

MASTERS OF MALEVOLENCE

Introduction

Hello! However you found your way to this befouled text of heinous evil it matters not. The Dark Gods and myself are pleased to have your soul in our grasp! Chaos in Age of Sigmar has held a special place in my blackened heart since I stumbled upon a discounted Disciples of Tzeentch Battletome at my local game store. I learned of the mortal realms through the eyes of Chaos first, and to say it influenced my interests would be an understatement. My interest in only compounded when the Soulbound RPG released, followed soon after by Champions of Order, Death, and Destruction.

My soul awaited the release of Champions of Chaos, several years ago now, when I came across rumor that a Chaos book may never come! That day I decided that I must do it myself! After spending some time with it, my mind became distracted with the needs of my mortal shell and my partner so I felt I should put the project to the side for a couple of years. When I saw that Beasts of Chaos had been squatted to the peripheral of the Mortal Realms I felt an indignity had been done and it brought me back to here, and reignited my need to finish this.

This here is the result of that need. Dozens of new Archetypes and over a hundred new talents have been created in service to the Ruinous Gods and we're not done yet! I am aware that a chaos release for Soulbound is on the horizon now, and I am glad to hear that. It doesn't deter me from committing to this work now. I'm sure there will be some mechanical differences as well as some archetypes that won't be touched on between the two supplements. That's alright! It's not a competition between the two, I just want folks to have the options they deserve!

To get down to brass axe, this is a supplement to the Soulbound Core Rulebook, and is not meant to be a replacement for that. If you're interested for playing go get that book, it's fantastic! You will see every archetype has talents from that book, and are not repeated here. Though some talents are inspired by traits seen on entries from the Bestiary. I try my best to not be a plagiarizing bastard.

On the subject of being a bastard, this is NOT a guide or free pass to be a prick or creep with your fellow players. Tabletop roleplaying is meant to be a safe space where people shouldn't have to be on guard or mask themselves to have fun. Dark topics and accursed storytelling can be entertaining subjects to explore creatively, but not at the expense of your fellow players. I highly suggest using the Lines and Veils documents with your group to help establish the boundaries with which you're comfortable to play in. When the document nears completion I will be including links to them.

That being said, I hope you have a grand time building your Chaos forces and please find me on Discord on the Age of Soulbound server if you want to see something worked on or have questions!

Signed with Tainted Love

Thomaturge

Species

Human-As is in the Soulbound Core rulebook

Duardin-As is in the Soulbound Core rulebook

Aelf-As is in the Soulbound Core rulebook

Ogor- Cultivated Mass (+1 Toughness for every level of Training in the Might skill, your bite deals +S damage and has the *Piercing* and *Rend* traits.)

Dragon Ogor - Adamantium Scales (You have a natural armor of 3 that is *Magical*, if your natural Armor is damaged, it regrows and is repaired after a rest. Additionally, your size is Large)

Daemon - Essentially as Stormcast(Can't be Soulbound, but can be Remade[at the behest of their God(Chosen at species choice in this case))

Ogroid - Brutal Rage(While below half toughness, increase Melee by one step)

Beastman - Myriad Mutations

At character creation, you choose one mutation from the following list. This option can be changed by taking the **Mold Mutation** endeavor.

- **Winged** - You are perhaps one of the avian Tzaangors blessed more so than your fellows, or even a member of the horrific Chitinian Swarmfolk whose mutations take the form of flying insectile monstrosities. You have a Fly (Fast) speed.
- **Thick Hide** - The foul pestigors dedicated to Grandfather Nurgle are some of the most resilient creatures on the Mortal Realms. This fortitude is not unique to them, as hulking beastmen resembling lumbering rhinox thick with gray slabbed armour have been seen in Ghur and Crushtaceans pressure treated exoskeletons of the bottomless seas have terrorized the Idoneth since Kragnos was freed. Your Base Armour is 3. If your Natural Armour is damaged, it regrows and repairs after a Rest.
- **Grasping Limbs** - Truly malformed Beastmen exist in the distant corners of the Mortal Realms. Serpentine Naga in service to the Coiling Ones stalk the jungles of Invidia not with goat like legs but with long, muscular ophidian tails. Not to be outdone, Slaangors often possess long razor sharp pincers that grasp just as well as they rend. After a successful Melee attack, you may attempt a Grapple Action as a Free action. In addition, tests made to initiate or maintain a Grapple are made with Advantage.
- **Keen Senses** - The bloodhound packs of Khornegors hunt tirelessly using snouts that can smell a blood drop from a league away and the tiger headed Rakshasa of Enlightened Sultanate in Hysh who can taste the blasphemies upon one's soul share power in their enhanced senses. When you choose this mutation, you gain the Acute Sense(Choose two) talent for free. You use **Mold Mutation** to change this mutation, you lose the Acute Sense(Choose Two) talent.
- **Unnatural Weaponry** - Perhaps the most common mutation to be found among the Beasts of Chaos, it is no less a deadly one. From ranged maws to serrated horns and whiplike tails, the possibilities are as endless as their hatred for mortal civilization. You gain a Unnatural Weapon attack with the following profile
 - **Unnatural Weapon(Melee) 1+S Damage**
When you take this mutation you pick two traits. One must be *Crushing*, *Piercing*, or *Slashing*. The other can be *Cleave*, *Penetrating*, *Reach*, or *Toxin*.

Skaven -Warpstone Exposure (Due to the Skaven need for warpstone, all skaven have developed an inherent resistance to adverse conditions(Treat Hazards as one step lower)

Mark of Chaos

A Mark of Chaos is chosen at character creation, denoting who your character has given their soul to, thus providing and limiting some options. This includes your choices of god for the **Blessed** Talent, but fulfills requirement to some talents and archetypes. This is not a talent but simply an additional character option. Each Mark is to a particular god(or undivided if you don't want to choose just one.) Each Mark also provides as benefit, referred to as a **Boon**, and a restriction, referred to as a **Bane**

Khorne

Boon - Blood for the Blood God(If the character is within the same zone when anyone suffers a Wound, they increase their melee by one step until end of their next turn.

Bane - Disdain for Sorcery(Unable to take any Training or Focus in Channeling and prevents the character from obtaining the *Spellcasting* Talent or learning spells from any lore.)

Nurgle -

Boon - Grandfather's Blessing (Immune to *Poisoned*, and any other disease or sickness effect)

Bane - All in due time (you may not perform the Run action)

Tzeentch

Boon - Master of Sorcery (During character creation, you add *Spellcasting(Tzeentch)* to your list of starting talent choices. In addition, when selecting spells as a result of taking the Spellcasting Talent, the character may pick from one additional lore of magic decided at character creation(excluding Lore of Nurgle).

Bane - Extreme Fluctuation (Miscasting roll adds Doom to the roll)

Slaanesh

Boon - Wondrous Obsession(A skill of your choice begins with maximum Focus for free but the character cannot begin play with any focus in any other skill except for your archetypes core skill.)

Bane - Indulgent Craving (Have to spend first Endeavor during downtime satisfying ones indulgences)

Great Horned Rat

Boon - Born to Scheme (Advantage of Stealth and Guile tests to lie)

Bane - Spiteful Paranoia (Greater Disadvantage on tests for polite or favorable interactions)

Chaos Undivided

Boon - Polytheistic Worship (You add the *Blessed* talent to your list of starting talent choices. In addition when you choose your god you may develop your own pantheon of Chaos gods equal to half your Soul. You can choose Miracles from those gods lists combined)

Bane - Jealous Masters (With multiple Dark Gods vying for control of your body and soul it takes a toll upon your vitality, Your wound total is reduced by 1.)

Subfactions & Archetypes

Beasts of Chaos

Allherd - Teeming Hordes (As a member of the largest Greatfray in all the realms, allies are never far away. The character halves the complexity of any test during endeavors that are associated with Beasts of Chaos.)

Darkwalkers - Shadowbeasts (If the character is hidden before an encounter begins, they begin combat at the top of the initiative order. In addition, *Vanish* is included in the talents available to their archetype.)

Gavespawn - Abominable Anatomy (Against attacks with the Piercing trait, your Armor is considered 3 higher)

Archetypes

- Doombull-Body 5 Mind 1 Soul 1
 - Core Skill: Weapon Skill
 - Skills(4 xp):Athletics, Awareness, Determination, Fortitude, Intimidation, Might, Nature, Reflexes, Survival, Weapon Skill
 - Core Talent: **Bloodgreed**

- Talent (Choose 1): **Bloodgorge**, *Intimidating Manner*, *Relentless Assault*, *Rending Blow**
- Equipment: Massacre Axes(Two axes) or Slaughterer's Axe (Greataxe), Scavanged plates (Heavy Armor, Several trophies of slaughter and a portion of your favorite type of man-flesh)
- **Great Bray Shaman-Body 2 Mind 4 Soul 2**
 - Core Skill: Channeling
 - Skills(7 xp):Athletics, Awareness, Beast Handling, Channeling, Guile, Intuition, Nature, Reflexes, Theology, Weapon Skill.
 - Core Talents: **Spellcasting(Lore of the Twisted Wilds)**, Unbind
 - Talent (Choose 2): **Bestial Vigor**, Forbidden Knowledge, Orientation, Potent Spells, Witch Sight
 - Equipment: Fetish Staff(Club with Reach instead of Subtle), Manflesh Robes(Light Armor), Mutated Beast Skull(Arcane Focus), 50d worth of rare herbs and malformed bones.
- **Bestigor Gouge-Horn Body 3 Mind 3 Soul 2**
 - Core Skill: Weapon Skill or Beast Handling
 - Skills(7 xp): Awareness, Beast Handling, Entertain, Fortitude, Might, Nature, Reflexes, Survival, Stealth, Weapon Skill
 - Core Talent: **Despoiler**
 - Talents (Choose 4): Acute Sense, Guts*, **Loyal Companion (Tuskgor)**, Mounted Combatant, **Shadow Pelt**, Underdog
 - Equipment: Despoiler Axe (Battleaxe), repurposed Freeguild chainmail(Medium Armor), **Choice of Beast Banner, Brayhorn or Tuskgor Rheda**, 60 drops worth of scraps collected from raised villages
- **Dragon Ogor Shaggoth Body 3 Mind 3 Soul 3**
 - Core Skills: Weapon Skill and Channeling
 - Skills(6 xp): Athletics, Awareness, Channeling,Determination, Fortitude, Lore, Reflexes, Survival, Weapon Skill.
 - Core Talent: **Spellcasting(Vile Storm)**
 - Talents (Pick 1): **Beneath the Tempest**, **Magnetic Monstrosity***, Potent Spells, Unbind

- Equipment: Storm-Wrought Axe(Greataxe), **Verdigris Gongplate**, a single uncut sapphire worth 100D currently adorning your Gongplate.
- Centigor Gorehoof Body 3 Mind 1 Soul 3
 - Core Skill: Weapon Skill
 - Skills(9 xp): Athletics, Awareness, Crafting, Determination, Entertain, Fortitude, Intimidation, Nature, Might, Reflexes, Survival, Weapon Skill
 - Core Talent: **Centigor Mutation, Drunken Revelry**
 - Talents (Choose 3): **Bestial Cunning***, Battle Rage, Fearless, Iron Stomach, Pierce Armor*, Shield Mastery*
 - Equipment: Centigor Spear(Spear), Beastbuckler(Shield), Tattered Barding (Medium Armor), Five gallons of Ghurish vodka, and 40D worth of scavenged baubles
- Ungor Raider 3 Body 3 Mind 1 Soul
 - Core Skill: Stealth
 - Skills (9 xp): Athletics, Awareness, Ballistic Skill, Dexterity, Fortitude, Guile, Intuition, Nature, Reflexes, Stealth Survival, Weapon Skill.
 - Core Talent: **Vile Invader**
 - Talents (Choose 4): Acute Sense*, **Bestial Cunning***, Combat Ready, Hail of Doom*, Hunter, Observant, Vanish*
 - Raider Shortbow(Bow), Jagged Shank(Dagger), Torn Hides(Light Armor), aelf-hide quiver and arrows,

Blades of Khorne

Reapers of Vengeance - Vindictive Hatred (Against foes that are Frightened, the Reaper of Vengeance adds their focus in Devotion to the damage of attacks. In addition, You may use Training and Focus in Devotion in place of Arcana for the sake of qualifying for Talents)

Bloodlords - Slay the Mighty (Against Champions and Chosen foes, your melee is increased by one step)

The Goretide - Tireless Conqueror (When taking Endeavors in areas not controlled primarily by Chaos Forces, you take an Additional endeavor.)

Skullfiend Tribe - Skull Hunter (Once per battle when you kill a non minion enemy, you may messily take its skull from it as a Free Action, when you do allies within your zone recover 1 mettle.)

The Flayed - Blood Woken runes (The character begins play with their armor inscribed with *Blood Woken Runes*. In addition, *Blessed(Khorne)* is added to your archetypes list of Talents to choose from.

Baleful Lord - Thirst for Carnage (When the character uses the charge action, the first attack gains the Rend property)

Archetypes

- Bloodmaster Body 5 Mind 2 Soul 2 (Daemon(Khorne))
 - Core Skill: Weapon Skill
 - Skills (5 xp): Awareness, Fortitude, Entertain, Intimidation, Lore, Might, Reflexes, Weapon Skill
 - Core Talent: **The Blood Must Flow, Decapitating Blow**
 - Talents (Choose 2): **Arch-Slaughterer***, Battle Rage, **Blood Tithe**, Combat Ready, Opportunist
 - Equipment: Blade of Blood (Sword with Magical trait), Brass Girdle(Light Armor), a belt of your favorite skulls and 100D worth of ingots and trophies
- Bloodsecrator Body 4 Mind 1 Soul 3
 - Core Skill: Determination
 - Skills (6 xp): Awareness, Athletics, Determination, Devotion, Intimidation, Insight, Might, Reflexes, Weapon Skill
 - Core Talent: **Portal of Skulls**
 - Talents (Choose 2): **Aegis of Rage***, **Blood Tithe**, Intimidating Manner, Iron Will
 - Equipment : An Ensorcelled Ax(Battleaxe), **Icon of Khorne**, Magescorn Plate(Medium Armor), A

Magescorn List for a realm of your choice, 65D of shattered magic memorabilia

- Bloodstoker Body 4 Mind 2 Soul 3
 - Core Skill: Weapon Skill and Intimidation
 - Skills (4 xp): Athletics, Determination, Fortitude, Intimidation, Might, Reflexes, Weapon Skill
 - Core Talent: **Whipped to Fury**
 - Talents (Choose 1): **Blood Tithe**, Guts, Intimidating Manner, Relentless Assault
 - Equipment: Torture Blade (Sword) and Blood Whip (Whip), Khornate Gutplate(Medium Armor), a pair of Saurusskin boots, chunk of celestite worth 30D
- Skullgrinder Body 3 Mind 3 Soul 3
 - Core Skill: Crafting and Devotion
 - Skills (6 xp): Awareness, Crafting, Devotion, Fortitude, Lore, Might, Reflexes, Theology, Weapon Skill
 - Core Talent: **Favored by Khorne**
 - Talents (Choose 1): Blessed(Khorne), **Blood Tithe**, Crushing Blow, Scholar
 - Equipment: **Brazen Anvil**, Forge Irons(Medium Armor), 20D worth of raw iron
- Skullmaster Body 4 Mind 2 Soul 3 Daemon(Khorne)
 - Core Skill: Beast Handling
 - Skills (7 xp): Athletics, Awareness, Beast Handling, Intimidation, Intuition, Might, Reflexes, Weapon Skill
 - Core Talent: Loyal Companion(Juggernaut), **Slaughter and Ruin**
 - Talents (Choose 2): **Blood Tithe**, **Daemon Breaker**, **Decapitating Blow**, Mounted Combatant*, Rending Blow*
 - Equipment: Blade of Blood(Sword), Brass Girdle(Medium Armor), **Juggernaut Harness**, treats for your Juggernaut, and 10D worth of pristine skulls
- Slaughterpriest Body 4 Mind 1 Soul 4

- Core Skill: Devotion
- Skills (6 xp): Awareness, Determination, Devotion, Might, Reflexes, Weapon Skill
- Core Talent: **Blessed(Khorne)**
- Talents (Choose 2): **Aegis of Rage, Blood Tithe, Battle Rage, Any Miracles of Khorne**
- Equipment: Bloodbathed Axe(Greataxe)
Scornmail(Medium Armor), A brass gorget worth 50 skulls, and a brass unholy symbol of Khorne

Disciples of Tzeentch

Cult of the Transient Lord - The Change-gift(If the character is a non beastman species, the first time the die, they may spend a soulfire to come back to life immediately as Tzaangor(Beastman with Tzeentch Blessing) at full toughness and wounds while keeping all their previous stats and abilities.

Guild of Summoners - A Brimstone whisper (The character begins play with *Loyal Companion(Brimstone Horror)*, and while that familiar is with Close Range of the character they have greater advantage to tests to resist effects that cause the Charmed or Frightened status)

Hosts Arcanum - Odious Sorcery (At the beginning of each round during combat in which the previous the character cast a successful spell, a *Screamer* arrives in whichever zone the character targeted with a successful spell. It is not under the control of the character, and takes actions to attack whatever the target of that spell was.)

Host Duplicitous - Grasping Mirages (While in close range of this character, enemies speed are reduced by one step)

Profane Cult - Malformed Pyromancy (When the character begins play, he may take any spell from Spellcasting(Bright) as a spell for Spellcasting(Tzeentch) and may use the Learn Spell Endeavor to learn more rather than using Create Spell.

Eternal Conflagration - Twister of Materiality (The character's flames are a concentrated variety of Warpflame. Damaging fire spells that they cast from Spellcasting(Tzeentch) ignore any sort of resistance to flame and is treated as having the *Penetrating* property)

Unbound Flux - Maddening Cascade(When the character makes a successful mind(channeling) test, every six does an additional damage up to an amount equal to the characters Soul)

Cult of a Thousand Eyes - Marked for Death (at the beginning of combat, the character may choose a single champion or chosen foe, for the rest of combat against that one enemy may double their training and focus when using mettle for attacks against it.)

Archetypes

- Curseling Body 3 Mind 3 Soul 1
 - Core Skill: Channeling
 - Skills (9 Xp): Awareness, Arcana, Channeling, Determination, Fortitude, Guile, Intimidation, Intuition, Lore, Might, Stealth, Reflexes, Weapon Skill
 - Core Talents: Trechlet Parasite, Spellcasting(Tzeentch), Unbind
 - Talents (Choose 2): Ambidextrous, Forbidden Knowledge, Potent Spells, Scholar, Relentless Assault,
 - Equipment: Blazing Sword(Sword with the Rend trait), Tzeentchian Plate(Medium Armor), Staff of Change(Quarterstaff /Arcane Focus), 10D worth of sorcerous trinkets
- Herald of Tzeentch Body 3 Mind 4 Soul 2 (Daemon(Tzeentch))
 - Core Skill: Channeling
 - Skills (7 Xp): Arcana, Awareness, Ballistic Skill, Beast Handling, Channeling, Lore, Might, Reflexes, Skill.
 - Core Talents: Spellcasting (Tzeentch) and Change,Fate,Flux
 - Talents (Choose 2) Arcane Discipline, Contortionist, Eidetic Memory, Schemer, Potent Spells

- Equipment : **Arcane Tome**, Esoteric Rags(Light Armor), Ritual Dagger(Dagger), Staff of Change(Quarterstaff)
- Magister Body 2 Mind 4 Soul 2
 - Core Skill: Channeling
 - Skills (7 xp): Arcana, Awareness, Channeling, Dexterity, Guile, Intuition, Lore, Reflexes, Stealth, Weapon Skill
 - Core Talents: **Magic-Touched**, Spellcasting (Tzeentch), Unbind
 - Talents (Choose 1):**Schemer**, Scholar, Unbreakable Spells, Witch Sight
 - Magister's Raiment (Medium Armor), Warpstaff(Quarterstaff), A journal to keep track of your disguises, 100D worth of secrets that could harm a faction of your choice
- Ogroid Thaumaturge Body 4 Mind 3 Soul 1
 - Core Skill: Channeling and Might
 - Skills (6 xp): Arcana, Awareness, Channelling, Fortitude, Guile, Intimidation, Lore, Might, Weapon Skill
 - Core Talents: Spellcasting(Tzeentch), **Mighty Rampage**
 - Talents (Choose 1): Guts, Intimidating Manner Potent Spells, Unbind
 - Equipment: **Arcanite Brands**, Thaumaturge Staff (Quarterstaff with the Cleave trait), A small collection of crumpled helms, and 70D worth of scrolls in dead languages
- Tzaangor Shaman Body 2 Mind 4 Soul 2
 - Core Skill: Channelling
 - Skills (7 xp): Arcana, Awareness, Beast Handling, Channelling, Guile, Lore, Nature, Reflexes, Theology, Weapon Skill.

- Core Talents: **Spellcasting(Tzeentch)**, **Sorcerous Elixir**
- Talents (Choose 2): Arcane Discipline, **Besital Vigor**, **Disc Dancer***, **Schemer**, Unbind
- Equipment: Ornate Helm and Belt (Medium, Armor), Staff of Change (Quarterstaff), a kris (Dagger), and a **Disc of Tzeentch**
- Tzaangor Skyfire Body 3 Mind 3 Soul 2
 - Core Skill: Ballistic Skill
 - Skills (9 xp): Athletics, Awareness, Ballistic Skill, Determination, Guile, Intuition, Nature, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Glimpses of the Future**
 - Talents (Choose 3): Acute Sense*, Combat Ready, **Disc Dancer**, Graceful Landing, Hit and Run, Night Vision
 - Equipment: Skyfire Bow (Bow), Runic Garb (Light Armor), **Arrows of Fate**, **Disc of Tzeentch**, and a chunk from your herdstone

Hedonites of Slaanesh

Lurid Haze - Billowing Mists(the character begins play with 3 **Perfume Screens**, and when in an area that is at least Lightly obscured the character may do the Hide action as a Free Action)

Faultless Blade - Send me your Best(Against Champion and Chosen, the character's melee, accuracy and defense is increased by one step, but against warriors and minions it is reduced by one step.)

Scarlet Cavalcade - Embodiment of Haste (When the character uses an action to Charge or Run, allies in their zone have advantage against effects that cause the Frightened condition.)

Archetypes

- Blissbarb Archer Body 3 Mind 3 Soul 2
 - Core Skill: Ballistic Skill
 - Skills (6xp): Athletics, Awareness, Ballistic Skill, Beast Handling Determination, Dexterity, Guile, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Light Footed Killer**
 - Talents (Choose 2): Acute Sense, Graceful Landing, Observant, Patient Strike, **Perfect Stride***
 - Equipment: Blissbarb Bow (Bow with **Toxin** trait), Sybarite Blade (Sword), Studded Leather pads (Light Armor), a silk lined quiver, and 50D worth of exotic feathers
- Infernal Enrapturess Body 2 Mind 3 Soul 4 Daemon (Slaanesh)
 - Core Skill: Entertain
 - Skills (7 xp) Awareness, Ballistic Skill, Dexterity, Entertain, Guile, Intuition, Lore, Reflexes, Weapon Skill
 - Core Talent: **Discordant Disruption**
 - Talents (Choose 3): Combat Ready, Diplomat, **Raking Tongue**, **Ravaging Claws**, Schemer, Silver Tongue
 - Equipment: **Heartstring Lyre**, Alluring Ensemble (Light Armor), an embossed case of aelf fat for your harp strings, Several Sheets of your own music, 10D of various coins from a dozen cities
- Myrmidesh Painbringer Body 4 Mind 2 Soul 2
 - Core Skills: Reflexes or Weapon Skill
 - Skills (7 xp): Athletics, Awareness, Determination, Fortitude, Guile, Intimidation, Intuition, Lore, Reflexes, Weapon Skill.
 - Core Talent: **Frenzy of Failure**
 - Talents (Choose 3): Ambidextrous, Combat Ready, Patient Strike, **Perfect Stride***, **Shield Bash***, Shield Focus*

- Equipment: Wicked Scimitar(Sword), Myrmidesh Fullplate (Heavy Armor), Painbringer Shield(Shield), a reliquary holding the heart of your greatest victory, a whetstone, and 35D worth of ornamental knives
- Shardspeaker Body 2 Mind 4 Soul 2
 - Core Skill: Channeling
 - Skills (7 xp): Arcana, Channeling, Determination, Dexterity, Guile, Intuition, Lore, Reflexes, Stealth, Weapon Skill
 - Core Talents: **Mist Lurkers**, **Spellcasting(Slaanesh)**
 - Talents (Choose 2): Diplomat, Potent Magic, **Schemer**, Unbreakable Spells, Unbind
 - Equipment: Hazestaff(Quarterstaff), Speakers Robes (Light Armor), **Twisted Mirror**, 20D of scented oil
- Slickblade Seeker Body 4 Mind 2 Soul 2
 - Core Skill: Beast Handling
 - Skills (7xp): Athletics, Awareness, Beast Handling, Determination, Guile, Intimidation, Might, Nature, Reflexes, Weapon Skill
 - Core Talents: **Loyal Companion(Steed of Slaanesh)**, **Unrivaled Velocity**
 - Talents (Choose 2): Acute Sense*, **Daemon Breaker**, Hit and Run, Iron Will, Mounted Combatant
 - Equipment: Slickblade Glaive (Greatsword with the Reach Trait), Seeker Chains (Medium Armor), Ghrylion hide Saddle, Muzzle for your Steed, 15D
- Viceleader Body 4 Mind 3 Soul 2 (Daemon:Slaanesh)
 - Core Skill: Channeling
 - Skill (5 xp): Athletics, Awareness, Channeling, Guile, Intuition, Reflexes, Weapon Skill
 - Core Talents: **Spellcasting(Slaanesh)**, **Ravaging Claws**

- Talents (Choose 3): Contortionist, **Lithe and Swift**, **Perfect Stride***, **Raking Tongue**, Relentless Assault, Unbind
- Equipment: Vicewraps (Medium Armor), 2 Serrated Tulwars(Sword), 100D of fine silks obtained as gifts from fools
- Slaangor Fiendblood Body 5 Mind 1 Soul 1
 - Core Skill: Weapon Skill
 - Skills (4 Xp): Athletics, Awareness, Intimidation Might, Reflexes, Weapon Skill.
 - Core Talents: **Obsessive Violence**, **Ready to Slaughter**, **Ravaging Claws**
 - Talents (Choose 1): **Bloodgorge**, **Cull the Weak***, Hit and Run, Underdog
 - Equipment: Studded Duardin-Leather Harness(Heavy Armor), a broken memoir from your past

Maggotkin of Nurgle

Munificent Wanderers - Infested with Wonders(A creature that ends its turn within close range of the character must make a 4:X Body(Fortitude) test where X is equal to the Soul stat of the character, if they fail they are Poisoned until the end of their next turn. In addition Blessed(Nurgle) is included in the talents of the characters archetype at character creation.)

Befouling Host - Festerbark Reinforcement (The character begins play with an additional space on their wound track, but has greater disadvantage on all Guile tests due to their morose, depressing nature.)

Droning Guard - Cloying Stench (The first time the character comes within close range of another creature, the creature's melee and accuracy is reduced by one step until the start of its next turn. In addition, the character adds the *Loyal Companion(Rotfly)* talent to their list of starting Talents.)

Blessed Sons - Nurgle's Embrace (When the character takes damage to Toughness or Wounds, the zone they are in becomes a minor hazard that ignores armor until the end of the characters next turn. Those with the Grandfather's Blessing trait are immune to this damage.)

Drowned Men - Sailors of Slime and Fume (The character has advantage on Awareness and Intuition tests while aboard a vessel or vehicle of any kind, and the character may take Vehicle actions from multiple Vehicle roles in a single turn.)

Filthbringers - Pustulent Coven (The character cooperates well with other casters and often works well in concert with them. While within short range of another character that has the Spellcasting(any) talent{excluding those with Tzeentch} may include their allies Focus in Channeling on their Channeling rolls and vice versa.)

- **Archetypes**

- Harbinger of Decay Body 3 Mind 2 Soul 4
 - Core Skill: Devotion
 - Skills (6xp): Awareness, Beast Handling, Determination, Fortitude, Intimidation, Lore, Reflexes, Theology, Weapon Skill
 - Core Talent: **Blessed(Nurgle)**
 - Talents (Choose 1): **Disgusting Resilience**, Guts, **Loyal Companion(Plague Steed)**, Any miracle of nurgle
 - Equipment: Rotted Chains(Medium Armor), Plague Scythe (Greatscythe), A **Vile Prayerbook**, 10D worth of rare molds
- Poxbringer Body 4 Mind 3 Soul 3 Daemon(Nurgle)
 - Core Skill: Fortitude
 - Skills (5 xp): Awareness, Channeling, Determination, Devotion, Fortitude, Guile, Reflexes, Weapon Skill.
 - Core Talent: **In Death There is Life**
 - Talents (Choose 2): **Cloud of Flies**, **Disgusting Resilience**, Guts, Hard to Kill, **Spellcasting(Nurgle)**
 - Equipment: Balesword(Sword with the **Toxin** trait, Pusmail(Medium Armor), a small collection of your own humors
- Rotbringer Sorcerer Body 1 Mind 4 Soul 2
 - Core Skill: Channeling

- Skills (9 xp): Arcana, Channeling, Crafting, Fortitude, Guile, Intuition, Medicine, Nature, Reflexes, Theology, Weapon Skill
- Core Talent: **Spellcasting(Nurgle)**, Unbind
- Talents (Choose 2): Arcane Discipline, **Cloud of Flies**, Scholar, **Mouldering Magic**, Witch Sight
- Equipment: Moldering Robes(Light Armor), Rotwood Staff (Quarter Staff), a septic medic's kit, 40D worth of high potency troggoth manure
- Sloppity Bilepiper Body 3 Mind 2 Soul 4 Daemon(Nurgle)
 - Core Skill: Entertain
 - Skills (7xp): Awareness, Dexterity, Entertain, Fortitude, Guile, Intuition, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Chortling Murrain**
 - Talents (Choose 3): A Warm Meal, **Cloud of Flies**, Fearless, Graceful Landing, Silver Tongue, Underdog
 - Equipment: **Jolly Gutpipes**, Marroter(Warhammer), Rotted Jester's Outfit(Medium Armor), A gut-stitch kit,a book titled "Crappy Jokes", and 20D worth of spare organs
- Spoilpox Scrivner Body 3 Mind 4 Soul 2 Daemon(Nurgle)
 - Core Skill: Awareness
 - Skills (7 xp): Awareness, Ballistic Skill, Fortitude, Intimidation, Lore, Reflexes, Weapon Skill
 - Core Talents: **I'm Watching You**, **Spoilpox Maw**
 - Talents (Choose 2): Acute Sense, **Cloud of Flies**, **Disgusting Resilience**, Intimidating Manner, Tacitican
 - Equipment: Excess of Gastric Scrolls(Medium Armor), Scatchel(Backpack), The figures for disease in the local region, 60D worth of buboes and warts
- Putrid Blightlord Body 4 Mind 2 Soul 2

- Core Skill: Weapon Skill
- Skills (7 xp): Athletics, Awareness, Determination, Entertain, Fortitude, Guile, Intimidate, Lore, Might, Weapon Skill
- Core Talents: **Virulent Discharge**
- Talents (Choose 3): **Blighted Chivalry**, Crushing Blow, **Disgusting Resilience**, Guts, Relentless Assault
- Equipment: Dire Blightflail(Greathammer with the **Toxin** trait) or Two Blighted Weapons(Weapons with the **Toxin** trait, Blightking Plate (Heavy Armor), A filthy favor from a loved one back home, 30D of slime slicked coins
- Plague Drone Body 3 Mind 3 Soul 3
 - Core Skill: Beast Handling
 - Skills (9xp): Awareness, Ballistics Skill, Beast Handling, Crafting, Fortitude, Intimidate, Intuition, Lore, Nature, Reflexes, Theology, Weapon Skill
 - Core Talent: **Loyal Companion (Rotfly)**
 - Talents (Choose 3): **Cloud of Flies**, **Daemon Breaker**, **Death's Head**, Hit and Run, Mounted Combatant, **Vendetta**
 - Equipment: Plaguesword (Sword with the **Toxin** trait), Rotted Brigandine(Medium Armor), Humor filled Organs sacks that are treats for your Rotfly, A list of all the fools that dared scorn you and your mount, 45D of rare beetles

Skaven Clans

Masterclan - All in the Plan-Scheme!(The first time the character dies, it is revealed that the one that died was simply a body double the whole time! The character may return to play on the next Rest with a truthful insight of the current adventure. The body double may be reset by taking part of the Contacts endeavor.)

Clan Moulder - Monstrous Taskmaster (The character begins play with a *Lash of Fangs* , in addition the character adds their training in crafting to their Toughness)

Clan Eshin - Silent like Shadow-Shade(Every member of Clan Eshin is taught that discretion is the better part of victory. If an enemy has an ability or talent that would allow him to make an action against the character as part of a Free Action, they can use their free action to deny that ability.. In addition, the character adds the *Vanish* talent to their list of starting talents.

Clan Verminus - Powerful Alpha(The character adds their training in Might to tests to resist effects that cause the Frightened and Stunned conditions. In addition they have advantage while taking the Gather Allies endeavor involving Clan Verminus skaven.)

Clan Skrye - Deranged Inventor(The character begins play with warpstone weapon of their design. They choose a weapon with the Aethergold trait and begin play with it, replacing it with the warpstone trait.)

Clan Pestilens - Zealous Frenzy(When the character has 0 toughness, their speed and melee increases by one step. In addition, they may take Miracles from Blessing(Nurgle) as if they were of the Blessing(Great Horned Rat) list.)

Archetypes

- Clawlord Body 4 Mind 3 Soul 2
 - Core Skill: Weapon Skill
 - Skills (6 xp): Athletics, Awareness, Fortitude, Guile, Intimidation, Intuition, Reflexes, Stealth, Weapon Skill
 - Core Talents: **Cornered Fury**
 - Talents (Choose 1): Guts, Intimidating Manner, Tactician, Underdog
 - Equipment: Clawlord Armorshell (Heavy Armor) and a Warpforged Halberd(Warpstone Halberd) or a Warpforged Blade(Warpstone Sword) and a Stormshield(Shield), A banner of your clan, 20D of warpstone

- Grey Seer Body 1 Mind 5 Soul 1

- Core Skill: Channeling
- Skills (6 xp): Arcana, Awareness, Channeling, Crafting, Guile, Intimidation, Reflexes, Stealth
- Core Talent: Spellcasting(Ruin)
- Talents (Choose 1): Iron Will, Potent Magic, **Schemer**, Unbind
- Equipment: Warpstone Staff(Warpstone Quarterstaff), Grey Robes (Light Armor), A small warpstone bell(Arcane Focus), 20D worth of Warpstone
- Warlock Engineer Body 3 Mind 3 Soul 1
 - Core Skills Channeling and Crafting
 - Skills (9 xp): Arcana, Awareness, Ballistic Skill, Channeling, Crafting, Dexteirty, Guile, Fortitude, Intimidation, Lore, Reflexes, Weapon Skill.
 - Core Talents: **Spellcasting(Warp Galvanism)**, **Warpcraft Engineer**
 - Talents (Choose 2): Acute Sense, Combat Repairs, Demolition Expert, Potent Spells, Scholar
- Packmaster Body 3 Mind 3 Soul 2
 - Core Skills: Beast Handling and Crafting
 - Skills (9 xp): Athletics, Awareness, Beast Handling, Crafting, Determination, Fortitude, Intimidation, Medicine, Nature, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Loyal Companion(Rat Ogor)**, **Fleshcrafter's Order**

- Talents (Choose 2): Animal Friend, Contortionist, Night Vision, Pierce Armor, **Stitch-Stitch!**
- Equipment: Packmaster Safety Suit (Medium Armor), Things Catcher (Pike with Reach and Restraining), Spare Parts as snacks and mending materials, Harness for your Rat Ogor, 10D worth of warpstone
- Deathmaster Body 3 Mind 3 Soul 2
 - Core Skill: Stealth
 - Skill (11 xp): Athletics, Awareness, Ballistic Skill, Crafting, Dexterity, Guile, Intimidation, Intuition, Lore, Medicine, Reflexes, Survival, Stealth, Weapon Skill
 - Core Talent: **Wall Scuttler**
 - Talents (Choose 3): Alley Cat, Backstab, Contortionist, Hit and Run, **Prehensile Tail**, Relentless Assault
- Plague Priest Body 2 Mind 2 Soul 4
 - Core Skill: Devotion
 - Skills (9xp): Awareness, Crafting, Determination, Devotion, Fortitude, Guile, Intimidation, Lore, Nature, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Blessed(Great Horned Rat)**
 - Talents (Choose 2): Crushing Blow, **Disgusting Resilience**, Guts, Any Miracles of the Great Horned Rat

- Equipment: Pus-crusted Rags(Light Armor)
Plague Censer, **Plague Cauldron**, cultures of disease worth 25D

Slaves to Darkness

Corvus Cabal - Envoy of the Great Gatherer(When the character is searching the slain bodies of an encounter, they recover an additional Rare of lower item that is appropriate to those that were slain. They also add +1d6 to Awareness and Survival tests that involves desolate environments)

Archetypes

- Shrike Talon Body 3 Mind 2 Soul 3
 - Core Skill: Athletics
 - Skills (11xp): Athletics, Awareness, Ballistic Skill, Beast Handling, Crafting, Determination, Guile, Intimidation, Might, Nature, Reflexes, Survival, Stealth, Weapon Attack
 - Core Talent: **Swooping Attack**
 - Talents (Choose 2): Alley Cat, Criminal, **Death from Above**, Graceful Landing, Hunter
 - Equipment: Mistweave(Medium Armor), 2 Makeshift Talons(Finger Claws on Feet), **Pouch of Raven Darts**, 45D of Varanite
- Shadow Piercer Body 2 Mind 3 Soul 3
 - Core Skill: Beast Handling
 - Skills (10 xp): Awareness, Ballistic Skill, Beast Handling, Channeling, Crafting, Guile, Intuition, Medicine, Nature, Reflexes, Stealth, Survival, Weapon Skill
 - Core Talent: **Loyal Companion(Cabalite Raven)**

- Talents (Choose 2): Animal Friend*, **Death From Above**, Sever*, Spellcasting(Grey)*, Unbind*
- Equipment: Gathered Armor(Light Armor), Cabalite Blade(Sword), **Pouch of Raven Darts**, A satchel of treats for your Raven, writing tools for messages, and 10D of Varanite
- Spire Stalker Body 3 Mind 2 Soul 2
 - Core Skill: Stealth and Weapon Skill
 - Skills (12 xp): Athletics, Awareness, Ballistic Skill, Crafting, Fortitude, Intuition, Might, Nature, Survival, Reflexes, Weapon Skill
 - Core Talent: **Swift Climb**
 - Talent (Choose 3): Alley Cat, Criminal, **Death from Above**, Graceful Landing, Relentless Assault, Sleight of Hand
 - Equipment: Stalker Leather(Medium Armor), Cabalite Blade(Sword), Ravensbeak(Runic Iron), a pouch that hold your favorite stolen trinket worth 30D

Cypher Lords - Veneer of Nobility (When the character's Chaos related nature comes into question, the character is immune to any talent or magical effect that would identify or give positive modifications to the opposing character. In addition, they begin play with an **Eye of Nochseed**)

Archetypes

- Thrallmaster Body 2 Mind 3 Soul 3
 - Core Skill: Crafting and Guile
 - Skills (10 xp): Arcana, Awareness, Ballistic Skill, Crafting, Guile, Intuition, Lore, Medicine, Nature, Reflexes, Weapon Skill

- Core Talent: Nochseed Alchemy
- Talents (Choose 2): **Loyal Companion**(Mindbound), Manipulator, Silver Tounge , **Shadowy Recall**, Tactician
- Nochseed Finery(Light Armor), War Fan (Dagger with Slashing instead of Piercing), 5 **Gloom Gobes**, a book of other warbands tactics, 10D of varanite
- Luminate Body 3 Mind 2 Soul 3
 - Core Skill: Athletics and Weapon Skill
 - Skills (9 xp) Athletics, Awareness, Determination, Dexterity, Fortitude, Guile, Intuition, Lore, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Spinning Somersault Strike**
 - Talents (Choose 2): Acrobatic Leap*, Combat Ready, Graceful Landing, **Schemer**, Vanish
 - Equipment: Nochseed Breastplate(Medium Armor), Luminate Spade(Greatscthe), Three Chakrams(Handaxe), Three doses of **Luminary Dust**, 15D of Varanite

Iron Golems - Armaments of Onyx Fist(The character's weapons begin play with the Penetrating trait added to them if they do not already have the trait and may ignore the Body requirement to wear Heavy Armor. In addition, They add the *Crushing Blow* talent to the list of talents they may start with.)

Archetypes

- Dominar Body 4 Mind 2 Soul 2
 - Core Skill: Weapon Skill
 - Skills (9xp): Athletics, Awareness, Crafting, Determination, Dexterity, Fortitude,

- Intimidation, Lore, Might, Reflexes, Theology, Weapon Skill
 - Core Talent: **Lead with Strength**
 - Talents (Choose 2): Bulwark, **Clashing Iron**, Fearless, Guts, Savvy
 - Equipment: Spincrusher Maul(Warhammer with Piercing), Ferrium Plate(Heavy Armour), a list of current buyers from your warbands, 40D of varanite
- Signifer Body 3 Mind 2 Soul 3
 - Core Skill: Fortitude
 - Skills (11 xp): Athletics, Awareness, Crafting, Determination, Devotion, Fortitude, Lore, Intimidation, Might, Survival, Reflexes, Theology, Weapon Skill
 - Core Talent: **Stand Defiant**
 - Talents (Choose 2): Battle Rage, Bulwark, **Clashing Iron**, Guts, Observant
 - Equipment: Bonecrusher Hammer(Warhammer with Piercing), **Iron Golem Banner**, Ferrium Halfplate(Heavy Armour, Iron plates that tell the tale of Axranthos, 30D of Varanite
- Drillmaster Body 3 Mind 1 Soul 3
 - Core Skill: Weapon Skill
 - Skills (10 xp): Athletics, Awareness, Crafting, Determination, Fortitude, Intimidation, Intuition, Lore, Might, Medicine, Reflexes, Theology, Weapon Skill
 - Core Talent: **Whirlwind of Iron**

- Talents (Choose 3): Ambidextrous, **Clashing Iron**, Combat Ready, Opportunist, Relentless Assault, Underdog
- Equipment: Ferrium
Encourager(Warhammer with Piercing and Reach), Ferrium
Bonecrusher(Warhammer), Drillmaster Raiment(Heavy Armor), 35 drops of Varanite
- Ogor Breacher Body 5 Mind 1 Soul 2
 - Core Skill: Might
 - Skill (4 xp) Awareness, Determination, Fortitude, Intimidation, Might, Reflexes, Weapon Skill
 - Core Talent: **Living Battering Ram**
 - Talents (Choose 1): Battle Rage, **Clashing Iron**, Guts, Intimidating Manner
 - Equipment: Breacher Suit(Heavy Armor), 2 Breacher Cestus(Warhammer), a memento of your Gluthold, 10D of Varanite

Scions of the Flame - The Flame Within(When the character takes damage from any source of fire, the damage is halved and the character removes a condition of their choice from themselves.)

Archetypes

- Blazing Lord Body 4 Mind 2 Soul 2
 - Core Skill: Weapon Skill
 - Skill (9 xp) Athletics, Awareness, Determination, Devotion, Fortitude, Intimidation, Intuition, Lore, Might, Reflexes, Theology, Weapon Skill
 - Core Talent: **Ignited Fervor**

- Talents (Choose 2): Battle Rage, **Decapitating Blow**, **Fiery Might**, Rending Blow, **Zealous**
- Equipment: Blazing Flamberge(Greatsword with Magical), Magmavore Yoroi (Heavy Armor), **Emberstone Mantle**, and 15D of Varanite
- Immolator Body 4 Mind 1 Soul 2
 - Core Skill: Weapon Skill and Fortitude
 - Skills (9 xp): Athletics, Awareness, Determination, Dexterity, Fortitude, Intimidation, Might, Nature, Reflexes, Survival, Theology, Weapon Skill
 - Core Talent: **Inferno**, Heavy Hitter
 - Talents (Choose 1): A Warm Meal, **Fiery Might**, Guts, The Bigger They Are
 - Equipment: Magmavore Vestments(Medium Armor), an emberstone token, and 40D of Varanite
- Inferno Priest Body 2 Mind 3 Soul 3
 - Core Skill: Devotion
 - Skills (7 Xp) Athletics, Awareness, Ballistic Skill, Crafting, Determination, Guile, Intimidation, Insight, Lore, Medicine, Nature, Reflexes, Theology, Weapon Skill
 - Core Talent: **Pyrozealotry**, Unbind, Spellcasting(Bright)
 - Talents (Choose 2) **Fiery Might**, Forbidden Knowledge, Iron Will, **Profane Ritualist**, Zealotry
 - Emberstaff(Quarterstaff), Kris(Sword), Smoldering Vestments(Light Armor), ritual

components consisting of sulphur, aqshian salts, and magmadroth scales, 20D of Varanite.

Spire Tyrants - Pit Fighters (When the character kills a non-Minion enemy, if they can within the same turn, the next time they attempt a Called Shot upon an enemy, they may do so without adjusting the defense of the enemy.)

Archetypes

- Pit Champion Body 4 Mind 2 Soul 3
 - Core Skill: Entertain and Weapon Skill
 - Skills (6 xp): Awareness, Ballistic Skill, Entertain, Fortitude, Intimidation, Intuition, Might, Reflexes, Weapon Skill
 - Core Talent: **Champion of the Warpits**
 - Talents (Choose 1) Battle Rage, Combat Ready, **Gladiatorial Display**, Opportunist
 - Equipment: Greatblade(Greatsword), Pit Bola(Hand Hammer with Piercing and Restrained), Champion's Brigandine(Heavy Armor), several exotic trophies from your time in the warpits, 30D of Varanite
- Bestigor Destroyer/Headclaimer Body 4 Mind 1 Soul 2
 - Core Skill: Weapon Skill and Might
 - Skill (7 Xp) Athletics, Awareness, Determination, Fortitude, Intimidation, Intuition, Might, Nature, Reflexes, Weapon Skill
 - Core Talent: **Brutal Strike**

- Talents (Choose 3): Bulwark, **Gladiatorial Display**, Fearless, Guts, Immense Swing, The Bigger They Are
- Equipment: Headclamer(Greataxe or Maul), Banded plates(Heavy Armor), manacles, three pieces of heraldry of other gladiators you've defeated, 25D of Varanite

Splintered Fang - Boon of the Coiled Ones (The player is blessed with the senses like that of their patrons. They have Greater advantage on Awareness tests against creatures within Long Range, including those using magical abilities as well. In addition, they may apply Poison to their weapon as a free action)

Archetypes

- Trueblood Body 3 Mind 3 Soul 2
 - Core Skill: Reflexes or Weapon Skill
 - Skills (9 xp): Athletics, Awareness, Beast Handling, Crafting, Fortitude, Guile , Intimidation, Intuition, Nature, Reflexes, Survival, Weapon Skill
 - Core Talent: **Ensnaring Net**
 - Talent (Choose 2) Acute Sense, Ambidextrous, Iron Stomach, Pierce Armor, **Vicious Riposte**
 - Equipment: War Trident(Spear), Xiphos(Sword), Cobrafang Net(Net with the **Toxin** trait), Invidian Segmentata(Medium Armor), 3 doses of **Coiling Ones Blood**, and 50D of varanite
- Serpent Caller Body 3 Mind 3 Soul 3

- Core Skill: Beast Handling
- Skills (7 xp) Awareness, Ballistic Skill, Beast Handling, Crafting, Devotion, Medicine, Nature, Reflexes, Theology, Weapon Skill
- Core Talent: **Loyal Companion(Swarm of Ghyranacondas), Snake Charmer**
- Talents (Choose 1): Blessed(Chaos), Combat Sense, Opportunist, **Vicious Riposte**
- Equipment: Coiled Robes(Light Armor), a cage for rodents, a snakeskin bound prayerbook of the Coiled Ones, 80D of varanite
- Venomblood Body 3 Mind 2 Soul 2
 - Core Skill: Awareness and Reflexes
 - Skills (10 xp) Athletics, Awareness, Crafting, Determination, Fortitude, Intimidate, Intuition, Nature, Reflexes, Survival, Stealth, Weapon Skill
 - Core Talents: **Coiled Style**
 - Talents (Choose 4): Acute Senses, Ambidextrous, Combat Ready, Observant, Opportunist, Relentless Assault, Shield Mastery, **Vicious Riposte**
 - Equipment: Xiphos(Sword) and **Fanged Bucker**, OR a Barbed Whip(Whip with Piercing trait) and Xiphos(Sword), Invidian, Squamata(Medium Armor) poisoner's kit, 3 doses of **Coiled Ones Blood**, 10D of varanite

Untamed Beast - Tear it all Down(the character deals double damage to structures, vehicle and other such inanimate objects)

Archetypes

- Heart Eater Body 4 Mind 1 Soul 2
 - Core Skill: Survival
 - Skills (9 xp): Athletics, Awareness, Beast Handling, Crafting, Determination, Fortitude, Intimidation, Intuition, Nature, Reflexes, Survival, Weapon Skill
 - Core Talent: **Carnivore Incarnate**
 - Talents (Choose 3): Acute Sense, **Brute Resilience**, Fearless, Intimidating Manner, Night Vision, The Bigger they Are
 - Equipment: Jawbone Greataxe(Greataxe), Carnivox Hide(Heavy Armor), trophy belt, enough dried meat to last you five days, 30D of varanite
- First Fang Body 3 Mind 3 Soul 2
 - Core Skill: Ballistic Skill and Might
 - Skills (9 xp): Athletics, Awareness, Ballistic Skill, Crafting, Determination, Fortitude, Might, Nature, Reflexes, Stealth, Survival, Weapon Skill
 - Core Talent: **Harpoon Snag**
 - Talents (Choose 2): Ambidextrous, Acute Sense, **Brute Resilience**, Hunter, The Bigger the Are
 - Equipment: Beastbone Harpoon(Spear), Jawbone Cleaver(Axe), Hide of Pride(Medium Armor), **Extended Weapon Chain**, necklace of predator fangs, 40D of Varanite
- Beastspeaker Body 2 Mind 2 Soul 4

- Core Skill: Beast Handling
- Skills (7 xp): Athletics, Awareness, Beast Handling, Crafting, Fortitude, Guile, Intimidation, Nature, Reflexes, Stealth, Survival, Weapon Skill
- Core Talent: **Beast Master**, **Loyal Companion(Rocktusk Prowler)**
- Talents (Choose 1): Animal Friend, **Brute Resilience**, Night Vision, Observant
- Equipment: Lasher(Whip), Fang Dagger(Dagger), Speaker's Hide(Light Armor), various fetishes for controlling beasts, a sack of monstrous snacks, 20D of Varanite

The Unmade - Agony is Life (The character has advantage against any spell, miracle or trait that originates from an Undead source. In addition, the character is not restricted to weapons with the Subtle trait for prosthetic limbs, but they can't have the Two-Handed trait.)

Archetypes

- Blissful One Body 4 Mind 2 Soul 3
 - Core Skill: Determination and Weapon Skill
 - Skills (7 xp): Athletics, Awareness, Determination, Fortitude, Intimidation, Intuition, Lore, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Vessel of Torment**
 - Talents (Choose 1): **Gift of Agony**, Guts, **Shared Pain**, Relentless Assault
 - Equipment: Two Scythe Limbs (Prosthetic Sword Arm), Two Stilted Legs (Prosthetic Leg), Agony Rack(Heavy Armor), **Nightmare Visage**, 10D

- Joyous One Body 3 Mind 2 Soul 3
 - Core Skill: Weapon Skill
 - Skill (9 Xp) Athletics, Awareness, Ballistic Skill, Determination, Dexterity, Fortitude, Intimidation, Intuition, Lore, Reflexes, Stealth, Weapon Skill
 - Core Talent: **Flaying Frenzy**
 - Talents (Choose 2): A Warm Meal, Contortionist, **Gift of Agony**, **Shared Pain**, Underdog
 - Equipment: Tzildian Estoc(Sword), Sword Limb(Prosthetic Sword Arm), Hanging Chains(Medium Armor), **Nightmare Visage**, Several savory strips of flesh, 60D of Varanite

Darkoath Savagers -A Vow Fulfilled (The oaths of these savages is something they and those they swear to are binding in mind, body and soul. At the beginning of each session, the character swears a new Short-Term goal in addition to whichever one they already have, if they complete this Short-Term goal they gain 2 XP. However if they don't complete this goal in the session it is declared, they begin the next session with a Lasting Wound.)

Archetypes

- Slaughterborn Body 4 Mind 2 Soul 2
 - Core Skill: Intimidation
 - Skills (9 xp): Athletics, Awareness, Determination, Devotion, Fortitude, Intimidation, Lore, Might, Reflexes, Survival, Theology, Weapon Skill
 - Core Talent: **Display of Brutality**
 - Talents (Choose 2): Blessed(Chaos), Combat Ready, **Headhunter**, Intimidating Manner, Iron Will

- Equipment: Greatsword or Greataxe, Darkoath Ringmail(Medium Armor), A myriad of offerings to the dark gods, Headhunter's belt, 30D of Varanite
- God-speaker Body 1 Mind 3 Soul 3
 - Core Skill: Devotion and Theology
 - Skills (9 xp) Arcana, Awareness, Beast Handling, Crafting, Devotion, Guile, Insight, Lore, Medicine, Survival, Theology, Weapon Skill
 - Core Talent: Blessed(Chaos), **Visions of Glory**
 - Talents (Choose 2): Medic, **Profane Ritualist**, Scholar, Strong Soul, Zealotry
Any Miracle of your chosen god.
 - Equipment: Ritual Athame(Dagger with **Profane** trait), Ghuroc Furs(Light Armor), A Gestalt Fetish, A grimoire of the Chaos Gods, Oracular Bones, 40D of Varanite

Tarantulus Brood -Gifts of the Eightfold Watcher(The character qualifies to take the *Blessed(The Spider God)* talent as if they were a Grot and include the Blessed(The Spider God) talent is added to the list of available talents for your Archetype.

Archetypes

- Broodmaster Body 3 Mind 2 Soul 3
 - Core Skill: Weapon Skill
 - Skills (9 xp): Awareness, Beast Handling, Devotion, Dexterity, Fortitude, Intimidation,

- Insight, Nature, Reflexes, Survival, Theology, Weapon Skill
- Core Talent: **Creeping Summons**, **Eightfold Change**
- Talents (Choose 2): Acute Sense, Ambidextrous, Hunter, Patient Strike
- Equipment: Four Broodcutters(Sword), Steelsilk Webbing(Medium Armor), a 20ft length of Steelsilk, **Mask of the Eightfold Aspect**, 35D of Varanite
- Doomweaver Body 2 Mind 2 Soul 3
 - Core Skill: Beast Handling
 - Skills (10 Xp): Awareness, Ballistic Skill, Beast Handling, Crafting, Devotion, Fortitude, Guile, Intuition, Lore, Reflexes, Stealth, Survival, Weapon Skill
 - Core Talent: **Scuttling Symbiosis**, **Loyal Companion(Corrupted Spider Swarm)**
 - Talents (Choose 5): Acute Sense, Animal Friend, Contortionist, **Creeping Summons**, Graceful Landing, Hit and Run, Night Vision, Relentless Assault
 - Equipment: Either a Goad(Pick) or a Trident(Spear), and either a Steelsilk Flail(Whip) or a Steelsilk Net, Steelsilk Weave(Light Armor), a woven nest for your spider swarm to rest in, and 20D of Varanite

Horns of Hashut - Stampede of Iron (The character is a vanguard force of the Father of Darkness, one meant to burn and level

everything in the path of the Chaos duardin legions. As an Action on their turn they can use an item of Dark Artifice to remove an effect that affects a Zone(whether it be magical or environmental) as well as any Cover that zone provides rather than its usual effect. If that effect requires a test to traverse or overcome it, you must succeed the test to clear the effect. The character may also take the *Beseech the Sorcerer Lords* endeavor.)

Archetypes

- Ruinator - Body 4 Mind 2 Soul 2
 - Core Skill: Weapon Skill
 - Skills (9 Xp): Awareness, Crafting, Dexterity, Fortitude, Guile, Intimidation, Intuition, Lore, Might, Reflexes, Theology, Weapon Skill
 - Core Talent: **Unleash the Raging Taurus**
 - Talents (Choose 2): Crushing Blow, Demolitions Expert, **Lay to Waste**, **Merciless Cruelty**, Pierce Armor, Relentless Assault
 - Choice of either a War Bident(Pike) or Two Heavy Flails(Warhammer), Tauric Plate(Heavy Armor), **Hashutaar**, 2 **Ash Grenades**, a map of the path your legion is taking, 25D of Varanite
- Demolisher - Body 3 Mind 3 Soul 3
 - Core Skill: Crafting
 - Skills (8 xp): Awareness, Ballistic Skill, Crafting, Dexterity, Determination,

Fortitude, Intimidation, Intuition, Nature, Reflexes, Weapon Skill

- Core Talent: **Engulfing Flames**
- Talents (Choose 1): Combat Repairs, Demolitions Expert, **Lay to Waste**, **Merciless Cruelty**
- Equipment: Flamehurler, Heavy Flail (Warhammer), Shield, **Hashutaar**, 3 Ash Bombs, several pylons to mark construction locations, 20D of Varanite

Rotmire Creed - Gruesome Harvest (The character is adept at turning a few scraps of the dead and whatever they have on hand into a powerful tincture. Once per battle, when the character kills a non minion creature within close range they may use a Free Action to use parts of that creature to create and imbibe a Potent Vial, doing so the character double the effect of Focus in a Skill of their choice until the end of combat

- Witherlord Body 3 Mind 4 Soul 2
 - Core Skill: Medicine
 - Skills (6xp) Awareness, Crafting, Fortitude, Medicine, Nature, Reflexes, Survival, Stealth, Weapon Skill

- Core Talent: **Lethal Injection**
 - Talents (Choose 1): Iron Stomach, Medic, Sever, Vanish
 - Equipment: Snatcher Hook(Spear with Restraining), **Rotmire Syringe**, Bog Leathers(Medium Armor), **Swamp Striders**, recipes for your favorite concoctions, 10D of Varanite
- Bloating One Body 4 Mind 1 Soul 2
 - Core Skill: Fortitude
 - Skills (9 xp): Athletics, Awareness, Ballistic Skill, Determination, Fortitude, Intimidation, Intuition, Might, Nature, Reflexes, Survival, Weapon Skill
 - Core Talent: **Lord Leech's Blessing**
 - Talents (Choose 3): Ambidextrous,, Bulwark, Hard to Kill, Iron Stomach, Slasher, Relentless Assault
 - Equipment: 2 Raker-Claws(War Claw), Bile Soaked Rags(Medium Armor), Hooked Net, a sack of grubs for snacking, 50D of Varanite

Talents

Aegis of Rage

Requirements: Mark of Khorne, Focus(2) in Determination

The hatred of magic that Khorne possesses is a secret to no one. He would be rid of arcane study once and for all if he could claim victory in The Great Game. Some of his devotees follow his example so fervently that a sliver of his true rage envelops them against the predations of foul sorcery. Any spell cast upon you has its Complexity increased by an amount equal to your Focus in Determination.

Arch Slaughterer

Requirements: Blood Tithe, Focus(2) in Weapon Skill, Mark of Khorne

Khorne values the blood of the strong over the meek. The stronger the foe, the more the Brass Lord values their destruction. When you kill a Champion or Chosen creature with a Melee attack, You gain an additional point for your Blood Tithe.

Beast Master

Requirements: Beast Speaker, Training(1) and Focus(1) in Beast Handling

None command monsters big and small like the Beast Speakers of the Untamed Beasts warbands. No beast is outside the influence of these mortals that barely act as people. You ignore Species requirements for the sake of the Loyal Companion Talent, and may take the talent multiple times equal to your Focus in Beast Handling.

Beneath the Tempest

Requirements: Dragon Ogor, Soul of 3

It is for good reason that the Dragon Ogor's bear such voltaic rage for Sigmar and his Stormcast Eternals. Their very essence is lightning, so much so that some draw in the vicious lashing of storms for sustenance. If the character would suffer damage from electricity, heavy winds, a Celestial spell, or other storm like effects they heal themselves X Toughness instead, where X is equal to the characters Soul

Bestial Cunning

Requirements: Beast of Chaos, Training(1) in Survival

Beasts of Chaos are not creatures of intelligence or understanding. What they lack in academics they make up for in instinctual knowledge of the lands they have raided from hundreds of generations. You have Advantage on tests that involve scouting areas for danger or resources and to lay ambushes and set traps.

Bestial Vigor

Requirements: Beast of Chaos, Spellcasting(Twisted Wilds)

The shamans of the Beasts of Chaos emanate the raw energy of Chaos, enhancing the speed of their allies with erratic vigor. When your allies are within Short Range of you, they may use a Free Action to Seize the Initiative on their turns without ending their turn to do so.

Blessed(Choose)

Requirements: Training(1) and Focus(1) in Devotion, Matching Mark of Chaos

Very few of the forces of Chaos don't worship the gods of Chaos in some way, but only a small margin of them are true zealots. Your worship of your god has blessed you with a sliver of their power. When you take this Talent, you gain the abilities to use Miracles of the god who matches your Mark and Choose 1 Miracle. After this, each new Miracle costs 2 XP to learn. Miracles will be explained later on in the document.

Blighted Chivalry

Requirements: Mortal, Mark of Nurgle

You hail from one of the many blighted Kingdoms in Ghyran, as such you have been taught in the ways of honour and chivalry becoming of a knight of the realm. You have Advantage on checks that involve speaking with and following the customs of any society that has some sort of chivalric code of honor. This includes tests to speak and understand the many diverse intrigues of the high courts.

Bloodgorge

Requirements: Beast of Chaos

Particularly bloodthirsty Beasts of Chaos are driven to feast upon their kills. They do so with a sickening speed that makes even the most desperate of ogors impressed. Once per battle when you kill an enemy with Close Range, you can immediately devour the enemy and heal as if you'd drank Aqua Ghyranis. 1D from Minions, 10D from Warriors, and 100D from Champions and Chosen. The kill can't be stored for later, it must be eaten fresh.

Bloodgreed

Requirements: Doombull

The Bloodgreed is the enthusiastic curse that all Bullgors and Doombulls suffer from when they turn upon their brethren to slake their insatiable hunger. It swells their size and hunger to new monstrous proportions. This curse drives them with the incurable need to seek out the strongest targets to desecrate and feast upon their broken bodies.

If your melee attack would inflict a Wound, the severity of the Wound is increased by one step. Your size is now Large as well.

Blood Tithe

Requirements: Mark of Khorne, A warband with two or more Khornates

Khorne looks upon warbands with more members of his followinn with much higher expectations, but if the blood flows as it's supposed to he rewards them properly. You and other Allies that have this talent. At the beginning of combat, you begin taking tally of your warbands Blood Tithe. Your Blood Tithe begins at 0. You gain 1 Blood Tithe point when you slay an enemy(This includes swarms of minions that begin combat at 10 or higher). On your turn you may use an Action(unless otherwise stated) and any number of Blood Tithe points to activate one of the following abilities for its corresponding amount.

1. Bloody Exemplar: Gain a point of Mettle(Can't go above you maximum)
2. Spelleater Curse: This ability is a Free Action, you automatically Unbind a spell being channeled within Medium Range as if using as the Unbind talent
3. Murderlust: Choose an ally within Medium Range, they may Charge as a Free Action
4. Apocalyptic Frenzy: Choose an enemy within Medium Range, all allies within Close Range may Attack the selected enemy as a Free Action.
5. Brass Skull Meteor: Choose a Zone within Long range, you deal 5 Damage that ignores Armor, and turns the Zone into a Major Hazard for 5 Turns.
6. Relentless Fury: Until the end of your next turn, your allies are unable to fail death test while Mortally wounded and are not stunned while within Medium Range of you
7. Crimson Rain: Choose a Zone within Medium Range, Allies heal an amount of Toughness equal to Twice your Soul
8. Slaughter Triumphant: Choose an Ally with Mark of Khorne within Medium Range, on their next turn their attacks deal double Damage.

Brutal Strike

Requirements: Bestigor Destroyer or Headclaimer

These glory seeking hammers and cleavers of the Spire Tyrants are well known for performing truly powerful strikes against all manner of foes. The crowd always enjoys a bloodbath, and they are all too eager to provide. Once per turn, you may perform a Brutal Strike Action against an enemy in Close Range. This is an Attack action that adds your Body to the Damage of the attack if successful.

Brute Resilience

Requirements: Untamed Beasts, Training(1) in Fortitude

Few are as naturally, or perhaps preternaturally, hardy as the warbands of the Untamed Beasts. Able to shrug off some of the most grievous wounds through sheer muscularity alone. When you would receive a wound, you may perform a 6:X Body(Fortitude) test where the complexity is based on the wound you would receive. 1 for Minor, 2 for Serious and 3 for Deadly. If you succeed, you do not receive the wound.

Carnivore Incarnate

Requirements: Heart-Eater

The leaders of Untamed Beast warbands have found a way to channel the strengths of their prey when they devour their hearts and soul in the same visceral act. You may spend an Action to tear out the heart of a Beast or Daemon and devour it. If you succeed at a Body(Survival) test where the complexity of the test is equal to the Soul of the creature, you gain a Trait of that enemy of the GM's choosing. If you fail, your turn ends as the creature's essence fights back against the rite. This benefit lasts until your next downtime activity or until you perform the Action again.

Centigor Mutation

Requirements: Beast of Chaos, Must be taken at Character Creation

A variant of the Beastmen exists in the hate-filled Centigor. Bearing the torso of a feral man atop the body of some form of beast. These beasts vary from the leonine Centigors of Ghur to the vibrant cephalopod forms that inhabit the Polychromatic Sea of Aqshy. The only common factor between all centigors is a lack in intelligence that rivals that of gargants. Your size is increased to Large, your speed increases to Fast, and you are always treated as Mounted for the sake of talents and abilities. In addition, all requirements for talents involving mounted combat that have the requirement of Beast Handling are replaced with Athletics. However, your Mind can never be brought above 2.

Champion of the Warpits

Requirements: Pit Champion

The Spire Tyrants are born and bred from the fighting rings around the Varanspire, glorious combat drives them ever forward. The Pit Champion has risen to the top of these now wandering gladiator packs through his strength, and in the visceral way his death dealing inspires his allies. When you destroy a non Minion enemy you may spend a Mettle to inspire all of your allies within Short Range. Until the end of their next turn, the first time they spend mettle to perform an Attack Action they may do so without spending Mettle.

Change, Fate, Flux

Requirements: Herald of Tzeentch

The Heralds of Tzeentch come in many forms, all of which pursue to enact change through mutation and warp flame. When you take this talent you choose one of the following mutations. If you are destroyed and are given the mercy of being able to reform, you may change your choice of mutation at that time.

- Changelancer
 - Fortune and Fate: After achieving a total of nine successes on channeling tests, you may cast a spell as a Free Action. The Free Action spell does count towards this ability as well.
- Fateskimmer
 - Burning Chariot: You own a **Burning Chariot**(described in detail later on in Equipment)
- Fluxmaster
 - Blue Fire of Tzeentch: Whenever you cast a spell or use an ability or weapon that acts as a Magical ranged attack, you deal +1 Damage as blue warpflame cascades over your target
 - Disc of Tzeentch: You begin play with a **Disc of Tzeentch**(described later in Equipment)

Chortling Murrain

Requirements: Sloppity Bilepiper

While any fool without shame can pick up a set of gut pipes and blurt a tune, Only the Sloppity Bilepiper is considered a master. So much so that the way they caper and play is enough to split the sides of even the toughest of crowds. While you are playing a

song on your **Jolly Gutpipes** you emit an infectious cloud of infectious mirth. Enemies that start their turns in the same zone as you must make a 4:X (Soul) Fortitude test. If they fail they fall to the ground, Stunned and Prone. If they fail the Test again, they remain Stunned and Prone, and suffer X Damage that ignores armor as their sides begin to split. Enemies that die from this effect have their sides rupture and they explode from laughter.

Clashing Iron

Requirements: Iron Golem

The Iron Golems adorn themselves in masterfully crafted arms and armor designed to weather the worst of blows and shots of mortal weapons. While wearing Heavy Armor, you ignore effects caused by rolling sixes on attack rolls, such as Rend, as long as the attack isn't from a weapon with the *Magical* property.

Cloud of Flies

Requirements: Mark of Nurgle, Focus(1) in Fortitude

When a champion of Nurgle burgeons themselves with seven gifts of Grandfather, they bear fat maggots that burst into bloated flies so swollen they intercept enemy fire. Your Defence is one step higher when you are targeted by a ranged attack, however you have Disadvantage on Tests that involve hearing due to the buzzing of these oversized flies.

Coiled Style

Requirements: Venomblood

Few things emulate the tense coiled stance of the infinite serpents of the Mortal Realms as the martial Venomblood. Whether striking with a fanged buckler or lashing out with a barbed whip, the lethality of these warriors is unquestionable. When using a shield you are treated as wielding a weapon for the purposes of dual wielding. Also when wielding a whip and you have Restrained an enemy with it, they must succeed a Body(Might) test where the complexity of the test is equal to half of your Body, rounded up.

Cornered Fury

Requirements: Clawlord

Clawlord have murdered, conquered and backstabbed their ways to being the generals of their armies of teeming thousands. Years of paranoia and rage are ingrained into their minds, and when backed into a corner it all comes frothing back to the front. When you have no Allies within Short Range at the start of your turn, you make two attacks whenever you take the Attack action. In addition, you deal +1 Damage on all attacks per space filled on your Wound Track.

Creeping Summons

Requirements: Tarantulos Brood

The calm gestalt minds of the horrific Tarantulos Brood connect them not only to each other, but also to hundreds of little arachnid followers. At the beginning of a battle, you may place a number of Corrupted Spider Swarms equal to your Soul on the battlefield within Short Range. They act on their own initiative and don't take commands from you, but will not attack your allies and prioritize eating the nearest enemy.

Cull the Weak

Requirements: Training (1) in Intimidation

Warlords and champions of the forces of chaos don't balk at the idea of raking their bloodthirsty blades across the weak and cowardly. Most in fact revel in the opportunity to wade through the broken bodies of lesser warriors. If you deal an amount of Damage higher than the sum of a Swarm's Soul and Training in Determination, they are Frightened of you until the end of their next Turn.

Daemon Breaker

You spent a length of time in the realms of Chaos learning of the lesser daemons that hold just enough intelligence to understand what hate is. You have advantage on interactions with Daemons that are Warrior types or lower to coerce or bully them and in regards of their habits and tactics.

Death from Above

Requirements: Corvus Cabalite, Focus(1) in Athletics

The Corvus Cabal does much to emulate the Great Gatherer, including in the way they assault their prey. The player increases their Melee and Accuracy by one step when attacking an enemy from a higher point of elevation.

Death's Head

Requirements: Mark of Nurgle, Training(1) in Crafting and Nature

With so many vile ingredients around the realms, it was little wonder that more enterprising champions found a way to expedite the spread by use of the Death's Head. By combining the pus from a daemon of Nurgle and blood from victims and just a sprinkle of extra putrid essence inside the waxed head of the freshly fallen, the putrescence plague grenade is made. When you Rest and you have fresh bodies to work with, you may try a 5:1 Mind(Crafting) test, every success creates a **Death's Head** that lasts until you Rest again.

Decapitating Blow

Requirements: Training(1) and Focus (1) in Weapon Skill

The Blades of Khorne have been taking skulls for the Skull Throne long before Sigmar trod his arrogant legions upon the Mortal Realm. The art of taking worthy heads has spread amongst the followers of Chaos no matter the denomination. You are able to make a Called Shot action that shares a name with this talent, in which you increase the defense of the target by 2 steps and the damage ignores Armor.

Despoiler

Requirements: Bestigor Gouge-Horn

The Beasts of Chaos have long been masters of mass murder, especially against those that champion for order and defend the heinous need for structure and civilisation.

When you attack a Swarm, your attack's damage is doubled. Also, when combating the forces of Order, your Melee and Accuracy increases by one step.

Disc Dancer

Requirements: Training (1) in Reflexes, Disc of Tzeentch

Those that have earned the respect of the temperamental daemons often take a considerable amount of time to master the use of them, lest they be plucked off of them by jealous attackers. While riding on a Disc of Tzeentch, your Defence is increased by one step.

Discordant Disruption

Requirements: Infernal Enrapture, Heartstring Lyre

The skills of these musically inclined daemons vary greatly. Aside from enthralling fools and eviscerating foes, they also can play a song that causes magic to become exhausting, and in some cases deadly to perform. When an enemy within Medium Range attempts to cast a spell, you may immediately attempt to Unbind as if using the Unbind talent, however instead of a Mind(Channeling) test you may make a Soul(Entertain) test instead. If successful, the enemy takes damage equal to the difference of Successes, ignoring Armor.

Disgusting Resilience

Requirements: Mark of Nurgle or Plague Priest

The many wondrous gifts of Nurgle work best when he can see you enjoy them himself. While in a region with Doom(Nurgle) you increase your Toughness maximum by the amount of the Doom.

Display of Brutality

Requirements: Slaughterborn

Among the Darkoath Savagers, only a few have the tenacity and devotion to the Dark Gods to commit so many heinous offerings in their name that rumors of thunderous applause echoing across the realms as the Slaughterborn dedicates their kill to those profane deities. If you destroy a Champion or Chosen enemy, as a Free Action you may maim their body as an offering to the Dark Gods. You perform a Soul(Intimidation) test, for each success choose an ally within Short Range. That ally may immediately spend a Mettle to either Move, Charge or Attack.

Drunken Revelry

Requirements: Centigor Mutation

Centigors are known namely for two things. The first is being high velocity shock troops that bring every last ounce of hate they possess to the battlefield. The other is getting so drunk they don't remember the battle they were just involved in. At the beginning of your turn, you may declare that you are drinking wildly and consumed at least a gallon of strong alcohol. For the remainder of battle, your Melee and Accuracy can't be reduced below Great by any means, but your Defense is lowered by Two Steps.

Eightfold Change

Requirements: Broodlord

The most precious gift of the Eightfold Watcher is a curated set of mutations to bring mortals closer to the divine perfection that is the Eightfold Change. Bestowing extra limbs, enhanced physical abilities and a potent toxin, its gifts are plain to all but the most prudish of Chaos. Your body is mutated in several ways. You now have six arms, but their relatively low strength keeps you from wielding weapons with the *Two-Handed* trait. Due to the coordination required, you can only wield up to 2 weapons at a time. You choose your dominant hands as a Free Action at the start of your turn. You ignore Difficult Terrain not caused by magical or divine influence, and permanently manifest a Bite attack with the following profile.

- **Eightfold Bite**(Melee) 1+S Damage, Piercing , **Toxin**
 - The Body(Fortitude) test for this toxin trait is 4:X, where X is equal to your Body.

Engulfing Flames

Requirements: Demolisher

Chosen for their proclivity and expertise for all things destructive, a demolisher knows how to maximize the collateral damage of his dark artifice. Enemies that have to attempt tests against your items of dark artifice(such as a flamehurler or an ash bomb) make such rolls at Disadvantage.

Ensnaring Net

Requirements: Trueblood

It is said that the blood of the demonic Coiled Ones flows within the Truebloods, granting them blinding speed and unearthly reflexes. They seek to continue to emulate these foul serpent gods by using coiling nets to entrap their prey, barbed and just as venomous as their blades. As a Free Action once per turn, you may make an Attack with a net against an enemy within range.

Favored by Khorne**Requirements:** Skullgrinder, Mark of Khorne

The craftsmen of the warlords of Khorne are revered by those that serve the Blood God. Skullgrinders hold a near mythical position amongst his mortal followers. Never seen without their ensorcelled anvils, the carnage they leave and the arms they create inspire their allies and render them immune to the usual backstabbing power struggles common among the followers of Khorne. Allies that start their turn in the same Zone as you add your training in Devotion to their melee attacks. You also have Greater Advantage on all interactions with those that bear the Mark of Khorne.

Fiery Might**Requirements:** Scion of the Flame

Every Scion of the Flame has learned how to draw forth the true power of the Ever Raging Flame to empower their body, mind, and soul. Such an enhancement has a price, as a mortal body is not meant to hold such all-consuming flaming fury. Once per combat as an Action, you may call forth the Ever Raging Flame within you. For the rest of combat whenever you use mettle to double your training or focus for a roll, you double both instead. After combat is over, the presence of the Flame recedes and leaves you burnt out physically and spiritually, you suffer a Lasting Wound that can't be healed until your next downtime period.

Flaying Frenzy**Requirements:** Joyous One

The purpose of the Joyous One is to personally deliver the teachings of the Unmade to the enemies' champions, so that they may strip bare the truth of their leader's weakness. They do so by flensing the flesh from their bones, the fact that the only response to the lesson is horrid screams of pain matters not to the Unmade. At the end of a Charge, your Melee Attacks are treated as having the Cleave trait.

Fleshcrafter's Order**Requirements:** Skaven, Packmaster or Clan Moulder

Some skaven are makers of stitched monstrosities and genetic horrors. You may take the Fleshcraft Endeavor, to be described later in this document.

Frenzy of Failure

Requirements: Myrmidesh Painbringer

The art of perfection is universal across the Hedonites of Slaanesh. For the Painbringers, they seek to perfect their martial prowess to the point of being unbeatable. Unfortunately for them, such a path is long and arduous and filled with faults that cause blind fury when someone turns aside one of their strikes. Once per round, if you miss with an Attack, you may immediately attack the same target again. Your Melee is reduced by one step for this attack.

Gift of Agony

Requirements: Member of the Unmade or Mark of Slaanesh

While the followers of Slaanesh may consider themselves the maestros of suffering, an argument can be made that the Unmade are more committed to the teachings of pain than a good number of the Dark Prince's flock. Regardless, both feel the artistic need to share their knowledge with any poor soul lucky enough to cross their path. While you have at least a Minor Wound, your Melee and Ranged ladders increase by one step.

Gladiatorial Display

Requirements: Spire Tyrant

The Spire Tyrants brought their showboating culture with them when they left to seek a proper challenge in the Eightpoints. While not a sound strategy, they have nonetheless made an art of making a mockery of those who attack them but fail to inflict grievous harm. Once per turn when an enemy within close range has used an Attack against you but before they roll, you may choose to put on a Gladiatorial Display. If you do and the attack does not Wound you, you may make an Attack as a Free action with your Melee one step higher for the attack. If it does Wound you, nothing occurs aside from making a cocky fool of yourself.

Glimpses of the Future

Requirement: Tzaangor Skyfire

The sunken eyes of a Tzaangor Skyfire catch small visions of the future. They use these to fire arrows at impossible, even nonsensical trajectories that baffle the defenses of their confused prey. If you go first in a round, Your Accuracy increases by one step.

Harpoon Snag

Requirements: First Fang

The First Fang's have found a way to pin any prey to the ground using only a hooked spear and overwhelming force. Any weapon with the Piercing and Thrown trait used to make a ranged attack also has the Restraining trait. This also allows these kinds of weapons to Restrain enemies up to Enormous size.

Keep Counting, I'm Watching You

Requirements: Spoilpox Scrivener

The Spoilpox Scrivener normally are the ornery record keepers for Nurgle's Plaguebearers. While they chafe strongly working with other chaos forces, they put their perceptive oversight to good use. As an Action, you may berate an ally within Long Range. Until the end of its next turn, it adds your Training in Awareness on all tests.

Ignited Fervor

Requirement: Blazing Lord

Warlords and exemplars of the Scions of the Flame, Blazing Lords lead their zealous warriors into battle, stoking their souls like unholy bellows. Allies within Short Range may perform a free Run or Attack action once on their turn before spending Mettle, but cannot use Mettle to perform a Run or Attack action after doing so.

In Death there is Life

Requirement: Poxbringer

The Poxbringer's of Nurgle are caretakers of Life, putrid as it may be. As the ungrateful fall to the ground, their wasted vitae is pulled to the Daemon's hand to be gifted to someone who deserves it. When a creature dies within Short Range, you may restore X Toughness to an ally within the same Zone as you, where X is equal to the Slain creature's Body.

Inferno

Requirement: Immolator

The fervent Immolators harbor such a deep connection with the Ever Raging Flame that to face them is to challenge the all consuming flame that will one day scour the Mortal Realms in totality. Your Unarmed Strikes have the Magical trait and as an Action and perform a Body(Fortitude) test, For each success, every creature(including yourself) in Short Range takes 1 Damage that ignores Armor.

Lay to Waste

Requirements: Horn of Hashut

Nothing escapes the warpath of the Horns of Hashut. All is to be flattened in preparation for the arrival of their Chaos Duardin masters. Once the path of destruction has begun, it requires little effort to spread the destruction further. When you use the Stampede of Iron Action to clear an effect from a Zone, you regain 1 Mettle. This cannot bring you above your maximum Mettle.

Lead with Strength**Requirements:** Dominar

As captains of the Iron Golem warbands, Dominars lead by example of their hardened strength they have crafted for themselves through forge and war. Mithraxes expects this as the bare minimum. Once per round, When you defeat a non minion enemy you may perform either a Move or Attack action immediately.

Lethal Injection**Requirements:** Witherlord, Training(1) and Focus(1) in Medicine

Witherlords were once a collection of the most famed surgeons, medicants, and pharmaceutical alchemists in the Mortal Realms. Now in the service of Chaos, they've befouled their techniques for combat and murder, while still maintaining their skills as deft surgeons. You may use your Training and Focus in Medicine when you calculate your Melee and Accuracy ladders and when you would perform attacks.

Light Footed Killer**Requirement:** Blissbarb Archer

Even while cavorting across horrendous battlefields, Blissbarb archers are able to deliver deadly pinpoint shots. When you take the Run Action, you may make a ranged attack as a free action at any point during the movement of the Run.

Living Battering Ram**Requirements:** Ogor Breacher

The ogors of the Iron Golems are encased in some of the warbands best armor, bolted to their bones and hammered onto their hides. This makes the half mad gluttons one ogor siege machines capable of tearing through defenses like a dracoth through a deer. When you use the charge action, you deal your Body in damage to the target of the Charge if you land the attack but before calculating damage. You also deal double damage to structures and objects as well passively.

Lithe and Swift**Requirement:** Mark of Slaanesh

The Hedonites often enter combat attacks at full speed, tearing apart enemies and slinging spells without making any gap in their defenses. You do not reduce your Defence when you take the Charge Action.

Lord Leech's Blessing

Requirement: Bloated One

The very flesh of a Bloated One nearly bursts from the plague and humors that have implanted. Whenever you are dealt damage you may perform a Body(Fortitude) test, each success deals 1 Damage that ignores Armor to an enemy within Short Range. Your maximum number of successes on this test cannot exceed the Damage you took from the triggering attack.

Loyal Companion (Choose)

This talent functions as per the *Loyal Companion* talents on page 86 of the ***Soulbound***, but adds the following options. The stat blocks for the companions below will be listed later in the document.

- Corrupted Spider Swarm (Tarantulus Brood)
- Juggernaut (Blades of Khorne)
- Mindbound (Cypher Lords)
- Plague Steed (Maggotkin)
- Tuskgor (Beasts of Chaos)
- Rocktusk Prowler (Untamed Beasts)
- Rotfly (Maggotkin)
- Steed of Slaanesh (Hedonites)
- Swarm of Ghyranacondas (Splintered Fang)
- Cabalite Raven (Corvus Cabal)

Magnetic Monstrosity

Requirements: Dragon Ogor, Training(1) in Determination

The Dragon Ogors are masters of lighting on a fundamental level that is the envy of the College of Azyr. As such, some develop a natural talent for exuding fields of magnetic attraction. Enemies that bear metal weapons or metallic armor have their Speed reduced to Slow while within Short Range of you.

Magic-Touched

Requirements: Magister

A magister is deeply attuned to the deeper powers of magic, but being so close to achieving daemonhood often causes them to drink too deep of the arcane. Once per turn when you successfully cast a spell, you may immediately attempt to cast another spell as a Free Action. The complexity of the second spell increases by 1. If you fail to cast the second spell, you suffer a Lasting Wound. If we're to become Mortally Wounded as a result of this ability, you instead are transformed into a Tzeentchian Chaos Spawn until the end of battle after which you implode and die.

Merciless Cruelty**Requirement:** Horn of Hashut, Training (1) in Intimidation

From a young age those human servants recruited into Horns of Hashut learn that if they are to be so mercifully allowed to live by their duardin masters, they must be void of mercy to those they are told to clear from the path. If a *Chosen* enemy has at least one Wound or any other kind of enemy is below half their Toughness, your Melee and Accuracy against that enemy is increased by one step.

Mighty Rampage**Requirement:** Ogroid Thamaturge

The esoterically tattooed ogroids that serve under the Changer of Ways may be able to cast spells just as well as some magisters, but their hulking frames and foul tempers incline them to trample foes under their cloven hooves. You gain Cloven Hooves in place of your feet. They have the following weapon profile

- *Cloven Hooves* +S, *Crushing*. When used as part of a Charge, This attack deals 1+S Damage

In addition, when you take the Charge action and use your *Cloven Hooves*, you add your Training in Might to the attack roll. Lastly, any creature hit by your charge attack in this fashion is knocked Prone.

Mist Lurkers**Requirements:** Shardspeaker

Shardspeakers, after years of study upon daemons and the shards of arcane mirrors, have learned how to cloud themselves in a miasma of mist daemons. Reaching out from Slaanesh's Pleasure Palace through the power of the Shardspeaker, their power surges when the sorcerer calls upon the magics of the Dark Prince. You command Mistlurkers that flit about you. You may use an Action to command them to attack using their *Shadow Claws*.

- Shadow Claws(Mist Lurkers): Melee Attack(Average), 1+S Damage. *Magical, Penetrating, Slashing*. If you have successfully

cast a spell since the beginning of your last turn, this Attack has a Melee of Great and adds your training in Channeling to the attack roll.

Mouldering Magics

Requirements: Blessed(Nurgle) or Spellcasting(Nurgle), Focus(2) in Channeling or Devotion

The spells and miracles of Grandfather Nurgle have a habit of reconstituting even when all traces of them seem to have left their victims. If you have a spell or miracle on an enemy or ally that would end, you may make a 5:X (Mind)Channeling or (Soul)Devotion test, if you succeed the spell or miracle continues until the end of their next turn. X is equal to the Body of the target.

Perfect Stride

Requirements: Focus(2) in Athletics, Mark of Slaanesh

The acrobatic way that the Hedonites move through battles is not just to put on a good show. It allows them weave and dance through blades and brambles alike without slowing down. Provided they don't get interrupted by some philistine in the process. If you have not suffered Damage or Wounds before the start of your next turn, you ignore Difficult Terrain and Hazards until the start of your next turn.

Portal of Skulls

Requirements: Mark of Khorne, Icon of Khorne, Bloodseccrator

The Bloodseccrator and their Icon are incredibly powerful focus points for Khorne's absolute hatred for sorcery in all its forms. By slamming their Icon into the ground they tear a temporary hole in reality. From this tear Khorne's ire seeps onto the battlefield making sorcery more difficult to perform and emboldening their allies. As an Action, you may plant your Icon to open a Portal of Skulls and make a Soul(Determination Test). You cannot move, and the following effects are active until you close the Portal of Skulls as an Action.

- Loathsome Sorcery: The difficulty and Complexity of all Channeling tests within Long range is increased by half of your Successes(rounded up).
- Rage of Khorne: Your allies cannot be Frightened and they deal +1 Damage per Success on Melee Attacks

Profane Ritualist

Requirements: Training(1) and Focus(1) in Devotion, Mark of Chaos(Any)

Those that truly dedicate their souls to the Dark Gods, whether they be grand or miniscule, are able to draw their gaze more easily than the common rabble on the Path to Glory. The player has Advantage on any test that would directly increase the Foul Influence of their chosen Mark of Chaos.

Pyrozealotry

Requirements: Inferno Priest

Through profane worship, countless sacrifices and molten zeal an Inferno Priest is able to call upon the Ever Raging Flame and perform acts of consuming arson as great as any Bright mage. When you cast a Bright or Common Spell or use the Unbind Talent, you can use Soul (Devotion) instead of Mind (Channeling). You can also use your Soul (Devotion) rather than Mind (Channeling) for the purpose of Talent Requirements

Nochseed Alchemy

Requirements: Thrallmaster

The thrallmaster fills a dual purpose within the Cypher Lords as both leader and scientist. Whatever scheme or manipulation they can't accomplish with their silver tongues can normally be completed with a liberal application of drugs and poisons. You may perform the *Nochseed Alchemy* Endeavor during a downtime period

Obsessive Violence

Requirements: Slaangor Fiendblood

Slaangors come from dozens of origins, from beastherds dedicated to the Dark Prince to profane traps laid for gluttonous knights. No matter how they changed, their single minded pursuit of carnage is the result. Once per turn, if you inflict a Wpund on a creature, you may Attack the creature as a Free Action.

Raking Tongue

Requirements: Daemon

Of the many mutations that Daemons possess, few are as gut churning as a barbed tongue. You gain the *Raking Tongue* natural weapon. Despite how it looks, it does not cause any harm or discomfort to the bearer.

- *Raking Tongue* +S Damage, Slashing, Subtle. You have Greater Advantage on keeping this weapon hidden.

Ravaging Claws

Requirements: Mark of Slaanesh, must be chosen at character creation

Many daemons and even a few beasts of chaos bear pairs of long razor sharp pincers. This mutation is often a revered boon, bringing the bearer closer in status to the

illustrious Keeper of Secrets in stature. You begin play with your hands transformed into a pair of *Ravaging Claws*, natural weapons that deal 1+S Damage and have the *Piercing* and *Penetrating* traits. You cannot be disarmed but they can be broken or damaged. If this happens, they regrow and are repaired upon taking a Rest.

Ready to Slaughter

Requirements: Mark of Khorne or Slaanesh

The Dark Prince and the Blood God have been arch rivals for time immemorial. For all their differences they and their followers share a predisposition for murder and killing. You add your Training in Weapon Skill to your Initiative.

Schemer

Many champions of Chaos have achieved greatness not through martial prowess or mystical enforcement, but through careful planning and lies in the right moments. You have advantage on Tests that involve undermining fools outside your warband and coaxing long term schemes forward to their devious goals.

Scuttling Symbiosis

Requirements: Doomweaver,

The interwoven mind of a Doomweaver and their arachnid servants is so tightly knit that instinct and reflex alone can be clear enough for the crawling swarms to follow complex instructions. Once per turn, you get a free Action to use only to move your companion and have them take an Action. In addition, you can have them do complex tasks such as picking a lock or reading from a tome. They can use your Training in skills to perform such tasks. This talent only works with arachnid or spider-like companions.

Shadowpelt

Requirements: Beast of Chaos, Training(1) and Focus(1) in Stealth, must be taken at character creation.

A large number of Beastmen are born with onyx-black hides that devours the light around it, bending their apparent location and even blinding distant attackers to their true place. You have Advantage on Stealth tests involving those trying to perceive you with sight. In addition, your Defense increases by one step against ranged attacks from outside your zone.

Shadowy Recall

Requirements: Cypher Lord, Training 1(Arcana) and Focus(2) Arcana

Higher ranking members of the Cypher Lords memorize complex illusory gestures and weave them into their fighting styles. These gesticulations invoke blank spots and short term insanity in the minds of those that observe them, causing the perception of shadowy ripples as they move their allies to their side. As an Action, you may choose an ally within Medium range to teleport to Close range of you.

Shared Pain

Requirements: The Unmade, Focus(1) in Fortitude

The teaching of the Flayed Prince exalt that pain is something to be shared, especially when it is given so freely by your enemies to you. As that suffering brings you enlightenment, be sure to return the favor of this searing wisdom to those who brought it to you in the first place. Once per round, when you take Damage from an Attack at Close Range you may use a free action to deal half of that damage of the attack you suffered to the enemy that dealt it. This Damage ignores Armor.

Shield Bash

Requirements: Shield, Shield Focus

Many warriors bear the protective might that a shield provides for them. Many still have decided that what use is a weighted plate of iron if it can cave in a skull or two. While you wield a Shield, you may wield it as a weapon that does +S Damage and has the *Crushing* trait. This counts as dual wielding for the sake of talents and abilities.

Slaughter and Ruin

Requirements: Skullmaster, Mark of Khorne

The Skullmaster has a keen mastery over his juggernaut steed, as they have a matching thirst for carnage and viscera. When make the Charge Action while mounted on your Juggernaut, you gain the benefits of its Murderous Charge ability.

Snake Charmer

Requirements: Serpent Caller

War-priests of the Coiled Ones and the Splintered Fang, Serpent Callers have a special influence over all of the serpents of the Mortal Realms and beyond. You have Greater Advantage of Beast Handling Checks involving serpentine creatures and when you perform an Attack action may instead using the Envenomed Assault attack of your Swarm of Ghyranacondas.

Sorcerous Elixir

Requirements: Tzaangor Shaman

Tzaangor Shamans are taught early how to mix an arcane draught that gives them a temporary flash of arcane inspiration. The understanding of how to assemble the already secret ingredients is unique to Tzaangors and literally can't be shared with others. As part of taking a Rest, you assemble one dose of Sorcerous Elixir. As a Free Action on your turn, you may drink it and immediately cast a spell without taking an action. You can only possess one Sorcerous Elixir at a time, and anyone else that consumes it instead vomits its contents out immediately, causing them to be Poisoned until the end of their next turn)

Spellcasting (Choose)

Requirements: Training(1) and Focus (1) in Channeling

Spellcasters learn how to draw upon the very nature of the MORTAL Realms to work their wills. The corrupted magics of the forces of Chaos are perversions to these ancient arcane techniques that have had millenia to master both during the Age of Chaos and even now in the Age of the Beast. Their foul magics are represented by seven distinct Lores that show how the creatures of Chaos twist magic for their own ends.

When you take this Talent, choose one of the Lores of Magic listed below. You learn the spells *Arcane Bolt* and *Mystic Shield* (***Soulbound***, pages 267-268), and can choose 4 more spells from the Common Spell list and your Lore's spell list. For more information on Spellcasting, see ***Soulbound***, page 266.

Lore of Stagnation

Requirements: Mark of Nurgle

The Maggotkin of Nurgle practice a putrid mystical art that is equal parts alchemical science and esoteric arcana. Incantations and curses to spread the gifts of Grandfather Nurgle to those who didn't even know they deserved such love. The spewing of arcane entropy and infestations of buzzing vermin leave their enemies decaying and hindered where they stand.

Lore of Ruin

Requirements: Gray Seer

The Gray Seers of the Skaven are their masterminds, marked with the gift of the Great Horned Rat to be destined for greatness. As such only they have access to this Lore, with its abilities to cunningly teleport allies or immolate their enemies with gouts of warplame.

Lore of Excess

Requirements: Mark of Slaanesh

The Hedonites of Slaanesh use a magic that brings everyone to atmospheric highs and burgeoning lows. All the needs and desires of one's body, mind, and soul are theirs to twist and pull into a myriad of effects. Spells that bend a victim's perception and ones that turn sound itself into a hail of blades are theirs for the taking.

Lore of the Twisted Wilds

Requirements: Beast of Chaos

The Beasts of Chaos use of magic is not one of esoteric study or arcane understanding. It is an instinctual art, one that has been passed down from one shaman to the next for hundreds of generations. It is the way of mutation and devastation. The ground churns into grasping worms and weeds sprout stinging fangs in their wake. It is to take the most primordial form of Chaos and give force it upon the Mortal Realms

Lore of Tzeentch

Requirements: Mark of Tzeentch

The Disciples of Tzeentch magic is as diverse as the Changer of Ways. It perceives the future and the past, while also reducing men to writhing masses of flesh. It pulls the thoughts of mortals free and lays bare their secrets. Coruscating warpflame burns the mind and form to iridescent ash.

Lore of Dark Storms

Requirements: Dragon Ogor Shaggoth

The Dragon Ogors lost their souls in their ancient pact to the god of Chaos many ages ago, but they didn't lose their corrupted connection to the celestial storm. They take the Azure Wind for their own desires not by caressing or calling to it. The Dragon Ogors force it into the hurricane gales and sheets of lightning to clear large swathes of enemies from their path so that they might continue their rampage against the one that evicted them from their rightful place as the rulers of the storms.

Lore of Warp Galvanism

Requirements: Skaven

The Skaven of Clan Skrye were the first to develop this mad arcane science. It blends volatile arcanotech with esoteric rituals to shape warplighting into crackling barriers or send it out to scour their foes and rivals from the battlefield.

Spinning Somersault Strike

Requirements: Luminare

Whether the Luminate's ability to defy gravity comes from years of training at the college of mirrors or their own psyches shattering and consummate reconstruction may be up for debate. The result is a high flying martial art the leaves airborne enemies at risk to a melee assault. You may use your movement to be able to perform Melee attacks upon enemies that are Flying out of reach within Short Range. Afterwards you land within Short Range without fall damage. Movement caused by this talent does not provoke any action or ability permits retaliation.

Spoilpox Maw

Requirements: Daemon, Mark of Nurgle

A number of Daemons of Nurgle developed an oversized proboscis, one that fuses their nose and their mouth as one. Large enough to bite off a man's head and violently allergic to reality itself to launch toxic mucous at those unlucky enough to be nearby. You gain the *Distended Maw* and *Disgusting Sneeze* natural attacks that cannot be disarmed from you.

- Distended Maw: Melee, 1+S Damage. *Crushing, Reach*
- Disgusting Sneeze: Ranged, +S Damage, Short Range. *Close, Loud, Spread*. A creature damage by this weapon must make a 4:3 Body(Fortitude) test or be poisoned until the end of their next turn.

Stand Defiant

Requirement: Signifer, Iron Golems Banner

The Signifer has the honor of carrying the banner of the Iron Golems into battle, to stand as a knot of steel and muscle and fill their allies with a zealous fury that keeps them from falling to weaker foes. While carrying an Iron Golem Banner in one hand and not *prone*, Allies within Short Range treat their Armor as 1 point higher, regardless of what armor they are wearing(this ability cannot raise an armor value above 4)

Stich-Stich!

Requirements: Fleshcrafter's Order, Training (1) in Crafting and Medicine

Many skaven monster makers are proactive in maintaining the wall of half rotted meat between themselves and certain death. As an Action, You may perform a 4:1 Mind(Crafting) Test to heal your creations. Every success heals 1 Toughness on your Fleshcrafter's creatures.

Swift Climber

Requirements: Spire Hunter

The Spire hunters of the Corvus Cabal are the premiere warriors of the chaotic scavengers, scrabbling up sheer fortifications and leaping across slick rooftops with complete ease. When you perform a Charge action, your speed increases to Fast and you immediately succeed on checks made to cross Difficult Terrain or tests to complete the movement necessary.

Swooping Attack

Requirements: Shrike Talon

Shrike Talons are leaders among the Corvus Cabal, paragons of stealth and murder among a throng of roof borne killers. Their method of combat emulates their mastery of roof running and diving strikes. You can wield Shrike Claws with no penalty, and when you succeed on a Melee attack against an enemy you may use a Free action to move to your speed as long as you end at a higher elevation.

The Blood Must Flow

Requirements: Bloodmaster, Mark of Khorne

Bloodmasters often lead armies into bleeding empires dry. It is no basic bestial thirst, the need is something that comes from the way their daemonic being was created. Khorne chose them to bleed the realms, and they ensure that those around them enact his will. Once per turn, allies that start their turn in the same Zone as you can Charge as a Free Action.

Trechlet Parasite

Requirements: Curseling

The parasite that has sprouted from her body of the ascendant arcanite is the result of learning one secret too many. A hunchbacked, quilled, eyeless thing continues to urge the Curseling on with hissing coercion. You are host to the hissing Tretchlet Parasite, which gives you several benefits. Despite the benefits, The GM is encouraged to use the Tretchlet to urge you into possibly dangerous situations for the sake of discovering secrets.

- Taster of Lies - The Tretchlet can automatically detect lies spoken within Medium Range.
- Disrupter of the Arcane - When unbinding a spell, you double the dice gained from Training in Channeling. If you successfully unbind a spell, you may immediately cast it as a Free Action using the same result as the unbinding. A spell cast in this way can't be unbound.

Unleash the Raging Taurus

Requirements: Ruinator, wearing a Hashutaar

The Ruinator is a powerful servant of the Father of Darkness. They seek to embody Hashut in both action and lifestyle. As such when they lower their heads and charge headlong into battle, contact with the enemy is signified with a mighty detonation of hellfire . The first time you perform the Charge Action and after you attack your target, regardless of whether or not you dealt damage to the enemy, you explode in a blast of hellfire and smoke. This effect does 3 Damage that is *Magical* to everyone in Short Range. This has the *Blast* trait for the sake of talents and other abilities.

Unrivalled Velocity

Requirements: Slickblade Seeker

Few things in the Mortal Realms can match the sheer speed of a Steed of Slaanesh or their Slickblade masters. The time they've spent riding at these breakneck paces has attuned their fighting styles to their daemonic mounts. You may direct your mount To move for no action once per turn. If you end your turn in a different zone than you started in, both you and your mount's Defense increases by one step until the beginning of your next turn.

Vendetta

Requirements: Someone has wronged you in some way

The forces of Chaos are known to be petty at best and murderously vindictive at worst, holding grudges that match even Fyreslayers long standing tempers. When someone does an act that either belittles, dishonors or Mortally Wounds you, you may begin holding a Vendetta against them. Until the target of the Vendetta is slain or fittingly broken, you have advantage on all tests to Attack or find some way to ruin their lives, such as damaging their reputation or finding a way to revoke their holdings. You have Greater Disadvantage instead when attempting to Parlay or help them or those that work for them.

Vessel of Torment

Requirements: Blissful One

The only thing on the broken mind of a Blissful one is how it can bring the enlightening agony to everyone around them. When you destroy an enemy, you may Charge as a free action while your movement for the charge ignores Difficult Terrain.

Vicious Riposte

Requirement: Splintered Fang, Training(1) and Focus(1) in Reflexes

The Splintered Fang have spent centuries in worship to the Coiled Ones, so much so that their instincts and reflexes have been honed to serpentine quality. The faintest misstep or errant strike is responded to with a swift and often fatal strike. When you take the Dodge action, until the beginning of your next turn, if an enemy misses you with an Attack at Short Range you may make an Attack against that enemy as a Free Action.

Vile Invader

Requirements: Ungor Raider

Ungor Raiders are the accomplished scouts and ambush troops of the Beasts of Chaos. A powerful knowledge of the land coupled with keen senses allows them to almost always enter some sort of terrain advantage before battle begins. As long as you are not Surprised and not the one that began the combat, you may take a Body(Stealth) test against Mind(Awareness) or the highest Passive Perception of the enemies. If you succeed, when the GM sets up the battlefield, you may choose where you are placed on the battlefield.

Virulent Discharge

Requirements: Putrid Blightking

The mortal knights of Nurgle have saddled their bodies with so many blessings that their insides spill out and spray their enemies when they are wounded by their foes. When you take damage from an enemy, every creature in Close Range takes 3 Damage. Allies with a Mark of Nurgle, excluding yourself, heal 3 Toughness instead.

Visions of Glory

Requirements: God-Speaker

There is a cunning ease to which a God-Speaker is able to read the whims of the Dark Gods. As profanely whimsical as they may be sometimes, these dark shamans of Chaos rarely miss the mark on what would please their mercurial demands. As part of a Rest, you may perform a rite to divine the needs of the Dark Gods in the region you are in. You know the Foul Influence scores of the region without needing to perform the *Divine the Will* endeavor. Also, you are given a vision of either a task or a foe to be killed, seeing the vision completed increase the Foul Influence of the god that gave you the vision by 2.

Wall Scuttler

Requirements: Deathmaster

There is no surface too slippery or sheer that the Deathmaster cannot scale it freely. You ignore any movement penalties from *Difficult Terrain* and can climb any solid surface, including ceilings, at your full Speed without requiring any Tests.

Warpcraft Engineer

Requirements: Warlock Engineer

You are a craftsman of the best school of magic and engineer in any realm, Warcraft!
You may take the Warcraft Endeavor, to be detailed later in this document.

Whipped to Fury

Requirements: Bloodstoker, Mark of Khorne, Whip

The Bloodstoker's lash reminds everyone of their bloody dues expected by Khorne. Infused with the killing fury of thousands of battles, you've learned how to drive that into your allies. As an Action, you may whip an ally within Short Range into a frenzy. Make a Soul(Intimidation) test where the complexity is the Soul of the target. If you succeed at the test, the target has their Speed increased to Fast and their Melee increased by one step until the end of their next turn.

Whirlwind of Death

Requirements: Drillmaster

A drill master may lead his legionaries by intimidation and force, but to their enemies the only impression they are given is the cold judgement of a storm of steel. When the drill master uses mettle to perform an Attack action in the same turn, their Melee increases by one step.

Equipment

New Weapon Traits

Toxin: This weapon supernaturally coats itself or the ammunition it uses in some form of poison or disease. If a creature is damaged by the weapon, they must make a 4:3 Body(Fortitude) test or be *Poisoned* until the end of their next turn.

Brazen Anvil: The unholy anvil wielded by the esoteric Skullgrinders of the Bloodbound, swung around with the force of a gargant's fist. While this is certainly a pleasing way to use this relic of the God of Blood, it is not its only purpose. Exalted weapons are forged and heretical sacrifices are performed upon its molten surface in

service to Khorne. While in possession of a Brazen Anvil, it's wielded is able to perform crafting endeavors related to weapon and armor smithing as if they had access to a full equipped blacksmith's forge as well as endeavors related to rituals to Khorne. This weapon has the following profile.

Brazen Anvil: Melee, 2+S Damage. Crushing, Rend, Magical, Two Handed. Requires a Body 3 to wield.

Artifacts

Breathtaker

Named as such for its capabilities in action and design, A Breathtaker is laced with ornate filigree and bears an unnatural grace for a weapon of its stature. So gorgeous is the design and so stunning in its form that it saps the urge to retaliate from those it is beset upon. A Breathtaker can be any Melee weapon with the *Piercing* or *Slashing* trait. When an enemy starts its turn within close range of the bearer, it must succeed at a 5:X Soul(Determination) test, where X is equal to the bearer's Weapon Skill. If they fail, they are Charmed until the start of their next turn or until they are not in the same zone as the bearer. The weapon also has the *Magical* trait.

Crimson Plate

This set of scarlet red plated armor is etched in brass, filled with murderous intent even by the standards of the Bloodbound. Ancient in all regards, it bestows Khorne's protection upon the bearer, provided they can burnish the armor daily in the blood of champions. The bearer is given an Armor of 5, if the bearer is unable to kill a champion or chosen enemy in melee combat at least once a day the Armor is reduced by 1 until you do so. If this would ever bring the Armor to 0, the Crimson Plate rusts to dust destroyed forever, and reduces Khorne's Foul Influence by 1 as he is utterly disappointed in the bearer.

Flesh Peeler

A massive bell the size of a maul and covered in rust and grim, it emits waves of necrotic energy that slough flesh from the bone and rot living living victims into puddles of slime within moments. The Flesh Peeler has the following weapon profiles.

Flesh Peeler(Melee) 2+S Damage, Crushing, Toxin, Magical, Two-Handed
(Ranged) +S Damage, Magical, Penetrating, Spread, Toxin, Medium Range

Lash of Fangs

A nasty whip formed from the elongated tail of a dire rat and the discarded teeth of a Jabberslythe. Used by the fleshcrafters of Clan Moulder to deal with their monstrosities and their enemies in equal parts. The bite of this whip drives its victims into vicious spirals of frothing madness. A Lash of Fangs has the following weapon profile

Lash of Fangs 1+S Damage, Reach, Restraining, Slashing. If an enemy is damaged by this weapon forces the target to be last out at another within Close Range as a Free Action.

This artifact also gives the bearer Greater Advantage on Soul(Animal Handling) tests to direct the monstrosities of the Skaven.

Slitherwrack Helm

The Beasts of Chaos fashioned this helm from the skull of the infamous toad dragon. Its pure sickening repulsiveness causes those that get approached by it suddenly to wretch and reel, rendering them helpless as their mind spins in disgust. When the bearer of this helm uses the Charge action on an enemy, the target must succeed on a 5:X Soul(Fortitude) test, X equals the bearer's Training in Intimidation. If they fail, the target is Stunned until the end of the bearer's next turn. This helm also gives the bearer Greater Disadvantage on all social interactions outside of combat due to how completely repugnant its appearance is to all.

Spiteful Shield

This horrific scutum is porous with suckering leechlike maws, forming roughly the symbol of Tzeentch. This shield shares Tzeentch's predilection for cruel twists of fate, for when not struck upon it lashes out with needle toothed tentacles at the foolish victim. Aside from being a Shield, whenever an enemy makes a Melee attack against the player bearing the Spiteful Shield, for every 6 on the attack roll deals 1 Damage to the attacker.

Miracles

Miracles of Khorne

Blood Sacrifice

Target: 1 ally or Self

Range: Short

Duration: Instant

Khorne provides when the blood flows, and he does not care from where the blood flows from and whether it is given willingly or not. You choose a willing ally within Short Range, they may suffer a Lasting Wound to increase their maximum Mettle by 1 and gain an additional mettle at the beginning of their turn until the end of combat. This can only be done once per character.

If you have the *Blood Tithe* talent, you may gain a Blood Tithe point if you spend a Mettle with the casting of this Miracle.

Blood Boil

Target: 1

Range: Medium

Duration: Instant

You invoke the hatred of Khorne, a being who does not take summons lightly. His pure unclouded hatred shifts to a pitiful fool of your choosing for a mere instant. Long enough to set the blood in their veins to boil. You choose a target within Medium Range and make a Soul(Devotion) test opposed by the target's Body(Fortitude). The target suffers damage equal to the difference in successes. This Damage ignores armor.

This miracle does fails automatically on targets that do not possess blood or a vital fluid that shares the same purpose as blood, such as constructs, buildings and *Ethereal* creatures.

Blood Bind

Target: 1

Range: Medium

Duration:Sustained

Calling upon your ability to control the blood of those around you, you seize control of that within an enemy's body. You choose a target within Medium Range and make a Soul(Devotion) opposed by the target's Soul(Determination). If you succeed, the target is *Restrained* until the start of your next turn. You may use an Action to force the target to move into an adjacent Zone, even if doing so would cause direct harm.

On your turn, You can spend 1 Mettle as a Free Action to sustain this Miracle.

Bronzed Flesh

Target: 1

Range: Long

Duraton: Sustained

Cost: 1 Mettle

With the searing heat of Khorne's fury, the skin of your target blisters and hardens to become like that of the mighty Juggernaut. You choose 1 ally within Long range. Until the start of your next turn, their Armor is increased by 1 and they become immune to damage from sources of fire and heat whether or not they are chaos influenced or not.

On your turn, You can spend 1 Mettle as a Free Action to sustain this Miracle.

Killer Instinct

Target: Allies in Zone

Range: Long

Duration: Instant

Cost: 1 Mettle

You fill your ally's minds with visions of glory and bloodshed, urging warriors to race towards the enemy, eager to close in for the kill. You choose a Zone within Long Range, allies within that zone may perform a Charge as a Free Action, their Melee is increased by one step the attack made as part of this charge.

Unholy Flames

Target: Zone

Range: Self

Duration: Sustained

Cost: 1 Mettle

You imbue the weapons of yourself and your allies around you with daemonic fire, so that you may cleave the skulls of your enemies. Until the start of your next turn, yourself and allies within Short Range of you have your weapons gain the *Penetrating* and *Magical* traits. In addition, each 6 on the die of Weapon Skill tests increases the Damage of the attack by 1, up to a maximum amount equal to your Soul.

On your turn, You can spend 1 Mettle as a Free Action to sustain this Miracle.

Witch-bane Curse

Target: 1

Range: Long

Duration: Sustained

Cost: 1 Mettle

You place a blood hex upon a craven mage of the enemy, sapping their willpower. Failure to manifest their cowardly sorcery elicits the white hot amusement and disappointment of Khorne. You choose a target within Long Range that is capable of casting spells. Until the start of your next turn, any spell they cast is treated as being at Greater Disadvantage, increasing the Difficulty of each spell by 2 (i.e. A DN 4:2 spell is now a DN 6:2 spell). If they fail to cast the spell, they take Damage equal to your Soul, this Damage ignores Armor.

When you perform this Miracle, you may spend an additional Mettle to increase the complexity by your Focus in Devotion, up to a maximum of +3.

On your turn, You can spend 1 Mettle as a Free Action to sustain this Miracle.

Seek the Witch

Target: Self

Range: Short

Duration: 8 Hours

The Lord of Skulls despises sorcery above most things, instilling this essence of spite within Flesh Hounds. You draw upon Karanak, his favored method of hunting down craven wizards, and enhance your senses to detect feeble sorceries. You gain Greater Advantage on any test to track or detect anyone capable of casting spells. In addition, for the duration of the Miracle you are treated as having the *Witch Sight* talent though it is entirely based on smell instead.

Miracles of Tzeentch

Madness of Kairos

Target:

Spellcasting

Lore of Tzeentch

Glean Magic

DN: 5:3

Target: 1 Spellcaster

Range: Medium

Duration: Instant

Overcast: +1 spell known for the use of this spell

You peer deep into the secrets of magic and will-weaving that another spellcaster has learned through years of training, and in doing so are able to copy their skill in an instant. When you cast this spell, you learn one spell the target knows and may cast it immediately as a Free action. Each additional success lets you learn another spell the target knows. The spells learned this way are lost at the end of combat.

Infernal Flames

DN: 6:2

Target: Zone

Range: Medium

Duration: Instant

Overcast: +1 Damage per additional success

Not every problem requires a scheme or a convoluted plan, some just require a healthy application of wyrdflame. Choose a Zone within Medium Range, that zone is washed in a rolling tide of wyrdfire. Each creature in the zone suffers 1 Damage, ignoring Armor. Every additional successes increases the Damage done by 1.

Bolt of Tzeentch

DN: 5:2 **Target:** 1
Range: Long **Duration:** Instant
Overcast: +1 Damage per additional Success

You hurl a coruscation bolt of mutating energy, weaponizing change itself as you forcibly mold your enemies into a form more pleasing to Tzeentch. Choose a creature within Long Range. The target suffers 1 point of Damage, each additional success increases the Damage by 1.

If a Champion or Chosen enemy would be killed by this spell, they instead are turned inside out and horribly contorted into a Tzeentchian Chaos Spawn(Pg 119 Bestiary), which is under your control and goes immediately after you in initiative. After combat concludes, the chaos spawn wanders off into the region to wreak havoc in the name of the Master of Fate. This reduces the Foul Influence of other Chaos gods by 1, or if in an area with Tzeentchian Influence increases it by 1.

Infernal Gateway

DN: 5:4 **Target:** 1
Range: Long **Duration:** 1 Round
Overcast: +1 additional round per additional success

A spell created by Tzeentch's Lords of Change, a masterful manipulation of the spaces between the Mortal Realms. You tear a hole in reality leading to the Realm of Chaos, tossing your enemies to their demise. Choose a Large or smaller creature within Long Range, they must make a 4:S Body(Reflexes) test as a pink and azure portal opens beneath them. On a failure, they get pulled into the Realm of Chaos and disappear until the start of your next turn. Each additional success extends the duration by 1 round.

At the end of the duration, the target returns to the spot they disappeared from, and suffer 9 Damage.

Choking Tendrils

DN: 6:2

Target: 1

Range: Medium

Duration: 1 Round

Overcast: +1 additional round per additional success

You call forth arcane tentacles, extensions of your mutating soul, from a nearby surface to grab hold of a hapless fool. The tendrils hold fast upon them, their struggling willpower feeding your own twisted soul. Choose a creature within Medium range, they must make a 4:S Body(Might) test or be *Restrained* until the start of your next turn. Each additional success increases the duration by an additional round. You regain Toughness equal to the current Tzeentch Influence at the start of your turn while a creature is restrained by this spell.

Boon of Change

DN: 5:2

Target: Self or 1 other creature

Range: Self or Short

Duration: 1 Round

Overcharge: +1 additional round per additional success

You imbue yourself or an ally with the gift that is an instant and visceral mutation. Choose yourself or a creature within Short Range. The target is given one of the following Chaos influence mutations, roll 1d6 to determine which one the target receives

1. Their arms are reinforced by extra muscles weaving into their bodies. +1 Damage to attacks done with Weapon Skill.
2. Gnarled Plates envelop over and through their current equipment. Their Armor increases by 1.
3. Their body and soul become resistant to external magic forces. They double their dice pool for any Tests to resist the effects of a spell. Additionally, their armor is doubled for the purposes of calculating Damage from spells.
4. Their body and mind are mended in minor ways. They regain 1d6 Toughness.
5. Their eyes, ears, and reflexes are enhanced beyond the norm of realities bounds. They ignore the Defense increases for attempting Called Shots.
6. Horrid leathery wings sprout from their back. They gain a Fly speed of Normal.

Treacherous Bond

DN 5:1

Target: 1

Range: Long

Duration: 1 Round

Overcast: +1 round per additional success

You create a psycho-conductive link between yourself and an ally, causing any harm that would befall you to instead target them. Choose an ally within Long Range. Until the start of your next turn, any time you would suffer Damage, your ally suffers the Damage instead. If the Damage is caused by a spell or effect that requires a Test, you make the test but your ally suffers the Damage if you fail.

Twisted Wilds Spells

Boon of Mutation

DN: 6:1

Target: 1

Range: Long

Duration: Instant

Overcast: +1 Damage for each additional Success

One of the few occasions where pure Beastmen and Tzeentchian philosophy and methods intermingle is in the desire to propagate the gift of mutation. Whether or not the recipient desires it. Choose a creature within Long Range. That target suffers 1 Damage, each additional success increases the damage by 1.

If a Minion is killed by this spell, they are instead painfully transformed into a Gor(pg 55 Bestiary) with a Mark of Chaos that matches your own under your control. Minions that are part of a swarm that die to this spell will create a swarm that has a number of Gors equal to how many of the targeted swarm are killed. The same happens to an enemy that is a warrior, but they are instead turned into a Bullgor with a matching Mark of Chaos. Either one goes immediately after you in Initiative. These Gors or Bulgors stay under your command until your next downtime, at which they become one with your brayherd.

Devolve

DN: 5:2

Target: 1

Range: Long

Duration: 1 Round

Overcast: +1 round per additional success

You reach into the minds of your more “intelligent” foes and regress the academic teachings they regard as the pinnacles of culture and civilization. Choose an enemy within Long Range. That target cannot use Training or Focus in a skill of your choosing until the start of your next turn.

Primal Dominance

DN: 6:1

Target: 1

Range: Medium

Duration: 1 Round

Overcast: +1 round per additional Success

You lock your gaze in with a mighty beast or daemon, and reach deep into its soul to leave a remnant of primal terror, making the creature hesitant even on the battlefield. Choose a Beast or Daemon within Medium range. They must make a 4:S Soul(Determination) test or be *Frightened* and *Stunned* until the start of your next turn. Each additional Success increases the duration of this spell by 1 turn.

Savage Bolt

DN: 6:2

Target: 1

Range: Long

Duration: Instant

Overcast: +1 Damage for each additional Success

Gathering forth the raw energies of Chaos, you send forth a bolt of rippling force that tears at flesh and lays the weak low. Choose a target within Long Range. That target takes 1 Damage that ignores Armor and is inflicted with the *Prone* condition. Each additional Success increases the Damage by 1.

Tendrils of Atrophy

DN: 4:3

Target: Zone

Range: Medium

Duration: Instant

Overcast: Every 2 additional Successes increase the effect by 1

You conjure tendrils of raw entropic Chaos to peel off the layers of armor and dense flesh that hide the true weakness that your foes possess. Choose a Zone within Medium Range. Each creature in that zone has their Armor reduced by 1 until repaired or healed. Every 2 additional successes increases the armor reduction by 1.

This spell may also be used to tear down structures and kill plant life. In this case it destroys an object of Small size, and every 2 additional successes increases the maximum size of the object you can destroy by 1 category.

Titanic Fury

DN:

Target: 1

Range: Short

Duration: 1 Round

Overcast: Each additional Success increases the duration by 1 round.

You draw upon the energies of Chaos and are able to siphon it into an ally, enlarging both their form and their strength. Choose an Ally within Short Range. Their Body attribute is increased by +1 and their Size increases to the next category.

Wild Rampage

DN: **Target:** Zone
Range: Medium **Duration:** Instant
Overcast: Each additional Success gives

Vicious Stranglethorns

DN: **Target:**
Range: **Duration:**
Overcast:

Viletide

DN: **Target:**
Range: **Duration:**
Overcast:

Dark Storm Spells

Fulgurous Blades

DN: **Target:**
Range: **Duration:**
Overcast:

Furious Gale

DN: **Target:**
Range: **Duration:**
Overcast:

Hailstorm

DN: **Target:**
Range: **Duration:**
Overcast:

Raging Storm

DN: **Target:**
Range: **Duration:**
Overcast:

Summon Lightning

DN: Target:
Range: Duration:
Overcast:

Thunderwave

DN: Target:
Range: Duration:
Overcast:

Lore of Excess

Aquiescence

DN: Target:
Range: Duration:
Overcast:

Born of Damnation

DN: Target:
Range: Duration:
Overcast:

Cacophonic Choir

DN: Target:
Range: Duration:
Overcast:

Crippling Famishment

DN: Target:
Range: Duration:
Overcast:

Hysterical Frenzy

DN: Target:
Range: Duration:
Overcast:

Lash of Slaanesh

DN: Target:
Range: Duration:
Overcast:

Paths of the Dark Prince

DN: Target:
Range: Duration:
Overcast:

Pavane of Slaanesh

DN: Target:
Range: Duration:
Overcast:

Phantasmagoria

DN: Target:
Range: Duration:
Overcast:

Progeny of Damnation

DN: Target:
Range: Duration:
Overcast:

Slothful Stupor

DN: Target:
Range: Duration:
Overcast:

Soulslice Shards

DN: Target:
Range: Duration:
Overcast:

Lore of Stagnation

Blades of Putrefaction

DN: Target:
Range: Duration:
Overcast:

Cloying Quagmire

DN: Target:
Range: Duration:
Overcast:

Deluge of Nurgle

DN: Target:
Range: Duration:
Overcast:

Favored Poxes

DN: Target:
Range: Duration:
Overcast:

Fleshy Abundance

DN: Target:
Range: Duration:
Overcast:

Gift of Disease

DN: Target:
Range: Duration:
Overcast:

Magnificent Buboes

DN: Target:
Range: Duration:
Overcast:

Plague Squalls

DN: Target:
Range: Duration:
Overcast:

Plague Wind

DN: Target:
Range: Duration:
Overcast:

Rancid Visitations

DN: Target:
Range: Duration:
Overcast:

Stream of Corruption

DN: Target:

Range:
Overcast:

Duration:

Lore of Ruin

Cracks Call

DN:
Range:
Overcast:

Target:
Duration:

Death Frenzy

DN:
Range:
Overcast:

Target:
Duration:

Madness

DN:
Range:
Overcast:

Target:
Duration:

Scorch

DN:
Range:
Overcast:

Target:
Duration:

Skitterleap

DN:
Range:
Overcast:

Target:
Duration:

The Thirteenth Spell

DN:
Range:
Overcast:

Target:
Duration:

Warpgale

DN:
Range:
Overcast:

Target:
Duration:

Wither

DN:

Target:

Range: Duration:
Overcast:

Lore of Warpvolt Galvanism

Chain Warp Lightning

DN: Target:
Range: Duration:
Overcast:

More-More-More-Warp Power!

DN: Target:
Range: Duration:
Overcast:

Warp Lightning Storm

DN: Target:
Range: Duration:
Overcast:

Warpvolt Shield

DN: Target:
Range: Duration:
Overcast: