b>Total</b>	6	36	17	49	43	21	28	26	25	29	19	28

**Skills:** Athletics 38, Climb 54, Consume Alcohol 53, Dodge 33, Endurance 51, Entertain (Storytelling) 29, Gossip 24, Intimidate 52, Melee (Basic 46, Brawling 39), Swim 54

**Talents:** Dirty Fighting, Large, Night Vision, Resistance (Poison (Ingested)), Strong Back, *Very Strong*, Vice (Food)

**Trappings:** Cloak, Clothing, Dagger, Flask of Spirits, Hand Weapon (Boat Hook), Leather Gloves, Pouch, Sling Bag

### ARTUR HAMMERFOOT

Dwarfs and Ogres tend not to get on very well — Dwarfs are short and care a lot about tradition and fine craftsmanship, and Ogres are... Ogres don't care about those things. Except for Artur. Artur Hammerfoot cares deeply about Ogre history, and about hammering metal into pleasing shapes. Of course, those shapes are all, without exception, armoured girdles stamped with the shape of his foot.

You see, Artur has big dreams of overthrowing the Dwarfs of Karak Azgaraz and devouring all the 'walking hams', as he calls them. He's not quiet about it, either, and the Dwarfs know what he's planning. It's a good thing he's fashioning these girdles for a non-existent army, otherwise there'd be hell to pay on the streets of Altdorf.

Still, many Altdorfer nobles are beginning to admire the crude 'craftsmanship' of the girdles, and more than a few have bought them to hang on their walls and serve great feasts out of. It's becoming something of a fashion statement among the more eclectic aristocrats of the city. They're not the clientele Artur was looking for, but the influx of money is getting the attention of the few enterprising Ogres in the city. Perhaps that army isn't as far off as folks claim.

### Artur Hammerfoot, Ogre Artisan

**Career:** Artisan (Ex-Apprentice Artisan)

**Experience Spent:** 1000 points

	M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
<b>Base</b>	6	29	19	58	51	3	21	26	25	36	19	36
<b>Adv.</b>	—	—	—	+10	+10	—	—	+10	—	—	+7	—
<b>Total</b>	6	29	19	68	61	3	21	36	25	36	26	42

**Skills:** Athletics 26, Consume Alcohol 66, Cool 41, Dodge 26, Endurance 71, Evaluate 30, Intimidate 71, Language (Grumbarth) 28, Lore (Ogres) 30, Melee (Basic 32, Brawling 34), Stealth (Urban) 26, Trade (Blacksmith) 32

**Talents:** Craftsman (Blacksmith), Dirty Fighting, Large, Night Vision, Resistance (Poison (Ingested)), *Very Strong*, Vice (Food)

**Trappings:** Chalk, Cloak, Clothing, Dagger, Guild License, Hat, Leather Jerkin, Lunch, Pouch, Sling Bag, Rags, Trade Tools (Blacksmith)

## NOTES FOR THE GAMEMASTER

The following points are pieces of advice for Gamemasters wanting to add Ogres to their **Warhammer Fantasy Roleplay** campaigns. For starters, we think it's a great idea to add them — otherwise we wouldn't be publishing this supplement! Try to frame any problems you can imagine with Ogres as positives, rather than negatives.

### ADDING OGRES TO AN ONGOING CAMPAIGN

Adding an Ogre to an ongoing campaign is easier than you might think. Consider that...

Ogres like to wander more than almost anything else, so convincing them to drop what they're doing and join a band of adventuring vagrants is a piece of cake.

Ogres cost a lot in upkeep, so they're always looking for more work and more money.

Ogres are very suggestible and like to fit in with the people around them. If they're given the chance to bond with the Characters, they're likely to jump at that chance, especially if the party includes a Halfling!

However, adding an Ogre is not a decision that should be taken lightly, or without consulting your group of players. They're not in the core rulebook for a reason, and most Players won't expect to see Ogre Characters in a game of **WFRP**.

### ARE OGRES OVERPOWERED?

Yes, fundamentally and unapologetically. Ogres are overpowered: that's why the Imperial State Armies like to hire them. One Ogre can take on a handful of Humans, Goblins, and so on. But that's as it should be. Ogres face all sorts of problems by virtue of being Ogres, and are almost entirely reliant on other Characters to succeed in the Old World — they can't read, they can't count, they're terrible with money, and their cost of living would break the bank of most modest merchants.

An Ogre Character should be a welcome addition to any adventuring party, but some Players may have an issue with one Character being so obviously superior in combat when compared to most others. Make sure to have this conversation with the entire play group and establish these facts. If anyone is uncomfortable with having an Ogre Character in the group, you can still use the rules in this chapter to create interesting Ogre NPCs. But also consider that having an Ogre in the group opens up new possibilities. If other Players want to focus on Academic or Burgher Careers they may do so secure in the knowledge that if violence is called for, the Ogre has it covered.

### BIG OGRES, LITTLE HOUSES

Ogres are *big*. No, really, they're massive. Considering the average height of a Reiklander is 5'9", the majority of buildings in the Empire will be a tight fit for most Ogres, not to mention the fact that many adventures take place in tight spots like sewers and tunnels.

Try to think of an Ogre's size as a feature or a chance for comedy. Try to avoid excluding your Ogre Player from scenes because they can't fit, and instead allow them to crawl on their hands and knees, or describe how they're bending their necks and shuffling into cramped Dwarf shops. Make sure you have this conversation with a Player before they choose to create an Ogre Character, otherwise they could be frustrated with their lot in the Old World. It's important to make sure everyone is on board with the challenges that can arise from travelling with an Ogre companion.



## SIZE MATTERS

The rules for size are admittedly somewhat complex, but knowing how to use them is vital for Ogre Players and GMs. Differences such as the larger number of Wounds Ogres receive are covered in the section on Character Creation above. The major gameplay differences related to an Ogre's size are summarised below. You can find details in **WFRP** (page 341).

### Weapon Damage

Weapons used by Large creatures such as Ogres gain the *Damaging* Quality (**WFRP**, page 297) when used against Average creatures, such as Humans, Dwarfs, and Elves. You may use either the number shown on the units die or the SL to determine the Damage caused by a successful attack.

Against Small creatures such as Halflings, Weapons gain the *Impact* Quality (**WFRP**, page 298) as well, meaning you also add the number shown on the units die when calculating Damage. After applying all relevant modifiers, the weapon Damage against Small creatures is also doubled. There are many reasons that Halflings tend to befriend Ogres, and this may be first among them.

### Deathblow

If an Ogre successfully strikes a smaller creature, they may choose to enter that creature's space and make an additional attack against a different creature. They may do this a number of times equal to their Weapon Skill Bonus, though they may not attack the same creature more than once. The original target does not need to die to activate this feature.

### Defending Against Ogres

Average-sized creatures suffer a -2 SL penalty to Melee Tests to defend against an Ogre's attacks, though not if they use another Skill such as Dodge to defend. Small creatures suffer -4 SL.

### Fear

Hostile Ogres cause *Fear* (**WFRP**, page 190) in Average creatures, and *Terror* (**WFRP**, page 191) in Small creatures.

### Other Notes

Ogres do not need to Disengage (**WFRP**, page 165) to move away from smaller opponents in combat. If they wish, an Ogre may spend 1 Advantage to attack a smaller opponent with a SB +0 Damage attack using their Melee (Brawling) Skill. Average and Small creatures both receive a +10 bonus to hit Ogres with both Melee and Ranged Skills.

Combined, these rules for Size have a major impact on combat, and should not be forgotten. The result is that most Ogres make several attacks each turn, doing substantial damage as they go.

## AN OGRE WALKS INTO A BAR...

Just as some Players may find an Ogre in the party overshadows their own combat prowess, Ogre Players may from time to time feel limited by the additional challenges they face. Ogres are typically viewed with suspicion and fear. Because they are so often employed as mercenaries, bodyguards, and enforcers, many denizens of the Empire view an Ogre arriving in town as an obvious prelude to violence. If a situation calls for social interaction and investigation, an Ogre might find it hard to question the locals without someone else to break the ice. Even more notably, if discretion is called for Ogres stick out like nothing else.

Make sure to have this discussion with any Players contemplating making an Ogre Character. Some may relish the chance to play these sorts of Characters — surviving and thriving in spite of how the world views them. Others may not, and may find the frequent fear they instil in many NPCs to be detrimental to their enjoyment of the game. If you find this to be the case, feel free to downplay this aspect of having Ogres in a game of **WFRP**. After all, many groups feature heavily armed and armoured adventurers of all sorts wandering into people's homes trailing all manner of steel and gunpowder behind them — an Ogre might not be that much more intimidating at all.

Of course, Ogres naturally benefit from their impressively intimidating reputation as well. If a Player is happy to sit back and let the slugs handle the talking until a meaningful glare or a bout of extreme violence is called for, they may find playing an Ogre to be very satisfying indeed. For their part, the average Ogre brings a stoic nature, insatiable appetite, and talent for finding a bloody and direct solution to even complicated problems. While parts of the Empire may appear at times unwelcoming place, the typical Ogre can rest assured that they are more than a match for it.

## OGRE EQUIPMENT

As noted on page 11, most regular weapons and equipment are available in 'Ogre sizes'. Aside from being heavier, these weapons have no additional effects aside from potentially gaining the *Damaging* and *Impact* Qualities and increased damage against Small creatures noted under **Size Matters** on page 28.

However, Ogres do forge and make use of their own arms and armour, most famously their massive clubs and impressive gut plates. The rules for these creations are detailed below. Note that these are Ogre weapons, and as such the Encumbrance numbers are already correct and do not need to be doubled as for other Trappings (see page 31). Needless to say, these weapons are all but useless in the hands of Average creatures, and most Small creatures would struggle even to lift them.

## OGRE MELEE WEAPONS

Weapon	Price	Enc	Availability*	Reach	Damage	Qualities and Flaws
BASIC						
Ogre Club	1GC	2	Common	Average	SB+4	Special **
Ironfist	4GC	2	Scarce	Short	SB+3	Shield 1, Defensive
TWO HANDED						
Big Ogre Club	5GC	6	Common	Long	SB+6	Damaging, Special**

\* Availability is given for the Empire, where some weapons are rarer than they would be in the Mountains of Mourne.

\*\* Ogre Clubs are always personalised to the preferences of the Ogre using them. See the weapon description for more.

## OGRE RANGED WEAPONS

Weapon	Price	Enc	Availability*	Range	Damage	Qualities and Flaws
THROWING						
Great Throwing Spear	6/	2	Scarce	SBx3	SB +4	Impale
BLACKPOWDER*						
(2H) Leadbelcher Gun	14GC	8	Exotic	50	+10	Dangerous, Reload 5
Ogre Pistol	9GC	3	Exotic	20	+8	Pistol, Reload 1
ENTANGLE						
Harpoon Launcher	8GC	5	Exotic	20	+10	Entangle, Reload 2
Chain Trap	1GC	2	Scarce	SBx2	+7	Entangle

\* Availability is given for the Empire, where some weapons are rarer than they would be in the Mountains of Mourne.

## OGRE AMMUNITION

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER						
Leadbelcher Shot (12)	4/-	0	Scarce	Half Weapon	—	Blast 3
Leadbelcher Ball (1)	1 GC **	0	Scarce	As weapon	+4	Penetrating, Impale, Impact
ENTANGLING						
Harpoon (6)	5/-	0	Exotic	As weapon	—	Impale

\* Essentially a cannon ball, the price given for a Leadbelcher Ball includes 2/- for enough powder to fire a single shot. The ball can often be recovered, and may be fired again for just the price of the powder.

## OGRE ARMOUR

Armour	Price	Enc	Availability	Penalty	Locations	APs	Qualities and Flaws
PLATE							
Ogre Gutplate*	20GC	4	Rare	—	Body	3	Impenetrable

\* Ogre Gutplates are uniquely suited to Ogre anatomy, and indeed even if scaled down would provide incomplete protection to members of species who do not keep most of their vital organs in their gut.

## WEAPON DESCRIPTIONS

Some Ogre weapons have special rules beyond their Qualities and Flaws. These are detailed below.

### Ogre Clubs

Ogres love their clubs. They are the simplest sort of weapon, which appeals to the Ogre mindset greatly. Ogres scour battlefields, forests, and boneyards to find a good solid club and materials to customise it to their liking. If you wish you may customise an Ogre Club or Big Club to add one of the following options. See WFRP page 298 for more on these Qualities.

**Metal Plates:** The weapon gains the *Pummel* Quality.

**Rusty Spikes:** The weapon gains the *Penetrating* Quality.

**Scavenged Blades:** The weapon gains the *Hack* Quality.

### Ironfist

A tribute to the sacred art of pit fighting, an Ironfist is a massive gauntlet Ogres use to bash aside blows and crack heads. Ironfists are secured tight to the Ogre's fist — an Ogre can never be disarmed of an Ironfist. They may use the hand wearing the Ironfist to hold a weapon or perform simple actions.



### Great Throwing Spear

Used by Ogre Hunters in their pursuit of the great beasts of the Mountains of Mourne, these are large, crude, and terribly effective javelins.

### Leadbelcher Gun

Essentially a cannon, the Leadbelcher Gun is the height of Ogre engineering. Breech loaded, extremely hard wearing (it would have to be) and fired by lighting a simple fuse, the Leadbelcher Gun is usually loaded with whatever the Ogre has to hand — lengths of chain, bricks, lead shot, stones, rusted nails, and the like. Occasionally they may be loaded with actual cannonballs, which Ogres typically reclaim from the battlefield after use. Lucky cannonballs are often named and carried about as a valued comrade.

### Ogre Pistol

An Ogre Pistol is a reinforced Empire weapon and can use all the same shot and powder as a typical blackpowder weapon (WFRP, page 296). However, they are strong enough to also serve as a Hand Weapon, only breaking on a Fumbled attack.

### Harpoon Launcher

Used to hunt prey, a Harpoon Launcher fires a massive bolt the size of a spear, attached to a long length of rope. There is no mechanism to pull the rope back in automatically — the Ogre simply grabs the rope and reels in their prey by hand. Harpoon Launchers can be used with either the Ranged (Crossbow) or Ranged (Entangling) Skills at no penalty. If the rope is removed from the bolt, the range increases to 60 and no longer has the *Entangle* Quality.

### Chain Trap

A set of spring-loaded metal jaws on a length of stout chain, the Chain Trap is a tool used by Ogre Hunters. Originally designed to be chained to a rock or tree and left set in the hopes of catching prey, most Ogres lack the patience for this sort of approach and found it more expedient simply to fling the trap at a target and reel in the meat.

## ARMOUR DESCRIPTIONS

While some Ogres do wear more substantial armour, this is done just as much as a mark of fashion or affiliation as it is for actual protection. Only the gutplate is seen as an item of true protective merit among Ogres.

### Gutplate

A massive slab of metal, hardwood, bone or leather, an Ogre's gutplate is prized above even the most well-worn club. The plate protects the Ogre's belly, where most of their vital organs reside, and acts as both a source of protection and a canvas for military or religious markings. Many gutplates carry the symbol of the Great Maw, a ring of jagged teeth that represent both the Ogre's hungry god and their own ravenous appetite.

## PEOPLE OF BURDEN

Ogres are massive, and by extension all of their equipment is massively proportioned compared to that of Human make. The Ogre version of most typical trappings count as twice the listed Encumbrance and cost twice as much. Additionally, Ogres are required to eat and drink at least twice the amount a Human requires in a given day, and take no effect from drugs and poisons unless administered two standard doses. To accommodate this, an Ogre can carry twice the normal Encumbrance of a Human — (Strength Bonus + Toughness Bonus) × 2.

An Ogre suffers a -20 penalty to any Tests whilst attempting to use trappings not built for their size, and may find some things merely impossible. For example, an Ogre's finger simply cannot fit onto the trigger of a Human Repeater Pistol.

## OGRE MAGIC

Though Arcane in nature, Ogre Magic is inextricably linked to the act of divine worship. Some Ogres, called Firebellies, pay tribute to a great volcanic fire god known as the Fire Mouth, and through terrible trials become capable of channeling *Aqshy*, the Red Wind of Fire, through their gut. If you wish to play as a Firebelly, modifying the Wizard Career and choosing the *Arcane Lore (Aqshy)* Talent will suffice, with some modifications.

By far the more common form of Ogre magic is practiced by Ogre Butchers, devotees of the Great Maw, the ravenous deity that drives every Ogre's insatiable appetite. Given their love of meat, the act of butchery takes on great significance in Ogre society, not least of all because it requires the self restraint to properly prepare the meat and not simply devour a fresh carcass on the spot.

Ogre Butchers do more than merely prepare for feasts, however. They are also emissaries of the Great Maw, viewed with awe by most Ogres. When they ritually slaughter and prepare meat, they channel a mote of the Great Maw's ravenous hunger, and thereby a glint of its power. Scholars with the interest — and the stomach — to study Ogre magic note that it is distinct from the miracles that sometimes manifest around devotees of Sigmar, Ulric, Taal, and other gods. Despite its purported divine origins, the powers wielded by an Ogre Butcher are almost certainly derived from the same Winds of Magic harnessed by the Collegiate Wizards of the Empire. These same scholars point to the fact that some Butchers wield powers similar to those found in the Lores of Death, Beasts, and Heavens. Quite what part the Great Maw has to play in this is unclear to scholars, but quite obvious to most Ogres — the Great Maw hungers, and rewards those who sacrifice meat in its name.

## OGRE SPELLCASTERS

Ogres do not practise magic in the same manner as other Species. Though they channel the same Winds of Magic that fuel all spells, they do so in a very unique way. Ogres may only ever learn the Lores of The Great Maw, The Heavens, Death, or the Lore of Beasts. The Great Maw understands these aspects of nature and grants them to its most devoted followers. The only exception is Ogre Firebellies, who derive their power from the Firemouth, another Ogre deity. Ogres may cast the Arcane spells found on **WFRP** page 242, as any other Wizard.



Ogre spellcasting always involves working with meat — either carving a specific slice from a carefully chosen haunch, chewing on a piece of fat, or sucking the bone from some marrow. This meat can be included as part of the Ogre's substantial cost of living, as the Great Maw takes only a portion of what is consumed. Ogres without access to such supplies can still cast spells, but they become increasingly ravenous as the Great Maw takes its price in meat from the Ogre's own gut. Ogres deprived of any suitable meat lose 1 Wound for each CN of a spell they attempt to cast. The Great Maw will have its meal, one way or another.

Note that these do not count as ingredients for the purposes for reducing the risk of miscasting (**WFRP**, page 236). To gain those benefits, the Ogre spell worker must use a more esoteric cut of meat. Spells may call for exotic ingredients, such as bile from a Troll's belly or the marrow of a Rhinox. The Ogre must acquire these themselves or buy them for the cost of 1 shilling per CN of the spell. If an Ogre spellcaster does not have a suitable ingredient to hand, they must instead lose one Wound for each CN of the spell being cast.

Finally, Ogres may learn the Language (Magick) Skill if it is available to their Career and use it for Casting Tests as any other spellcaster. However, an Ogre's magic is far more instinctive than intellectual — they do tend to use their gut feeling when employing magic, after all. Ogre spellcasters use Toughness when calculating their Language (Magick) Skill instead of Intelligence.

## THE LORE OF THE GREAT MAW

Sometimes called Gastromancy, or simply Gut Magic, the Lore of The Great Maw only available to Ogres — see the Ogre Butcher Career on page 37. It is a magic of ravenous hunger, gore-splattered feasting, and rampant vitality. Whenever an Ogre Butcher successfully casts a spell from the Lore of The Great Maw, the offering they consume may restore their own health. Roll 1d10. If the result is a 10, or if it is equal to or higher than the CN of the spell being cast, unmodified by Channeling or the use of a Grimoire, the Butcher recovers Wounds equal to the unmodified CN of the spell.



**Ingredients:** Ogres use bloody body parts to fuel their magic, usually from animals, and the fresher the better. They include bloody cuts of meat, bile from the stomachs of unusual creatures, the marrow of towering beasts, or the cured fat of domesticated animals such as pigs or cows. Ogre magic is not a pleasant thing to behold for most, though many Ogres find watching a Butcher work to be positively appetising.

### Bonecrusher

**CN:** 5

**Range:** Willpower yards

**Target:** 1

**Duration:** Instant

You crunch loudly on a mouthful of bones while snarling a curse at a nearby foe. *Bonecrusher* is a *magic missile* with a Damage of +4 which ignores your target's Armour Points but not their Toughness Bonus. Additionally, if your attack inflicts a Critical Wound, add +20 to the roll on the appropriate Critical Wound table to determine its severity.

### Bullgorger

**CN:** 5

**Range:** Willpower Bonus yards

**Target:** 1

**Duration:** Willpower Bonus Rounds

You devour the heart of a mighty beast, projecting its strength and power onto a nearby creature. For the spell's duration, your target adds +2 to their Strength Bonus for the purposes of Damage they inflict or for other appropriate feats of Strength. However, when the spell ends, they find themselves consumed by an immense hunger and must immediately gorge themselves on a substantial meal or gain a *Fatigued* Condition.

If the target wishes to reject your gift, they may attempt a **Difficult (+20) Cool** Test to ignore its effects.

### Braingobbler

**CN:** 5

**Range:** You

**Target:** You

**Duration:** Willpower Bonus Rounds

You devour an entire head, brains and all. Your prodigious gut distils the essence of nightmares from within the unfortunate skull and projects them in a wave of nauseating horror about you. You gain the *Fear 2* Creature Trait (WFRP, page 341). If the late owner of the devoured head had a close relationship to someone who is affected by your *Fear* Trait, they make any Cool Tests to resist the Fear at a -20 penalty.

## Taste Death

**CN:** 2

**Range:** You

**Target:** You

**Duration:** Instant

By consuming part of a corpse you learn about when and how the creature died. You learn if the victim was stabbed, poisoned, killed by magic, died of natural causes, and so on. The information you gain is general. For example, you may learn that the victim was stabbed to death with a sword, but not what kind of sword. You also do not learn anything about who may have been responsible, save the method they used. If the target suffered a 'clean' death — that is, did not die of poison or disease — it is considered proper to consume the remainder of the corpse.

## Trollguts

**CN:** 7

**Range:** Toughness Bonus yards

**Target:** 1

**Duration:** Toughness Bonus Rounds

You swallow a tiny amount of Troll Bile or similar, imbibing and distilling that creature's immense regenerative powers and gifting them to another. Your target gains the *Regenerate* Creature Trait (WFRP, page 341). Ogres suffer no additional effects from this spell, but other Species may be less lucky. Anyone other than an Ogre who recovers Wounds from the effects of this spell must make an **Average (+20) Endurance** Test. If they fail, new flesh growing over their wounds takes on a mottled green or blue appearance, not at all unlike the skin of a Troll. This effect is particularly prominent if the spell happens to be responsible for a limb growing back. Though this effect is not a mutation, it is likely to be mistaken for one by anyone who sees it, with all the potential unpleasant consequences that may ensue.

## The Maw

**CN:** 11

**Range:** Willpower yards

**Target:** AoE (Willpower Bonus yards)

**Duration:** Willpower Bonus Rounds

You devour the better part of a large beast, drawing out the Great Maw itself, causing a sliver of it to manifest. The ground splits apart, a thousand gnashing teeth waiting hungrily in the chasm. The pit is bottomless, its hunger endless, its teeth shards of razor, and the sound of its roiling jaws like the grinding of glass on stone.

Anyone in the affected area must make an immediate **Challenging (+0) Dodge** Test to scramble clear. If they succeed, targets take a Damage +8 hit as they pull themselves out of the Maw, with the Damage reduced by 1 for each SL achieved on the Dodge Test.

Anyone who fails the Test plunges into the Maw, which begins the methodical work of swallowing them alive. They immediately suffer a Damage +10 hit to a randomly chosen location, and gain 3 *Entangled* Conditions. Attempts to remove these Conditions are resisted by the Maw's Strength of 60. The victim may not escape the Maw until all 3 *Entangled* conditions are removed. At the end of each of their turns, creatures inside the Maw suffer another Damage +10 hit to a randomly chosen location.

The Maw's teeth are sharp, and it does not give up prey easily. As soon as the spell ends, the Maw vanishes, but attempts to keep any limbs that remain inside it as it goes. If a creature is inside the Maw when it vanishes, they immediately suffer a Critical Wound to a randomly chosen hit location.

## Feast of the Fallen

**CN:** 9

**Range:** You

**Target:** Special

**Duration:** Willpower Bonus Rounds

You bathe your favourite blade in the blood of a freshly fallen foe, drawing power to you and awakening a thirst for blood in your allies. Any creatures of your choosing in the area of effect gain the *Vampiric* Creature Trait (WFRP, page 343) for the duration of this spell. The target does not need to bite their opponents to enjoy the benefits of this Trait, merely wound them in melee combat. Additionally, they may continue to benefit from healing from other sources. If a creature wishes to resist this spell, they may attempt a **Difficult (+20) Endurance** Test to ignore its effects.

For the duration of this spell, the blood of foes gushes towards those affected, seeping across their blades, up their arms, and into their mouths. Ogres are not bothered by this effect, and in fact most revel in it, but other creatures typically find being made subject to this spell extremely unsettling. When the spell ends, non-Ogres who wounded at least one opponent in melee while under its effects must make a **Challenging (+0) Cool** Test or gain a *Stunned* Condition. Additionally, if they wounded an opponent who had the *Infected* or *Diseased* Creature Traits, any Test made to avoid the negative effects of those Traits suffers a -30 penalty.

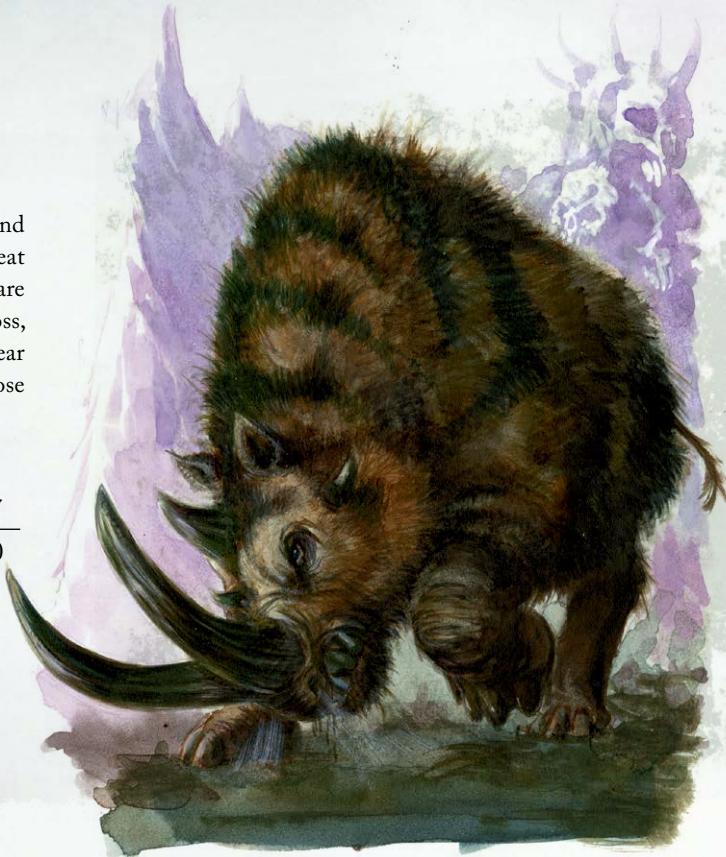
## RHINOX

Rhinoxen are large, powerful creatures that make their homes in tall and snowy mountains. They are stubborn, dangerous, and pack a lot of meat over dense bones, and so are of course beloved by Ogres. The creatures are not only used as a source of meat, as are most things Ogres happen across, but also as beasts of burden. Their prodigious strength allows them to bear up all but the largest of Ogres. They are often ridden into battle by those Ogres skilled (or lucky) enough to tame one.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	55	—	60	55	25	20	—	10	40	20	50

**Traits:** Armour 2, Bestial, Fear 1, Fury, Hardy, Horns +10, Painless, Size (Large), Stride, Weapon +9

**Optional:** Trained (Broken, Mount, War), Tracker



## MORE THAN JUST MUSCLE

Aside from their muscle, thick hide and fur, and the surprising speeds they can reach over short distances, a Rhinox's most prominent feature is the great cluster of horns sprouting from their skull. They are easily capable of goring an armoured knight, and likely strong and pointed enough to give even the crew of an Imperial Steam Tank cause for concern. The horns are used in elaborate battles for dominance between the largest Rhinoxen in a given herd. Despite their thick skin and matted fur, these battles are often to the death, with the loser serving as a victory feast for the new patriarch of the herd.

Different Ogre tribes interact with Rhinoxen in a variety of ways. Some simply hunt the beasts, usually in groups, and use them for food and furs. Others strike at Rhinoxen weakened by victory in a leadership contest, breaking the creature's will and taming them as mounts. Some tribes carry on older rituals still, with their youths bearing juvenile Rhinoxen to the top of towering mountains. This is both to prove the worth of the young Ogre, who must face the mountain cold and return without devouring the young Rhinox. Some feast on the creature after their return, but other Ogres choose to keep their companion, and often form a bond with the beast that endures as both Ogre and Rhinox mature.

Wild Rhinoxen are invariably dangerous to travellers in the mountains of Mourn, with their poor sight more than made up for with a good sense of smell and hearing. More than one caravan whose loss was attributed to Ogre attack in fact simply stumbled into the path of a stampeding Rhinox or two.

Any time an Ogre could learn the Ride (Horse) Skill, they should take Ride (Rhinox) instead. Horses are not suitable mounts for Ogres, whose fondness and use for the animals are entirely culinary.

*'Rhinox? You'll smell 'em long afore you see 'em, and a while after they're gone as well. Heard they have one locked up in the Zoo in Altdorf and tell everyone it's a right abomination. Well, can't begrudge anyone for wanting to make a few silvers. Anyway, if you ever have to fight 'em, do what I do – run. Less you have an Ogre to hand. They'll run TOWARDS 'em rather than away. Them Rhinox is thick as two short planks, but I seen 'em get along with Ogres alright. Birds of a feather, eh? Always goes well until one or the other of 'em gets hungry. Either way, problem solved says I.'*

—Herbert Toadsmugel, Mercenary Sargent, Bauman's Blitztruppen



# MANEATER

Ogre

Maneaters are the Ogres most encountered by denizens of the Empire. These wandering warriors leave their tribes behind to travel across the Old World, in search of novel foes to fight and food to eat — often these two are one and the same. Ogre Maneaters take their name from Golfgag Maneater, one of most (in)famous Ogre mercenaries of recent times. They are popular among commanders who can afford to feed them, as Ogres make excellent shock troops. Still, it is an expensive endeavour to keep an idle Ogre happy for long, and so simply amassing a force of Maneaters is often seen as akin to a deceleration of war.

Maneaters, like all Ogres, tend to adopt aspects of local customs that take their fancy, and so their appearance and armaments vary widely. Only the beloved Club and Gutplate are a constant, but like their owners, the appearance of both varies widely and is unique to the Ogre in question.

## MANEATER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+	✖	+	+					💀	🛡

## CAREER PATH

### ✚ Fresh Meat — Brass 3

**Skills:** Athletics, Consume Alcohol, Cool, Dodge, Endurance, Gamble, Intimidate, Language (Battle), *Melee (Basic)*, Outdoor Survival

**Talents:** Dirty Fighting, Menacing, Strong Back, Sturdy

**Trappings:** Dagger, Hunk of Meat, Wanderlust

### ✖ Maneater — Silver 1

**Skills:** Entertain (Bellow), Gossip, Lore (Local), Melee (Two-handed), Ranged (Blackpowder)

**Talents:** Etiquette (Slims), Rapid Reload, Seasoned Traveller, Strike Mighty Blow

**Trappings:** Gutplate, Local Clothing, Two-handed Weapon or Ogre Pistol

### 💀 Maneater Crusher — Silver 3

**Skills:** Melee (Any), Intuition, Leadership,

**Talents:** Accurate Shot, Combat Reflexes, Frightening, Hardy

**Trappings:** Unit of Mercenaries, Respect

### 🛡 Maneater Captain — Silver 5

**Skills:** Language (Any), Ranged (Any)

**Talents:** Combat Master, Furious Assault, Reaction Strike, Warleader

**Trappings:** Battle-Tested Gutplate, Mercenary Contract

*“Three months we held that blasted fortress against everything the Duke could throw at us. Militia raised from every ragged acre in his estate, Tilean spearmen, even his own bodyguard — we held fast against it all. Then the bloody Ogres arrived. Cost him half his treasury, I hear. We were struggling to find an old shoe to eat by then, but as the Ogres lined up to assault the walls it was them that looked famished. The Captain surrendered that evening, but with so few of us left and the sounds of crunching bones coming from outside the castle, there was hardly a choice.”*

— Sargent Emanuelle Gant, after the siege of Rockschull.

Maneaters often spend years away from their home in the Mountains of Mourn, though most eventually return to tell tales of their exploits. A handful take to a life of wandering permanently, enjoying the novel tastes and challenges such an existence brings. All enjoy being paid to do something they'd likely do for free — driving their enemies before them, and snacking on the slower ones.





## RHINOX HERDER

Ogre

Rhinox Herders are those rare Ogres who manage to keep an eye on tomorrow even as they fill their gut today. Most Ogres, in possession of a few Rhinox quickly judge themselves in need of a feast. Rhinox Herders on the other hand prefer to keep some of their herd intact rather than devouring it on the spot. Their duties include both animal husbandry and care, as well as fighting off other Ogres who wander too close to the animal pens or grazing areas looking for a meal. They trade in fine Rhinox Bulls for breeding, and are always on the lookout for new stock to add to their herd.

In the Mountains of Mourn their talents make Rhinox Herders essential, as the beasts they keep are used for labour and warfare, as well as for food. It is a coveted position, and one only granted to Ogres who prove themselves capable of capturing, breeding and maintaining the beasts, as well as keeping their own appetites in check.

*"Oh, they're a fine beast. Stink to the high heavens, fur like briars, and don't get me started on their leavings. But fine beasts nonetheless. Argruk cared for her last Rhinox day and night, especially when there were other Ogres about. I saw her toss a big fella, one of them Mercenaries out of Nuln, off a cliff for trying to steal the beast. Poor old Argruk — the first time I ever saw an Ogre weep was when she finally ate the creature during a siege. She was never the same after that. Still has its skull on her club."*

—Morris 'Eyesore' Hammerfoot, Halfling Cook

Precious few Rhinox Herders make it to the Empire, and those who do have almost always lost their herd to the bellies of the tribe along the way. Some change career to something more in-demand, typically as a mercenary, but others do manage to find work caring for lesser beasts. Still, all long for the creatures they formerly raised, both for a taste of home and for the respect their former position brought them. Those who do manage to maintain a Rhinox or two in the low lands of the Empire are respected by their own kind, widely sought after as heavy cavalry, and rarely sleep well in the company of other Ogres.

### RHINOX HERDER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
💀	+	+	+		🛡				⚒

### CAREER PATH

#### † Rhinox Rustler — Silver 1

**Skills:** Athletics, Bribery, Consume Alcohol, Dodge, Endurance, Melee (Basic), Perception, *Ranged (Entangling)*, Set Trap, Stealth (Rural)

**Talents:** Flee!, Marksman, Rover, Strider (Mountains)

**Trappings:** Backpack, Hand Weapon, Lasso, Leather Jack

#### ⚒ Rhinox Herder — Silver 3

**Skills:** Animal Care, Animal Training (Rhinox), Charm Animal, Endurance, Lore (Rhinox), Ranged (Throwing)

**Talents:** Fearless (Large Beasts), Roughrider, Stout-hearted, Sturdy

**Trappings:** Harpoon or Great Throwing Spear, Rhinox Furs

#### 💀 Rhinox Breaker — Silver 5

**Skills:** Cool, Intimidate, Outdoor Survival, Ride (Rhinox)

**Talents:** Distract, Resolute, Seasoned Traveller, Trick Riding

**Trappings:** Rhinox, Rhinox Skull Gutplate, Saddlebags

#### █ Rhinox Master — Gold 1

**Skills:** Intuition, Leadership

**Talents:** Carouser, Frightening, Inspiring, Strike to Injure

**Trappings:** Farmstead or Grazing Rights on a Large Estate, Herd of Rhinox or Other Large Beasts





# OGRE BUTCHER

Ogre

There was a time in Ogre History where the role of butcher was, perhaps, a prosaic one, concerned only with what rudimentary preparation of meat an Ogre demands. Since the coming of the Great Maw, however, the position has taken on an entirely new weight in Ogre society.

Among the Ogres of the Mountains of Mourn, the position of Butcher lies somewhere between that of Priest and Mystic. Their faith is practiced in the preparation of meat; the hanging of a carcass, the slicing of flesh and the spilling of blood are to them as prayer and incense are to the most devout Shallyan. Though Ogres may toy with other religions, at the end of the day it is the Great Maw which truly lies close to the heart or rather the gut, of every Ogre.

*'Listen 'ere, you slims have butchers, but you don't have Butchers, right? Just thems that snip at a morsel of meat and think it cut. You want to meet a real Butcher comes to the Mountains and we'll lay you out a feast you'll never forget. Eatin' meat cut by a real Butcher changes you, mate. Doesn't make the hunger go away, but shows you how small your's is compared to what the Maw would 'ave.'*

—Gutrug Mawseeker, Mercenary, to a confused human comrade

Ogre Butchers are chosen from an early age for indoctrination to the mysteries of the Great Maw, and often earn the Big Name of Mawseeker later in life. The power and all consuming hunger of the Great Maw flows through them, and in their work they remind all Ogres that the desire to devour and consume is at the core of what it is to be an Ogre. Few ever leave the Mountains of Mourn, but like all Ogres some do long to travel. They are widely respected by other Ogres, who view them with a mix of fear and trepidation. While the notion of Ogre Magic is widely regarded as a joke among scholars, those who come to learn of the strange powers wielded by the Butchers soon come to share this point of view.

## OGRE BUTCHER ADVANCE SCHEME

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
+			+	🛡		✗		+	💀

### CAREER PATH

#### ✚ Slopsooper — Brass 3

**Skills:** Climb, Consume Alcohol, Endurance, Gossip, Intimidate, Language (Magick), Melee (Basic), Outdoor Survival, Pray, *Trade (Butcher)*

**Talents:** Implacable, Petty Magic, Sixth Sense, Strong Back

**Trappings:** Butcher's Apron, Hand Weapon (Cleaver or Mallet)

#### ✗ Ogre Butcher — Silver 1

**Skills:** Art (Butchery), Channelling (Lore of the Great Maw), Intimidate, Lore (The Great Maw), Ranged (Throwing), Secret Signs (The Great Maw)

**Talents:** Acute Sense (Taste), Aethyric Attunement, Arcane Magic (Lore of the Great Maw), Holy Visions

**Trappings:** Carved Animal Bones (Grimoire), Trade Tools (Butcher)

#### 💀 Mawsage — Silver 2

**Skills:** Entertain (Speeches), Heal, Intuition, Perception

**Talents:** Frightening, Second Sight, Strike Mighty Blow, War Wizard

**Trappings:** Apprentice Butcher, Bloody Sack of 10 Esoteric Ingredients, Collection of Skulls

#### 🛡 Slaughtermaster — Silver 4

**Skills:** Language (any), Lore (Magic)

**Talents:** Detect Artefact, Impassioned Zeal, Inspiring, Magical Sense

**Trappings:** Cave or Other Lair, Loyal Cultists of the Maw, Bottomless Hunger



# ◆ SIGNS IN THE SKY ◆

## STAR SIGNS AND ASTROLOGY



The folk of the Old World have always been interested in the night sky. Even before written history, it was whispered that the beings who had remade the world had descended from the stars to do so. It was not a stretch from there to conclude that, if the stars had so affected the past, then they must surely influence the future as well. The earliest tribes of Humans searched the night sky, even as Dwarf scholars and Elf mages did the same — though each in their own way, of course.

What began as a system of folk beliefs among the early cultures of the Old World about the patterns and pictures found in the stars became a collection of widely recognised constellations in the Empire and beyond. These constellations, and the superstitions that surround them, are used by farmers to determine when to plant crops; sailors, to navigate the Empire's mighty rivers; and diviners, to make rudimentary predictions.



### COMMON SAYINGS

The following common phrases have their origins in the star signs. They spill from the mouths of common folk the Empire over.

*Caught playing the Piper.* To be caught in a lie.

*It weren't the Limner's Line.* A shoddy piece of work, imprecise instructions.

*It's clear as the Big Cross.* It's really very obvious.

*Loyal as Gnuthus.* Someone whose devotion is unparalleled, nearly to the point of foolhardiness.

*Under the Drummer.* To be on a binge of some sort, particularly of alcohol.

The constellations, in turn, accreted legends, stories, and spiritual significance, and gradually coalesced into the formal system of 20 star signs used today. The cycle of the year starts at midwinter, in certainty, with stalwart Wymund the Anchorite high in the firmament, and comes to its end under the light of the mysterious Witchling Star, a time when sorcery is said to be rampant.

The Astromancers of the Celestial College can look to the sky and, peering through the *Azyr* haze, see vague visions of the future. They spend their lives in study and contemplation to interpret these visions. Those without witchsight, however, rely on folklore and common wisdom — or mathematics and astronomical tables published by the Celestial College or less scrupulous mystics — in their interpretation of the stars.

Some folk believe fervently in the stars, and look to them for guidance in their every decision. Some believe that the arrangement of the heavens could not possibly have any impact on their fate. But in the Empire, even the most ardent doubter knows their astrological sign, its significance, and some traits commonly associated with it. For some this is merely a conversation piece, but for others it guides their very lives.

# STAR SIGNS AND CHARACTER CREATION

The following is an optional system for determining a character's star chart at character creation. If you wish, you may ignore this section entirely — some people create their own destiny or, perhaps more accurately, have their fate influenced by forces other than the stars above. For some individuals, however, the position of the stars at the moment of their birth leaves a lasting impression .

If you intend to use this system, you may do so after Step 3 of Character creation, Determining Characteristics (WFRP, page 33).

**Step 1)** Roll 1d100 and consult the **Star Sign** Table below to see under which star sign you were born. If you stick with this random result, gain 25 XP. If you are unhappy with your star sign, you may choose another, though you gain no bonus XP for this.

**Step 2)** Each star sign provides some suggestions to help form your Character's personality, as well as a small in-game effect. Apply any adjustments to your starting Characteristics and continue with Character creation as normal.

**STAR SIGN TABLE**

1d100	Star Sign	Effect
01–05	Wymund the Anchorite	+2 Fellowship, +2 Initiative, -3 Intelligence
06–10	The Big Cross	+2 Strength, +2 Willpower, -3 Initiative
11–15	The Limner's Line	+2 Ballistic Skill, +2 Agility, -3 Weapon Skill
16–20	Gnuthus the Ox	+2 Toughness, +2 Willpower, -3 Intelligence
21–25	Dragomas the Drake	+2 Willpower, +2 Fellowship, -3 Dexterity
26–30	The Gloaming	+2 Intelligence, +2 Initiative, -3 Willpower
31–35	Grungni's Baldric	+2 Weapon Skill, +2 Willpower, -3 Fellowship
36–40	Mammit the Wise	+2 Initiative, +2 Intelligence, -3 Fellowship
41–45	Mummit the Fool	Gain one level of the <i>Luck</i> Talent, -3 Willpower
46–50	The Two Bullocks	Gain one level of the <i>Craftsman</i> Talent, -3 Intelligence
51–55	The Dancer	Gain one level of the <i>Impassioned Zeal</i> Talent, -3 Initiative
56–60	The Drummer	Gain one level of the <i>Carouser</i> Talent, -3 Willpower
61–65	The Piper	+2 Fellowship, +2 Dexterity, -3 Weapon Skill
66–70	Vobist the Faint	Gain one level of the <i>Sixth Sense</i> Talent, -3 Initiative
71–75	The Broken Cart	Gain one level of the <i>Resistance (Disease)</i> Talent, -3 Willpower
76–80	The Greased Goat	Gain one level of the <i>Animal Affinity</i> Talent, -3 Toughness
81–85	Rhya's Cauldron	Gain one level of the <i>Iron Will</i> Talent, -3 Agility
86–90	Cackelfax the Cockerel	Gain one level of the <i>Dealmaker</i> Talent, -3 Fellowship
91–95	The Bonesaw	+2 Intelligence, +2 Fellowship, -3 Weapon Skill
96–00	The Witchling Star	Roll a d10 1–3: Gain the <i>Sixth Sense</i> Talent 4–6: Gain the <i>Second Sight</i> Talent, -3 Strength 7–9: Gain the <i>Petty Magic</i> Talent, -3 Strength 10: Gain the <i>Witch!</i> Talent, -5 Strength



## THE SIGNS

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The 20 signs and their characteristics, as well as their wider cultural context within the Old World's astrological system, are detailed below. Each star sign has an original Classical name, a period of time when it is ascendant, and an associated god (though sometimes these deities are obscure local figures and little known in the wider Old World).

### WYMUND THE ANCHORITE

#### Sign of Enduring

**Classical Name:** Wymenos

**Ascendant:** Midwinter

**Calendar Dates:** Vorhexen 12th – Vorhexen 27th

**Associated God:** Manaan

**Appearance:** A stern face

**Bonus:** +2 Fellowship, +2 Initiative

**Penalty:** -3 Intelligence

People born under the light of Wymund the Anchorite are patient and methodical. They prefer to scrutinize every detail of a situation before deciding how to proceed.

Their slowness to pass judgment and tolerance of the foibles of others makes them kind, loyal friends — sometimes to a fault. Often, they forgive others the unforgivable, to their detriment. But when they decide that a person is no longer worthy of their grace, they are harsh, implacable foes.

### THE BIG CROSS

#### Sign of Clarity

**Classical Name:** Azurios

**Ascendant:** Midwinter

**Calendar Dates:** Vorxehen 28th – Nachhexen 8th

**Associated God:** Ulric

**Appearance:** An X

**Bonus:** +2 Strength, +2 Willpower

**Penalty:** -3 Initiative

There is no uncertainty in the hearts of those born under the Big Cross. The path they must take through the world seems obvious to them, and they make sensible choices to keep on it. But this rationality can lead to a predictable passivity and detachment from the world around them.

If their path is already made, why deviate from it? It is vital that they find something to fight for, rather than simply allowing the tides of fate to sweep them away.

## THE LIMNER'S LINE

### Sign of Precision

**Classical Name:** Verros

**Ascendant:** Late Winter/Early Spring

**Calendar Dates:** Nachhexen 9th – Nachhexen 28th

**Associated God:** Vallich (Smithing and Ship Building (Nordland))

**Appearance:** An archer with a drawn bow

**Bonus:** +2 Ballistic Skill, +2 Agility

**Penalty:** -3 Weapon Skill

Natives of the Limner's Line were born to be poets, painters, sculptors — artists of all kinds. They create beauty wherever they go, and even those who by circumstance do not find themselves in an artistic field still find a way to make their life's work into a kind of art. If they are doktors, they are surgeons. If they are soldiers, they become master tacticians. People born under the Limner's Line must take care not to become too critical of themselves or their work.

## GNUTHUS THE OX

### Sign of Dutiful Service

**Classical Name:** Nuthlos

**Ascendant:** Early Spring

**Calendar Dates:** Nachhexen 29th – Jarhdrung 16th

**Associated God:** Guvaur (Bulls (Ostland))

**Appearance:** An ox

**Bonus:** +2 Toughness, +2 Willpower

**Penalty:** -3 Intelligence

Those born under the sign of the Ox are devoted allies and fast friends. When they pledge themselves to a person, an ideal, or a cause, they cannot be moved. If they make a promise, they honor it. If they owe someone a debt, they find a way to pay it, no matter the cost to themselves. Their honesty is just as often naiveté, and they must be on guard lest others take advantage. In addition, they pledge themselves to the wrong causes and losing sides just as often as they find themselves on the side of righteousness.

## DRAGOMAS THE DRAKE

### Sign of Courage

**Classical Name:** Drakonos

**Ascendant:** Spring

**Calendar Dates:** Jarhdrung 17th – Pflugzeit 7th

**Associated God:** Khaine

**Appearance:** A rearing dragon

**Bonus:** +2 Willpower, +2 Fellowship

**Penalty:** -3 Dexterity

Bold, assertive, and strong, people born under Dragomas the Drake are instinctive leaders. They project confidence and assurance into the world, and people simply want to follow them. This charisma can quickly cross the line into an inflexible arrogance, and what begins with gentle leadership and guidance may end in tyranny. Being a leader comes with responsibility to one's followers, and those born under the Drake are wise to remember this.





## THE GLOAMING

### Sign of Illusion and Mystery

**Classical Name:** Tartotes

**Ascendant:** Spring

**Calendar Dates:** Pflugzeit 8th – Pflugzeit 31st

**Associated God:** Morr

**Appearance:** A collection of red and blue stars that appears only at twilight

**Bonus:** +2 Intelligence, +2 Initiative

**Penalty:** -3 Willpower

The stars that make up the Gloaming appear only under specific conditions, at twilight. People born under the Gloaming are doubters and skeptics. This skepticism can morph into paranoia and unreasonable suspicion of anything they cannot see or touch. The metaphysical, the theoretical—none of it is trustworthy. Only the hard, physical reality of the world is reliable. At their best, natives of the Gloaming are brilliant investigators and scholars. They are often inclined toward sorcery despite their distrust of the mystical.

## GRUNGNI'S BALDRIC

### Sign of Martial Pursuits

**Classical Name:** Gileon

**Ascendant:** Late Spring/Early Summer

**Calendar Dates:** Pflugzeit 32nd – Sigmarzeit 22nd

**Associated God:** Grungni (Dwarfs, the Forge (Stirland)), Margileo (Honour (Averland))

**Appearance:** A dwarf with a baldric

**Bonus:** +2 Weapon Skill, +2 Willpower

**Penalty:** -3 Fellowship

Grungni's Baldric is sacred to soldiers and Dwarfs, and as such, those born under its light are honorable, disciplined, and naturally disposed to the soldiering life. Even those who are not soldiers tend to approach their personal lives with a martial rigor. It is difficult for people born under the Baldric to relax and enjoy the finer things in life. People born under more tranquil signs may find them single-minded and humorless.

## MAMMIT THE WISE

### Sign of Wisdom

**Classical Name:** Mammus

**Ascendant:** Early Summer

**Calendar Dates:** Sigmarzeit 23rd – Sommerzeit 11th

**Associated God:** Verena

**Appearance:** An owl

**Bonus:** +2 Initiative, +2 Intelligence

**Penalty:** -3 Fellowship

To the person born under Mammit the Wise, everything is an opportunity for learning. This introspective bent makes them clever, fair, and kind — but it can lead them to view the misfortunes of others as simply another subject for study. This allows them to act with detachment when they must, but taken too far, their detachment can become indifference and cruelty.

## MUMMIT THE FOOL

### Sign of the Indistinct

**Classical Name:** The Fool

**Ascendant:** Summer

**Calendar Dates:** Sommerzeit 12th – Sommerzeit 29th

**Associated God:** Ranald

**Appearance:** A smiling face

**Bonus:** Gain one level of the *Luck* Talent

**Penalty:** -3 Willpower

Mummit the Fool smiles down at the world from the night sky and heralds a time of new beginnings. People born under Mummit the Fool are sensible, intuitive, and above all, improbably lucky. Things simply work out for them, or seem to. As such, they are known to struggle with impulsivity and wanderlust — a desire to leave it all behind and avoid responsibility for as long as they can.

## THE TWO BULLOCKS

### Sign of Fertility and Craftsmanship

**Classical Name:** Hashoor

**Ascendant:** Midsummer

**Calendar Dates:** Sommerzeit 30th – Vorgeheim 13th

**Associated God:** Ahalt (Hunting, Fertility, and Sacrifice (Wissenland))

**Appearance:** Two oxen

**Bonus:** Gain one level of the *Craftsman* Talent. (You need not choose the associated Trade at this time, but should do so after determining your starting Career.)

**Penalty:** -3 Intelligence

People born under the Two Bullocks are innovators; they are diligent, creative, and can create nearly anything they put their minds to. Fortunately for the world, what they most want to do is help others, whether that means making improvements to a printing press or designing a better plow for their family's fields. Unfortunately, the projects they throw themselves into can be fanciful and impractical, and malefactors might bend their idealism to dangerous or unrighteous causes.

## THE DANCER

### Sign of Love and Attraction

**Classical Name:** Adamnos

**Ascendant:** Late Summer

**Calendar Dates:** Vorgeheim 14th – Nachgeheim 2nd

**Associated God:** Millavog (Dancing (Wissenland))

**Appearance:** A whirling dancer

**Bonus:** Gain one level of the *Impassioned Zeal* Talent. (You do not need to choose the focus of your zeal during Character creation, but may instead discover it during gameplay.)

**Penalty:** -3 Initiative

The Dancer is the sign of passion — and of obsession. What those born under the sign choose to pursue they chase with a single-minded devotion. Whether their focus is a lover or a mystery to solve, the world falls away in the face of their determination. When they are scorned, they take it poorly, and may react violently.





## THE DRUMMER

### Sign of Excess and Hedonism

**Classical Name:** Lupios

**Ascendant:** Late Summer/Early Autumn

**Calendar Dates:** Nachgeheim 3rd – Nachgeheim 24th

**Associated God:** Lupos (Predators (Hochland))

**Appearance:** A drum

**Bonus:** Gain one level of the *Carouser* Talent

**Penalty:** -3 Willpower

A person born under the Drummer is distinguishable by their expansive, generous spirit. They do nothing in moderation, and when they give, they give everything. A Drummer never fails to give alms to the poor or take care of ailing family members. They also never turn down an invitation to a tavern or a party. They are a joy to be around, but this joy can swiftly turn to ruinous excess and hedonism if left unchecked.

## THE PIPER

### Sign of the Trickster

**Classical Name:** Sangist

**Ascendant:** Autumn

**Calendar Dates:** Nachgeheim 25th – Erntezeit 16th

**Associated God:** Ranald, Katya (Disarming Beauty (Reikland))

**Appearance:** A capering piper

**Bonus:** +2 Fellowship, +2 Dexterity

**Penalty:** -3 Weapon Skill

The best diplomats are born under the Piper's rule, and so are the best thieves. They are cunning, slick, and very tactful when they need to be. In a negotiation, there is none better to have one's back. However, they do not hesitate to play both sides to their advantage — or take advantage of allies, if they think they'll come out the better for it. Theologians disagree as to the correct deity to associate with the Piper. In Marienburg it is considered a particularly fortuitous sign, and some families attempt to conceive nine months before it rises ascendant.

## VOBIST THE FAINT

### Sign of Darkness and Uncertainty

**Classical Name:** Vobist

**Ascendant:** Autumn

**Calendar Dates:** Erntezeit 17 th – Brauzeit 6th

**Associated God:** Ranald

**Appearance:** No stars

**Bonus:** Gain one level of the *Sixth Sense* Talent

**Penalty:** -3 Initiative

A void of stars. An empty spot in the heavens. Someone born under Vobist the Faint seems erratic and uncertain at times; after all, they were born under pure darkness. They can be overcautious at times, but they can also be bold and courageous when others least expect it, leaping into the fray before even their bravest friends. What seems to be a fundamental uncertainty is also a keen sense of which battles to fight, and how. For Morrslieb, the Chaos Moon, to rise full while Vobist the Faint is ascendent is a particularly bad omen.

## THE BROKEN CART

### Sign of Pride

**Classical Name:** Kharnos

**Ascendant:** Autumn

**Calendar Dates:** Brauzeit 7th – Brauzeit 27th

**Associated God:** Nurgle

**Appearance:** A cart with a broken wheel

**Bonus:** Gain one level of the *Resistance (Disease)* Talent

**Penalty:** -3 Willpower

At times, people born under the Broken Cart can be prideful and over-concerned with appearances. They might spend their last coin in pursuit of the finer things in life, or dash themselves on the rocks looking for the approval of their betters. When this tendency is curbed — when they come to peace with the fundamental insecurities that cause them to spend their lives searching for *things* to fulfill them — their pride becomes confidence, and their conceit mingles into likeability.

The Broken Cart's association with Nurgle is rarely acknowledged, as worship of any Ruinous Power is grounds for a short trip to a tall pyre in most parts of the world. All know that there is something dark and primal about the sign, however, and its associations with disease are common across many cultures. Many folk know that the Father of Plagues is a force in the world, and when disease scours the land, the desperate often recall old tales and forbidden rites, and make offerings just the same.

## THE GREASED GOAT

### Sign of Denied Passions

**Classical Name:** Talios

**Ascendant:** Late Autumn

**Calendar Dates:** Brauzeit 28th – Kaldezeit 17th

**Associated God:** Taal

**Appearance:** A goat

**Bonus:** Gain one level of the *Animal Affinity* Talent

**Penalty:** -3 Toughness

A person born under the Greased Goat refuses to let anyone get too near. They can seem aloof and apathetic, but this is an attempt to make sure they are not hurt by the disappointments that are assuredly coming their way. When they are knocked down, they wallow in their pain. On the rare occasions they allow themselves to feel joy, their joy is infectious.

Children born under the Greased Goat who have an aptitude for magic often find themselves drawn towards the Amber wind of *Ghur*. Those born under the Greased Goat would be wise to remember that the world is not there to victimize them. Everyone has a run of bad luck sometimes, but it does not define them.





## RHYA'S CAULDRON

### Sign of Mercy, Death, and Creation

**Classical Name:** Rionyes

**Ascendant:** Early Winter

**Calendar Dates:** Kaldezeit 18th – Kaldezeit 33rd

**Associated God:** Rhya

**Appearance:** A cauldron

**Bonus:** Gain one level of the *Iron Will* Talent

**Penalty:** -3 Agility

Rhya's Cauldron is revered by Astromancers, Wizards of the Jade and Amethyst orders, and astrologers alike. It is associated with the budding of new things in nature, and also their inevitable death. People born under its light are known to be righteous in their ideals and merciful towards the innocent. No matter what their station in life, they are relentless in their pursuit of justice. This relentless, if unchecked, can make them careless and even callous towards the lives and well-being of others.

## CACKELFAX THE COCKEREL

### Sign of Money and Merchants

**Classical Name:** Kakeros

**Ascendant:** Winter

**Calendar Dates:** Ulriczeit 1st – Ulriczeit 16th

**Associated God:** Kakarol (Horses (Ostland))

**Appearance:** Two coins

**Bonus:** Gain one level of the *Dealmaker* Talent

**Penalty:** -3 Fellowship

Those born under Cackelfax the Cockerel have lofty goals and their eyes towards the future. You'll rarely find a spendthrift Cockerel. They go about achieving their goals in the most direct way possible, and that means acquisition — of connections, favors, property, skill, and most of all, money: scads of money. As they rise, they take care of those who took care of them. Many established and aspiring political figures in the Old World were born under the sign of the Cockerel, or claim they were. Other signs may find the Cockerel greedy or ruthless, but they know their truth: in this world, success isn't earned by the most meritorious. It is bought — with money or with blood.

## THE BONESAW

### Sign of Skill and Learning

**Classical Name:** Alyoi

**Ascendant:** Winter

**Calendar Dates:** Ulriczeit 17th – Ulriczeit 31st

**Associated God:** Shallya

**Appearance:** A knife

**Bonus:** +2 Intelligence, +2 Fellowship

**Penalty:** -3 Weapon Skill

The Bonesaw is the sign of the philosopher — above all else, they crave knowledge. They live to explore and experiment. Unlike other inquisitive signs, however, they do not want to hoard what they know for its own sake, and they do not withdraw into themselves. One born under the Bonesaw wants to disseminate what they know as widely as possible. This can, however, make them seem like overbearing know-it-alls, rather than passionate scholars of the world.

## THE WITCHLING STAR

### Sign of Magic

**Classical Name:** Solkios

**Ascendant:** Winter

**Calendar Dates:** Urliczeit 32nd – Vorhexen 11th

**Associated God:** Soll

**Appearance:** A single bright star

**Bonus:** Gain one of a variety of unnatural Talents

**Penalty:** -3 Strength

Magical and mysterious, the Witchling Star is considered an ominous sign by most astrologers. Those under its rule have great courage. They possess a sort of mercuriality that stops just short of dishonesty or inconstancy, but which occasionally causes problems for those around them. Whatever scrapes they get themselves into, they can generally get out of. Their charm can seem nearly mystical at times, almost as though they were blessed by the winds of magic themselves.



## ASTROLOGY IN THE EMPIRE

### THE CELESTIAL COLLEGE

The magisters of the Celestial College study for years to interpret *Azyr*'s winds. Astromancers gaze at heavenly bodies through the shimmering haze of *Azyr*'s blue light, documenting the various images and movements that can be seen where astrological conjunctions and constellations meet with the Aethyr's a temporal wind.

There is no law or rule in the Articles of Imperial Magic forbidding Astromancers from telling fortunes, if they so wish. If they do so, they must report what they see with complete accuracy. Very few people truly wish to have their futures seen. Seekers after visions of the future must accept that what an Astromancer sees is likely cryptic and useless. Or they may see a conjunction between two star signs, interpret it, and find the precise moment of the seeker's death. Despite this risk, Astromancers who are willing to take time away from their studies of the heavens to serve the public. They receive a steady stream of the proud, the desperate, and the foolish who wish to see what the stars hold for them.

In addition to prognostication, the Celestial College publishes an annual volume, the *Leitner Ephemeris*, containing daily trajectories of all of the heavenly bodies and constellations for the entire year. For lay astrologers and the curious, the *Leitner* is published in a plain paperback volume (which they may likely wear out by the end of the year). For nobles and others who can afford it, a finely illuminated leatherbound edition with gilded pages is available.

### ASTROLOGERS

Only Astromancers can truly read the winds of *Azyr* and predict the future. However, with some study and the correct books and instruments, the talented layperson can learn to use the star signs to gain insight into their fate. Some of these people are hedge wizards with a rudimentary attunement to *Azyr* looking for a legitimate — if risky — source of income. The majority are commoners with a gift for maths who apprentice themselves in their youth to master astrologers.

Those who embark on this course of study must be careful not to predict too accurately, lest they come under suspicion of heretical witchcraft and face burning by angry townspeople or Witch Hunters. Abject incompetence is just as likely to prove fatal. Those willing to pay money to have their fortune seen in the stars do not take kindly to those they suspect of fraud. Thus, even the most talented practitioners and the most convincing con-artists walk a fine line — and can be difficult to tell apart.

Master astrologers can make money in a number of ways. Some read the movements of the heavens to choose auspicious dates for weddings and new business ventures; others serve on retainer to nobles, advising their day-to-day dealings. Still others specialize in drawing up natal charts: portraits of the heavens at the exact moment a person was born. The placements of the twenty constellations are said to affect a person's personality and fate.

The degree to which people believe in all this varies. The very wealthy and very superstitious might have an astrologer at hand to calculate their child's natal chart within hours of their birth. The poor pay roving mystics and wandering astrologers — or frauds who purport to be such — to predict the most auspicious time to plant their crops and fish their river.

## ART

The ubiquity of astrology ensures that its imagery pervades everyday culture, both high and low. Countryside shrines to Rhya are decorated with images of Rhya's Cauldron along with the traditional flowers, spirals, and sheaves of wheat. It is not uncommon for Human and Dwarf soldiers' loved ones to send them off into battle with iron pendants in the shape of Grungni's Baldric for their protection.

Astrological motifs also seep into architecture. Of particular note is the tallest and most famous of the sixteen towers of the Celestial College, the Celestarium. Its crowning dome is constructed from enchanted glass and massive timbers from the heart of the Reikswood.

The glass features magical etchings of the twenty constellations, which shift with the movements of the stars across the skies and allow magisters and journeymen to better focus their sights on the currents of *Azyl*. Engravings of the dome have been so widely circulated that many wealthy nobles elect to build replicas into their houses as solariums and greenhouses.

A newssheet serial written by an anonymous author, *Magistrix Regnat*, follows the life of an Aethyrically sensitive woman born under the Witchling Star who joins the Celestial College, rises to the rank of magister, and adventures across the Empire with her Halfling cook and High Elf companion. It is considered a work of pure fancy, written with no knowledge of or interest in how the Winds of Magic function, and has been denounced by both religious authorities and the Celestial College. It is therefore wildly popular with the reading public.

## AMONG THE SOCIAL CLASSES

### Astrology and the Lower Classes

While astrology may be the realm of the wealthy and the educated, it sprung from collections of folk wisdom. Much of that folk wisdom still holds sway among country farmers and city labourers alike.

For example, it is well-known that fields tilled in early spring under the Limner's Line will yield bountiful crops. No seeds should be sown under the Gloaming, lest they grow twisted and sickly. Anything harvested under the Greased Goat will not keep during the long winter. More modern farmers scoff at these as the superstitions of old men, but even they will not pull a weed when they know Morrslieb is shining.

In the cities, where most people are several generations removed from the farm, still other superstitions have taken root. For example, dockworkers hire extra guards for nighttime unloading when the Piper shines, believing that its light emboldens thieves.

## FROM MAGISTRIX REGNAT

### ISSUE 5

*Magister Astrid raised her burning sword above her head and clove the head from her last foe. As its unnatural body hit the ground with a boneless thud, she turned to her companions and sheathed the sacred blade. Its flames subsided in the scabbard with a faint hiss. 'The Gloaming rules the land these long nights. This was all ordained,' she said imperiously. 'Was all not as I said?'*

*Thomasina Thorncobble and Athandril Iceborn glanced at one another, as though urging the other to speak first. When the Magister got into her moods, she was near-impossible to reason with.*

*After a long moment of Astrid's unblinking stare, Mina decided that Athandril was a bit too much of a soggy biscuit to be the one to answer. Mina's last job had been with a mercenary company, and Astrid's outburst was not even the most impressive display of violence she'd seen that month. Still, her coin was as good as anyone else's. 'So it was, Magister,' Mina said. 'Just as you, er, predicted.'*

*'And have you further cause to doubt me, Elf?'*

*Proud Athandril tossed his white-blond hair. Privately, he found the Magister to be the most vexing Human he had ever met, but it was service to her or death; and besides, the poor Halfling girl was counting on him to be brave. 'I suppose not,' he said, haughty as any Elf-lord. 'All was as you said.'*

Stonemasons and bricklayers working on projects for greedy or stingy clients may secretly work the pattern of the Broken Cart into the very mortar of a house, in hopes that it curses the owner. Occasionally, a very young stonemason discovers their Aethyric talent when the rudimentary curse works.

In parts of the Empire, it is considered important for peasant children to have their natal charts drawn within a week of being born, and wandering mystics and astrologers fill the demand. A natal chart may be the only non-essential piece of paper a tenant farmer or fishwife owns. Whether they are true readings of the stars at the moment of birth or frauds — premade charts with names and details filled in to match the recipient — natal charts give the very poorest a sense of their place in the heavenly order.

*Magister Oryxian,*

*As ever, thank you for keeping the Details of our Arrangement discreet. My daughter's betrothal has ended, and in the Manner you said it would. The ruinous Boy to whom my husband insisted on promising her has died in a dreadful Hunting Accident. It was a simple matter to have the contract with Lord S---'s son drawn up and ready for my husband to sign (after an appropriate Mourning Period, of course). Your College will be remembered for its hand in my family's rise — and your Exalted Personage in particular.*

*Regards,*

*Lady Jutzenbach*

### Astrology and the Upper Classes

From the lowliest courtier to the most exalted duchess, the nobility of the Empire truly believes it is above peasant beliefs about the stars. Such things are for the poor, the desperate, the uneducated of the world. But scratch the surface, and any outsider can see that this is untrue: the nobility is just as superstitious as the peasantry, and has far more gold with which to fund its habits.

The nobility employs professional astrologers by the droves to advise them. There are tales of barons who will not so much as leave the house without having their ephemerides consulted and the astrological conjunctions for the day read. In less extreme cases, astrologers read the heavens to determine auspicious dates for the nobles' enterprises. Marriage, for example, is a purely political and financial affair amongst the nobility, and the positions of the stars in the skies are said to be key in ensuring a newlywed couple's longevity. Many a bridegroom has shivered at the altar beneath Rhya's Cauldron, for it is said to be one of the most blessed signs under which to wed.

Although the older generation of nobles despairs making filthy lucre, preferring to simply live off of tenant rents and land sales, the Empire's younger nobility consults astrologers for advice on business ventures. Cackelfax the Cockerel, a sign that rules over part of winter, is a symbol of prosperity. Its ascendance is a popular time to commission a new merchant ship for the spring or finalise an investment for the coming year — but any astrologer worth their salt will tell a noble to hold off when the Cockerel is in an unfavorable conjunction with the Greased Goat or the Witchling Star.

### Astrology and the Middle Class

In the free towns, away from imperial centers, a rising class of wealthy burghers and master tradespeople have the income and leisure time for idle pursuits. Their relationship with astrology depends on their relationship with their money and their background. With new money always comes a class of those who wish to rise further, to truly break into the ranks of the nobility. These people, often burghers who made their money through foreign trade or clever investments, ape the upper classes as closely as they can in dress and manner. They are as likely to be the clients of master astrologers as nobles.

Others in this rising middle class, those who wish to escape their peasant origins and low births, disdain all forms of superstition as peasant nonsense or expensive aristocratic vices. They are modern, forward-thinking, uninterested in magic. Beyond the borders of their towns, mutants and the forces of Chaos may threaten the Empire, but within their walls, coin affords them the luxury of empiricism.



## OPTIONAL STEPS

While for most players it will be sufficient simply to choose a star sign during Character creation, some may wish to go into more detail. This can help to inform the non-rules aspects of Character creation, such as deciding a Character's personality, their place in the world, and how they view the world. If you are looking for some inspiration, you may also choose an Ascendant Sign and up to five celestial mansions for your Character.

### Determining Ascendant Sign

Roll a second time on the **Star Sign Table** on page 39 to determine your **ascendant** sign. While your character's star sign reflects an aspect of their truest self, no one is their truest self all the time. The ascendant sign reflects the mask they wear, and how they instinctively present themselves to the world. It determines people's first impressions of your Character, and may even inform your Character's instinctive reactions to situations.

*Example: Dev rolls a 73 for their Character Marieke's ascendant: The Broken Cart. People born under the Broken Cart are prideful and over-concerned with appearances... but that's not who Marieke is, just how she comes across to others, and how she reacts under pressure. Dev had been considering Engineer or Wizard for Marieke's career, but he changes his mind and decides on either Physician or Lawyer.*

### Determining Celestial Mansions

The sky is divided into five sections, referred to by astrologers as the **celestial mansions**, or the mansions of the heavens. The sign that is centermost in a mansion is referred to as its ruler, and influences an entire area of a character's life. The five mansions are:

1-2: The **Mansion of Sense**, which rules how a person expresses their emotions.

3-4: The **Mansion of Trials**, which rules how someone responds to adversity and what they tend to struggle against in their life.

5-6: The **Mansion of Thought**, which rules the thought processes, and how someone communicates.

7-8: The **Mansion of Love**, which rules a person's attitude toward interpersonal relationships, including familial and romantic.

9-10: The **Mansion of Coin**, which rules a person's relationship with money and material goods.

Roll to determine each, and interpret as you will.

*For the celestial mansions, Dev rolls 54, 82, 13, 05, and 93. Therefore, Marieke's Mansion of Sense is ruled by the Dancer: she is passionate, a bit obsessive, and takes rejection poorly. Her Mansion of Trials is ruled by Rhya's Cauldron, which he decides means that the main struggle in her life will be related to justice in some way. The Limner's Line rules her Mansion of Thought. Marieke is innately artistic, precise in her thinking, and a perfectionist.*

*Marieke is definitely a Lawyer, Dev decides. Pretty straightforward, so far. He moves onto the 05 he rolled, which is Wymund the Anchorite, the ruler of Marieke's Mansion of Love. The Anchorite is a sign of patience and scrutiny — in relationships, Marieke is reserved and measured, and only commits slowly.*

*Finally, he looks at her Mansion of Coin, which is ruled by the Bonesaw. This one makes a little less immediate sense — what could the sign of the philosopher have to do with possessions and money? But then he notices that the Bonesaw's pursuit of knowledge is marked by generosity, first and foremost.*

*He interprets this to mean that despite being prideful, obsessive, and sensitive to rejection, she can be generous with her money — and time? Her Mansion of Trials is ruled by Rhya's Cauldron, so perhaps she is a lawyer who takes on cases for the very poor who would otherwise be at the mercy of the Imperial legal system.*

If not everything makes immediate sense, that's fine. Some of it won't. Some things you roll may even contradict each other. Astrology is wide open to interpretation, and the star signs are only the starting point for your character. Talk it out with your GM and fellow players, and when in doubt, go with your intuition. And, if you are still at a loss, remember that it might all be bunk anyway!

## UNCHARTED TERRITORY



Ada Mahler, an enthusiastic but clearly naïve wandering astrologer is down on her luck, but full of hope. She approaches the party to ask them to eavesdrop on a wealthy, intoxicated and loud group in the local tavern, *The Wizard's Cat*. Any information the party can give Ada will help her 'read' their charts, once they've had their meal. Any member of the party with animal affinity, in particular, will be useful. Born under the Greased Goat, Ada is an animal lover too; she will read the Player's chart within the group's earshot as a way to win them over.

# ♦ A TOUCH OF MAGIC ♦

## MAGICAL ITEMS AND ARTIFICE



The Winds of Magic are dangerous to work with, but powerful sources of energy for those with the skill to manipulate them. Wizards employ the winds when casting spells. However, it is also possible to work the Winds of Magic into the forging or construction of certain artefacts, imbuing them with potent powerful abilities.

There are many ways by which to enchant an artefact. Each of the major magical institutions of the Empire teaches the forging of magical weapons and armour, and the writing of scrolls. Other items are crafted by Dwarfs, who inscribe items with runes as a safe and stable way to bind magical energy. Hedge Magicians have their own traditions for bewitching items, which typically produce weaker, yet more subtle and safer effects. The practitioners of darker forms of magic know well how to bind raw *Dhar* to an item, imbuing it with foul properties. It is even said that some Chaos Sorcerers can bind a daemon within an item, though such brash magics incur the lasting wrath of the bound entity.

### PATHS TO POWER

There are various ways magical power can be applied to produce a given effect. The examples given are just one of many possible methods. If a particular explanation for a magical effect is given, the GM should feel at liberty to alter this to their taste.

Example: *The deadliest weapon detailed is the Hoarfrost Blade, a creation of Kislevite Ice Witches. However many Collegiate artificers would be able to produce weapons of equivalent lethality, such as a white-hot sword suffused with Azyr, or a dolorous blade created with Shyish.*

Likewise, a particular Quirk describes how a markedly fine item was created through Dwarf expertise. However many other Species or cultures could produce work of similar quality, so if the GM prefers, they may decide that such an item was created by Elven smiths, Khemrian priests, or Albion Truthsayers.

### FINDING A MAGICAL ARTEFACT

Over the years many magical items have been lost or stolen. Because magical items are usually built to last, and the nature of enchantment often improves an artefact's durability, it is not unknown for Characters to find them during their explorations.

The GM can decide what sort of magical items the Characters might find, but if they prefer to generate an item randomly they can do so by rolling on this table.

**MAGICAL ARTEFACT GENERATION TABLE**

D100	Result	Cost to Manufacture	Time to Create
01–43	A Magical Weapon	(Cost of weapon) × 50 (per ability)	2 months
44–45	A Magical Arrow	(Cost of arrows) × 30	2 weeks for 6 arrows
46–51	Magical Armour	(Cost of armour) × 50 (per ability)	4 months
52–55	A Magical Shield	(Cost of shield) × 50 (per ability)	4 months
56–60	A Scroll	CN of Spell × 10	1 week
61–65	A Wand	CN of Spell × 50	3 weeks
66–70	A Staff	–	4 weeks
71–89	A Ring	CN of Spell × 200	4 weeks
90–97	A Talisman	–	8 weeks
98–00	An Oddity	–	–

## IDENTIFYING A MAGICAL ARTEFACT

Most Characters are ignorant of an artefact's abilities until they engage in research or find out about them through trial and error. For Characters with the *Detect Artefact* Talent this can be fairly simple — upon touching the item they may make an **Intuition Test** to learn about the artefact (WFRP, page 135). For other Wizards, the task is more challenging and typically requires one week per attempt, usually in a laboratory or well-equipped library, or other suitable ritual space. This is a frustrating process, as magical items are dangerous when wielded in ignorance. In order to identify a magical artefact, a Character should make an **Challenging (+0) Lore (Magic) Test** and consult the following table.

SL	Result	Consequences
+6 or more	Astounding Success	The Character is able to comprehensively identify the item and uncover all its Quirks.
+4 to +5	Impressive Success	The Character is able to identify the item and knows if it possesses Quirks. However, the GM may keep back details about one Quirk.
+2 to +3	Success	The Character is able to identify the item. Whilst they are aware of visible Quirks, they do not uncover hidden ones.
+0 to +1	Marginal Success	The Character is able to identify the item, and they identify one hidden quirk.
0 to -1	Marginal Failure	The Character is unable to identify the item but is conscious of that fact. They do not misidentify the artefact. They are aware of clearly visible Quirks.
-2 to -3	Failure	The Character confuses the artefact with a similar sort of item. They are aware of clearly visible Quirks.
-4 to -5	Impressive Failure	The Character confuses the artefact with a similar sort of item. They are aware of clearly visible Quirks but they also suspect it has a Quirk it does not actually possess.
-6 or less	Astounding Failure	The Character confuses the artefact with a similar sort of item. They are aware of clearly visible Quirks but they also suspect it has at least two Quirks it does not actually possess.

## COMMISSIONING A MAGICAL ARTEFACT

Characters can also acquire magical artefacts by commissioning them from an experienced Wizard or Runesmith. This has the benefit that the Character has some say in its construction and can anticipate the qualities of the finished product. However, it is an expensive and exacting process. Wizard artificers capable of creating magical items are rare because they not only have to be powerful magicians but must also must have spent mastering a craft. Creating a magical artefact is not the same thing as merely casting temporary enchantments onto existing objects, as the Wind in question must be permanently bound into the very structure of the item.

Commissioning an artefact should never be a simple matter. Wizards skilled in such things are in constant demand, or in some cases retreat to the wild places of the Old World to escape the demands of nobles and governments. It may be an adventure in itself to find an artificer, and a further trial to convince them to take on the project — if a sufficiently talented individual can even be found. For example, Characters looking for someone to make a magical sword must find a practiced Wizard who is also learned in the skills of a blacksmith.

## Guarding the Reputation of Wizards

Most Wizards would not risk their own reputations by creating powerful artefacts for any old riff raff. In the Empire, the reckless spread of enchanted items could easily be used to support calls for the reinstitution of the persecution of Wizards, such as those levied by Sigmarite zealots.

Indeed, hunting down a reckless Wizard may well make a fine adventure for a group of Witch Hunters and their staunch Sigmarite allies! Therefore, most Wizards are extremely careful in just what they create and for whom. This only adds to the difficulty of finding a willing expert.

Dwarf Runesmiths — if they can be found in the Empire at all — have their clan honour to consider. Most Runesmiths would balk at creating an artefact for one who is not a proven friend of the Dwarfs, and even then refrain from attempting their most powerful runes for any outside their own hold. The art of runesmithing risks being lost among the Dwarfs, and those practiced in it struggle to pass on their secrets before their death. They have little time for crafting items of legend for just anyone who happens by.

If the Characters are of dubious reputation, then only desperate Wizards would risk working for them. The price of such artefacts is high and their quality far from assured. Creating magical items is arduous and dangerous; expect to pay whatever the creator demands, though approximate notions of cost are given in the table above.

Note that highly individualised items such as staffs, talismans, and oddities are much harder to commission, and the asking price will be whatever the maker demands, but the price is always going to be high, and not necessarily expressed in anything as simple as Gold Crowns. Such an item might require slaying a terrible beast, assassinating a troublesome noble family, or burning down a sizeable piece of Altdorf to make way for an extension to the practitioner's own College.

## MISSPELLED



Yesterday, Manfred Blute was arrested for selling fake magical artefacts. The authorities are looking for his accomplice, a shadowy character that no one can recall what he or she looked like except they wore a long cloak. Now Blute's angry customers are closing in on his family, who are desperate for help in proving his innocence. The artefacts are magical, they just need to be treated in the right way. Manfred's wife, Lotte, seeks the party's help to find the accomplice to show the authorities that the goods are real and her husband is honest. But time is running out.

## Time and Money

Reputable artificers are proud of their work and will only produce items with the *Fine* and *Durable* Qualities (WFRP, page 292). Note that this significantly increases the price of the item. A Human Wizard might feasibly be talked out of this, but to ask a Dwarf Runesmith to do so would be an insult, as one would essentially be asking them to produce mediocre work.

Most Dwarfs, and especially most Runesmiths, would consider this an offence worthy of accepting whatever repercussions would follow from inflicting a mild concussion on the questioner.

Alongside a considerable asking price, artificers must invest significant time in creating their works. Provided the artificer has no other work, the item can be made in the period given in the table above. Characters may commission an item using the rules for Endeavours, but its construction takes at least twice as long as the mundane equivalent.

While it is recommended that a Character put in the time in game to track down a suitable Wizard or other expert, you may find it expedient to take care of this during the Between Adventures portion of your campaign. If so, the *Consult an Expert* and *Commission* Endeavours (WFRP, page 197) must be successfully completed before attempting to create the item.

Once you have found an expert and agreed a price, you may skip to **The Finished Result**, on the following page. If you wish to create an item on your own, read on!



## Fine, I'll Make it Myself!

Rather than dealing with flighty Wizards and stubborn Dwarfs, the Characters include just such a flighty or stubborn individual. A Character with the requisite skills could attempt to create a magical artefact themselves using the *Crafting* Endeavour. It is worth reminding the Character that creating an artefact often requires using exotic ingredients, the acquisition of which may be an interesting adventure for the party. For example, forging many powerful blades requires that the still-hot steel be quenched in fresh dragon's blood. While this is an assured method of creating a blade as sharp as any barber's razor, the dragons in question have been known to protest. Having the Characters spend some time acquiring these ingredients makes the final item all the more satisfying. For more on acquiring and using ingredients harvested from dangerous beasts, see **The Imperial Zoo**.

When using the *Crafting* Endeavour, creating a magical item typically requires 20 SL on the Extended Test (**WFRP**, page 198). When crafting an item that requires using another Trade Skill, such as a magical blade requiring Trade (Smith), the Wizard in question must make both a **Very Hard (-30) Lore (Magic) Test** and an appropriate **Trade Test** with a Difficulty

set by the rarity of the item being made. For example, Hand Weapons are Common and therefore would require an **Average (+20) Trade Test**.

It is acceptable for a Wizard and a suitable artisan to collaborate when creating an artefact, each focusing on their own speciality. However, in this case, both Characters must spend a *Crafting* Endeavour to work together.

Once the Character has made both Tests, add the SL of only the lower result to the running total for the Extended Test. Once you have achieved 20 SL, the item is ready. The Difficulty of the Lore (Magic) Test may be lowered by seeking out particularly obscure and exotic ingredients — a Giant's stomach bile, skin from a Razorgore, and so on. Once the *Crafting* Endeavour is complete, you may proceed to the next step.

The creation of any magic item requires starting from the raw materials. It is not possible to permanently enchant an existing piece of armour or weapon, as the magic must be imbued into the item during the crafting process.

## THE FINISHED RESULT

Finally, the artificer must make two Tests, a Challenging (+0) Lore (Magic) Test and a Challenging (+0) Trade Test. Calculate the total SL and consult the following table.

SL	Result	Consequences
+6 or more	Astounding Success	The item is a true work of art and possesses the <i>Unbreakable</i> Item Quality.
+4 to +5	Impressive Success	An excellent item is created without any complications. Add an Item Quality of your choice ( <b>WFRP</b> , page 292).
+2 to +3	Success	The item is created without any complications.
0 to +1	Marginal Success	The item is made without flaws, but the process takes much longer than anticipated. The artefact requires 50% more time to manufacture.
0 to -11	Marginal Failure	The item is made but incorporates a Quirk or curse. Roll once on the <b>Quirks and Curses</b> Table (page 56). If this results in the item having no effect or being made with Dwarf runes, reroll, adding +40 to the total to determine the result.
-2 to -3	Failure	The item incorporates two Quirks or Curses. Roll twice on the Quirks and Curses table, adding +40 to the total to determine the result. If this results in the item having no effect or being made with Dwarf runes, reroll the results. Furthermore, the item is flawed. Add an Item Flaw of your choice ( <b>WFRP</b> , page 292).
-4 to -5	Impressive Failure	The job is a botch and the resulting artefact is useless. The Wizard must begin the process anew.
-6 or less-6 or less	Astounding Failure	The creation of the artefact goes horribly wrong. The item releases a powerful magical explosion, resulting in a hit equal to a Bomb ( <b>WFRP</b> , page 295).

## RANDOM CREATURE TABLE

Many magical effects only apply in the case of a particular sort of Creature. When determining the specific creature for these magical effects, roll on the table below.

D100	Result	D100	Result	D100	Result	D100	Result
0–19	Goblins and Snotlings	59–62	Skeletons and Zombies	83	Ogres	93	The Truly Faithful**
20–29	Orcs	63–65	Ethereal Undead	84	Dwarfs	94	Spellcasters***
30–32	Daemons of Tzeentch	66–69	Skaven and their vile kin	85	Elves	95	Giant Spiders
33–35	Daemons of Nurgle	70–73	Vampires	86	Giants	96	Manticores, Chimera
36–38	Daemons of Khorne	74–75	Lizardmen	87–88	Spites, Dryads, Tree Kin, Treemen	97	Pegasi
39–40	Daemons of Slaanesh	76–78	Trolls	89–90	Beasts*	98	Griffons, Hippogriffs, Demigryphs
41–55	Daemons (All)	79–81	Humans	91	Spiders	99	Dragons
56–58	Beastmen	82	Halflings	92	Mutants	00	Jabberslythes

\* Creatures with the *Bestial* Trait    \*\* Creatures with the *Bless* or *Invoke* Talents

\*\*\*Creatures with the *Petty Magic*, *Arcane Lore*, or *Witch!* Talent, or the *Spellcaster* Trait.

## MAGICAL ARTEFACTS

### Throatseeker's Blade

These magical Rapiers are created with an innate blood lust all of their own, guiding the tip past even the best defence. A Throatseeker's Blade ignores any AP provided by armour that has the *Weakpoints* Flaw. This weapon otherwise functions as a normal Rapier.

### Quieted Mail

First commissioned by a late Duke of Carroburg for the same skillful assassin who would ultimately kill him, these full suits of mail (Chausses, Coat and a Coif) have been enchanted to remove the rattle of metal rings that mail armour normally makes. The usual -10 Penalty to Stealth associated with items of Mail armour does not apply. However, the spells used to create this armour were never perfected, and those wearing the Coif can speak no louder than a whisper.

### Shinsmasher's Club

The providence of this brutal looking club is unknown. It turned up in Altdorf in the hands of a Hook enforcer, but has since changed hands a dozen times. Any Critical Wound inflicted by this hammer on an opponent's legs enjoys a bonus of +20 to the severity roll. The club otherwise functions as a normal Hand Weapon.



## QUIRKS AND CURSES

The Winds of Magic are fickle and difficult to control at the best of times, and they do not seem to like being bound to items to serve at the wielder's beck and call. So much as a brief distraction when creating a magical item can lead to disaster. Even a minor oversight can cause artefacts to manifest weird behaviours, dubbed Quirks. Efforts may go even more disastrously wrong, resulting in a Curse.

Some Wizards have been known to deliberately create Cursed artefacts, often with a specific purpose in mind, sometimes just to cause misery in those who wield them. When randomly generating an artefact, the GM should make a secret roll to see if the item carries a Quirk or Curse. Quirks and Curses do not apply to scrolls, and by long tradition – call it a professional courtesy – most staffs are not cursed.

D100	Effect
01–20	The artefact does not carry any sort of Quirk or Curse.
21–35	Whenever the artefact is used it gives off an eerie blue-green glow. This item was forged with the help of miraculous rites performed by a priest of one of the Empire's gods. Decide which god, bearing in mind the temperament of the deity. For example, Shallya never assists in the construction of a weapon. The magical effects only work if the wielder first abides by the god's strictures ( <i>WFRP</i> , Chapter 7) for at least 32 consecutive days.
36–40	The effect is achieved through runes inscribed by a Dwarf Runesmith. There is no negative effect on the item, and it has the <i>Durable</i> and <i>Fine</i> Item Qualities. However, it is likely the Dwarfs who produced this artefact desire its return and regard the bearer as a thief. The artefact gives off a faint, constant humming noise. This increases the Difficulty of any <b>Stealth Tests</b> the bearer makes by one step, and is rather annoying.
41–45	The artefact will only work after the wielder speaks a particular word. What this word might be is left up to the GM, and learning it may take the Character some time and effort.
46–50	The Winds of Magic are tenuously bound to this artefact. Every time it is used the bearer must make a <b>Very Easy (+60) Channelling Test</b> . If they fail the Test, the bearer must roll on the <b>Minor Miscast Table</b> ( <i>WFRP</i> , page 234) as the Winds escape the artefact. Characters without the Channelling Skill automatically fail this Test.
51–63	The effect was produced through a temporary enchantment on the item, the magic used was unstable, or the item is otherwise close to the end of its useful life. After 1d100 days, any magical abilities the item possesses vanish.
64–69	The artefact draws on the bearer for some of its strength. Anyone who carries it feels unusually hungry, and must eat twice the normal amount of food or suffer from a permanent <i>Fatigued</i> Condition for as long as they carry the item.
70–75	The effect relies on sinister carvings, crude fetishes, or grotesque scrimshaw. The nightmarish item may frighten superstitious folk and draw the unwelcome suspicion of Witch Hunters. The artefact has the <i>Ugly</i> Flaw.
76–78	A pinch of Warpstone dust was used in the creation of this artefact. It is a minor source of Corruption ( <i>WFRP</i> , page 182).
79–80	The item relies on power drawn from either sunlight or moonlight. It only works during the day or night, and does not work indoors or underground. Roll 1d10 to determine the body: 1–6 The Sun, 7–9 Mannslieb, 10 Morrslieb.
81–84	The artefact was created by a hermit who shunned the contact of others, and a little of their solitary nature has infected the item. Tests involving the item while others are present suffer -1SL, while Tests made involving it while alone benefit from +1SL.
85–89	The item derives its power by leeching the life from its wielder. Every time the item is used the wielder must make a <b>Challenging (+0) Endurance Test</b> . If they fail they gain a <i>Fatigued</i> Condition.
90–93	Whilst the person who made this item was a mighty worker of magic, they were a poor craftsman. The artefact has the <i>Unreliable</i> Flaw.

D100	Effect
94–97	Wild energies course around the item. Any creature or Character with the <i>Second Sight</i> Talent is able to see the item as if it was a beacon fire, even if it is kept in a scabbard or backpack. The bearer has no hope of hiding from those with <i>Second Sight</i> .
98–99	The item is vampiric. Each dawn it must be daubed with a Wound's worth of the wielder's blood or its magical effects cease to function until the item is sated. If the item is allowed to go inactive in this way, three Wounds's worth of the wielder's blood is required to reactivate it.
100	The source of power for this item is a captured Spite, trapped inside a prominent adornment or pommel. It is magically bound, but once a day can make a Hard (-20) Pick Lock Test with a Dex of 58. If it passes, the creature gains temporary control. It is still physically restrained within the artefact, but there is a perceptible rattle as it strains against its bonds. During the subsequent 24 hours it may attempt to cast three spells from the Lore of Life using its WP of 47. It chooses whatever spells most inconveniences or humiliates the bearer (such as healing an opponent in combat).  Spires are capricious and cruel; if the creature is released, it may decide to torment its liberators.
101–111	Magical energy is weakly bound to the artefact. Every time it is used the bearer must make an <b>Average (+20) Channelling Test</b> . If they fail the Test, the bearer must roll on the Minor Miscast Table ( <b>WFRP</b> , page 234) as wild magic is vented off. Characters without the Channelling Skill automatically fail this Test.
112–129	Magical energy swirls about the item. Anyone casting spells within 10 yards of the bearer is subject to the <b>Swirling Winds</b> ( <b>WFRP</b> , page 238).
130–137	Magical energy is poorly bound to the artefact. Every time it is used the bearer must make a <b>Challenging (+0) Channelling Test</b> . If they fail the Test, the bearer must roll on the Minor Miscast table ( <b>WFRP</b> , page 234) as wild magic is vented off. Characters without the Channelling Skill automatically fail this Test.
138–140	A chunk of Warpstone was used in the creation of this artefact. It is a source of Moderate Corruption ( <b>WFRP</b> , page 182).

## MAGICAL WEAPONS

The vast majority of magical weapons produced by Humans are swords, while Dwarfs prefer axes and hammers. The utility of such weapons, the manner of their forging, and the ease with which they are carried make them good candidates for bewitchment.

This is not to say that other types of magical weapons may not be made, but most artificers are not also versatile armourers, so it is hard to find a Wizard comfortable with making magical polearms, for instance.

If you need to randomly generate a magical weapon, roll on the following table to determine the type of weapon.

## MAGICAL WEAPONS TABLE

D100	Result	D100	Result
01–50	Hand Weapon	76–78	Great Axe
51–60	Dagger	79–83	Warhammer
61–65	Rapier	84–85	Zweihander
66–68	Halberd	86–90	Throwing Axe
69–72	Spear	91–98	Bow
73–75	Bastard Sword	99–00	Crossbow



## MAGICAL WEAPON QUALITIES

You can use this table to generate random magical effects for weapons. The weapon's effect and likely origin for its powers are both described. At the GM's discretion, the origin may be different to that described. For example, a Hoarfrost Blade might be constructed through a process other than secrets held by the Ice Witches of Kislev — they are merely the best-known artificers of these weapons.

Some of the examples involve divine intervention in the item's creation. Though magical artefacts and divine relics may use the same rules, the method of their creation, and their place in the world, can be quite different — a fact scholars the Old World over have been arguing since the founding of the Empire.

Note that certain effects are described as applying to a 'wielder' and others to a 'bearer'. A wielder is someone actively using it as their primary weapon in combat, whilst a bearer carries the weapon in their hand or in a scabbard.

All magical weapons are capable of damaging creatures that are normally immune to non-magical attacks, such as those with the *Ethereal* Creature Trait.

Some magical abilities confer additional Qualities to the weapon. These Qualities do not stack. For example, if a weapon with the *Fast* Quality would gain the *Fast* Quality in some other way, it does not impose a -20 penalty to defending against the attack.

D100	Ability
01–20	<b>Touched by the Winds:</b> The weapon has petty enchantments cast upon it. Beyond damaging creatures that are immune to non-magical attacks it has no particular ability. If the weapon is a ranged item, this ability is conferred to its ammunition.
21–24	<b>Wreathed in Shadow:</b> These weapons are often made by Grey Wizard artificers. The blade of a melee weapon seems insubstantial and ghostly, while the same effect lingers on the string of a bow or crossbow, and is conferred to any ammunition the weapon fires. Any target hit by the weapon receives no benefit from non-magical armour.
25–28	<b>Alight with Flame:</b> Many of these weapons are produced in the forges of the Bright College. Once drawn the weapon bursts into searing flame, but does not harm the wielder or any possessions they carry. If the wielder hits a flammable target with the weapon, the target suffers one <i>Ablaze</i> Condition.
28–31	<b>Dolorous:</b> Death magic permeates the weapon, filling foes with fright. The wielder counts as causing <i>Fear</i> (1).
32–35	<b>Of Leaping Silver Wroth:</b> Alloys used in constructing this weapon lend it expert balance and surprising lightness. A melee weapon of Leaping Silver has the <i>Fast</i> Quality. A ranged weapon with this enchantment bears the silver alloy in fine filigree about it, granting a wielder +10 Initiative in combat.
36–39	<b>Carved of Rage:</b> Often created by the shamans of the Amber Order, animalistic fury and instinct fill the mind of the wielder whenever this weapon is drawn in anger. Once drawn, the wielder of this weapon becomes subject to <i>Frenzy</i> .
40–43	<b>Envigoured:</b> The life-giving wind of <i>Ghyran</i> courses through the weapon. The wielder ignores <i>Fatigue</i> Conditions whilst fighting with the weapon. The blade also has the <i>Unbreakable</i> Quality.
44–47	<b>Entwined with Fate:</b> Celestial magics have imbued the weapon with subtle prognosticative abilities. At the start of each round of combat, the weapon imbues the wielder with one Advantage.
48–51	<b>Of Rigor Wroth:</b> Light magic makes a paragon of this weapon's wielder. The wielder of such a melee weapon benefits from the following Talents: <i>Strike Mighty Blow</i> , <i>Strike to Injure</i> , and <i>Strike to Stun</i> . The wielder of a ranged weapon gains the benefit of the following Talents: <i>Fast Shot</i> , <i>Sharpshooter</i> , and <i>Sniper</i> .
52–54	<b>Of Stalwart Sorcery:</b> These weapons strike true as Verena (though the Verenan cult is at pains to point out they don't endorse magical weapons as instruments of justice). The weapon has the <i>Precise</i> Quality.
55–57	<b>Bewildering:</b> Powerful enchantments of bemusement and misdirection are woven into the weapon. Anyone wounded by the weapon gains the <i>Surprised</i> Condition.
58–60	<b>Of Bold Brass:</b> This weapon's bearer is filled with a sense of vim, is immune to the effects of <i>Fear</i> , and enjoys a +2 SL bonus to resist <i>Terror</i> .

D100	Ability
61–63	<b>Of the Wolf's Wide Jaws:</b> The most favoured Ulrican warriors wield these weapons with wolf's head pommels and other lupine motifs. The weapon has the <i>Damaging</i> Quality.
64–66	<b>Of Deft and Cunning:</b> Often created with the aid of Myrmidian experts, these deft weapons handle with exquisite precision. The wielder benefits from +20 WS or BS, as appropriate.
67–69	<b>Of Salt and Brine:</b> The priests of Manann lend their knowledge to artificers seeking to create weapons that guard against unexpected raiders. The bearer of this weapon may make a free Action in the first Round of any combat. The weapon also has the <i>Fast</i> Quality.
70–72	<b>Of Grisly Wounds:</b> Deathly enchantments ensure that wounds caused by this weapon are severe. The weapon has the <i>Damaging</i> Quality.
73–75	<b>Of Tooth and Claw:</b> Creatures with the <i>Bestial</i> Creature Trait recognise something of themselves in this weapon. They must pass a <b>Difficult (–10) Willpower Test</b> before attacking the wielder.
76–78	<b>Of Deepest Banishing:</b> The energies given off by this weapon are anathema to Daemons and Ethereal Undead. The wielder always counts as having three additional points of Advantage when determining effects of the <i>Unstable</i> Trait.
79–81	<b>Of Undue Substance:</b> A master of <i>Chamon</i> has imbued this weapon with strange properties of density and mass. The weapon has the <i>Pummel</i> and <i>Hack</i> Qualities.
82–84	<b>Of Languishing Death:</b> Morr calls earnestly to those wounded by this weapon. All Wounds the weapon inflicts are <i>Festering Wounds</i> (WFRP, page 187).
85–87	<b>Of Keenest Edge:</b> The tip and edges of this weapon are kept magically keen, or any ammunition it fires becomes so. The weapon has the following Qualities: <i>Hack</i> , <i>Impale</i> , and <i>Penetrating</i> .
88–90	<b>Of Bane:</b> The weapon was made with enchantments that increase its deadliness to a given enemy. If it deals damage to a particular type of creature, it inflicts twice the number of Wounds. Roll on the <b>Random Creature</b> Table (see page 55) to determine the affected creature.
91–92	<b>Of Ceaseless Cleaving:</b> Powerful enchantments guide the weapon easily through flesh and bone. If a hit from the weapon deals Damage, it inflicts an additional two Wounds.
93–94	<b>Of Leaping Gold:</b> This stunning weapon handles like a feather, but lands like a block of lead. The weapon has the following Qualities: <i>Fast</i> , <i>Penetrating</i> , and <i>Precise</i> .
95–96	<b>Of Grievous Injury:</b> The injuries inflicted by this weapon are cruel and severe. Whenever the wielder rolls on the <b>Critical Injuries</b> Chart (WFRP, page 174) they can reverse the numbers of the roll and apply whichever is the most damaging result.
97–98	<b>Of Form Mercurial:</b> A master of <i>Chamon</i> has created this weapon, allowing it to morph according to the wielder's movements. When used to thrust, it becomes long and thin. When used to slash or strike, it becomes broad and razor-edged. Each round the wielder may choose from the following Qualities: <i>Fast</i> , <i>Hack</i> , <i>Impale</i> , <i>Penetrating</i> , and <i>Precise</i> .
99	<b>Hoarfrost Blade:</b> These rare and powerful weapons are sometimes created through painstaking rites undergone by the Ice Witches of Kislev. So much as a nick from one of these blades can prove fatal. If a hit from the weapon deals Damage, it inflicts double the number of Wounds, plus four additional Wounds. There is no way to create ranged weapons that imbue their ammunition with this quality. If you roll this result for a ranged weapon, it represents 1d10 pieces of ammunition imbued with the above ability. If you have already rolled <b>Legendary Weapon</b> for a ranged weapon, ignore this result.
00	<b>Legendary Weapon:</b> Roll twice more on this table. If you roll this result multiple times, a magical weapon has a maximum of five abilities. Duplicate abilities are not cumulative.

## THE HISTORY OF MAGICAL WEAPONS

Magical weapons are often quite storied objects, with names and legacies of their own. If the Characters find a magical weapon, the GM should roll on the following table to see if it has earned a reputation. The Character who comes into possession of the blade may know nothing of this unless they pass a **Hard** (-20) **Lore (History)** Test or invest time into researching its history. Certain psychological effects can be produced by this table. These effects only apply to those who recognise the weapon but are unfamiliar with (or already suspicious of) the bearer.

**Example:** Rudi Fleisher has found a sword that was once wielded against Ulrican forces in the Age of Wars. He later goes to a Middenland village populated by Ulricans. The GM decides that the rustic folk who live there do not have enough knowledge of history to recognise the sword. Later he visits an Ulrican shrine. The priests recognise the sword and are subject to Animosity against Rudi. Soon after they come to know that he can be trusted, so the negative psychological effect no longer applies. If Rudi manages to rise to greatness himself, he may even rehabilitate the sword's reputation.

### MAGICAL WEAPON HISTORY TABLE

D100	Effect
01–17	The weapon is of no particular historical significance.
18–29	<b>Battered:</b> The weapon has been worn and damaged after long years of use and abuse. Choose a Quality from the following list and apply it to the weapon: <i>Ugly, Shoddy, or Unreliable</i> .
30–37	<b>Expertly Forged:</b> The weapon was made by a renowned magician artificer, such as Volans, who helped Teclis set up the Colleges of Magic, or the great Hagmar Wyrmeschager. Choose a Quality from the following list and apply it to the weapon: <i>Fine, Durable, Lightweight, or Practical</i> .
38–44	<b>Tyrant Borne:</b> This weapon was once wielded by a cruel and petty Old World ruler. Agitators, Verenans, and other champions of the common folk may remember the item as a symbol of brutal injustice. If so, they are subject <i>Prejudice</i> towards the bearer ( <i>WFRP</i> , page 190).
45–51	<b>Sacrilegious:</b> This weapon became associated with a particular side during the Age of Wars and is seen as a sign of division between Sigmarites and Ulricans. Choose whether the weapon is an affront to Sigmarites or Ulricans. These people are subject to <i>Animosity</i> towards the bearer ( <i>WFRP</i> , page 190).
52–56	<b>Bewitched:</b> Once an unholy necromancer, witch, or sorcerer of Chaos bore this weapon. Even if the weapon itself is not actually a corrupt artefact, people may perceive it as such. Roll 1d10 to determine the effect. 1: The weapon counts as a minor source of Corruption. 2–5: Generate an additional Quirk or Curse by rolling on the <b>Quirks and Curses</b> Table (see page 56) and adding +40 to the result. 6–10: People who recognise the weapon are subject to <i>Animosity</i> towards the bearer.
57–73	<b>Battle Tested:</b> This weapon was once wielded with noted effect at a famous battle against one of the Empire's many enemies. Maybe it took Skaven heads at the battle of the Howling Hills, shattered skeletons in the Vampire Wars, or slew scores of Goblins following Grom the Paunch. Folk who recognise and respect the weapon's provenance treat the bearer as having a Status tier ( <i>WFRP</i> , page 49) one higher than they actually do (to a maximum of Gold) for the purpose of <b>Intimidate, Leadership, and Charm</b> Tests.
74–80	<b>Bitterly Remembered:</b> This weapon once slew a mighty champion of a hostile Species given to holding lasting grudges, and the event has not been forgotten. Members of the Species who recognise the weapon become subject to <i>Hatred</i> toward the bearer ( <i>WFRP</i> , page 190). Roll D10 to determine who hates the weapon: 1: Fimir, 2: Dark Elves, 3: Dragons, 4: Daemons, 5–6: The mortal followers of a particular Chaos God, 7–8: Vampires and Necromancers, 9–10: Dwarfs. Others are either beyond such pettiness, resent their own champions, or do not keep detailed histories.
81–89	<b>Heirloom:</b> This weapon once belonged to a rich and powerful family. They would most certainly pay handsomely for its return, but they may well resent those who refused to sell it back to them.
90–96	<b>Sought:</b> The former owner of this weapon is part of an adventuring band of mercenaries. Having recently finished their last commission, they are now on the trail of the lost weapon.
97–00	<b>Storied:</b> Roll twice more on this table.

## MAGICAL ARROWS AND BOLTS

Although forging magical weapons is exceedingly rare, creating magical ammunition is even rarer. Working enchantments into arrowheads is fiddly and arrows are easily lost or broken. A magical arrow is destroyed if it hits its target. Arrows that miss their targets can usually be recovered unbroken. There is a 90% chance of this occurring in fair conditions, but if the terrain is rocky or swampy, the chance is reduced to 50% or lower.

### MAGICAL AMMUNITION TABLE

D100	Ability
01-54	<b>Magical Arrow:</b> The arrow is capable of damaging creatures that are immune to non-magical attacks and inflicts +1 Damage, but has no particular ability.
55-74	<b>Arrow of Potency:</b> If a hit from an Arrow of Potency deals Damage, it inflicts an additional 1d10 Damage which ignores Armour and Toughness.
75-91	<b>Arrow of True Flight:</b> These arrows grant +30 Ballistic Skill when fired.
92-00	<b>Hail of Doom Arrow:</b> After firing a Hail of Doom Arrow, it splits into 1d10 arrows in flight. Roll to hit and damage with each arrow. These arrows can all hit the same target, or may hit secondary targets provided they are within 5 feet of the primary target and that the shooter has a clear line of sight to them.

## TEMPORARY ENCHANTMENTS

In certain circumstances, even outside of an unlucky roll on the *Quirks and Curses Table*, an item may not retain its magic indefinitely. Magic still abounds in the Old World, and there are ways by which an item might gain a temporary magical enchantment. In the Empire, many people know that weapons left in the Eternal Fire in Middenheim's High Temple of Ulric are imbued with magical powers. However, tales suggest that folk heroes have been granted temporary enchantments through divine miracle or from daubing items in the blood of monstrous creatures.

It is left up to the GM to decide what circumstances might result in an item receiving a temporary enchantment. As a rough guide, most of these enchantments last only 1d100 days and are rarely as powerful as their more indefinitely enchanted kin. To determine the effects of a temporary enchantment, roll on the relative table, but halve the result. The effect only lasts for 1d100 days.

*Example: Duri the Dwarf arranges to leave his axe within Middenheim's Eternal Fire overnight. The next morning he returns to retrieve his weapon. Duri's Player rolls to see what ability his axe has gained. He rolls 82. This would normally result in his axe having the *Languishing Blade* effect. However, it is halved to 41, a *Blade of Vigour*.*

*The GM secretly rolls 1d100, resulting in a 16. Duri only has only a fortnight before his axe loses the enchantment.*

Magical items are all well and good, if you can keep them safe. Of course, I smuggled mine in when I first arrived until I could put it somewhere safe. Yes, I can be paranoid, but I know Inga has figured out I possess such an artefact. Her questions have become more leading of late. What will she ever do with it – if she finds it? When I think of all the magical items I've seen over the years – including Ghal Maraz – which was so disappointing I thought it a touch unreal. Is this what all the fuss is about?



## MAGICAL ARMOUR

Magical armour is even more arduous to create than magical weaponry, and has the disadvantage that it must be made to fit the intended wearer. Most pieces of magical armour are plate, as these durable materials are most worth the effort involved in crafting such an artefact, but occasionally artificers make enchanted leather or mail. If the Characters find a piece of magical armour, roll on the following table to see which piece of armour it is.

**MAGICAL ARMOUR TABLE**

D100	Piece	D100	Piece
01–03	Mail Chausse	46–48	Leather Skullcap
04–10	Mail Coat	49–51	Leather Breastplate
11–15	Mail Coif	52–54	Leather Jack, Leggings, Skullcap and Breastplate
16–20	Mail Shirt	55–70	Breastplate
21–25	Mail Coat and Chausse	71–75	Open Helm
26–35	Mail Coat, Chausse, and Coif	76–80	Bracers
36–38	Leather Jack	81–85	Plate Leggings
39–41	Leather Jerkin	86–90	Helm
42–45	Leather Leggings	91–00	Full Plate Armour

Armour is made to measure, and a suit of discovered magical armour is not likely to simply fit whoever finds it. If the Characters discover a piece of magical armour, roll twice on the following table to find out the height and species type of the original intended wearer.

**ARMOUR SIZE TABLE**

D10	Species	Height
1	Human	Exceedingly Short
2	Human	Short
3	Human	Short
4	Human	Average
5	Human	Average
6	Elf	Average
7	Elf	Average
8	Dwarf	Tall
9	Dwarf	Tall
10	Halfling	Exceedingly Tall

Exactly how the size of the armour affects the wearer is left up to the GM. In the case of mail armour some wiggle room is allowed, but plate armour may only be worn by someone with suitable proportions. Armour made for a large individual could conceivably be worn by a smaller individual at the cost of an +1 Encumbrance for each piece of such armour to represent the awkward discomfort involved. A skilled smith, ideally one also knowledgeable in magic, may be able to adjust the armour to suit without interfering with the enchantments.

## GROMRIL AND ITHILMAR

If the Characters find a piece of magical plate armour made to fit a Dwarf, the GM can either generate its ability from the **Magical Armour** table or decide it is forged from Gromril.

Gromril is derived from meteoric ores – it is not only rare but exceedingly difficult to smelt and work with. Only the Dwarfs have developed the techniques required to work Gromril. It is a hard metal, and the practically-minded Dwarfs reserve it almost exclusively for plate armour. Almost all Gromril armour is made for Dwarfs, but on very rare occasions they may create a suit for someone else. Gromril plate confers 3 APs rather than 2, and renders the wearer immune to Critical Wounds inflicted unless the Character has already been reduced to 0 Wounds.

Magical plate armour made to fit an Elf can either have an ability from the **Magical Armour** table or the GM can decide it is made from Ithilmar.

Ithilmar is an unusual silvery metal only found in the mines of Vaul's Anvil in Ulthuan. Suits of Ithilmar armour are exceedingly rare outside of the Elven kingdoms, but envoys sometimes bring them as gifts or show pieces used to tout the superiority of Elven craftsmanship. Ithilmar is as strong as steel, but is only a fraction of the weight. Reduce the Encumbrance of any piece of Ithilmar armour by 2 to a minimum of 0.

All magical armour is imbued with enchantments making it resistant to damage. The first time each day that a piece of magical armour would suffer damage, such as that inflicted by the *Hack* Quality or from Critical Deflection, ignore it. Magical armour also always provides protection against attacks that ignore non-magical armour.

Leather armour cannot be either Gromril or Ithilmar. Reroll these results if rolling for a piece of leather armor.

**Note:** Certain effects require a full suit to be effective, whereas others can be applied to a single piece, such as a helmet or chausses. A piece's magical effect only applies if it is worn on the location struck.

## MAGICAL ARMOUR QUALITIES

D100	Ability
01–32	<b>Magical Armour:</b> The armour is enchanted, but has no unusual ability.
33–38	<b>Gromril Armour:</b> The armour is made of Gromril, and enjoys all the benefits described above. It bears Runes identifying the Dwarf Hold to which the suit belongs by right, and a message in Khazalid demanding that all honest Dwarfs see to its immediate return should it be found elsewhere.
39–42	<b>Ithilmar Armour:</b> The armour is made of Ithilmar, and enjoys all the benefits described above. Eltharin inscription identifies its original owner in a series of rhyming couplets.
43–44	<b>Gifted Armour:</b> The armour is one of the very rare suits of Gromril or Ithilmar armour that was made as a gift. It is sized suitably for whoever it was intended, typically a Human who has done some great favour for the Dwarfs, but there are records of Halflings and even one Ogre who earned the honour of such a suit. It bears runes in Khazalid that inform any Dwarf that the Gromril was a gift, and the terms under which it should be eventually returned to the Dwarfs.
45–51	<b>Alleviating Armour:</b> Suits such as this are often made in consultation with Jade Wizards or Shallyan priests. This armour is suffused with healing energies. Whenever the wearer suffers a Critical Wound, the attacker must roll twice on the appropriate Critical Wounds table and apply the lower result.
52–58	<b>Seamless Armour:</b> Such is the skill of this armour's forging that even slender blades cannot find a weakpoint. If the armour is mail, it gains the <i>Impenetrable</i> Quality. If it is plate, it loses the <i>Weakpoints</i> Flaw. Full suit required.
59–65	<b>Dragon Scale Armour:</b> This armour was made in part from the scales of dragons, and it is remarkable in its ability to withstand heat. If an attack that deals Damage through flames or heat hits an area protected by this armour, reduce the Damage of that attack by 2. If an attack that would inflict the <i>Ablaze</i> Condition hits an area protected by this armour, the wearer ignores the Condition.
66–76	<b>Armour of Glittering Silver:</b> Such is the bright lustre of this armour that it can dazzle enemies. If fighting in sunlight (or near another source of strong light), opponents in melee with the wearer must pass an <b>Average (+20) Agility Test</b> at the start of each Round or suffer one <i>Blinded</i> Condition. Full suit required.
77–88	<b>Trickster's Armour:</b> It is said that the artificers of this armour consulted with followers of Ranald to imbue the armour with protective wards. If an attack hits an area protected by this armour, roll 1d10. On a roll of a 10, the wearer ignores the hit.
89–96	<b>Armour of Resilience:</b> Powerful enchantments known to practitioners of <i>Chamon</i> ensure that the living flesh of the wearer is as strong as steel. The wearer benefits from +5 Toughness. Full suit required.
97–99	<b>Armour of Fortune:</b> The Armour of Fortune does not so much protect the wearer directly but misdirects blows that would otherwise land. If an attack hits an area protected by this armour, roll 1d10. On a roll of a 9 or 10, the wearer ignores the hit.
00	<b>Legendary Armour:</b> Roll twice more on this table. If you roll this result multiple times, a piece of magical armour has a maximum of five abilities and duplicate abilities are not cumulative. A suit of armour may never be made of both Gromril and Ithilmar.

## MAGICAL SHIELDS

Magical Shields often work in much the same way as magical armour, however the wide surface of the shield allows an artificer to work more complicated effects. If the Characters find a magical shield, roll on the following table to determine its design.

### MAGICAL SHIELD TABLE

D100	Piece	D100	Piece
01–64	Shield	90–00	Shield (Buckler)
65–89	Shield (Large)		

Like magical armour, all magical shields provide protection against attacks that ignore non-magical armour. Other abilities may apply to the shield. Roll on the table below to determine the ability.

### SHIELD QUALITY TABLE

D100	Ability
01–45	<b>Magical Shield:</b> The shield is magical, but has no further ability.
46–56	<b>Ithilmar Shield:</b> These shields are very light. Reduce Encumbrance by 1 to a minimum of 0.
57–68	<b>Gromril Shield:</b> Gromril shields provide +1 to the <i>Shield</i> Quality. So, a large Gromril shield counts as having the <i>Shield 4</i> Quality.
69–75	<b>Shield of Ptolos:</b> These shields are based on a design discovered in tombs to the far south of the Old World. Enchantments on the shield misdirect projectiles. Shields of Ptolos provide +2 to the <i>Shield</i> Quality when defending against a missile weapon. So, a large Shield of Ptolos has the <i>Shield 3</i> Quality against melee attacks but <i>Shield 5</i> against missile attacks.
76–88	<b>Spell Shield:</b> These shields are enchanted to deflect <i>magic missiles</i> . If such a spell targets the bearer, roll a d100 — if the result is 30 or below, the spell fails. An attempt made by a spellcaster to dispel a <i>magic missile</i> while bearing this shield gain +3 SL.
89–00	<b>Charmed Shield:</b> Enchantments imbue this shield with an enhanced ability to deflect incoming attacks. The <i>Defensive</i> Quality of a Charmed Shield is enhanced so that the bearer benefits from +3 SL to Melee Tests they make when opposing incoming attacks.

## SCROLLS

Of the many artefacts Wizards use to bind a spell on the cusp of being cast, scrolls are the most common and the most temporary. Scrolls are typically produced so that a reader, including non-wizards, can cast a spell without having to go through the dangerous business of channelling the Winds of Magic. Instead, the magical energy is encoded within sigils and diagrams — all that needs to be done to cast the spell is to read command words written upon the scroll.

If the Characters find a scroll, roll twice on the following table. The first roll determines what Lore the spell is derived from, and the second determines the spell's maximum Casting Number. The GM should choose an appropriate spell from the Lore, which ought to have a CN as close to, but not greater than, the one generated by the roll. If the CN is too low for any spell from the Lore, then select the spell with the lowest CN.

### SCROLL TABLE

D100	Lore	Max CN	D100	Lore	Max CN
01–03	Petty	0	74–81	Light	7
04–25	Arcane	1	82–89	Shadows	8
26–33	Beasts	2	90	Hedgecraft	0
34–41	Death	3	91–93	Witchcraft	9
42–49	Fire	4	94–96	Daemonology	10
50–57	Heavens	5	97–99	Necromancy	11
58–65	Metal	5	00	Chaos Magic (any Chaos God)	12
66–73	Life	6			



Scrolls containing dark magic can corrupt those who use them. Making use of a scroll that produces a spell from the Lore of Witchcraft counts as a minor source of Corruption. Making use of a scroll that produces a spell from the Lores of Daemonology, Necromancy, Witchcraft, or Chaos Magic counts as a moderate source of Corruption.

In order to use a scroll, the wielder must read the command words written upon it. These are usually written in one of the various arcane languages used for spellcasting, but may occasionally be spelt out phonetically in another mundane language. To cast the spell the user must brandish the scroll and read the command words and pass a **Challenging (+0) Language (Magick) Test**. If the scroll is intended for a non-Wizard, they must pass a **Hard (-20) Language Test** in whatever language the scroll is written in.

Making this Test is an Action. If the user passes this Test, they cast the spell and the scroll is destroyed. If they fail, nothing happens and they can make another attempt on subsequent Rounds.

Miscasts may occur when casting a spell from a scroll, but scrolls are made under controlled conditions so that the spells they contain always count as being cast with the aid of ingredients (**WFRP**, page 236).

## STAFFS

Wizards typically bear staffs. They are badges of a Wizard's office as well as magical tools. A Wizard's staff is typically designed and decorated in a manner that attracts the Winds of Magic the Wizard works with. For example, a Gold Wizard's staff is typically constructed from different metals, decorated with alchemical symbols, and lined in gilt edging. An Amber Wizard typically bears a rough wooden staff decorated with the teeth, bones, and claws of fierce animals.

Staffs work by attracting the Winds with which they are associated. If a spellcaster bears a staff made to attract a Wind of Magic, spells from the corresponding Lore have their CN reduced by 1 (to a minimum of 0). If the spellcaster was trained by a College of Magic, this benefit also applies to any Arcane spells they cast. Staffs of foul, corrupt materials that draw *Dhar* can be created for Lores that use dark magic, such as the Lore of Necromancy.

Staffs attuned to the Lores of Hedgecraft or Witchcraft work in the same way as those used by the Colleges of Magic. These artefacts draw equally from all Winds of Magic, supporting these lesser-known Lores.

If the Characters find a staff, roll on the **Lores** Table in the scrolls section (page 64) to see which magical tradition it is associated with (rerolling any results of Petty or Arcane).

Generally speaking, staffs do not have Quirks or Curses. Only roll on the **Quirks and Curses** Table if the staff is attuned to one of the following Lores: Hedgecraft, Witchcraft, Necromancy, Daemonology, or Chaos Magic. Furthermore, add +40 to the result of this roll when calculating the result.

Reroll any result which implies the staff was made by a Dwarf Runesmith, who has no time for such delicate artefacts.

## WANDS

Wands are short staves up to about a foot in length. Like Wizard staffs, they tend to be constructed from materials suited to attracting and directing magical energies. However, unlike staffs, wands do not make casting spells easier, but can improve their efficacy. In order to benefit from a wand, a Wizard must wield it in their primary hand whilst making a **Casting** or **Channelling Test**.

### WAND TABLE

D100	Ability
01–32	<b>Wand of Jade:</b> This wand increases the range of spells. Double the range of any spells cast while holding a Wand of Jade.
33–52	<b>Wand of Jet:</b> This wand is used by spellcasters to increase the duration of their spells. A spell cast with the aid of a Wand of Jet has its duration doubled.
53–74	<b>Earthing Rod:</b> The wand helps control the dispersion of magical energies. When using the wand, a spellcaster may ignore one Minor Miscast when making a <b>Casting</b> or <b>Channelling Test</b> . The rampant magic is trapped in the wand, and slowly discharged into the earth over the following 24 hours. During this time, the wand cannot be used to ignore another Minor Miscast.
75–95	<b>Wand of the Winds:</b> The wand is constructed in such a way that compensates for those times when the Winds of Magic blow weakly. If a spellcaster is in a situation where they receive negative modifiers as a result of the Swirling Winds ( <b>WFRP</b> , page 238), they may ignore these modifiers for 1d10 Rounds. After this period the wand is depleted. It takes the wand 24 hours to replenish its own store of magical energy.
96–00	<b>Forbidden Rod:</b> This dangerous magical artefact assists channelling the Winds of Magic by leeching the vitality of the wielder. If a spellcaster is attempting to cast a spell but fails, they may choose to lose up to three Wounds, adding +1 SL to the <b>Casting Test</b> for each Wound. After using this ability, the Forbidden Rod cannot be used for 24 hours.

## MAGICAL RINGS

Magical rings are often large and baroque in their design. In part this is to contain and channel the magical energies that enchant the ring, but their designs are also bold and individual so that an owner can trace them should these precious items be stolen.

Many rings enable the wearer to cast a spell and are often made for non-Wizards, and cast the spell with +0 SL.

### RING TABLE

D100	Effect
01–37	<p><b>Spell Ring:</b> A Spell Ring works in a similar way as a scroll, allowing the wearer to cast a single spell. Unlike a scroll, the ring is not destroyed after casting the spell and the wearer does not need to make a Language Test. Determine the spell within a Spell Ring using the same method for a scroll. When the wearer casts the spell, the ring may not be used for a period of 24 hours.</p> <p>Spell Rings are rare in the Empire, and to the frustration of Wizards who know better, all are inevitably called 'The' Ring of Volans, as the techniques required for Human Wizards to manufacture these artefacts were first taught under his supervision.</p>
38–64	<p><b>Striking Ring:</b> The wearer of this ring may use each of its powers one at a time for one turn in each 24-hour period. The power duplicates the effects of one of the following Talents: <i>Strike Mighty Blow</i>, <i>Strike to Injure</i>, and <i>Strike to Stun</i>.</p>
65–81	<p><b>Ruby Ring of Ruin:</b> The Ruby Ring of Ruin is a type of Spell Ring which can be used to cast the <i>Great Fires of U'Zhul</i> spell (WFRP, page 248) from the Lore of Fire. Unlike normal Spell Rings, a Ruby Ring of Ruin can be used three times during any 24-hour period.</p>
82–00	<p><b>Protection Ring:</b> These rings are enchanted to protect the wearer from a particular sort of Creature. In order to determine what sort of Creature this is, roll on the <b>Random Creature</b> Table on page 55. The wearer halves any Wounds taken from a Creature of this type.</p>

## TALISMANS

Talismans and amulets tend to be associated with protective magic. They may take the form of broaches, belt buckles, medallions, or some other form of jewellery.

### TALISMAN TABLE

D100	Result
01–30	<p><b>Obsidian Lodestone:</b> These amulets are enchanted to disrupt hostile magics targeting the wearer. If a hostile spell targets the bearer, roll a d100 — if the result is 30 or below, the spell fails. Attempts to dispel hostile magic while wearing this amulet gain +3 SL.</p>
31–45	<p><b>Dawnstone:</b> A Dawnstone is often attached to a piece of armour, imbuing it with a degree of extra protection. If the piece of armour is damaged, the Dawnstone breaks, ignoring the damage.</p>
46–58	<p><b>Opal Amulet:</b> The Opal Amulet contains a powerful healing enchantment. Remove 1d10 Wounds from the first attack the wearer suffers. The amulet can only be used once every 24-hour period.</p>
59–65	<p><b>Seed of Rebirth:</b> These amulets look like simple wooden carvings but are powerful artefacts. The wearer of a Seed of Rebirth counts as having the <i>Regenerate</i> Creature Trait (WFRP, page 341).</p>
66–73	<p><b>Amulet of Thrice-Blessed Copper:</b> This amulet reduces the Damage of all attacks made against the wearer by -1. The wearer of such an amulet also receives a +30 bonus to <b>Endurance Tests</b> made to remove <i>Poisoned</i> Conditions. The amulet also turns green in the presence of poisons.</p>
74–82	<p><b>Amulet of Righteous Silver:</b> The wearer of this amulet does not suffer from the effects of <i>Fear</i>, and gains a +2SL bonus on Tests to resist <i>Terror</i>.</p>
83–00	<p><b>Wanderer's Charm:</b> These amulets are often crafted by Hedge Wizards, and are beloved by wanderers, pedlars, soldiers and vagabonds. Those who carry them may ignore the first <i>Fatigued</i> Condition they receive each day.</p>

## ODDITIES

Oddities are rarer magical artefacts that may have been made for a purpose that may not immediately strike adventurers as useful.

D100	Result
01–15	<b>Self-Cleaning Commode:</b> These light ceramic pieces of pottery are associated with the city of Marienburg, where the Elven community present them as gifts to their Human neighbours. A Character who makes regular use of such a device gains a +10 bonus to <b>Endurance Tests</b> made to resist contracting a disease.
16–22	<b>Illusory Weapon:</b> Sometimes created for rogues or thespians, these weapons look like the real deal but inflict no damage. Illusory weapons are usually daggers, but larger illusory weapons are known and there have even been illusory quivers of arrows.
23–27	<b>Self-Tuning Lute:</b> Musical purists may quibble, but a minstrel in possession of one of these lutes is able to concentrate on their performances without worrying about their instruments being off-key. A musician equipped with a Self-Tuning Lute benefits from a +10 bonus to <b>Play (Lute) Tests</b> .
28–33	<b>Sand of Flinging:</b> This fine but abrasive substance is said to have been made in Ind. It comes in small pouches containing enough sand for four uses. The sand may be thrown in exactly the same way as a dart. The sand does not inflict any damage, but if the target is hit in the head, they suffer one <i>Blinded</i> Condition.
34–42	<b>Writ of the Fifth Lore:</b> When this small scroll is presented to someone with an explanation of what it is, be that a license, a charter, or a letter of introduction, the perceiver must make a <b>Very Difficult (–30) Perception Test</b> . If they fail, the scroll seems to be exactly what the bearer claimed it was.
43–48	<b>Dazh's Flint:</b> These small pieces of flint are said to be blessed by a Kislevite god of fire. When this item is pressed to a flammable source, it automatically catches on fire.
49–50	<b>Screaming Stone:</b> An unusual item, even by the standards of such magical oddities, the Screaming Stone is a small skull hewn of polished white granite. Whenever a living creature of size Small or larger is in view of the Stone, it begins screaming loudly. This screaming ends once the skull can no longer see a living creature, for example if it moves out of sight or the skull's eyes are covered. If someone attempts to sneak past the skull, treat it as though it has a Perception of 75.
51–64	<b>Trackless Boots:</b> These boots leave no prints behind them, making tracking a Character who wears them very challenging. All Track Tests made against the Character suffer a –20 penalty.
65–69	<b>All-Seeing Mirror:</b> These mirrors are made in pairs. Instead of seeing their reflection in the mirror, a Character sees whatever is presented to the sister mirror. The effect is broken if the mirrors are parted by a distance of more than 500 miles.  If the Characters find an All-Seeing Mirror, there is a 70% chance the sister mirror is in someone else's possession.
70–75	<b>Belligerent Cup:</b> Several grim drinking vessels hail from Norsca, with a handful making their way to the Empire. They take many forms — some are simply carved from wood, others are human skulls sealed with pitch and clay. They were typically used at the start or end of ritual combat, and many who lost their lives in such bouts subsequently donated their skulls towards the creation of another cup.  One person may drink from the cup once each day. Drinking water from the cup lets the user ignore the first <i>Bleeding</i> Condition they acquire that day. Drinking strong alcohol from the cup lets the user ignore the first Critical Wound they suffer that day. Drinking the fresh blood of a fallen enemy from the cup grants the user 100 XP and a single Corruption point.
76–89	<b>Elven Cloak:</b> These cloaks are created by Wood Elf mages and provide the wearer with excellent camouflage in rural environments. Any sight-based Perception or Ballistic Skill Tests made against the wearer suffer from a –20 penalty.
90–00	<b>Crown of Command:</b> These golden circlets were made by Wizards to assist military commanders when inspiring their soldiers. The wearer of the Crown of Command benefits from a +20 bonus to <b>Leadership Tests</b> .

# ♦ THE GREAT HOSPICE ♦



## ISLANDS OF RESPITE

The Healing Order of the Sisters of Shallya is one of the largest orders of Shallya's priesthood. Members of the order work with the poor and sick throughout the Old World, often from their hospices that serve as large hospital-monasteries. Some hospices deal in general healing, and take any patient who comes to them in need; others specialise in particular ailments and conditions, and draw their patients from all over the Old World.

The hospice at Seuchenshof in Nordland, for example, specialises in the treatment of the Black Plague, while the hospice at Frederheim in the Reikland specialises in treating mental disorders. (Rules for trauma and insanity may be found in Appendix I.)

The hamlet of Frederheim lies on the highway running between Altdorf and Middenheim. It is about half a day's coach journey north of the capital, and only a mile or so south of the busy and popular *Inn of the Seven Spokes*. Most travellers scarcely notice the hamlet as they pass through. Although it is technically part of the Imperial Estates, Frederheim remains a quiet backwater whose 75 or so souls scratch a living from the forest. The locals are reluctant to talk about the hospice — not because of any disrespect to the sisters, but from a simple fear that madness is infectious, just like any other plague.

Past Frederheim — but not quite through it — runs a dirt road leading to the Great Hospice. The turning is not marked by a post or milestone, and is easy to miss if you are not sure of your way. Despite appearances, the road is capable of handling coach traffic and winds through the dark forest for two or three miles until the high, grey walls of the Great Hospice suddenly loom out of the trees.



# THE HOSPICE

The Great Hospice was founded in 2243 by a grant of land and money from Eberhardt the Just, Emperor of Altdorf at the time. A postulant priest of Shallya himself, Eberhardt had had the leadership of the House of Holzkrug thrust upon Him when his father died suddenly and His elder brother's behaviour became worryingly erratic.

As Emperor, Eberhardt expended a great deal of time and money — much of it his own — on improving public health in the Reikland's towns and cities. He hoped that studying mental illness might lead to a cure, but no startling progress has yet been made. This is due in large part to the sisters' refusal to allow any aggressive experimentation and insisting that the well-being of their patients outweighs all other priorities.

After the Great War Against Chaos, Imperial funds flooded into the Great Hospice of Frederheim as it treated those who were afflicted in both mind and body by their experiences in the struggle. It continues to receive financial support from the crown, but this has reduced drastically over the years. For the last century the hospice has relied primarily on donations — they do not call them fees — from the families of wealthier patients. No one has yet been turned away.

The Great Hospice is technically a nunnery of Shallya, and there are certain rules that must be observed by those visiting. All weapons must be kept under lock and key for the duration of the visit; no violence of any kind may take place within the hospice walls; and all visitors must do as they are asked by the staff at all times.

Violating these rules — or any other breach of common courtesy — will result in the offender being asked to leave immediately. Serious infringements might even call down Shallya's wrath on the culprit, resulting in Sin points — or in extreme cases, even a roll on the **Wrath of the Gods Table** (WFRP, pages 218–9).

Sworn statements by two physicians are necessary before a patient is admitted. In the case of poor patients who cannot afford a physician, let alone two, Sister Margaret provides one signature and Sister Marie the other. Once admitted, a patient remains in the care of the nuns until demonstrably cured (which is rare), until death, or until the family — if any — instructs otherwise.

## PRIVATE ASYLUMS

Thanks to the Sisters of Shallya, the Great Hospice is one of the best-known and best-run asylums in the Old World. It is not the only one, however. Private asylums exist in or near many of the great cities, and a few more are placed in wilder, more forbidding locations.

Private asylums vary widely in their objectives and methods. Some are based on a genuine desire to help the afflicted. Others are motivated mainly by research and treat the patients as faceless, nameless subjects for all manner of experiments, most of them inhumane. Others still are founded for profit, charging a monthly or annual fee for housing and feeding each patient. This class of asylum is least interested in healing — each resident is a source of profit, after all — and also the most likely to look the other way when a wealthy patron — from a noble house to a crime syndicate — asks them to look after a troublesome member or rival.

A faithful retainer hires the party to find a missing noble who is the last heir to a small estate and a modest fortune. Both are now in the hands of an ambitious cadet branch of the family, who somehow did away with their only remaining rival. The trail leads to a private asylum, where the noble is imprisoned under a false name, but the bills are paid by the title's new holders.

A town or village council hires the party to investigate a series of mutant attacks. The trail leads to a private asylum, where an experimental treatment involving warpstone has had some unintended side-effects. The asylum's owners are trying to cover it up, but could not prevent the escape of some violent mutants who may be recognised by the locals.



## VISITING THE GREAT HOSPICE

A visiting Character's Status determines the kind of welcome the sisters offer. Silver and Gold Tier visitors are treated with every courtesy, offered the use of the guest houses, and invited to dine with the High Priestess. They are also seen as potential donors, and the sisters drop hints at every opportunity. If the High Priestess outranks the highest-status Character, outright requests take the place of hints.

Characters from the Brass Tier are treated with courtesy, but offered a more modest welcome. They can eat in the refectory with the staff, and are not pursued for donations. If they seem inclined to stay overnight, they are directed to the *Inn of the Seven Spokes*, unless there is a good reason for them not to leave the hospice. In that case, they are offered any spare bunks in the

dormitory, or if none are available, they can sleep in the stables.

## THE WALL

The Great Hospice is surrounded by a thick stone wall, 6yd high and strengthened by a buttress every 3yd or so. The main gate opens into the formal gardens and the main entrance in the staff block, while a side gate gives access to a driveway, flanked on both sides by walls, leading to the central courtyard and stables.

## THE GARDENS

The gardens that surround the Great Hospice are divided into two parts by high walls: a wild garden and a formal garden. The wild garden, designed by the Wood Elf landscape artist Galoroth the Brown, was designed to create a sense of peace and calm. The garden surrounds the sanatorium block. Most patients spend time in this garden, often reporting a great sense of serenity, even after a short spell there.

This leads into a small orchard with apple, pear, and plum trees, which supply an abundant amount of fruit used in the kitchens. There's a constant glut of gooseberries. The sisters present gooseberry jam with great flourish to all visitors who offer donations. The sweetness depends on the doner's generosity. The formal garden is attached to the staff building, and flanked by more natural gardens. High-ranking visitors are often brought on a tour of this garden and shown where their donations would add and improve it.

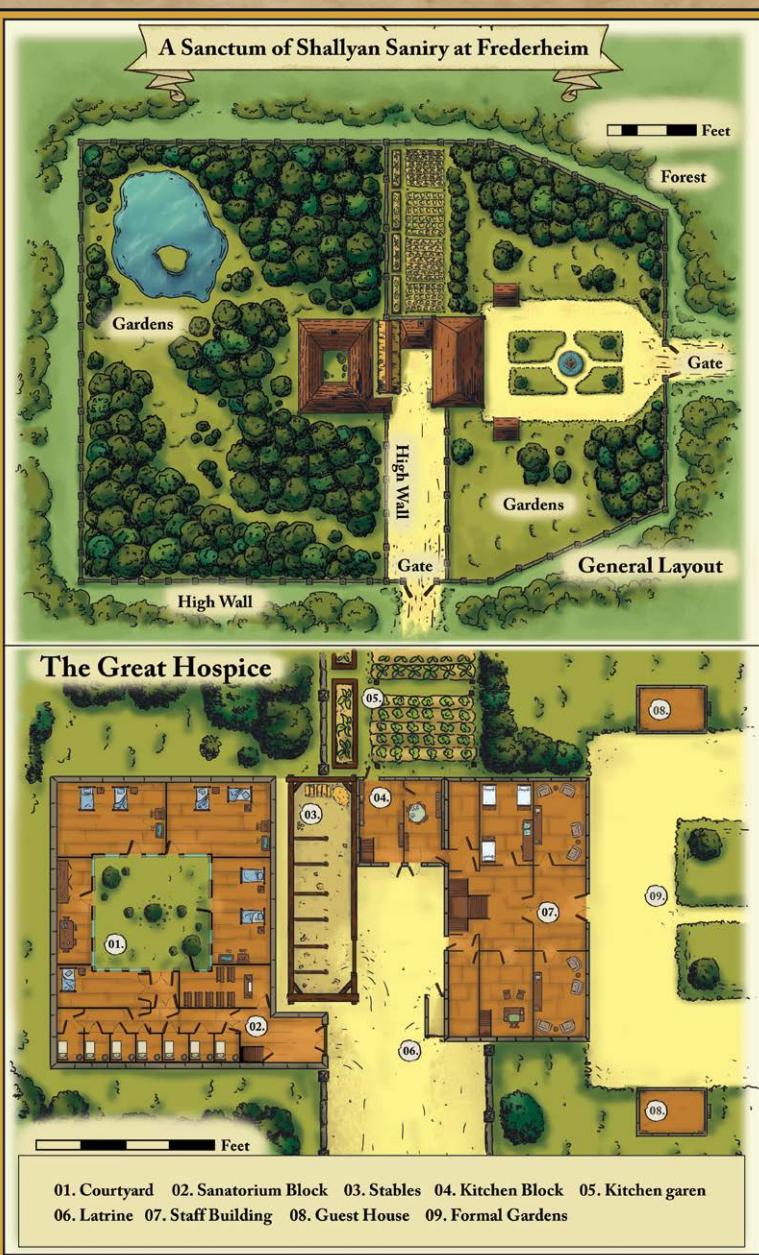
## Guest Houses

Within the staff-side gardens are two guest houses, for accommodating distinguished visitors and generous donors. Each guest house consists of two rooms, with a bedroom at the back and a sitting room at the front. The bedrooms are each furnished with a bed capable of sleeping two people comfortably or up to four in a pinch, plus a wash-stand and a simple but elegant wardrobe. The sitting rooms are each furnished with two comfortable chairs, a sofa, and a writing table with a chair.

## THE STAFF BUILDING

The staff building is a rectangular, two-storey structure, with a single-storey kitchen block connecting the main building to the stables. The lower floor is built of stone, and the upper floor of wood and plaster with a tile roof. A lean-to latrine has been constructed on the courtyard side.

The ground floor includes the public areas of the Great Hospice. Visitors do not generally go to the sanatorium block; instead, patients are brought here to be seen. All the rooms are bright and fresh, with gleaming white paint and plentiful images relating to the cult of Shallya. The upper floor is a private area, laid out around a balcony that overlooks the hall.



## LOCKS AND DOORS

Most doors in the Great Hospice are quite strong (TB 5, W 12), but can be unlocked on a Challenging Pick Lock Test. The High Priestess has a complete set of keys on her belt, and at the GM's discretion other members of staff may have keys to the areas in which they work. A few locks are more difficult.

The door to the strong room (see below) is made of iron 2-in thick (TB 12, W 30), and equipped with a lock that requires 5 SLs on a Hard (-20) Pick Lock Test to open it. In the strong room are three great iron strongboxes (TB 8, W 20), each one weighing 5 Encumbrance points and equipped with a lock that can be opened by achieving +3 SL on a Difficult (-10) Pick Lock Test.



### A: The Hall and Lobby

The main doors open into a lobby, with doors to the reception rooms on either side. Double doors lead to the hall, which is the hub of the staff block. During the day, barely five minutes go by without a sister passing through this area on some errand or another. A staircase leads to the upper floor.

### B: The Visiting Rooms

These two rooms are where visitors can spend time with residents. The usual practice is for visitors to wait in one of the rooms while a sister brings the patient across from the sanatorium block, through the back door. The rooms are sparsely furnished with a plain table and enough chairs for the patient, up to four visitors, and a sister who remains with the patient at all times. Unlike those elsewhere in the staff block, the windows in these rooms are barred.

### C: The Offices and D: Reception Rooms

These two pairs of rooms share fireplaces and chimneys, making them the warmest part of the Great Hospice in winter, except for the kitchen.

The administration office is where the High Priestess is usually found during the day. It is furnished with a desk and chair, a series of cupboards for storing patients' files and other paperwork, and two comfortable chairs for visitors. A door behind the desk opens into the staircase that leads down to the hospice's underground treasury.

The staff common room has a number of chairs and small tables, all comfortable but rather worn. This is where the sisters spend their scant spare time. Visiting relatives and friends of staff members are also entertained here.

The two reception rooms are used for receiving distinguished visitors. They are warmed by fires in the winter, and furnished with comfortable chairs and buffet tables for serving food and drink.

### E: The Treasury and F: Strongroom

The treasury is lined with shelves that hold locked chests containing current patients' personal effects. Some are well-made travelling trunks painted with their owners' names or coats of arms. Others are old, battered chests or plain wooden crates, each one marked with a name in chalk. Inside the strongroom are three chests. One contains the patients' monetary wealth in a series of canvas pouches, each tied with string and labelled with its owner's name. The second chest contains the Hospice's own cash reserves, along with letters of credit drawn on various banking houses across the Old World. The third chest contains important documents, including deeds and land grants, as well as letters from the great and good — both present and former patients and those who sent them here — which might cause embarrassment, especially if they fell into the wrong hands.

## UNEQUAL PARTNERS



• A wealthy merchant hires the Characters to retrieve the journal of a former business partner and good friend, which contains vital business information. Through some oversight, the journal was locked up with the rest of the patient's belongings, and the staff at the Great Hospice refuse to hand it over. The party is strictly forbidden to look inside the journal, which contains evidence that the two were rivals rather than partners. Further, their employer deliberately drove the patient insane in order to dominate business affairs in the town.

### G: The Kitchen, H: Refectory, and I: Cellar

The kitchen and refectory make up a single-storey structure that joins the main body of the staff block to the stables and stores.

The kitchen is plain but well-equipped, and staffed by a cook and three orderlies: generally the orderlies help in the kitchen on a rotating basis. Someone with cooking experience is posted here full-time.

The sisters take their meals in the refectory. It is a plain room, furnished with a number of long tables and benches. Doors lead to the kitchen, courtyard, and a short passage that runs past a visiting room to the hall. The one corner without a door holds a lectern, from which a chosen sister reads from the holy scriptures of Shallya while the rest eat.

Reached by a stone-cut staircase from the kitchen, the dark, cool cellar is used to store wine, fresh fruit, and other supplies too delicate to be stored outside.

### THE STABLES AND STORES

This long, low building takes up one side of the courtyard. The front half contains stabling for up to six horses, with a hay store at the far end. The rear half, nearest to the kitchen, is a food store.

### FOOD, GLORIOUS FOOD

Depending on the season, the Hospice's shelves hold a variety of foodstuffs — mainly vegetables — while the rafters are hung with braids of onions, drying herbs, and hams. Barrels crowd the middle of the room, holding salted beef and other preserved foodstuffs. A cart comes from Frederheim once a week with locally-grown supplies, while the kitchen garden supplies herbs for both eating and medicines. Once in a while, salted fish and other luxuries are ordered from Altdorf. A few merchants deliver them directly to the Hospice, but most simply drop them off at the inn.

## THE UPPER FLOOR

Though somewhat spartan, the upper floor of the Hospice is a place of quiet contemplation and rest. The creak of the wooden floorboards as the Characters traverse the floor will be by far the loudest thing they hear.

### J: The High Priestess's Rooms

The High Priestess's suite of rooms are austere by the standards of the Empire's nobility, but to anyone else it is comfortable or even luxurious. Her sitting room contains a small bookcase filled mainly with theological and medical books, two comfortable chairs by the fireplace, and a small side table holding an oil lamp. Her bedroom is dominated by a great four-poster bed with heavy curtains, embroidered with emblems of Shallya and scenes from her holy scriptures. A heavy wardrobe contains several changes of robes, and a great wooden trunk holds spare sheets and blankets.

### K: The Dormitories

Most of the sisters and orderlies sleep in the large dormitory, which is crowded with plain wooden beds. At the end of each bed is a chest for the occupier's belongings. A large open fireplace, sharing a chimney with the administration office and reception room below, keeps the room warm in winter.

The small dormitory is reserved for the senior sisters. Sisters Marie, Anna-Lise, and Hanna occupy the three beds, and each has a small wardrobe as well as a chest to hold clothes and other belongings.

### L: The Library

The library is stocked mainly with books on theology and medicine. There are also a few volumes on Imperial and world history, histories of various noble houses, and a handful of memoirs — mostly donated by their authors, whose families had some kind of tie to the Great Hospice.

While visiting the Great Hospice, the party notices a fellow visitor showing a great interest in the library. In particular, the visitor pores over a volume that turns out to be the history of a noble family from Talabecland. Later, they find the same visitor taking an unauthorised look through the Hospice's records, searching for the same family name. A blackmailer or an agent of a rival family, the visitor could profit handsomely by uncovering evidence that the family had, or has, a relative in the Great Hospice. If the patient is genuinely troubled, the family will be embarrassed in front of their political and social rivals; if an enemy or a family member was 'put away' by less than ethical means, exposure could result in a damaging scandal.



Storage

Stairs up to Cells

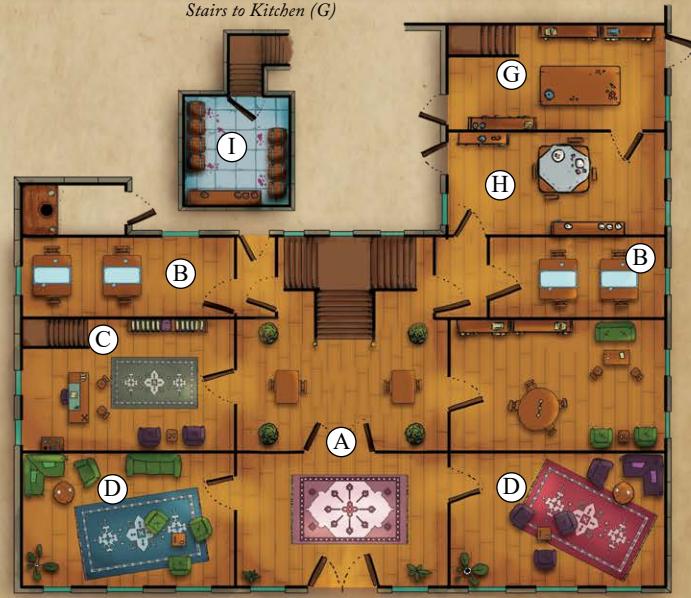
Stairs to Offices (C)

E

F



Stairs to Kitchen (G)



## THE SANATORIUM BLOCK

Across the courtyard from the staff block and enclosed within its own walled garden is the sanatorium block, a single-storey stone building. A pair of strong oak and iron doors leading from the courtyard open to a passage with doors to the chapel, the infirmary, and the patients' courtyard.

### M: The Dormitories

Most of the patients live in three large dormitory rooms. They are lit by windows that face on to the courtyard, and the walls are lined with bunk beds. At the centre of each room is a table where meals are served.

### N: The Courtyard

Patients are encouraged to spend time in the courtyard, since High Priestess Margaret follows the common theory that fresh air and sunshine are good for the mind. The courtyard is surrounded by a cloister wall, and stone benches are arranged around the outside.

### O: The Workshop

The workshop is equipped to allow approved patients access to a carefully-selected range of crafts, which they pursue under the supervision of one or two sisters. (Needlepoint and weaving are current favourites.)

### P: The Infirmary

The small infirmary has ten beds for the sick and injured. A modest range of medicines — effectively, all Common herbs and draughts (WFRP, page 307) — is kept in a locked cabinet by the door.

### Q: The Chapel

The chapel to Shallya is small but scrupulously clean, with a single row of pews facing a small altar flanked by a pair of stained-glass windows — the only two in the sanatorium block that face outside. Rites of Worship are conducted here twice daily, at dawn and dusk.

### R: The Cells

The cells on the ground floor are single rooms, used to accommodate patients who, for one reason or another, cannot be placed in the dormitories. There may be a number of reasons for this, but the most common are Status (one simply cannot put a Gold Tier patient in with the common herd) and temperament (some patients become uncomfortable or even agitated when forced to live communally).

Depending on the patient's means and situation, these cells can be plain and prison-like, or richly-furnished single rooms not unlike those found in a reputable inn or hotel.

## S: The Secure Cells

A stone-cut staircase leads down one level to a small, square room. The only light comes from torches in wall brackets; the room is featureless except for six stout black, iron doors with small, barred windows at eye height for a Human.

These cells are where the most dangerous and hopeless patients are confined, for their own protection and that of the Hospice's other residents. The sight of these poor, troubled wretches is a disturbing one, and the sisters try to prevent visitors from venturing down here.

While the secure cells are a shocking sight to an outsider, the sisters do what little they can to ensure the comfort of the patients held here. In the winter a brazier is set up in the hall to provide heat and light; they are provided with straw pallets and blankets, and most are made comfortable by regular doses of calming herbs and — in extreme cases — drugs like Mandrake Root and Moonflower.

### THE COURSE OF TRUE LOVE



◆ A friend or associate of the Characters has been conducting a reckless and passionate affair, and the father of their paramour does not approve of the liaison one bit. After threats, bribery and outright violence have left both lovers unmoved, the disapproving father has resorted to desperate measures — he has bribed a couple of physicians to certify his child insane, and has had them shipped off to the Great Hospice. The Characters — perhaps with their friend in tow — must scout the Hospice and find some way of getting the unfortunate patient out, while avoiding sacrilege or any other trouble. Perhaps afterwards they will be called upon to prove the patient's sanity in a court of law — not an easy task!

### OUT OF HARM'S WAY

◆ The Characters were hired to carry out a task of dubious legality, and things went wrong. They wake up in the Great Hospice, where they have been admitted as patients under false names. Perhaps they are together, or perhaps they have been separated. They have no equipment of any kind, and no clothes other than a tattered nightshirt apiece. Their former patron had them admitted — shying away from actual murder, they still need the Characters out of the way, as they know too much. From this none-too-promising start, they must somehow escape, recover what they have lost, and perhaps avenge themselves on their former patron. Can they convince the nuns that they are who they say they are, or will more drastic measures be required?

## THE STAFF



### HIGH PRIESTESS MARGARET VON ASCHENDORF

The High Priestess is a slim, elderly woman with piercing blue eyes and a brisk, practical manner. She dresses simply in the robes of her order, but has an almost palpable aura of authority and competence. The task of keeping the Hospice running falls mainly on her shoulders, and she never misses an opportunity to solicit donations or cut costs.

#### MARGARET VON ASCHENDORF ABBESS (SHALLYA) (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	28	32	31	35	37	32	43	48	42	47	12

**Skills:** Charm 39, Cool 42, Endurance 38, Entertain (Storyteller) 41, Gossip 45, Heal 43, Leadership 37, Lore (Theology) 45, Perception 41, Pray 41, Research 35, Trade (Herbalist) 41

**Talents:** Etiquette (Shallyans), Field Dressing, Holy Visions, Invoke (Shallya), Panhandle, Read/Write, Resistance (Disease), Robust, Stone Soup, Stout-hearted

**Trappings:** Robes, Silver Dove Cloak-Pin

## SISTER MARIE DUVALLIER

Sister Marie trained as a physician, and is in charge of the infirmary. Middle-aged, short, and stout, she has dark grey hair and pale blue eyes. A native of Quenelles, she retains a very slight Bretonnian accent. Patient and determined by nature, when she is not tending to the sick and injured in the infirmary, she spends her time reading medical books and researching physical treatments for mental illness.

### MARIE DUVALLIER

#### NUN (SHALLYA), FORMER PHYSICIAN (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	34	32	36	32	34	46	49	48	43	12

**Skills:** Charm 41, Cool 46, Endurance 31, Entertain (Storytelling) 35, Gossip 42, Haggle 41, Heal 52, Language (Guilder) 38, Lore (Anatomy) 37, Lore (Medicine) 43, Lore (Theology) 36, Perception 45, Pray 34, Research 48, Sleight of Hand 35, Trade (Herbalist) 32

**Talents:** Bookish, *Coolheaded*, Etiquette (Guilder), Etiquette (Shallyans), Field Dressing, Invoke (Shallya), Stone Soup, Strike to Stun, Panhandle, Read/Write, Surgery

**Trappings:** Robes, Silver Dove Cloak-Pin, Surgical Tools



## SISTER CLEMENTINE CLAUSEWITZ

The fair-haired Sister Clementine looks younger than her 50 years. She has seen a lot in her time, but has never lost her childlike trust and faith in the mercy of Shallya and the essential goodness of people. Most of all, she has never lost her determination to do everything she can for the poor souls in her care. Some of the older sisters regard her as soft and naïve, but everyone agrees that she is a hard and dedicated worker.

### CLEMENTINE CLAUSEWITZ

#### NUN (SHALLYA) (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	21	24	27	32	34	32	38	37	35	39	12

**Skills:** Charm 43, Cool 42, Endurance 32, Entertain (Storytelling) 43, Gossip 40, Heal 43, Lore (Theology) 39, Pray 37, Research 42, Trade (Herbalist) 39

**Talents:** Bless (Shallya), Etiquette (Shallyans), Field Dressing, Invoke (Shallya), Stone Soup, Panhandle, Read/Write

**Trappings:** Robes, Silver Dove Cloak-Pin

## SISTER ANNA-LISE LEVERTSKE

The Hospice's apothecary, Sister Anna-Lise is in her early 30s, tall and slender with intense dark blue eyes. She always wears gloves, which both protect her hands from the substances she uses in her work and hide the scars of a previous accident. She studied as an apothecary in Nuln before coming to the Hospice, and retains a strong Nuln accent.

### ANNA-LISE LEVERTSKE

#### NUN, FORMER APOTHECARY (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	28	34	31	42	31	29	46	48	36	43	12

**Skills:** Charm 40, Cool 38, Endurance 43, Haggle 40, Heal 48, Gossip 42, Language (Classical) 39, Language (Guilder) 36, Lore (Chemistry) 43, Lore (Medicine) 44, Lore (Plants) 41, Lore (Science) 42, Lore (Theology) 42, Perception 40, Pray 41, Research 46, Trade (Apothecary) 42, Trade (Brewer) 38, Trade (Herbalist) 38

**Talents:** Concoct, Craftsman (Apothecary), Etiquette (Guilder), Etiquette (Scholar), Etiquette (Shallyans), Field Dressing, Pharmacist, Read/Write, Stone Soup

**Trappings:** Pharmaceutical Equipment, Robes, Silver Dove Cloak-Pin

## TYPICAL SISTER

The Great Hospice has a staff of a dozen or so sisters in total. The following profile will suffice for any minor NPCs, and the GM can use it as a basis for developing more detailed NPCs.

### TYPICAL SISTER – NUN (SHALLYA) (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	25	30	30	30	30	35	35	35	35	12

**Skills:** Charm 35, Cool 40, Endurance 35, Entertain (Storytelling) 35, Gossip 35, Heal 40, Lore (Theology) 40, Pray 35, Research 30, Trade (Herbalist) 35

**Talents:** Etiquette (Shallyans), Field Dressing, Stone Soup, Panhandle, Read/Write

**Trappings:** Robes, Silver Dove Cloak-Pin



## TYPICAL ORDERLY

There is no such thing as a typical orderly at the Great Hospice. They are a diverse assortment of people from all walks of life, some with skills that can be put to use here, such as cooking or gathering herbs, and others who only perform menial labour. If a random orderly is needed, use the standard Human profile (see *WFRP*, page 311) — or the profile of some other Species if you prefer — and add whatever Skills the NPC needs to carry out their role in your adventure. All Skills should have a score of around 30, unless their background demands otherwise.

## THE BEST OF INTENTIONS

▀ Sister Anne-Lise is permanently disgruntled with the Hospice's administration for the way it puts the welfare of individual patients before the opportunity to test possible cures and — as she sees it — bring relief to a great many more people. Unable to contain her impatience, she has secretly been developing and testing a range of potions and preparations on patients in the underground cells. Some have produced some unfortunate side-effects, which manifest just when the Characters are visiting the Hospice. One potion, for instance, might contain a tiny amount of powdered warpstone, causing the patient to develop mutations — it might even turn a previously gentle soul into a ravening monster that breaks out and threatens the whole Hospice.

## THE KEY WITNESS

▀ The Characters are hired by a prominent litigant, or perhaps even a Witch Hunter. A huge trial is about to start in the city — which could be Altdorf, Middenheim, Marienburg or anywhere else — and a vital witness has vanished. The trial could involve a major organised crime ring, a powerful Chaos cult with some members still at liberty, or other large, powerful organisation. The key witness has been admitted to an asylum under a false name, and must somehow be found, freed, and brought back to testify. It may be necessary to establish the witness's sanity before their testimony can be admitted at the trial.

## CHIEF ORDERLY SISTER HANNA BRATSCH

The Sisters of the Great Hospice are assisted by a number of orderlies, who are lay personnel — that is, they are not ordained in the cult of Shallya. Some are moved by devotion to Shallya, others have (or have had) loved ones in the Hospice's care, and the rest have come here to atone for some past sin. They mostly perform menial and non-medical tasks, under the command of Hanna Bratsch, a tough former soldier.

Strongly built and clearly fit, Hanna retains the direct and unapologetic manner of her former career. She does not suffer fools at all, and underlings question her orders at their peril. Although she tries to respect the religious nature of the institution, she can let loose an impressive volley of barrack-room invective when provoked.

### HANNA BRATSCH

#### ATTENDANT, FORMER SERGEANT (BRASS 3\*)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	34	47	49	41	43	33	37	48	33	12

**Traits:** Armour (Leather Jack and Leggings) 1, Weapon (Club) +8

**Skills:** Athletics 42, Climb 35, Consume Alcohol 34, Cool 52, Dodge 44, Endurance 42, Gamble 35, Gossip 36, Heal 47, Intuition 33, Language (Battle) 32, Leadership 33, Melee (Basic) 37, Melee (Brawling) 38, Outdoor Survival 31, Perception 42

**Talents:** Combat Aware, Drilled, Etiquette (Soldiers), Strong Back, Unshakeable, War Leader

**Trappings:** Leather Jack and Leggings, Hand Weapon (Club), Silver Dove Cloak-Pin

**Notes:** Hanna's status is lower than typical due to her position in service to the Nuns who, though respected, are not considered to be of high status in the Empire.

## THE PATIENTS

Since it was founded, the Great Hospice has sheltered countless patients of all kinds. Here is a small selection of patients whom the Characters might encounter there, drawn from various *Warhammer* sources.



### ERZBET WEGENER, THE DANCER-ASSASSIN

Erzbet is a gaunt, startling figure with tangled hair and filthy clothes, who sits in a huddle against the base of a wall or on a garden bench, staring at nothing. She barely seems to notice the world around her and ignores all attempts to communicate with her, although if treated gently she can be led from one place to another and may be hand-fed a little food and drink.

#### ERZBET WEGENER – PATIENT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	10	10	43	46	10	10	10	10	10	10	11
4	65	67	43	46	63	66	64	52	50	55	17

The first stat line reflects Erzbet's present condition. If she were cured, the second would be used.

**Skills:** Erzbet has many Skills, but in her present condition she cannot access any of them. The first to return is Perform (Dancing), with a score of 72. Her other Skills are a mix of those available to Troubadours, Spies, and Assassins.

**Traits:** Immunity to Psychology

**Talents:** Like her Skills, Erzbet cannot use any of her Talents at present. If she is cured they may return, and are consistent with her former Careers.

**Trappings:** Ragged Clothing

### FOR GROGNARDS: DRACHENFELS

The dancer-assassin Erzbet first appeared in Jack Yeovil's *Warhammer* novel *Drachenfels*. In 2480 she entered the dread Castle Drachenfels with a party of adventurers, including the noble Oswald von Konigswald and the Vampire Genevieve Dieudonné. The group confronted the Great Enchanter, who they say was killed, but Erzbet's sanity was profoundly shaken.

By 2512 she had been in the Great Hospice for 32 years. According to the novel *Drachenfels*, she committed suicide in 2505 shortly before the premiere of Detlef Sierck's play *Drachenfels* (later renamed *The Tragedy of Oswald*). If this is true, Characters who visit the Great Hospice in 2512–13 cannot encounter her – or can they?

Although there are no official reports of the Great Hospice being haunted, it is possible that the memory of the trauma Erzbet suffered at the hands of Constant Drachenfels, and the feelings that drove her to suicide, may have trapped her here in the form of a Ghost. The troubled spirit wanders through the Hospice at night, reciting the names of all those she killed in her career as an assassin – a list that ends in her own name.

**Note:** There is one patient in the Hospice who, in fact, claims to be Erzbet, though the sisters insist her name to be Misha. It is possible that the poor soul has conversed with or been influenced by the spirit of the real woman, and indeed the staff are quick to promote this notion. Such is the strength of Misha's delusions that any mention of Detlef Sierck, whose play made Erzbet famous, or of Oswald, who is dead, or Genevieve, who is in hiding, are likely to set the unfortunate woman off. The Characters may encounter her at the Great Hospice, and their suspicions may be aroused by some mischance: a sudden dance, for example, or a recited list of names, before Misha sinks back into her normal silence. Of course, the sisters do not entertain any notion that the woman has any connection at all to Erzbet, beyond her delusions, but who knows what the Characters might learn if a few lucid intervals can be engineered?

### THE AWFUL TRUTH

💀 This idea would be best suited to a group that includes at least one Character with some kind of healing skill or magic. The Characters are recruited by a Wizard, Priest, or Witch Hunter. A former colleague of their patron was conducting highly dangerous but vital research on the very edge of Chaos when an experiment went disastrously wrong. The experimenter gained some vital knowledge, but was driven mad in the process and is now a patient at the Hospice. The information locked in the researcher's tormented mind is vital, and must be recovered at all costs – but how? Which of their ravings are real, and which are merely ravings?

## SEA LORD ADALMANN VON HOPFBERG

*High Lord Admiral of the Reikland*

The aged Lord Adalmann (WFRP, page 277) has been a resident of the Great Hospice for 15 years now, ever since he began to show signs of senility. No previous High Lord Admiral has lived long enough to retire, and indeed, the law only allows a new High Lord Admiral to be appointed upon the incumbent's death. So far, though, naval affairs have carried on well enough without him, although it is said that several hopeful successors would be happy to hear of his demise.

Lord Adalmann is a strong and hearty man in his 80s who seems happy, cheerful, and cogent, regaling all with amusing stories of naval history and his own exploits both in office and on the high seas. His condition only becomes apparent after several minutes of conversation, when he lets slip that he believes the Great Hospice is his office in Altdorf, the sisters are administrative assistants, and the other inmates are members of his staff.

He genuinely reminds catatonic patients that a report on the readiness of the First Fleet is overdue, jokes with the Characters about governmental inefficiency, or gives some passerby a brief but stern lecture about the state of their uniform — when, of course, they are not wearing a uniform.



### THE ADMIRAL BETRAYED

It is possible that the Lord Admiral is exactly what he seems to be: an elderly but distinguished Imperial dignitary whose memory fails him and whose understanding is slipping. Or, things might not be quite as they seem.

Just over 15 years ago, Lord Adalmann crossed a political rival. Perhaps this was someone who had designs on his office, or perhaps their quarrel was about something else entirely. Either way, his rival hired an assassin to dose the Lord Admiral with a potent cocktail of drugs that interfered with his memory and caused him to become confused. The hope was to make him embarrass himself so badly that he had no option but to resign from his post and make way for his rival.

Unfortunately, the rival was ignorant of the legal oversight that makes death the only reason for appointing a new High Lord Admiral. Even so, this individual has navigated the politics of the Admiralty so deftly that they have become High Lord Admiral in all but name — as long as Lord Adalmann shows no signs of recovery. An agent in the Hospice, controlled by bribery, threats, or blackmail, keeps the Lord Admiral sufficiently dosed to maintain the charade — until the Characters stumble upon the situation.

#### ADALMANN VON HOPFBERG NOBLE LORD (GOLD 7)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	49	32	28	32	39	43	52	55	54	62	12

**Skills:** Charm 65, Consume Alcohol 44, Cool 52, Endurance 35, Entertain (Singing) 52, Gamble 55, Gossip 65\*, Language (Estalian) 37, Language (Norse) 42, Leadership 57, Lore (Politics) 65\*, Melee (Basic) 35, Melee (Fencing) 43, Navigation 45, Perception 36\*, Sail 47, Swim 35

\*All Tests connected with his present situation, or anything that has happened in the last 15 years, are **Very Hard** (-30).

**Talents:** Carouser, Commanding Presence, *Coolheaded*, Etiquette (Noble), Old Salt, Orientation, Noble Blood, Pilot, Public Speaking, Read/Write, *Savvy*, Sea Legs, Seasoned Traveller, *Suave*, Tenacious

**Trappings:** Good Quality Clothing, Collection of Books on Naval History, Unfinished Manuscript of his Memoirs.



## ISABELLA, THE SEER PRINCESS

Wild-eyed and wild-haired, Isabella claims to be the Princess Isabella von Holswig-Schleistein, sister to Emperor Karl-Franz. She seems to be in her late 20s or early 30s, like the Princess, and Isabella has not been seen at court — or anywhere else, for that matter — for some years now. She insists on being addressed as 'Your Imperial Highness', and although few believe her, fewer still would deny that there is something in her bearing that is noble, or even regal.

The sisters indulge her, and her cell is furnished with gorgeous (if slightly damaged) antique furniture and rich fabrics.

Stranger still are the mysterious visitors who come from time to time, spend a few minutes with her in her cell — refusing the usual protocol of a supervised visit in one of the visiting rooms, in exchange for a generous donation to the Hospice's coffers — and then leave, without offering a name or more than a glimpse of a shadowy face inside a hood. If she is asked about them, Isabella says that they come from her brother the Emperor, who wishes to consult her about important matters of state.

On the surface, Isabella is an eccentric, and possibly delusional woman who is nonetheless polite and gracious to all. She does not discuss the fact that she has visions, which she uses to advise the distinguished visitors from her brother's court. Her attitude changes, though, when she loses her temper. If any Character doubts her veracity, or scoffs at her talents, or fails to show her the respect due to an Imperial princess, she explodes into a violent rage, gaining the Traits listed below.

### ISABELLA — SEER (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	29	26	32	47	36	47	44	46	49	12

**Traits\***: Fear 1, Frenzy, Fury, Immunity to Psychology

\*These Traits only come into play when Isabella is enraged (see above).

**Skills**: Charm 52, Entertain (Fortune Telling) 41, Entertain (Prophecy) 47, Gossip 49, Intuition 45, Language (Classical) 42, Leadership 37, Perception 39, Play (Lute) 42

**Talents**: Attractive, Etiquette (Nobles), Holy Visions, Magical Sense, Noble Blood, Read/Write, Second Sight, Sixth Sense, *Suave*

**Trappings**: Rich Clothing and Jewellery, Small Collection of Books on Prophecy and Astrology.

### The Seer Princess

There is no shortage of troubled souls who claim to be of noble or royal blood, and the ideas below cover a few possible adventures relating to this idea. If the Characters find out that Isabella truly is the Emperor's sister, their lives will become considerably more complicated.

No one is supposed to know that Princess Isabella is at the Great Hospice, except for a few carefully selected individuals who have proven their loyalty. If anyone connected with the Imperial court learns that the Characters have found this out, the Characters become a problem: a potential source from which the enemies of the House of Holswig-Schleistein might learn the truth.

The Emperor's enemies and rivals — which, in **The Enemy Within Campaign**, includes a long list of ambitious Electors — would love to embarrass Him by parading His unfortunate sister in public. Some would go further, and use the news of her affliction to call into question the Emperor's own sanity and fitness to rule. Others might seek to kidnap her for political leverage. In any case, there will be many among the Emperor's trusted 'confidential servants' who would prefer to kill the Characters rather than risk leaving them alive.

Isabella's prophecies may be true, and may be of vital importance to the future of the Empire. Certainly she believes this to be true, and so, it seems, do her shadowy visitors. Perhaps not all are really from Altdorf, and the Princess is unwittingly feeding vital knowledge of the future to her brother's enemies. Perhaps she entrusts the Characters with a crucial vision — one that can change the course of the Empire's history and avert civil war. The Characters have to get her message to Altdorf, despite the fact that the Emperor's own agents are determined to kill them for knowing too much.



## RICHTER KLESS, THE HERETIC

*'They call me a traitor, yet I know I am constant. "Heretic", they cried. Yet I have seen the Gods in a way they cannot... I know the greatness of the Elder Races that came before them and the unimaginable divinity of the creatures that came before that...'*

— Richter Kless

Kless looks about 50 years old. He is of medium height and broad build, but much of his muscle has turned to fat. His tangled hair and beard are streaked grey and white, and his staring, sunken blue eyes are bloodshot. He never seems to sleep — seems afraid of sleeping, in fact, because that is when the nightmares come.

A successful **Hard (-30) Lore (Chaos) Test** allows any Character to recognise his name as the author of the forbidden *Liber Chaotica*, a five-volume exploration of the nature of Chaos that was commissioned by the cult of Sigmar — although no one, from the Grand Theogonist down, will ever admit that it exists.

Kless was once the foremost scholar and theologian of his generation, but the things he learned in the course of his research have taken a dreadful toll on him, both physically and mentally.

Kless ignores most people who try to engage him in conversation, unless they mention his research or the Ruinous Powers of Chaos. Any mention of such matters plunge him into a screaming fit, amongst which a handful of words and names may be recognised by those who already know them.

Such fits also happen spontaneously from time to time: when the need for sleep overcomes him and he is woken by a nightmare, or when his exhausted mind yields to thoughts and memories of the things he has seen.

His records are kept in the strongbox of documents in the hospice's treasury, closed with the seal of the Grand Theogonist himself. No one at the Hospice except the High Priestess — and almost no one outside it — knows who Kless is or what he has done, or that he has been left here by the cult of Sigmar, whose senior members will be quite relieved to hear of his death.

### RICHTER KLESS — PROFESSOR (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	29	31	32	47	43	31	45	65	37	42	12

**Skills:** Intuition 41, Language (Classical) 47, Language (Dark Tongue of Chaos) 42, Language (Gospodarinyi) 35, Lore (Theology) 45, Lore (Chaos) 79, Perception 43, Research 56,

**Traits:** Mental Corruption (Chaotic Dreams)

**Talents:** Bookish, Etiquette (Scholars), Linguistics, Magnum Opus (*Liber Chaotica*), Read/Write, Savant (Chaos), Savvy, Speedreader, Tower of Memories

**Trappings:** Ragged Clothes

## THE LIBER CHAOTICA

Warhammer grognards will recognise the name of Richter Kless and the title of his monstrous work, the *Liber Chaotica*. A version of his work, annotated by a nameless priest of Sigmar with notes and comments intended only for the eyes of the Grand Theogonist, was leaked several years ago and Sigmarite Witch Hunters burn everyone found in possession of a copy.

Studying the *Liber Chaotica* – assuming the party can obtain a copy – counts as a *Research Lore* Endeavour (WFRP, page 201). This requires only an **Average** (+20) Intelligence Test due to the detailed, albeit troubling, nature of the text. If the result is an **Astounding Failure** (-6 SL or worse), a roll must immediately be made on the Mental Corruption Table as the book's contents warp the reader's mind. Studying the *Liber Chaotica* always counts as a **Major Exposure to Corruption** (WFRP, page 183).

Possessing the book is dangerous. Aside from the Witch Hunters, cultists of all kinds will stop at nothing to possess the book for themselves, either murdering the Characters to get it or kidnapping them as a sacrifice to their Ruinous patron. Ambitious and unscrupulous scholars might hire thieves to steal the book – or one might hire the Characters to steal the book from a rival.

### TYPICAL PATIENT

There is no such thing as a typical patient at the Great Hospice. Each one is an individual, troubled in a particular way because of particular circumstances. Some may be suffering from the results of mental trauma as described in the later part of this chapter, while others may be afflicted by mental corruption and others still may have been drugged or otherwise manipulated by enemies – or close relatives – in order to leave them here out of the way.

If the need arises to create a random patient, use the profiles from **Peoples of the Reikland** (see WFRP, page 311) as a starting point, and add one or two afflictions from the following pages.

### SPARE PARTS

¶ The Characters are enlisted to investigate a body-snatching gang. The trail leads to the Great Hospice, where a corrupt orderly is selling the bodies of dead patients to physicians, necromancers, or other interested parties. Some of the unfortunates were helped on their way in the interest of a quick profit. The gang includes a number of reputable people who have too much to lose if their activities are exposed, and if they realise the Characters are on to them, they try to have them put away as patients (see *Out of Harm's Way* on page 74), quite possibly arranging to have them die in a short while.

At the GM's option, Characters who spend an extended amount of time with Kless, listening to his occasional outbursts, might glean something of the *Liber Chaotica*'s contents. For every outburst they witness, which should occur at most once per day, the Characters may attempt a **Very Hard** (-30) Intelligence or a **Challenging** (+0) Lore (Chaos) Test to make some kind of sense of his ravings. A failed Test has no effect – the outburst seems to be little more than the ravings of an unfortunate and disturbed individual. A successful Test indicates that the Character has understood something of Kless's words. The Character gains SL free Advances (minimum 1) to the Lore (Chaos) Skill, as well as one Corruption point. If the Character wishes, they may also immediately undertake a *Research Lore* Endeavour as described on WFRP page 201, using the Lore (Chaos) Skill to research any of the foul truths that the *Liber Chaotica* is rumoured to contain.

It is possible that some of the sisters – those who have tended Kless most closely – have unwittingly picked up some forbidden knowledge: they may be suffering from nightmares, or even showing signs of a minor mutation. Noticing their afflictions might set the Characters on an investigation which will be opposed with great vigour by the cults of both Shallya and Sigmar.

### BROTHERLY LOVE



¶ It is far from uncommon for patients at the Great Hospice to come from noble families, and the younger sons of nobles have been known to stoop to almost anything in order to get the succession (and the fortune) away from their older siblings. Such is the case here – the eldest scion of a noble house has been falsely certified insane, and is confined in the Great Hospice. The Characters are employed by a faithful retainer to free the Young Master or Mistress, expose the plot, and bring the miscreant to justice.

The evil younger brother, meanwhile, is happy to hire thugs, assassins, and so on to make the Characters' lives just that little bit more interesting. Alternatively, perhaps the patient really is mad, and the younger brother has decided to have them quietly done away with in order to avoid the inconvenience of a sudden recovery and return. Or perhaps that's just what the Characters are told – when you're dealing with skulduggery in noble houses, the truth can become rather changeable.



# THE • THEATRE • OF WAR



*'With the right amount of Aqshy, everything is flammable.'*

— Wilhelm Jaeger, Battle Wizard of the Bright Order

*'Nothing shocking about it my girl, war is merely politics by other means. Now be a dear and pass me that pistol.'*

— Marie Wagner, Cartographer to the State Armies

Unfortunately, Warfare is commonplace in the Old World, and as such, the Characters are likely to find themselves in the middle of a battle before long. They might lead a militia of peasants, armed with nothing but farming tools against a horde of ravaging Beastmen. Or perhaps they stand at the head of an entire army against a Chaos incursion, battering at the walls of civilisation.

The following optional rules are intended to help GMs run large-scale battles, whilst keeping the focus on the Characters — they are our protagonists, after all. These rules do not attempt to simulate an entire battle — for that, try Warhammer Fantasy Battle *tabletop miniature wargame* — but instead offer possibilities for roleplaying scenes which will have a great effect on the outcome of a larger conflict.

## POWER

Mass Combat requires two or more opposing sides in conflict. Both sides have a Power Attribute which represents their collective Army size, and the relative skill of their fighters. A horde of Greenskins would have a far greater Power than a rabble of peasants, but an equal number of elite Knights Panther might just balance those odds. Power is used during each Battle Round to deal damage to the opposing Army, and is recalculated after each Battle Round to reflect what has happened.

## BATTLEFIELD STRENGTH

Before a Battle, the GM must decide on the Power of both Armies. This is a value that ranges from 0 to 100, and reflects the size and strength of each Army. You may use the following table as a guideline for estimating Power Levels. Consider how the Characters' force compares to their opponents:

Characters' Army	Ally Power	Foe Power	Examples
Insignificant	30	70	A provincial city's defense against a Vampire Count and his undead legions.
Disadvantaged	40	60	A mercenary company against a Greenskin Waaagh!
Evenly Matched	50	50	Provincial armies facing each other in the open field.
Advantaged	60	40	A well-provisioned castle defending against a horde of unorganised Clanrats.
Overwhelming	70	30	An alliance of Humans and Dwarfs assaulting a Beastmen warcamp.

**Note:** If you would like a greater guide on how to choose starting Power, consider the following aspects of an Army. Start both Armies at 30 Power, and grant them a modifier for each aspect that is true of that Army. Afterwards, subtract 10 from both Armies until they both have a Power that ranges between 0 and 100. If the Power difference between the two Armies is greater than 100, the outcome is already decided.

Modifiers	Power Modifier	Examples
Badly Equipped	-10	Light (Armour 1) or less, Improvised Weapons, Weapon +4 or less
Well Equipped	+10	Heavy Armour (Armour 5), Blackpowder Weapons, Weapon +10 or higher
Includes Spellcasters	+10	Wizards, Priests, Vampires
Includes Veteran Units	+10	Melee or Ranged Skill at 45 or higher
Includes Elite Units	+20	Melee or Ranged Skill at 60 or higher
Includes Small Units	-10	Halflings, Snotlings
Includes Large Units	+10	Ogres, Trolls, Horse Cavalry
Includes Enormous Units	+20	Griffons, Wyverns
Includes Monstrous Units	+30	Dragons, Giants

**Example:** An Army composed of a unit of Knights Panther and a peasant militia face off against a similar sized army of Orcs and Goblins. The Knights are Well Equipped and are Veteran Units, so their army has a Power of 50. The Orcs are Veterans, so they have a Power of 40. It seems the Humans have a slight advantage over the Greenskins.

## STAND TO ATTENTION!



• Rumours abound of cultists infiltrating a military camp. Suitable Characters could be approached by the captain, Ernst Flett, to investigate on his behalf. Flett is convinced that someone in the camp is taking bribes to ensure the Cult remains unnoticed. Prospective candidates will need to be very discreet, have impeccable posture, and be prepared to face the cultists head on, if all hell breaks loose. It is up to you to decide the minor cultists' numbers and profiles, but on close inspection, all have a very vacant stare. Should a fight break out, the cultists prove to be skilled fighters.

## OPTIONS: THE COST OF WAR

The upkeep of an Army can be expensive. Soldiers and horses must be fed, and mercenaries must be paid. The cost of maintaining an Army is the Status of each troop added together. So 100 Knights, with a Status of Silver 5, would have a daily upkeep of 500 silver shillings. The Characters can choose to pay half their normal upkeep, but as a result the Army performs at a disadvantage, suffering a penalty of -10 to all Power Tests. If their upkeep is not paid at all, the Army disperses and leaves after 2 days. A successful Challenging (+0) Leadership Test will raise their morale and have them endure an additional SL days. Unpaid upkeep for an Army results in a penalty of -20 to all Power Tests.

# BATTLE ENDEAVOURS

*'As honorable as it would be, Master Dwarf, facing the Greenskins in the open field would result in heavy losses. The Orcs' weakness is their passion for fighting each other. Give me a dozen of our best scouts and I shall turn their camp into a bloodbath of their own making!'*

— Lukas Vogel, Explorer and Advisor to the Count

There are plenty of things that can be done before a battle to influence its outcome. This section includes additional Endeavours that can be undertaken by Characters Between Adventures. The GM decides how much time the Characters have available, and as normal, they may only engage in up to three Endeavours.

All Endeavours are detailed as Skill Tests, but they may be played out as scenes or even entire adventures of their own. As an example, an *Infiltrate* Endeavour gone wrong can suddenly become a combat encounter or a chase to evade capture. Failed Endeavours cannot be attempted again unless a different approach is taken.

## SCOUT

A Character can attempt a **Challenging (+0) Combined Ride and Perception Test** to gain intel on the enemy Army: their numbers, their distance, and what troops they have. All of this is valuable information to a general. A successful Test provides all this information, including the Power of the enemy Army, and a bonus of +10 to the *Plan* Endeavour. On a failed Test, they gather incorrect information or take too long to get back, providing no bonuses. On an Astounding Failure (-6), they might also have to outrun the enemy scouts or be captured.

## MUSTER FORCES

A Character may attempt to gather additional troops before an upcoming Battle. There are plenty of ways troops can be gathered. Mercenaries — such as terrifying Ogre shock troops — can be bought; local peasantry can be rallied; and nobles can be charmed, bribed, or intimidated. Some of these will require Skill Tests with a Difficulty determined by the circumstances. Successful mustering increases an Army's Power by +5. On an Astounding Success (+6), it increases by +10. On an Astounding Failure (-6), it decreases the Army's Power by -10, perhaps due to a riot, or your troops losing morale and leaving.

**Example:** With an Army of 200 peasant militia, the Characters attempt to rally the locals with a Leadership Test. They succeed and 10 armed peasants join the Army.

## INFILTRATE

After a successful *Scout* Endeavour, a Character may infiltrate and steal the enemy's plans by passing a **Combined Stealth and Perception Test**, with the Difficulty determined by the GM. Alternatively, they may attempt to pass off as a soldier in the enemy army by passing a **Combined Entertain (Acting) and Perception Test**. Other options may be available depending on the results of the *Scout* Endeavour. On a Success, the Characters gain a +20 bonus to the *Plan* Endeavour. On a Failure, the Character is forced to flee the enemy camp or be captured. **Note:** The *Infiltrate* Endeavour will be significantly more difficult if the Character is of a different Species!

## SABOTAGE

After a successful *Scout* Endeavour, a *Sabotage* Endeavour may be undertaken. Sabotage can range from exploding enemy gunpowder supplies to poisoning their food. The options presented depend on the results of the *Scout* Endeavour. However, most will require a **Stealth** or **Entertain (Acting) Test** and could be carried out as part of an *Infiltrate* Endeavour. On a Success, decrease the enemy's Power by -5. On an Astounding Success (+6), decrease it by -10. On a Failure, the Characters will have to either run or fight their way out of the enemy camp.

## INSPIRING SPEECH

A Character may attempt to inspire their troops to glory in the coming Battle. This requires passing a **Leadership Test** with a difficulty determined by the difference in Power between the Armies, rounded to the nearest 10. On a success, the Army gains a +10 bonus to the Power Test during the first Battle Round.



## PLAN

Sitting in rooms drinking wine and arguing over a map with wooden figurines, generals plan out the preparation that will have the largest impact: the battle plan. To successfully draw out a plan, a Character must pass a **Lore (Warfare) Test**. The difficulty of this Test largely depends on the difference in Power between the Armies, the battlefield chosen, and the Plan itself. Any Character with at least one Advance in Lore (Warfare) may assist in the Test. On a success, the Army gains a +10 bonus to all Power Tests during battle. On an Astounding Success (+6), this bonus increases to +20.

When drawing up a Battle Plan, the Characters must decide on the following:

**Location of Battlefield:** The Characters choose where they will face the enemy, potentially choosing a location that will benefit them most.

**Strategy and Tactics:** The Characters agree on what their troops will be doing as the battle starts and decide on possible back up plans should certain scenarios occur.

**Example:** *The Characters have decided to create a bottleneck for the enemy Army by defending the only bridge crossing a long, wide, and very deep river. The Army will set up a barricade and assault the enemy with arrows while they attempt to break through. Should the defenses falter, there will be barrels of gunpowder set up to blow up the bridge. The GM decides that fortifying the bridge and setting up the explosives will require Extended Trade (Carpenter) and Trade (Engineer) Tests respectively, and can be attempted with one or more Endeavours. The GM declares a Success will provide the enemy a -10 penalty to all Power Tests, and should the explosives go off, they will reduce the enemy's Power by an additional -10.*

So as to not spiral into very long discussions between the Characters, GMs are encouraged to keep this short by roleplaying the advisors and acting as intermediaries. Unless, of course, they enjoy doing that! Keep in mind that simple plans are best, and that this stage is only a framing device for the Battle to come.

## OTHER PREPARATIONS

The Characters may come up with other ideas for other possible Endeavours. To create one simply decide on a required Skill Test, a Difficulty, a reward if successful, and a potential penalty in case of an Astounding Failure (-6). Possible rewards include a bonus to Power Tests or other Endeavours, an increase in Army Power or a decrease in the enemy's. Penalties can be Tests to avoid getting in trouble, combat scenes, a penalty to Power Tests, or a decrease in your army's Power.

## THE BATTLE

A Battle has one or more Battle Rounds, which consist of the following:

**The Lay of the Land:** Start each Battle Round by describing what is happening on the battlefield. This should detail the different Scenes playing out — from heroics to chaotic melees. The Characters may choose to engage in one of the Scenes presented, or may come up with their own proposed Scenes.

**Cinematic Scenes:** The Characters participate in either a few Rounds of Combat or must pass one or more Skill or Characteristic Tests to gain different benefits. GMs should aim to include all Characters in at least one Cinematic Scene in each Battle Round, or alternatively run several short Scenes to accomodate all of the Characters.

**Dramatic Power Test:** Each Army attempts to attack each other with an individual **Dramatic Power Test**. Both attacks are resolved at the same time using each Army's current Power, and reducing their opponent's Power by  $10 + SL$  (minimum 5).

**Regroup:** All Characters may attempt a **Challenging (+0) Endurance Test** to Heal Wounds equal to the  $SL +$  Toughness Bonus, as they stop to recover. Any Character with the *Heal* Skill may attempt a **Challenging (+0) Heal Test** to help them recover additional Wounds. Healing Draughts and other trappings may also be used during this time.

**Repeat Steps 1–5 As Required:** A small skirmish might require only a single Battle Round, whereas a siege may last as long as 5 Battle Rounds. Whichever side has the highest Power after the allotted Battle Rounds are up, wins the Battle. The opposing side is forced to flee or is destroyed.

## THE LAY OF THE LAND

The main objective of this step is to let the Characters know what their options are — namely which Cinematic Scenes they can interact with during this Battle Round. Should the Characters choose to ignore certain Scenes, they could either resolve themselves or still be available in future Battle Rounds. Be sure to include several options so as to engage all the Characters and not just the combat-oriented ones. Consider the result of previous Battle Rounds when determining which Cinematic Scenes are available.

**Example:** *The Orcs are pressing their assault against the barricade which might fall at any moment (Hold This Ground Scene). Many Orcs have also begun swimming the width of the river, and they will soon reach your archers (Let it Rain Scene)! Several of your troops — weary, and low on morale — look like they are about to break (Bolster Scene). What do you do?*

## CINEMATIC SCENES

Prior to a Battle, the GM should prepare a few potential Cinematic Scenes that might occur. These should be made with the Characters' Plan in mind. This section includes generic Scenes that can be used in several situations along with guidelines on making your own, and a few examples of unique Scenes. Remember that Cinematic Scenes cannot increase your Power beyond its starting value.

### Charge

If one or more Characters are charging headlong into combat, they may fight for up to 2 Rounds of Combat. Any side that is charging starts with 1 Advantage, and everyone takes turns in order of Initiative. For each enemy the Characters hit they reduce the opponents Power by 1. For each enemy incapacitated or killed they reduce it by an additional 2.

**Example:** *Eagerly awaiting combat, the overwhelming Greenskin horde storms recklessly downhill. The Characters, alongside other soldiers, anxiously hold their ground. The general waits for the right moment to give the order to charge, and seconds later the two armies violently clash against each other.*

### Let it Rain

If one or more Characters are armed with Ranged weapons, they have up to 2 Rounds to attack the enemy as they approach them. Characters may open fire as soon as they are within their weapon Range. They may continue to shoot until the enemy engages them or they arrive at a safe location. Enemies will be moving at their maximum speed while Sprinting. Each successful attack will decrease the opponent's Power by 1 for each enemy hit. If they incapacitate or kill a target, it is decreased by an additional 2. Ranged attacks that are aimed at crowds never hit the same target twice. Siege weapons may also be used in these Scenes by Characters capable of using them.

**Example:** *As the enemy troops lay siege to the castle, Characters standing on the battlements will have ample opportunities to lay fire upon them.*

### Bolster

Sometimes the problem isn't the enemy, but an issue within one's own Army: injured troops, shattered morale, desertion, etc. A Character can resolve such a problem using a relevant Skill Test in a *Bolster* Scene. On a Success, increase the Army's Power by +SL. It can be short and last only a single attempt, or be an Extended Test lasting multiple Battle Rounds. A *Bolster* Scene can also be a series of different Skill Tests that give an important bonus.

**Example:** *The troops are broken and running away in fear, any Character engaged in the Scene may attempt a Leadership, Intimidate, Charm, or any other Skill Test that would convince the soldiers to return to their post. On a successful Test, recover +SL Power as troops return to their station. Alternatively, a Griffon is out of control and must be calmed down with an Extended Animal Training (Griffon) Test, or be put down.*

### Protect

A powerful ally or weapon must be protected from the enemy for a few Rounds, as they either recover themselves or prepare a powerful attack. This is resolved as 3 Rounds of Combat where the enemy attempts to attack a specific target. The Characters must protect the target for the duration of the Scene. On a Success, reduce the enemy's Power by -5 or increase the Army's Power by +5. A Character that successfully uses a Skill Test to Assist the target being protected reduces the number of Rounds by 1.

**Example:** *A captain has fallen off their horse, is surrounded by the enemy, and is in need of healing. A wizard is channelling a powerful spell to ravage the enemy troops, and needs to maintain their focus safe from the enemy... though they could cast the spell a lot faster with another wizard's help. A catapult is being loaded to fire at the enemy, but the crew are under attack and could use some protection, and the aid of another engineer.*

### Hold This Ground

The Characters have taken control of a vantage point, but the enemy is overwhelming them. Each Round the enemy performs an Opposed Skill test against the Characters, using any Skills deemed appropriate to the situation. The SL is added to a number called the Breaking Point. If the Breaking Point ever reaches 10 or higher, or 5 Rounds have elapsed, the position is overwhelmed, and the Scene ends in a rout; the Characters may have to fight their way out if they were soundly defeated in the previous Rounds. Each Round that the Characters hold their position, before the Breaking Point gets to 10, the enemy Army loses -2 Power, but gains a cumulative +10 bonus to successive Rounds.

**Example:** *The Characters are behind a fortified gate that is currently under attack. A battering ram is slamming against it. It's only a matter of time before it's torn to pieces and the enemy rushes in.*

### Countdown

The Characters have 3 Rounds to stop the enemy from dealing a devastating blow to their Army, reducing its Power by -10. Failing a *Countdown* Scene will enable a *Bolster* Scene, allowing Characters to help heal or motivate the injured troops.

**Example:** *The enemy is drilling a hole through the walls using a Warpstone-powered machination, and will get inside in a matter of seconds.*

## Breach

Whether it's boarding an enemy ship, or charging a castle's walls with a siege tower, a *Breach* Scene requires the Characters to take control of an enemy location by either eliminating all enemies, or achieving a specific objective. The Characters have 3 Rounds to achieve their objective, which will increase the Army's Power by +10. Should they fail, the Characters can choose to retreat, or to engage in a *Charge* Scene, as the enemy calls for reinforcements.

**Example:** *The Characters have climbed the walls of an enemy castle using grapples, and must now open the drawbridge for the rest of the Army to enter. Several armed guards stand in their way and reinforcements are on their way.*

## OPTIONS: THE HORRORS OF WAR

Horror makes its mark on all souls in the Old World in different ways. It can strike at any time from observing Chaotic rites or the minions of dread gods to witnessing the mundane violence, brutality and terror that occurs during warfare. Seeing a comrade struck dead by an Orc's axe, or a field of once proud warriors screaming in agony and clutching a plethora of terrible wounds, is enough to challenge anyone's sanity.

Appendix I (page 91) provides rules for acquiring new Psychological Traits during play, in particular, a *Fear* or *Terror* of specific creatures. Remember for most creatures, being the victim of a cavalry charge by large mounts causes *Fear* or *Terror* (WFRP, page 341), and an unease around Warhorses is not uncommon for many who have raised a pike in defence of the Empire.

Losing a hard fought or important battle can also cause a Character to acquire an *Animosity* or even *Hatred* of the opposing side. If a Character finds themselves on the losing side of a battle, they may acquire the *Animosity (Target)* Trait, with the target being whoever was on the winning side – Orks, Elves, anyone who serves Graf Filburg, and so on. If the Character already had such a trait, it may, with the GM's permission, become a *Hatred* instead. Acquiring either of these Traits is always optional – some Characters may deal with the realities and trauma of war without requiring a representative game mechanic.

## CINEMATIC SCENE GUIDELINES

Cinematic Scenes are best if tailored to the Battle taking place. The GM can use the following guidelines to create their own Scenes:

**Engage the Characters:** A Scene should engage the Characters in a meaningful way. They should feel like they are having an impact on the Battle, no matter how small. There should never be any doubt as to how a Scene positively or negatively affects the larger Battle.

**Avoid Excessive Combat:** Don't make every single Scene a Combat. Add other Scenes for non-combat-oriented Characters.

**Focus on the Characters:** Keep in mind what the Characters are skilled at, avoiding Scenes where they cannot do anything, or would not be the centre of the action. Consider the Skills and Talents of your Characters, and attempt to draw in as many different pieces as possible.

**Choose an Objective:** Decide on how the Scene ends. It could be objective-based, ending after a certain number of Rounds, or be a single Skill Test. In any case, make it clear to the Characters what they must do, and what will happen when they Succeed or Fail.

**Assign Rewards:** A Scene can provide either a fixed increase or decrease in Power, or have it depend on the SL of a Skill Test. Another possible reward is to grant a bonus on future Scenes, or create a new Scene with a bigger reward later!

**Example:** *A captain attempts a Stealth Test to sneak a few soldiers behind enemy lines, which will lead into a Charge Scene with the enemy Surprised. A scout tries a Set Trap Test to injure the first few enemies that get past a certain point, which will reduce the enemy's Power by -SL.*

The following are more detailed examples of unique Scenes that can be created by a GM.

### A Clear Shot

In the midst of the chaos of battle, a Character suddenly sees an enemy captain alone in the field, not too far away from them. They may attempt a Charge or a Ranged attack at a distance of 12yd. On a successful hit, decrease the enemy's Power by -5. If the general is killed or incapacitated, decrease their Power by an additional -5. After that attack, enemy troops surround the Character, who is forced to retreat. If they wish to have an additional attack, they may do so at the risk of losing their life as they are overwhelmed by the enemy. If they do, during the next Battle Round they are forced to participate in a *Charge* Scene, where only the enemy charges and the Character is outnumbered 3 to 1.



## Bring It Down

The enemy has released a massive Creature. It's wreaking havoc among the troops. Defeat it in 3 Rounds to decrease the enemy's Power by -10. Halve the Creature's starting Wounds to account for all the other troops attacking it. In the case of a Monstrous Creature, Characters might have to resort to climbing on it or using a nearby siege weapon to kill it. Monstrous Creatures may attempt to shake off anyone climbing them using their action in an **Opposed Melee (Brawling)/Climb Test** — if successful Characters may attack the creature as though it were *Helpless*.

## Fly By

A flying mount allows Characters a single attempt at surprising the enemy general, deep behind their lines. A successful **Challenging (+0) Ride Test** will allow Characters to attempt a Ranged attack, or any other Action, at a distance of 15 – SL yards. On an Astounding Success (+6) they are able to get close enough for Melee, Point Blank attacks, or similar Actions. A successful attack will decrease the enemy's Power by -5. If the enemy general is incapacitated or killed, decrease it by an additional -15. On an Astounding Failure (-6), the Characters fall from a distance of 5 yards as they crash-land in the middle of the battle. During the next Battle Round they must take part in a *Charge Scene* where only the enemy charges.

## Intruders

Drawn by the blood and death of the battle, a group of Bloodletters of Khorne have managed to find their way inside the Character's camp. The troops are running amok in complete fear and panic. Until they are defeated, all other Scenes receive a -20 penalty to related Tests due to the chaos.

## Duel

A sudden standstill falls upon the battlefield, as the generals — including ideally one of the Characters — of each army meet. In a silent agreement each draws their weapons, as their troops surround them in a circle to let them fight. The side that loses the duel reduces their Power by -20, as their troops witness their commander falling in battle. If another Character intervenes and kills the enemy general, they only reduce their Power by -10, and are involved in a *Charge Scene* against the enemy.

## WAR MACHINES

*'We thought we were winning, tearing through their meagre forces, breaking down the castle gates. At last we got to the inner gate, their last line of defence. We smashed the doors down with a battering ram while we revelled in victory songs, only to find three Helblaster Volley Cannons aimed right at us. They weren't retreating, they were lining us up.'*

— Konrad, Veteran

The following section includes the statistics of war machines that may be used in Combat during any of the Cinematic Scenes. It also includes statistics for structures that may be the target of siege weapons. A Crew is the number of trained people required for a war machine to work properly. Weapons without a full Crew can be used with a penalty of -20. They cannot be used with less than half the Crew required. All war machines have the *Damaging* and *Impact* Qualities. They all use the Ranged (War Machine) Skill, except for the Battering Ram, which uses Strength.

Weapon	Price	Crew	Availability	Range***/Reach	Damage	Qualities and Flaws
Ballista	75GC	4	Rare	150	+14	Impale, Penetrating, Reload 2
Battering Ram*	10GC	6	Scarce	Average	+SB+10	Siege
Helstorm Rocket Battery	200GC	4	Exotic	200	+12	Dangerous, Reload 5, Blast 15, Imprecise
Helblaster Volley Cannon	300GC	4	Exotic	100	+14	Blackpowder, Dangerous, Reload 5, Repeater 3, Blast 5
Cannon	120GC	4	Exotic	120	+20	Blackpowder, Dangerous, Reload 3, Blast 3, Siege
Dwarf Flame Cannon	200GC	4	Exotic	60	Special	Dangerous, Reload 3, Imprecise, Blast 5
Mangonel Catapult	60GC	6	Rare	60	+10	Blast 5, Reload 4, Siege
Onager Catapult	80GC	6	Rare	100	+12	Blast 5, Reload, Siege
Trebuchet**	40GC	8	Scarce	150	+14	Blast 5, Reload 5, Siege
Mortar**	100GC	6	Exotic	200	+20	Blackpowder, Blast 5, Dangerous, Imprecise, Reload 2, Siege

\*Battering Rams only deal damage to doors and gates. They are otherwise considered an Improvised Weapon.

\*\*Trebuchets and Mortars cannot be used if the distance to the target is less than their Short Range.

\*\*\*Ranged siege weapons cannot be used at Point Blank.

**Ballista:** Similar to a crossbow, but much larger, a Ballista can fire large bolts across great distances. It's far too heavy to be carried, so it's usually attached to a fixed surface or uses wheels to move around the battlefield.

**Battering Ram:** Used for tearing down doors and gates, a Battering Ram consists of a heavy tree trunk suspended by chains or ropes on a wooden frame with wheels. Some have a spiked metal end, while others have it forged to resemble a ram's head.

**Helstorm Rocket Battery:** Based on fireworks, the Imperial School of Engineers created these extremely dangerous and inaccurate missiles. Known for the piercing sound they make as they fly wildly through the air, and the devastating result of their explosions.

**Helblaster Volley Cannon:** A Helblaster Volley Cannon has nine barrels divided into groups of three, built around a shaft. The cannon can fire each group separately, or all three of them in quick succession, rapidly laying waste to most enemy troops.

**Cannon:** Using the same principles as Blackpowder weapons, cannons are loaded with powder and a large cannonball in the front, and ignited from the back. The force with which a cannonball strikes is enough to knock down most walls and tear apart troops on the field.



## GREEN WITH ENVY

💀 A very remote village on the Border Princes has remained peaceful for a long time, until a week ago when a rampaging horde of malnourished Beastmen, Ungors, raided the village causing untold damage. The village elder, Agna Kline, approaches the party to hire them to defend the village. She knows the Ungors will be back, and this time there will be wilder. There's two envious Ungors both with small horns vying for power, if the party can ensure they fight amongst themselves, they have a better chance of defeating them. Their envy is sure to get the better of them.

**Dwarf Flame Cannon:** Armed with alchemical concoction within the cannon's barrel, this weapon uses pressure to release a spray of flesh-searing oil that spreads throughout the enemy ranks. Dwarf Flame Cannons give every affected target 2 + SL *Ablaze* Conditions.

**Mangonel Catapult:** A Mangonel Catapult holds large projectiles like rock or debris in a large bucket. It flings them by bending the arm holding the bucket backwards and then releasing it.

**Onager Catapult:** Similar to the Mangonel Catapult, this siege weapon uses a sling to increase its effective range.

**Trebuchet:** An improvement from the Onager Catapult, the Bretonnian Trebuchet uses a counterweight instead of torsion to release its sling, giving it a much larger range.

**Mortar:** Specifically designed with indirect fire in mind, Mortars are used for arcing shots that go over castle walls to hit the troops inside with an exploding shell of shrapnel.

## TYPICAL BARRICADES AND COVER

Structure	TB	Wounds	Qualities and Flaws
Door	2	8	Resistant
Reinforced Door	5	15	Resistant
Gate	10	30	Impervious
Wooden Wall	6	15	Resistant
Stone Wall	12	40	Impervious

### Siege Quality

A weapon with the *Siege* Quality deals double its damage to physical structures such as walls, towers, and gates.

### Resistant Quality

Structures with the *Resistant* Quality cannot be harmed by any Ranged Weapon without the *Siege* Quality.

### Impervious Quality

Structures with the *Impervious* Quality cannot be harmed by any Weapon without the *Siege* Quality.

### War Machines and Power

When calculating the total Power of an Army before scaling down, each War Machine increases an Army's Power by +5. If the Battle is a siege, any War Machines with the *Siege* Quality on the attacking side increase the Army's Power by +10 instead. If it is lacking in crew members, halve its Power.

## OPTIONS: ENVIRONMENTAL FACTORS

If you want to add a random factor to a Battle or Battle Round you can roll on the table below, or simply choose one of the results.

1d10	Environmental Factor
1	<b>Storm:</b> A powerful storm rolls in as the Battle stretches out; the ground becomes muddy and wet, or covered in snow. All melee combatants smaller than Large suffer a -10 penalty to all <b>Combat Tests</b> , and have their Movement halved. Due to the strong winds and lack of vision, Ranged attackers and flying mounts suffer a -20 to all <b>Combat Tests</b> , while <b>Stealth Tests</b> get a bonus of +20. The storm grants Wizards of the Lore of Heavens a bonus of +10 to all <b>Casting</b> and <b>Channelling Tests</b> .
2	<b>Traps:</b> The enemy has filled the battlefield with traps. A trap could be anything from spiked pits, explosives on a pressure trigger, or can even be magical in nature. Whenever Characters move, they must pass a <b>Challenging (+0) Perception Test</b> or activate a trap. The Character activating the trap must pass a <b>Challenging (+0) Dodge Test</b> to avoid its effects. Traps deal 8 Damage and Characters suffer Conditions depending on the type of trap. A bear trap would cause <i>Entangled</i> , and a pit would leave Characters <i>Prone</i> inside a hole. Each time they activate a trap, nearby Characters can attempt a <b>Hard (-20) Perception Test</b> to no longer fall victim to them. Somewhere in the battlefield lies the enemy engineer with a plan marking the locations of all the traps. Should said plan be captured, all traps would be neutralised.
3	<b>Siege Weapons:</b> Either by firing cannons or flinging rocks with a catapult, the enemy is attacking with siege weapons of some kind. At the end of each Round, all Characters must succeed at an <b>Easy (+40) Dodge Test</b> or receive a Critical Wound. This effect comes to an end if the Characters manage to defeat the crews handling the siege weapons. After that, they may even use them against the enemy Army.
4	<b>Corrupting Influence:</b> The enemy force is strongly tainted by Chaos, and its gathering has made it powerful. At the end of each Battle Round, all Characters must pass a <b>Challenging (+0) Endurance Test</b> or gain 1 Corruption point. The GM can attempt an Easy (+40) Endurance Test with the troop's average Willpower (typically 35). On a Failure, a nearby ally mutates aggressively, attacking friend and foe alike.
5	<b>Toxic Cloud:</b> Either through magic, or some powerful weapon, the enemy has released a cloud of poisonous gas. The cloud obscures as a fog would. At the end of each Combat Round, any Character standing in it must make a <b>Challenging (+0) Endurance Test</b> or gain a <i>Poisoned</i> Condition. The cloud can be ignited by fire, causing 3 <i>Ablaze</i> Conditions to anyone inside it.
6	<b>Rough Undergrowth:</b> The grass and plants make fighting difficult, all Movement is halved. A Character that suffers a Fumble also gains an <i>Entangled</i> Condition in addition to any other effects. Using a blade weapon, a Character can spend a Cinematic Scene removing the undergrowth with a successful Melee Test.
7	<b>River:</b> A strong river passes through the battlefield. Characters smaller than a size Large or greater receive a penalty of -20 to all Combat tests. Any Character who ends their turn in the river must succeed at a <b>Challenging (+0) Strength Test</b> or be swept away. Taking control of a nearby bridge will force only the enemy to traverse the river.
8	<b>Inferno:</b> A roaring fire blazes across the battlefield, its origin being alchemical or magical in nature. When moving through the battlefield, Characters must succeed on a <b>Challenging (+0) Athletics Test</b> or gain 1 <i>Ablaze</i> Condition. Finding the source of the fire, such as an alchemist, wizard, or siege machine, and disabling it, will cause it to cease after 1 Battle Round.
9	<b>Undeath:</b> There is a powerful necromancer amongst the enemy troops. For each Power your Army loses, the enemy's Power increases by 1 as skeletons and zombies rise amongst your dead. Defeating the necromancer causes this effect to stop, and all the Power gained from it is lost as the dead fall to pieces.
10	<b>Fear:</b> The enemy is carrying a structure with a terrifying icon. It might be a chaos sculpture, or a platform with flayed people screaming in pain. The Army suffers a penalty of -10 to all Power Tests while the structure stands.



# ◆ APPENDIX I ◆

## PSYCHOLOGICAL DISORDERS

Life in the Old World is taxing, and the grim and perilous adventures the Characters undertake are likely to leave their mark. The following rules can allow Characters to gain new Psychologies (WFRP, page 190) through play. These rules also include options for making the Characters' lives more dramatic when these Psychologies present themselves. As this is a sensitive issue, please make sure to discuss these rules with your group before using them, and remember the Great Game Rules (WFRP, page 151). Whenever a Character's life is made more dramatic because of their Psychologies (regardless of what type), count this as equal to pursuing their Motivation (WFRP, page 34).

### FEAR OF THE DARK

Whenever a Character suffers from *Terror*, record the number of Broken Conditions suffered. When a Character's total tally of Broken Conditions equals or exceeds their current Willpower Characteristic, that Character gains a *Phobia* (WFRP, page 191). This *Phobia* is related to the most recent or most common source of *Terror* they have witnessed. The *Phobia* should be something related to the creature or situation that might commonly be encountered by the Character. For example, a Witch Hunter who has suffered through too many long nights hunting Vampires might gain a *Phobia* of mirrors, leeches, or Sylvanian accents.

Once the Character has gained a *Phobia*, reduce the tally of Broken Conditions suffered to zero.

### ANIMOSITY AND HATRED

Whenever a Character spends a Fate point to avoid death, they do not escape Morr's grasp entirely without consequence, for a brush with death is never an easy thing. Whenever a Character avoids death in this way, they must make a **Challenging (+0) Cool Test**. Should they fail, they gain the *Animosity Psychology*, with a target appropriate to whomever or whatever it was that almost killed them. If the target is a member of the Character's own Species, they will most likely be somewhat discerning, gaining an *Animosity* for Reiklanders, Watchmen, Imperial Dwarfs, and so on, rather than simply Humans or Dwarfs. If the target is a member of another Species, the Character is more likely to develop an *Animosity* for that entire Species instead, for example Dwarfs, Humans, Orks, or Elves. If a Character gains an *Animosity* they already had, it is replaced by *Hatred*.

### TRAUMA

A traumatic event can become a defining incident in a Character's life. The death of a loved one, a stunning failure, or a terrible regret can lead to memorable moments in a Character's life. While defining and dealing with such events is often best left to the player, game effects can add a twist to the experience.

Should a Character witness an event which renders one of their Ambitions entirely impossible (WFRP, pages 40–1), they must make an **Average (+20) Cool Test**. If they fail, they develop a *Trauma Psychology* (WFRP, page 191). Suitable Traumas might involve another defined Psychology, but Players should consider the rules for custom Psychologies as well.

**Example:** One of Deiter's Short-Term Ambitions is to avenge the death of his comrade Hans. Before he can, Hans's killer is caught and hanged for an unrelated crime. Many would shrug this off as justice of a sort, but Deiter can't shake the feeling that Hans has been denied a restful death. He fails the Cool Test, and gains a *Trauma Psychology*. After discussion with the GM and the other Players, the group decides that this Trauma takes the form of a *Proscribed Action* (WFRP, page 191). Deiter becomes entirely unwilling to enter any town square where a gallows stands, convinced that if he looks upon the condemned awaiting punishment, he is certain to see Hans's face among them.

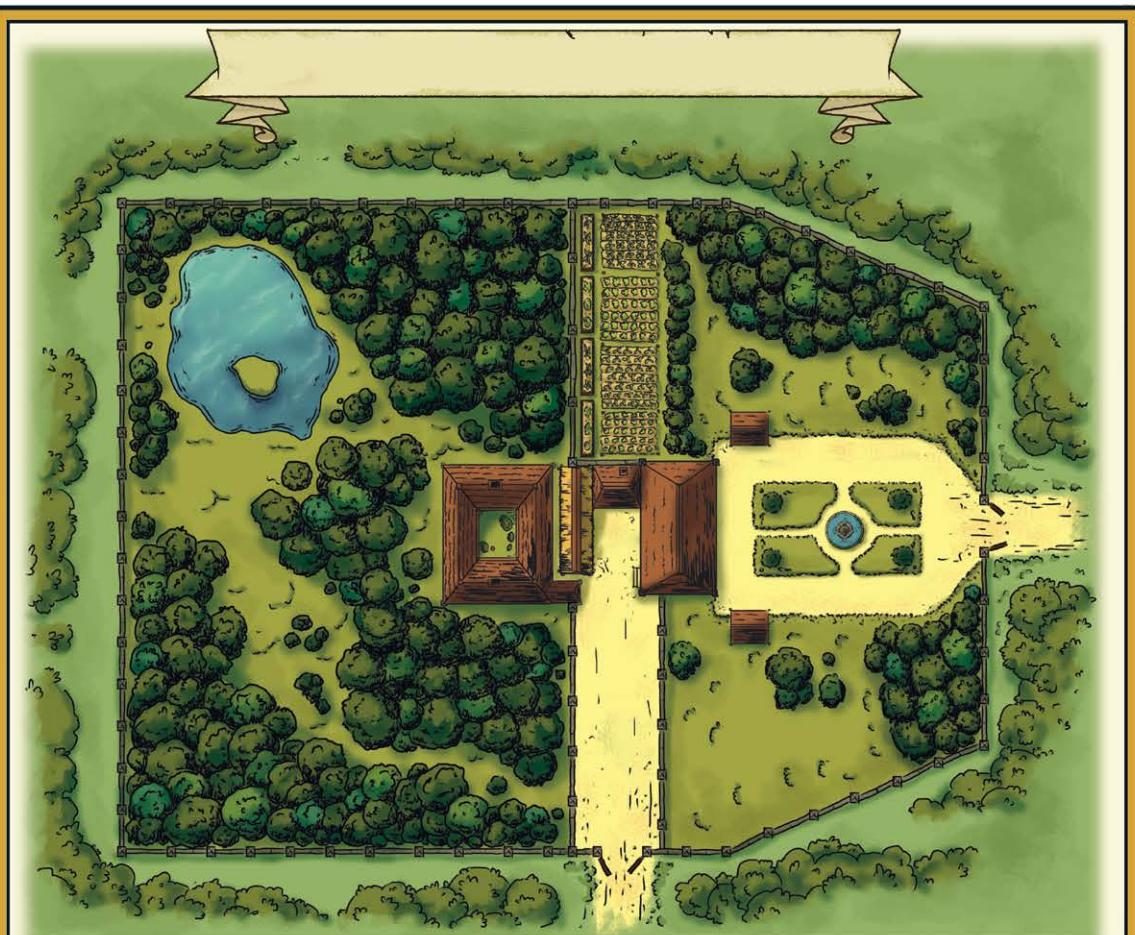
### THINGS GET BETTER

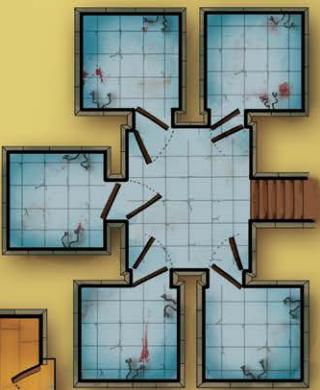
While the Characters that make up a typical party in the Old World are not always heroes, that does not mean they cannot have heroic moments. Overcoming one's fears, prejudices, and traumas is an inherently heroic act. The GM is encouraged to reward good roleplay with the opportunity to remove a Psychology, especially if it has already played its part in the Character's story. Additionally, any time a Character would recover a point of Resilience (WFRP, page 172), they may instead choose to remove an unwanted Psychology.

Many have found succour and respite at **The Great Hospice** (page 69), or similar places of rest such as monasteries and temples. Those who travel to such institutions may attempt the *Recuperation Endeavour* (WFRP, page 221).

### NEW ENDEAVOUR: RECUPERATION

You make a concerted effort at rest and self reflection, attempting to find what peace you can in a world with little care for the struggles of any individual. Make a **Very Hard (-30) Cool Test**. The difficulty may be reduced depending on the quality of care received. If you succeed, you may remove one chosen Psychology. Even if you fail, however, you are better for having confronted your troubles – you may reverse one Cool Test made to resist the effects of Psychology during your next adventure.



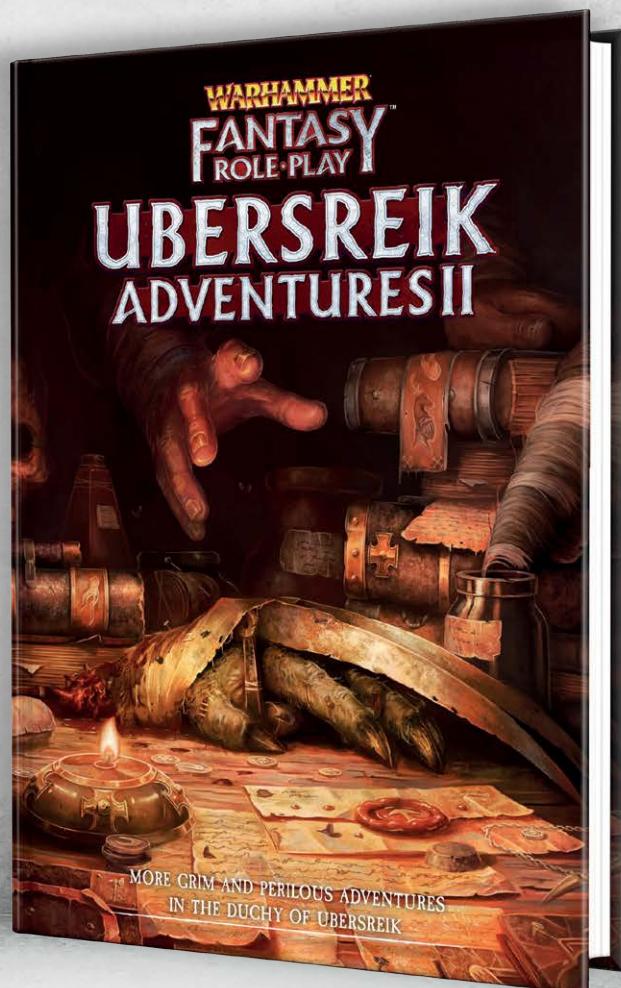
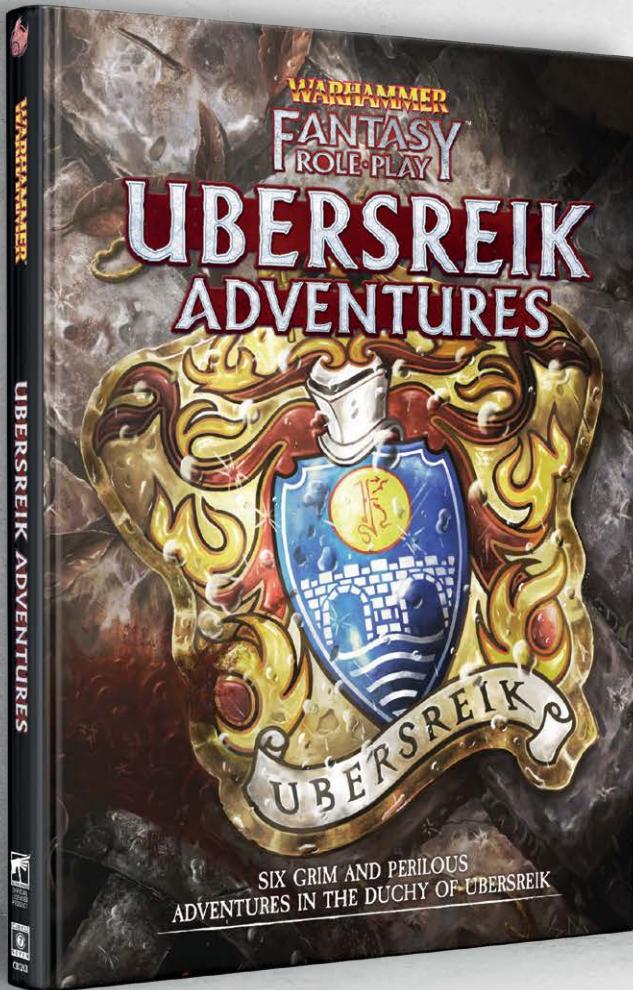


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