



## 4<sup>th</sup> Edition D&D Campaign Guide

### Empire Campaign

**Version:** 3/21/2009

*“Ulric spare us, “ Broch gasped, and raised his arquebus, drawing back the wrapper and pausing only to touch the silver charm of true aiming he had tided around the hand grip. Then It turned, nostrils flaring, and brayed as it faced the charging rat-catcher; its brown, spatulate teeth bared, its tongue blue as the spittle spattered out. “That’s right, you filth. Smile“, whispered broach. He had a good aim.*

DUNGEONMASTER  
Jay Hafner 720-4

DISCUSSION GROUP  
[groups.yahoo.com/group](http://groups.yahoo.com/group)

WARHAMMER FONT  
[tinyurl.com/6hhd6](http://tinyurl.com/6hhd6)

**Book abbr:** Companion-WFRPC, Renegade Crowns-RC, Sigmar's Heirs-SH, Realms of Sorcery-RoS, Realm of the Ice Queen-RotIQ, Tome Corruption-ToC, Knights of the Grail-KotG, Forges of Nuln-FoN, Nights Dark Masters-NDM, Terror In Tlabheim-TiT, Spires of Altdorf-SoA, Shades of Empire-SOE

## Campaign Background

This campaign is set in the Empire. It is the year 2523 and the Empire is still reeling from the Storm of Chaos.

Notes:



## Chapter 1 How To Play

**Be Ready for your Turn!**

- 1) Set up your power cards and get your math set with each level.
- 2) Roll attack and damage dice at the same time with easy-to-read dice.

## Chapter 2 Making Characters

**What's Legal for this Campaign?** Anything 4e by WotC including Dragon magazine that *feels* like it belongs in this campaign. Chaotic evil and evil are not used for PC alignments.

**Ability Score Generation** - Method I or Method II

**Replacement Characters** - New PC's arrive at as the same x.p. and similar gear. All dead character gear is buried with the character. Raise dead does not exist. They begin with one basic WFRP career plus one exit career per 4 levels.

**Character Background** - Make sure you write down appropriate material for your background such as: homeland, family, social class, prior career, religion, friends, enemies, prized possessions, distinguishing marks, loyalties, etc. and get that information to the DM so he can use it for game development.



## Chapter 3 Character Races

### HUMAN

#### Imperial (Human)

**Homeland Province:** Averland, Hochland, Middenland, Nordland, Ostermark, Ostland, Reikland, Stirland, Talabecland, Wissenland).

**Male Names:** Adelbert, Albrecht, Berthold, Dieter, Eckhardt, Felix, Gotfried, Gustav, Heinz, Johann, Konrad, Leopold, Magnus, Otto, Pieter, Rudiger, Siegfried, Ulrich, Waldemar, Wolfgang

**Female Names:** Alexa, Alfrida, Beatrix, Bianka, Carlott, Elfrida, Elise, Gabrielle, Gretchen, Hanna, Ilsa, Klara, Jarla, Ludmilla, Mathilde, Regina, Solveig, Theodora, Ulrike, Wertha

**Resources:** WFRP, Sigmar's Heirs, Additional names in WFRP companion.

#### Albioni (Human)

**Homeland Province:** Great Albion Island, Morien Island, Albany (N), Ayre Island (W)

**Naming:** Old English or Celtic

**Rsrcs:** [en.wikipedia.org/wiki/Albion\\_\(Warhammer\)](http://en.wikipedia.org/wiki/Albion_(Warhammer))

#### Arabyan (Human)

**Hadhar Civilized Homeland Province:** Corsair city of Lashiek, Spirit port of Copher, Martek, City of Thieves Al-Haikk,

**Badia Nomad Homeland Province:** Deserts of Araby

**Names:** Arabic-sounding

**Resources:** Zakhara online stuff

#### Bretonnian (Human)

**Homeland Provinces:** L'Anguille, Aquitaine, Artois, Bastonne, Bordeleaux, Brionne, Carcassonne, Couronne, Gisoreaux, Lyonesse, Montfort, Mousillon, Parravon, Quenelles

**Male Names:** Aiden, Bertelis, Carloman, Chrodegang, Ferragus, Hrodbert, Jacen, Louis, Merovech, Orderic, Pandeleon, Piers, Redemund, Roland, Suidbert, Theudis, Waldon, Yonec

**Female Names:** Armengild, Bertha, Chrodegard, Dhouda, Eleanor, Hrotswitha, heloise, Isabel, Isolde,

Lisseut, marie, Mathilde, Nimugild, Perlesaut, Rhadegund, Rimengild, Sirisgard, Sonengund, Vermengard, Walswitha

**Deity:** Lady of the Lak (Purity, courage, nobility)

**Organizations:** Knights of the Grail, Grail Damsels

**Resources:** Knights of the Grail

#### Estalian (Human)

**Homeland Province:** Bilbali port, Magritta port, Irrana mountains, Abasko mountains,

**Male:** Abundio, Aguzti, Amerigo, Anier, Bairdo, Cecelio, Curro, Donzel, Eneko, Enreque, Fermin, Hector, Horacio, Jose, Luis, Manuel, Nacho, Oro, Pablo, Paco, Piarres, Rolando, Roberto, Serapio, Tiago, Ubaldo, Ysmael, Zelipe

**Female:** (put 'a' at the end of male name)

**Deity:** O' Prospero (prosperity)

**Organization:** Knights Magritta (SOE)

**Resources:** [en.wikipedia.org/wiki/Estalia](http://en.wikipedia.org/wiki/Estalia);

#### Kislevite (Human)

**Homeland Province:** North Oblast, South Oblast, East Oblast, West Oblast, Troll Country (Northwest)

**Subraces:** Gospodar (southern, wealthy), Ungol (Northern or common)

**Names:** See RotIQ p93-94

**Deity:** Tor (war)

**Resources:** Realm of the Ice Queen p.88+

#### Norscan (Human)

**Homeland Provinces:** Graelings (NW), Bjornlings (W), Vargs (N), Skaelings (SW), Sarls (S), Aeslings (NE), Baersonlings (SE)

**Male Names:** Adalsteinin, Bjorn, Egill, Falki, Fridrik, Hakon, Halfdane, Hallbjorn, Halldor, Haraldur, Hinrik, Hjortur, Hrafn, Hredric, Hrodgar, Iarus, Ludvik, Oskar, Ragnar, Sindri, Por, Porrir, Trygve, Ulfir, Vilhjamur

**Female Names:** Anna, Adalbjorg, Asdis, Astrid, Audr, Bera, Brynja, Drifa, Erika, Eydis, Finna, Fridr, Gudlaug, Gudrun, Halga, Hildir, Hjordis, Hygd, Lilja, Pala, Ragnhildur, Sigrun, Svanhildur, Valdis, Vigdis

**Deity:** Mermedus (God of war)

**Note:** Subrace is Ulfwerenar (shapechanger-PHBII)

**Corruption:** There is a 20% chance (rolled by DM) that a Norscan PC will begin with a mutation.

**Resources:** Tome of Corruption page 136+

#### Strigany, Gypsy (Human)

**Homeland Province:** Choose any province from any race, however they are wanderers on land or river.

**Male:** Brishen, Bedracaro, Camlo, Chal, Chik, Danior, Dukker, Durriken, Durril, Garridan, Jal, Lel, Lennor, Lensar, Mander, Pal, Pattin, Petunlengro, Pias, Pov, Tas, Vardomescro, Yarb

**Female:** Beti, Chavi, Chumomista, Dudee, Purrum, Rawnie

**Resources:** WFRP25, NDM100

#### Tilean (Human)

**Homeland Province:** Republic of Remas, Principality of Luccini, Principality of Trantio, Principality of Pavona, Republic of Verezzo, Pirate Principality of Sartosa, Principality of Miragliano, Principality of Tobaro

**Male:** Argento, Azzino, Beppo, Bosco, Carlito, Corfino, Donatello, Erasmo, Feretto, Federico, Guido, Ilario, Lotto, Luchino, Mario, Minaldo, Niccolo, Nunzio, Orfeo, Petrino, Prospero, Rafael, Rufio, Spiglio, Tertino, Vasco, Vigoroso, Vincenzo, Xaccheo, Zallio, Zeno

**Female:** Agustol, Alicia, Antonia, Blunda, Bonagratia, Cceria, Cilia, Delfina, Faffa, Fia, Gisella, Honestola, Innocenza, Leonarda, Mabilia, Midonia, Orsa, Pietra, Richa, Rosella, Serviata, Sofia, Teodora, Ulvia, Ysabella, Zira

**Deity:** Mercopio (merchants)

**Organization:** Knights Magritta (SOE)

**Resource:** [www.en.wikipedia.org/wiki/Tilea](http://www.en.wikipedia.org/wiki/Tilea)

#### Wastelander, Border Princedoms (Human)

**Homeland Province:** Principality of Masserschloss (p117) or random princedom

**Names:** Renegade Crowns 115

**Resources:** Renegade Crowns



## NON-HUMANS

### Dwarf

**Homeland Province:** Karak Norn (Grey Mtns), Karak Izor (the Vaults), Karak Hirn (Black Mtns), Krak Kadrin (Worlds Edge Mtns), Zhufbar (Worlds Edge Mtns), Barak Varr (the Black Gulf), Imperial Province (see list), or Norse Province (see list)

**Male Names:** Bardin, Brokk, Dimzad, Durak, Garil, Gottri, Grundi, Hargin, Imrak, Karfun, Jotunn, Magnar, Mordrin, Nargond, Orzad, Ragnar, Norri, Torri, Thingrim, Urgrim

**Female Names:** Anika, Asta, Astrid, Berta, Birgir, Dagmar, Elsa, Erika, Franziska, Greta, Hunni, Ingrid, janna, Karin, Petra, Sigrid, Sigrun, Silma, Thylda, Ulla  
**Deities:** Grungni (Mines and Artisans), Grimnir (Fearless God of Warriors), Valaya (Protector goddess)

**Note:** May not take an arcane class but may multi-class. Dwarfs are known for the metal Gromril (Adamantine). Tome of Corruption page 145

### Elf or Eladrin

**Asrai (Wood Elf) Homeland Province:** City of Altdorf, City of Marienburg, Laurelorn Forest, The Great Forest, Reikwald Forest

**AsUri (Eladrin) Homeland Island Province:** Eataine, Caledor, Tiranoc, Yvresse, Saphery, Ellyrion, Avelorn, Chrace, Cothique, North Isles, Shifting Isles, Shadowlands (war-torn).

**Male:** Aluthol, Amendil, Angran, Cavindel, Dolwen, Eldilor, Falandar, Farnoth, Gildiril, Harrond, Imhol, Larandar, Laurenor, Mellion, Mormacar, Ravandil, Torendil, Urdrithane, Valahuir, Yavandir

**Female:** Alane, Altonia, Davandrel, Eldril, Eponia, Fanriel, Filamir, Gallina, Halion, Iludil, Ionor, Lindara, Lorandara, Maruviel, Pelgrana, Siluvaine, Tallana, Ulliana, Vivandrel, Yuviel

**Deities:** Liadriel (God/goddess of elvish ways)

**Organizations:** Lothern Sea guard, Ellyrian Reavers, Dragon Princes of Caledor, Swordmasters of Hoeth,

Shadow Warriors, Phoenix Guard, White Lions of Chrace

**Note:** Asuri are known for the metal Ithilmar (mithril). Island of Ulthuan fighting the Dark Elf (Druchii) menace. Eladrin are very rare on the mainland. Eladrin must have line-of-sight on teleport or else there is an automatic minor chaos manifestation.

### Half-Elf

**Homeland Province:** Empire or elf lands; very rare

**Naming:** As human or elf or a combination

### Halfling (Mootlander)

**Homeland Province:** Empire Province or Moot settlement: Eiches Schatten Town, Birnbaum v, Dreiflussen Town, Einsamholz Town, Fallenblatt v, Gipfel v, Grunhugel v, Heukern v, Sauerapfel Town.

**Male:** Adam, Albert, Alfred, Axel, Carl, Edgar, Hugo, Jakob, Ludo, Max, Niklaus, Oskar, Paul, Ralf, Rudi, Theo, Thomas, Udo, Viktot, Walter

**Female:** Agnes, Alice, Elena, Eva, Frida, Greta, Hanna, Heidi, Hilda, Janna, Karin, Leni, Marie, Petra, Silma, Sophia, Susi, Theda, Ulla, Wanda  
**Deities:** Esmeralda (Goddess of Hearth/home)

**Organization:** Quinsberry Lodge (SOE)

**Note:** May not take an arcane class but may multi-class. Halflings make an excellent leather called Moot Leather.

**Resources:** Sigmar's Heirs p.59.

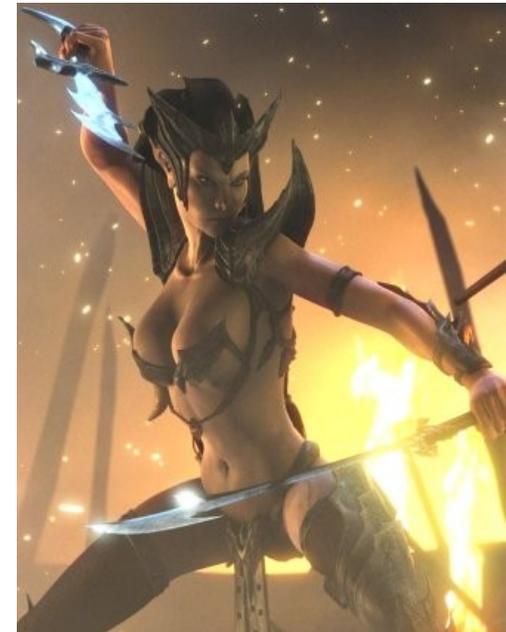
### **RACES NOT ALLOWED**

**(I.e: Any not referenced above)**

Kurgan (ToC), Hung(ToC), Tong(ToC), Dark Soul(ToC), Chaos Dwarf(ToC), Dark Elf(ToC), Naggarothian, Lustrian, Cathayan, humanoid, etc.

## Languages

- All continental humans speak D&D Common, but can exclude others if speaking their own dialect (e.g. Bretonnian dialect)
- Chaos demons and Beastmen speak Abyssal
- Skaven speak Deep Speech
- Druchii speak Elven



## Chapter 4 Character Classes

### Artificer (Eberron PHB)

- Battlesmith

### Avenger (PHBII)

- Toxic Avenger

### Barbarian (PHBII)

- Rageblood Barbarian

### Bard (PHBII)

- Cunning Bard

### Cleric

- Battle Cleric
- Devoted Cleric

### Druid (PHBII)

- Guardian Druid
- Predator Druid

### Fighter

- Battlerager Fighter (BoMP)
- Great Weapon Fighter
- Guardian Fighter
- Tempest Fighter (BoMP)

### Invoker (PHBII)

- Preserving Invoker
- Wrathful Invoker

### Paladin

- Avenging Paladin
- Protecting Paladin

### Ranger

- Archer Ranger
- Beastmaster Ranger (BoMP)
- Two-blade Ranger

### Rogue

- Aerialist Rogue (BoMP)
- Brawny Rogue
- Cutthroat Rogue (BoMP)
- Trickster Rogue

### Shaman (PHBII)

- Bear Shaman
- Panther Shaman

### Sorcerer (PHBII)

- Chaos Sorcerer
- Dragon Sorcerer

### Spellscarred Multiclass (FRPG41)

- Chaos Mutation (ToC chapter 3 DM's choice)
- Gift of the Chaos Gods (Toc170+, DM's choice)

### Swordmage (FRPG)

- Assault Swordmage

- Shielding Swordmage

**Warlock** (Fey, Infernal, Star OK; Dark pact not allowed)

- Deceptive Warlock
- Scourge Warlock

### Warden (PHBII)

- Earth Warden
- Wild Warden

### Warlord

- Bravura Warlord (BoMP)
- Inspiring Warlord
- Resourceful Warlord (BoMP)
- Tactical Warlord

### Wizard

- Control Wizard
- War Wizard

## Warhammer Character Careers

© **Careers** are essentially “professions.” They are included to add Warhammer-feel and to help the DM determine skill check and assist provisions.

Career information is summarized in the Warhammer Career Compendium (WCC) or their original sourcebooks. We will be using the information on Description, Trappings, and Career Entries/Exits.

© **New characters roll twice on the random chart and choose one beginning BASIC career.**

© You may gain a new career by obtaining the required trappings and spending x.p. Appropriate role-playing is expected. Benefits are listed below.

© Replacement PC's begin with one basic WFRP career plus one exit career per 4 levels.

© You may gain a new career without benefits at any even level for a cost of 100 x.p. plus trappings. This is typically only done to allow you access to a particular exit career.

Min. Level	X.P. Cost	Career Benefit
1 <sup>st</sup>	0	1 <sup>st</sup> - Roleplaying Awesomeness
2 <sup>nd</sup>	50	2 <sup>nd</sup> - Multiclass Feat
5 <sup>th</sup> *	250	3 <sup>rd</sup> - Novice Power Multiclass Feat
9 <sup>th</sup>	500	4 <sup>th</sup> - +1 to two abilities
12 <sup>th</sup> *	1000	5 <sup>th</sup> - Bonus Feat

\* Must be an advanced career at these levels.

©*For example:* Chad's replacement 3<sup>rd</sup>-level character begins as a Camp Follower and wants to gain the Smuggler career at 4<sup>th</sup> level. Because it is only his second career, the PC must spend 50x.p. and possess the listed Trappings: armor, torches and transportation.

## Chapter 5 Skills

Your career history determines whether or not you can perform or assist in a SKILL CHECK. Occasionally, you will need to describe to the DM how your skill check relates to your Career(s) and why you should be allowed to make that check.

## Chapter 6 Feats & Powers

Please feel free to convert feats or powers from D&D terms to Warhammer themes.

Quick Draw allows 1 less action on reload a firearm (it always takes at least a move-action to reload even if a speed weapon plus quick draw).

### Weapon Proficiency (Pistol, Rifle, or Ordinance)

Benefit: You gain proficiency in ONE category: Pistol, Rifle, or Ordinance (bombs and artillery).  
Special: You can take this feat more than once to learn a different category.



## Chapter 7 Equipment

### Firearms

Cost 40 gp. Powder and shot are 1 gp for 3 shots. Firearms have a superior bonus (+4) and damage is roll twice and choose the better damage, but are noisy. Roll natural "1" disables the weapon until next extended rest. Rifles are two-handed. Pistols are two-handed for Halfling.

**Blunderbuss Rifle:** 1d12. Reload 2 standard. Range: 4/6. No shot cost may be loaded with glass, nails, rocks, etc.

**Arquebus Rifle:** 1d12. Reload 2 standard. Range: 8/15

**Hochland Long Rifle:** 1d12. Reload 2 standard. Range: 15/30

**Pistol** 1d10. Reload 2 standard actions. Range: 5/9.



**Duckfoot Pistol.** 1d8 close blast. Per encounter.

**Bomb** (OWA p45) 2d10 dmg. Cost 10. On a fumble, explodes on thrower. On a "2" it's a dud and worthless. Can be set to burn for 0-3 rounds. Burst 1.

**Incendiary** (OWAp45) 1d10 + 4 ongoing fire. Cost 10. On fumble, explodes on thrower. On a "2" it's a dud and worthless. Explodes on impact. Burst 1.

## Chapter 8 Adventuring Organizations

There are a great number of organizations in the Empire. Guilds, watchguards, companies, militias, schools, and fellowships abound. Below are most of the ones that have been officially detailed.

Magic College	Lore (further details in RoS book)
Light Order	Light
Celestial Order	Heavens
GoldOrder	Metal/Alchemy
Jade Order	Life
Amber Order	Beasts
Bright Order	Fire
Grey Order	Shadows and Illusions
Amethyst Order	Death

### Other Magical Organizations of Note

Ice Witches	Kislev magic
Graill Damsels	Brettonian Enchantresses
Cunning Folk, Hedgefolk	Hedge Wizards - SOE 55+
Runelords	Dwarven runesmiths

## Imperial Organizations of Note

Aldorf Dockers & Gangs (SOE)  
 Boatsmen's League of Tlabheim -TiT10  
 Brothers of Handrich (Business Cult) –SOE16  
 Collegium Thelocicia of Ulric in Middenheim AOM34  
 Coachmen of Middenheim AOM22,28  
 Dwarfen Engineers Guild, Middenheim AOM25  
 Glorious Revolution of the People-SOE  
 Imperial Navy-SOE  
 Roadwardens – SOE, ToC128  
 Reiksguard /Imperial Guard - SH  
 Imperial Military - SH  
 Imperial River Patrol – ToC128  
 Taals Chosen, Elite Woodsmen -TiT9  
 Nuln Imperial Gunnery School – FoN  
 Guild of Wizards and Alchemists in Middenheim AOM22  
 Middenheim Guild of Physicians – AoM17  
 The Commision (for demihuman Interests) -AoM17  
 Magister Vigilant (PI for Magic Colleges)-NDM99  
 Royal College of Music in Middenheim - AoM21  
 Verenean Investigator-SHp124(PI for Religions)  
 Worshipful Guild of Legalists - AoM18  
 Wolf Kin, Zealots of Ulric – AoM9

### Templars and Knighthoods

Myrmidia - Knights of the Blazing Sun-SH124, ToS204  
 Myrmidia - Knights of the Merciless Titan- ToS  
 Myrmidia - Knights of the Righteous Spear-TOS  
 Myrmidia – Knights of the Verdant Spear-TOS(2)  
 Morr - Knights Raven -NDM99, ToS203  
 Morr - Knights of the Black Guard-NDM96, TOS203  
 Taal - Knights of the Stag TiT9  
 Taal & Rhya - Knights of the Longshanks -ToS205  
 Manann - Knights Mariner - TOS  
 Manann - Sons of Manann TOS207  
 Sigmar- Twin-tailed Orb -TOS  
 Sigmar - Knights Panther -ToC127, AoM8-(Chaos hunters)  
 Sigmar - Knights of the Fiery Heart -TOS  
 Sigmar - Knights of the Hammer TOS

Sigmar - Knights of the Jade Griffon-TOS  
 Sigmar - Knights Griffon- TOS207  
 Sigmar - Knights of the Sigmar's Blood – TOS  
 Taal - Verdant Field-TiT20(2)  
 Ulric - Knights of the White Wolf – TOS202  
 Ulric – Elite Knights of the Teutogen Guard - AoM9  
 Verena - Knights of the Everlasting Light-ToS204

### Hunter Organizations

Fellowship of the Shroud Vampire Hunter-NDM14,96 (Morr)  
 Andanti Vampire Hunter -NDM15  
 Cloaked Brother Chaos Hunter – ToC126  
 Dreamwalkers of Morr, Vampire Hunters– SOE28  
 Ordo Fidelis Witch Hunters (Sigmar)– AoM, ToC123+  
 Sigmarite Exorcists – ToC126  
 Tsaravich Pavel Society Vampire Hunters – NDM14

## Religion in the Empire

Further details in WFRP Rulebook, or Tome of Salvation.

Religion	Areas of Concern
Handrich	Commerce & Prosperity
Manann	Seas
Mórr	Death and the Dead
Myrmidia	Goddess of War
Ranald	Thieves, gamblers and illusionist
Rhya	Goddess of Family and Fertility.
Shallya	Goddess of Healing and Mercy
Sigmar	War, protection, Empire
Solkan	Retribution and Vengeance.
Taal	Nature and Wild Places
Ulric	Battle, Wolves and Winter.
Verena	Goddess of Learning and Justice,
Old Faith	Natural world; Druids
Khaine	Lord of Murder, evil; Druchii
Heletha	Goddess of Hedge Magic Users

### Chaos Gods

Khorne - Hate, Rage, Blood, Violence, War, and Killing  
 Tzeentch - Change, Lies, Hope, Ambition, Manipulation, Scheming and Sorcery  
 Nurgle - Decay, Despair, Stagnation, Destruction, Disease  
 Slaanesh - Decadence, Excess, Pain, Pleasure and Self-indulgence .



## Chapter 9 Combat

**Critical Hit Extra** – By using an action point:

- either add an additional d20 damage, or
- opt to do an additional 2d20 points of damage, but destroy their weapon (or magic have an automatic Chaos Manifestation – ignores re-rolled).

- Non-minion monsters will do an additional d20 once per combat.**

**Armor or Weapon Damage:** By using an action point, PC's may sacrifice a held weapon or 2 armor points to turn a critical hit into a normal damage roll.

## Chapter 10 Rituals & Magic

Chaos Manifestations in Spellcasting

*Magic is the use of raw chaos regardless if you are an arcane or divine caster.* Chaos manifestation will occur when a **daily or encounter** power/ritual requires a d20 roll. On a natural “1” make a chaos manifestation roll. One action point is gained on after “effect” roll.

### APPENDIX I:

#### Divine Chaos Manifestation Chart

##### **D20 Wrath of the Gods**

- Demonic interference: Your prayer is answered, but not by your god... Roll on the Petty arcane chaos manifestation instead.
- Demonic corruption. Your prayer is corrupted by the aethyr demons and if it was to do healing, it does half of the opposite (to friend and foe both if applicable).
- Stinging rebuke: lose any remaining action points.
- Your god chooses this time to grant you a symbolic but confusing unearthly vision. This leaves you DAZED for 1 round.
- Prove your devotion: A few more prayers are needed to finish casting the spell. You are SLOWED until the end of next round if you wish to finish casting your power on your next standard action.
- You have sinned against me: You have somehow angered your god, you must immediately kneel and are considered RESTRAINED by faith until you save.

- Your cause is unworthy: lose one healing surge.
- What will you sacrifice for this boon? Power actually works to its maximum but you take your level in d4 damage.
- BLINDED by faith until you save.
- You try my patience: Power not only fails, but you cannot use this power again until after your next extended rest.
- Divine Marked See ToS p.242
- (12-20) Your god deliberately ignores you! No effect.

#### APPENDIX II: Arcane Chaos Manifestation Charts

##### **D20 Petty Chaos Manifestation.** (Level 1-5 powers)

- Unlucky: Roll on the Minor Chaos manifestation list
- Witchery: within 30 feet of you, milk curdles, wine goes sour, small plants wither, and food spoils. You lose one healing surge.
- Rupture: Your orifices begin to bleed profusely you are considered DAZED until you save.
- Poltergeist: Small items (up to 1 lb) in a 10 burst radius hover in the air and then fall down causing partial coverage to all ranged attacks.
- Howl of chaos: A cold and unnatural howling occurs in your square leaving you DEAFENED until you save.
- Horripilation: Your hair stands on end and your skin becomes slimy. Save each extended rest.
- Spew vermin: You belch and spew tiny chaos-insectoids and leechoids until you save.
- Stench of chaos: A foul sulphuric smells spreads in the air around you (burst 0), leaving you with -2 to all attack rolls until you save.
- Haunted by Shadow: You are enveloped in darkness BURST-0 and ghostly voices occur in a burst 10 until you save alerting all creatures to a magical presence.
- Chaos Addiction: SLOWED and repeat the an at-will power every round until you save.
- Aethyric Hit: Magical energy courses through you causing you to become exactly bloodied (may heal you if applicable).
- Dumbfounded: You channel too much magical energy and lose this power until next extended rest.
- Kickback: The force of the aethyr knocks you PRONE ten feet in a random d4 direction. D10 damage if you strike anything.
- There is a BLAST (100; passes through all barriers) of dazzling colors and sulfur odor as control of the spell is lost and it fizzles out.
- (15-20) Chaos dares you to try again. No effect.

##### **D20 Minor Chaos Manifestation.** (Level 6-15 powers)

- Blind fate: Roll on the MAJOR Chaos manifestation list
- Roll on the PETTY chaos manifestation list.
- Chaos Migraine: A surge of magical energy hammers through your mind. You are unable to do anything beyond at-will powers until you save.
- Mental blow: You channel too much magical energy and lose this power until after the next extended rest.
- DAZED by intoxicating chaos until you save.
- Cheated by Chaos. Your next natural 20 roll becomes natural -1-
- Wyrdrlight and Wyrdsounds: You glow with an eerie light and strange haunting sounds surround you until you save. Any creature seeing you will know that you are using raw chaos.
- Aethyric haze: The winds of magic fills your entire vision making you BLINDED with a seething eyebane until you save.
- Daemonic deformity. You grow a temporary deformity (long tongue, tusks, serpent arm, gaunt/obese figure, bulging eyes, pulsating bulbous ears, beastman-feature, etc.) until your next extended rest. No combat effect.
- Burning head of chaos. A phantasmic, insanely laughing, flaming head shoots away from the caster. Spooking all non-hostile animals within BURST 15.
- Unnatural likeness. A random opponent seems to be a mocking resemblance of you leaving you MARKED to that opponent until you save.
- Flayed by Burning Irons Chaos. You suffer strange-looking flayings on a random part of your body. You suffer d6 points of damage.
- Lifespark of chaos: A tiny daemonic creature from the Realm of chaos slips trough and scuttles away into a dark corner near you, granting flanking bonuses to all who attack you until you save (only when attacked).
- Aethyric shock: The magical energy coursing through you causes you to lose an action point and one healing surge.
- Painful memory. The forces of chaos force a painful memory to surface. You are considered SURPRISED each round until you save.
- (16-20) Even chaos takes a rest. No effect.



### **D20 Major Chaos Manifestation. (Level 16+ powers)**

- (1) Trick of fate: Roll on the Catastrophic Chaos manifestation list
- (2) Silenced: Unable to use any powers until you save.
- (3) Overload: You are overwhelmed by magical energy and are SLOWED and PRONE until you save.
- (4) Craven beast familiar: A chaos creature appears from the aethyr and attacks you next round.
- (5) Chaos foreseen: You get a glimpse of the Realm of Chaos and gain INSANITY.
- (6). Aethyric attack: Magical energy burns though you, causing you to immediately become BLOODIED and lose half your healing surges.
- (7) Enfeeblement: Chaos energy wracks your body, debilitating your constitution and warping your body. You are WEAKENED and -4 to all attacks until save.
- (8) Mind numb: You channel too much magical energy. You lose this power for the remainder of the day.
- (9) Daemon possession: You are DOMINATED by a DM-controlled Daemonic entity until you save.
- (10) Witch presence. You take on the features of a person possessed (save with each extended rest). Any who see you will know you command raw chaos.
- (11) Daemonic surface weather occurrence for 1/2 mile around you (save thrice per day). A comet appears.
- (12-20) Thats eerie..nothing happened...no effect

### **D20 Catastrophic chaos manifestation.**

- (1) Called to the void: You are sucked into the Realm of Chaos and are lost. Duration unknown.
- (2) Dark inspiration: The GM may choose any result from this list or make up a comparable manifestation culled from the charts in Realms of Sorcery!
- (3) The withering eye: Chaos energy wracks your body. You are HELPLESS and PRONE until you save.
- (4) Tzeentch lash: Magic powers overwhelms you, knocking you unconscious and DYING until you save.
- (5) Aethyric assault: The winds of magic lashes out at you. Lose all action points and all healing surges and become bloodied (may not raise HPs).
- (6) Heretical vision: A Daemon prince shows you a vision of chaos from the wrecked gateway of the Old Ones. DM-decides effect.
- (7) Mindeaten: Your ability to use this magic is burned out. You cannot use this particular power again until you level.
- (8) You are PETRIFIED into a lump of warpstone.
- (9) You opened a gate?!?! +2 EL chaos demons appear nearby.

- (10) Daemonic contract: You suffer damage as a (d%) of your total maximum hit points as a rune of chaos burns into your flesh. At a random location. If you ever get 6 of these it will spell out a contract signing your soul over to chaos.
- (11) Wild magic: You lose control of the magic as you cast your spell. Everyone within 90 feet of you suffer your most powerful DAILY power (negative effects only), including you.
- (12) Material Cleansing. You are suddenly naked. All possessions is sucked into the Horrible Black Void.
- (13-20) YOU'RE JUST DAMN LUCKY..FOR NOW..Gain two action points.



# APPENDIX III

## BASIC CAREERS

Roll	CAREER (BASIC)	Roll	MARTIAL (Basic)	Roll	Special Careers (Basic)
1	Agitator/New sheet Vendor	37	Badlander – RC	72	Apprentice Wizard
2	Apothecary SH	38	Bailiff (Tax/Rent Collector)	73	Hedge Wizard (w frp,RoS105)
3	Anchorite-RC- (hermit)	39	Bodyguard	74	Initiate (apprentice priest)
4	Cenobite-RC-(Moonie)	40	Bounty Hunter	75	Penitent -ToS-p114 (as flagellant)
5	Barber/Surgeon	41	Charcoal-Burner	76	Zealot
6	Boatman	42	Coachman	“77+”	<b>CHOOSE</b>
7	Bone Picker	43	Deepwatcher-WFRPC-(advntr)		
8	Burgher	44	Embalmer-NDM-		
9	Camp Follower	45	Exciseman-TIT- (Taxman)		
10	Chimneysweep-FoN-	46	Grave Warden-NDM		
11	Dung Collector-FoN-	47	Horned Hunter-TIT-p.9	<b>RESTRICTED</b>	<b>RESTRICTED</b>
12	Entertainer	48	Hunter	1 <sup>st</sup> level	Noble
13	Ferryman	49	Jailer	Breton	Carcassonne Shepard -KotG
14	Fisherman	50	Lamplighter- SoA	Breton	Grail Pilgrim-KotG-
15	Gambler-SH-	51	Marine	Breton	Herrimault-KotG- Bretonnian Outlaw
16	Grave Robber	52	Mercenary (soldier)	Breton	Knight Errant -KotG
17	Horse Coper-RotIQ	53	Militiaman (soldier)	Breton	Man-at-Arms (soldier) -KotG-
18	Litigant (lawyer)-TIT-	54	Outlaw	Dwarf	Runebearer (messenger)
19	Mediator (village) -KotG	55	Outrider (apprentice scout)	Dwarf	Apprentice Runesmith-RoS
20	Messenger	56	Pt Fighter	Dwarf	Shieldbreaker
21	Miner	57	Protagonist (bully)	Dwarf	Troll Slayer
22	Muleskinner -RC- (trader)	58	River Warden -WFRPC-	Elven	Kithband Warrior
23	Peasant	59	Roadwarden (road patrol)	Estalian	Estalian Diestro
24	Pilgrim -ToS-p114	60	Rogue	Halfling	Fieldwarden
25	Raconteur-SH-(story teller)	61	Sewer Jack-AoM-(watchman)	Kislev	Apprentice Ice Witch-RotIQ
26	Rat Catcher	62	Soldier	Kislev	Bear Tamer-RotIQ-
27	Scribe	63	Squire	Kislev	Checkist-RotIQ-(Kislev secret police)
28	Seaman	64	Swamp Skimmer -RC-	Kislev	Drover-RotIQ-(Herder)
29	Servant	65	Temple Guardian -ToSp192	Kislev	Kislevite Kossar
30	Smuggler	66	Thief	Kislev	Steppes Nomad -RotIQ-
31	Stevedore WFRPC-(Dock)	67	Thug	Kislev	Streitsi -RotIQ- Kislevite Gunner
32	Student	68	Toll Keeper	Kislev	Wise Woman -RotIQ- Special
33	Tomb Robber	69	Watchman	Norse	Skald -ToC
34	Tradesman	70	Woodsmen	Norse	Norse Berserker
35	Vagabond	71	Wrecker WFRPC-(river pirate)	Strigany	Strigany Mystic -NDM- (Gypsy)
36	Valet				

