

# DUNGEONS THE DRAGONING 40,000

7th Edition

homebrew  
Tome of Plot hooks



Sidus and his motley crew were on the run. They had already lost the elven witch and the kobold dog they had brought along with them on their journey to Huzuz. With the sun properly set, the would be crusaders had nowhere to hide. He touched down at the top of a large building, both the arid metropolis and the retreating truck in view below him. They were easy prey for he, DIO, the dark lord of all he surveyed.

DIO touched the scar on his neck. In a previous life, he was known as Dio Carstein. Thankfully, that meager, pathetic life is no more. With his Embrace came a new thirst; an ambition. He did not just thirst for blood, but of power and prominence. He, DIO, cut ties with his vampire brothers, his pride overpowering any desire for assistance from lesser creatures that he could not turn to his side.

He jumped down to the streets of the City of Delights, the pale vampire's red cape flowing in the Zakharan wind as he walked. There was an overabundance of light and sound, little of which could be found on his feudal homeworld of Bretonnia. Though he was curious, DIO kept a stern, dispassionate expression as he examined the vehicles moving past him in the streets.

"Land-speeders..." mused DIO, walking next to a parked hovercraft. "Their power and speed is impressive..." He could not help but get a closer look of the machine. He put a hand on the hood, so that his undead flesh could get a feel for the metal contraption. "There were only horse drawn carriages where I, DIO, was born..."

A crude, brutish hand gripping at DIO's shoulder interrupted his monologue. "Hey!" shouted the suited ogryn. "This speeder belongs to Planetary Governor Phillips!" DIO made no effort to face his aggressor, but he could assume that the goliath was making a threatening gesture towards him. "Do you know who you're dealing with-!"

DIO grabbed the hand of the ogryn, twisting the arm around and breaking it with a satisfying crack. The guard fell to his knees screaming in agony. Without saying a word, he moved into the back seat with the presumed owner of the car.

"My, my..." said the genial middle aged man. "You young folk are so hot blooded these days!" He chuckled heartily.

DIO had no time for such mortal pleasantries. He gripped the visiting Planetary Governor's two front teeth. With minimum effort, he tore them free from the man's mouth. Wilsonius Phillips howled in pain. DIO did not care. He, DIO, had an ambition to fulfil, and nothing would stop him.

"Shut up and get in the front seat," said DIO. "You're going to drive."

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# Locations

## The Umbra

The Umbra is a kind of shallow end of the warp, an intermediary between the full chaos of the warp and the real universe. It is something like a shadow, not really a true place or thing, just an image of the real universe that exists alongside it, separated by a thin barrier. The geography of the Umbra is a dark mirror of the real universe, warped by the emotions and history of the place, empty of people and changing to reflect the real world when no one is looking.

Many supernatural beings and spirits can cross between the Umbra and the real world. Ghosts and weaker daemons can use this shadowland to cause havoc. Damage done to things in the Umbra does not cause immediate harm to anything in the real world, though there are some odd parallels – something being destroyed in the warp tends to give it bad luck in the real world, as an example.

The Umbra shows more material traits and is a more direct reflection of reality the closer one is to the Materium within it. It is in this region that most spirits dwell, it is here that mortal mages most commonly tread, and it is here that you see the most recognizable reflections of the material world. But delving deeper into the Umbra, taking strange and twisted paths, leads to realms that are less recognizable, in which the natives of the Umbra live lives scarcely related to those of the spheres that mortal mages suppose they reflect. Few ever journey here that aren't native, and many who do never return, afoul of some bizarre hazard. Fewer still go further, but those who do find a bizarre and chaotic realm where it is not the Materium that is most accurately reflected, but the Warp. Some mages who study the Umbra term these to be the inner, middle, and outer layers, but most think only of the inner, the Umbral's material periphery.

**Warp-Trods:** Deep within the Umbra, space may be as warped as the Warp itself. In the middle region, if one knows the right paths it's possible to walk on foot from one planet to

another. In the deepest portion, with a good knowledge of the paths and even better luck, it is possible to talk all the way from one crystal sphere to another, though for denizens of Materium it's usually faster and always safer to stick to the conventional methods.

## Umbral Arcadia

The Umbral Arcadia, or just Arcadia to the folks of the Umbra, is a reflection of the crystal sphere of Arcadia. Even at the shallowest parts, it differs more than usual, however. One barely needs to go deep at all, step backwards through the wrong doorway, perhaps, and one is in the Hedge, an enormous and carefully cultivated maze of hedges. These mazes are the front garden and huntinglands of the Sidhe courts, which dwell beyond them, in the middle layer of the Umbra. The Sidhe are a great Youma Kingdom (or perhaps two, or four) who are bound even more tightly by contracts and laws than is typical for the Youma. They are also among the most active and famous of the Youma, because of an incursion hundreds of years ago, when dozens of Sidhe stagships streamed through the Great Mirror. The official stance in Material Arcadia is that these forces were repelled easily, which is why the Great Mirror is still intact, but straight answers come out from Buxenus even less frequently than people do.

## Scarytown

By journeying through a long and convoluted warp-trod from Shadowfell through Shadowdark, then Darkbad, then Shadow Shadow Bo Badow and finally Double Hell, an umbral voyager may arrive in Scarytown, the Umbral reflection of the no less remote sphere of Nostramo. Scarytown, especially in the inner layer, is home to the largest known civilization of Dusklings, who build quaint slums and great fell temples, but the area is more notable for another reason. Each temple is built to one of the Ghoul Stars, orifices that connect the Umbral and Material worlds. Dusklings pass through regularly, and they are as plentiful in Nostramo as they are in Scarytown, though few make their homes there. Spirits and ghosts sometimes also pass through, after making the long trek in the Umbra, to enter the material realm.

### Nostramo

Nostramo has but one planet and no true sun, so it is filled with darkness. Space stations are built around most ghoul stars, filled with dusklings in transit, umbral researchers, and even the occasional trader, though few find it worth their time to come so far out of their way. The planet is largely barren.

***Daylight 13:*** The ironically named research outpost is the largest and most popular station for mages in Nostramo. It circles the thirteenth largest ghoul star, which leads to the deepest point in the Umbral of any known gate. The station itself passes through the star on occasion and the research mages are always delighted to see what happens, though the station passes close enough to the Warp that casualties are far from unheard of.



# Factions



## Doomguard

Less than 30 years ago the Doomguard – otherwise known as the Sinkers – was nothing but a loose collection of paranoid cultists predicting the end of the Wheel. Today, it is an economic and political powerhouse, with almost total control over weapons manufacturing and distribution within Sigil.

The core tenant of the Doomguard is that entropy is a desirable force within the Wheel but how this idea is expressed varies wildly between members of the Faction. Many see it as a means to an end; to create change, advance technologically or simply a way to make money. Others see it as a purpose unto itself; something that will bring ultimate peace to the Wheel. Some just want to see worlds burn.

## Bases of operations

The Armory is a powerful Megacorp, with a sprawling complex of factories on the border of Sigil's Lower Ward. The Doomguard use it to build weapons of every description; from swords and guns (and guns that shoots swords) to Battle Tanks and Bio Titans. Armory brand weapons can be found across the known spheres.

Outside of Sigil, the Doomguard control five ruined Syrneth citadels in a desolate Crystal Sphere called the Forbidden Zone. They are known as Exhalus, Alluvius, Sealt, Quietus and Cineris. Within each of the citadels resides an ancient and terrible Wraith known as a Doomlord. How these beings came to serve the Doomguard is a closely guarded secret.

## Alignments

Nurgle represents the Doomguard best, but worshippers of Tzeentch, Khorne, Malal, Sigmar, and the Raven Queen are also common.

## Internal cliques

**Street Preachers:** Most Street Preachers were around before Zorg gentrified the Faction. They serve the Doomguard by shouting unintelligibly on street corners and committing random acts of petty violence. Most new Sinkers pretend they don't exist or otherwise marginalize them.

**Punch-clock Sinkers:** The vast majority of Doomguard are simply members to keep their jobs in the Armory. In general they agree that entropy is a thing and that they should keep an eye on it but don't go any deeper into Sinker philosophy.

**Watchers:** This group of wealthy Doomguard and Armory investors are avid voyeurs of battle. They seek out places of conflict across the wheel just so they can go and watch the violence. They like to place a few bets on the outcome and although they swear they don't intervene, it's not uncommon for caches of bootlegged Armory weapons to coincidentally turn up on the battlefield. They also sponsor several of the most brutal teams in the Sigilian Blood Bowl league.

## Prominent Members

John Baptiste Emanuel Zorg is the owner of the Armory and is almost solely responsible for the Doomguard being a successful Faction. Before his conversion to the Sinkers, Zorg was a well-respected but low level member of the Fated. However, he'd long found his personal philosophy was better served by the Doomguard and saw an opportunity to really take charge. He contacted Pentar with a proposal; in exchange for the resources and manpower of the Armory she would fast-track him to Factor status. She agreed, so Zorg severed his ties to his old Faction and told his employees that anyone who wanted to keep their jobs were going to follow him to the Doomguard. Since the Armory employed over 60 million people, the Sinkers became a fully-fledged Faction overnight. Due to his contributions, Zorg sees himself as the rightful

Factol and fully expects to be named as such the next time The Lady of Pain selects the council. He truly believes that entropy is a positive force in the Wheel. Destruction always leads to creation, conflict leads to evolution and death to rebirth. The money from arms dealing doesn't hurt either.

Mr. Torgue is an Ork. Some say he's the Orkiest Ork to ever crawl out of the ground. He would say that he is in fact awesome and then play an extended air guitar solo. He considers his greatest accomplishments in life to be growing a rocking mullet and handlebar mustache in blatant disregard for Orkish physiology and designing a line of nuclear charges that detonate in the shape of various rude gestures. He also runs a gladiatorial combat show on one of the distant borderworlds. Torgue has a very straightforward interpretation of Sinker philosophy. Explosions are awesome, why isn't everything exploding? That's squigshit! Blow it all up!

Mad Stan is an extremely proactive member of the Street Preachers, going to any institution or service that offends him and blowing it right the zog up. He believes that destroying anything that makes life difficult or complex will help everyone return to a simpler and more fulfilling existence.

### **Factol: Pentar**

Pentar is a well-known mercenary, terrorist and weapons dealer, although she limits her activities in Sigil itself. She appears to be a slightly built human woman around the age of 30, which is odd because records show she has been active in the Wheel for longer than humanity as a whole has been in space. She's been Factol of the Doomguard for a very long time, her personal conviction and natural charisma the only thing holding it together enough to be called a Faction in the first place. Pentar doesn't much care for politics and leaves most of the actual running of the Faction up to Factor Zorg. By all accounts she preferred the simple days when the Sinkers where all about sowing random violence and deeply regrets selling out. On the other hand she does see the value in having a more prominent presence in the Wheel and is glad that her Philosophy is getting attention from more than dirty barmies

standing on soap boxes. She believes that the only path to true understanding is through destruction and conflict, whether it be through the annihilation of self or of others. She sows chaos and destruction not for personal gain but in hopes that others will reach enlightenment. That isn't to say she doesn't enjoy it, just that as far as she's concerned she's doing the Wheel a service.



### **House Dimir**

"Eat your vegetables, or the Dimir will take you!" "Yeah, if that's a real likeness of the Lady, I'm a Factor at Duskmantle." House Dimir is, at its core, an utter fabrication, a fiction meant to communicate scorn and to scare rebellious children into line. They are said to have been founded by one of the first Vampires ever to stride across the Wheel, to deal in secrets and cross-trading among other not-quite-legal activities. If this is true, why have their leaders not been uncovered, and given the rope? How can an organization that supposedly sprawls across the Wheel be kept secret since the days of Khaine?

The simple answer is that House Dimir does not exist. If someone approaches you claiming to be one of the Dimir, you are being lied to. There is no geas enforcing these words. We are not magically and contractually obligated to obscure this information. But, hypothetically, if House Dimir *does* exist, the following information is not accurate.



### Base of Operations

The guildmaster of House Dimir can supposedly be found in Duskmantle, which is supposedly built in the center of Sigil. Naturally, asking for directions is a sure way to be laughed right out, as the guild that doesn't exist meets only in a manse that was never built in a location that can never be found. The signets allegedly carried by true servants of House Dimir are said to be gate keys keyed to its location, but as no such signet has ever been found, this is impossible to verify.

Outside of Sigil, House Dimir does not operate in small, decentralized cells, which in turn do not rely on dead drops and synchronicity to pass on information.

### Alignments

House Dimir is not a clandestine organization, and it is not built primarily on secrets and cross-trading. Thus, its members - assuming there *are* any - would not be nigh uniformly aligned to Acerath, and they certainly wouldn't pretend to fly the banners of other deities including Tiamat, Chaos Undivided, Sigmar, and the Raven Queen.

### Internal Cliques

**Insurrectionists:** Ranging from disillusioned teenagers to real antisocial berks, these dumbasses tend to get crudely-made spider signets in the post and assume they're Dimir. House Dimir does not use these idiots as distractions for their own tasks.

**Informants:** If the vast majority of alleged Dimir activity comes from the last group of barmies, most of the rest comes from people approached by someone in a dark alley bearing what is described as a sapphire set into a spider. These people are given a specific task, usually something as simple as delivering a package, or placing a letter in a drop box, and are paid for their aid without anyone being the wiser. There is no need to be concerned if you are approached this way!

**The Inner Circle:** House Dimir does not exist. If it did exist, its high-ups would most certainly not be primarily inclined toward scheming creative ways to accomplish their goals by using catspaws and dupes. Not a single actual member of the Dimir would know the identity of more than one of the Inner Circle, and that individual would most assuredly not be the one that he directly reports to. For that matter, none of the Inner Circle would know which of them is the guildmaster, either.

### Prominent Members

"Handsome" Jack Harper is known to be a functional sociopath, however funny and charming he might be to speak to, and that's how he went from lowly code monkey to CEO of one of the most successful megacorporations on the Wheel. He has a compulsive need to be in control at all times, and isn't above plying the cross-trade to keep it that way. He does, however, keep very strange hours, and an equally strange insistence on privacy... and exact words. To be fair, nobody believed him when he claimed he learned about that mother lode of Orichalcum in the borderworlds from Szadek himself...

There are some who say that you should never trust the words of a serpent. They may be thinking of Sessa, the black-scaled Ophidian who staffs a black market in Sigil's Hive Ward. He's got anything and everything you can think of for sale, and if you can't find it in his shop, he can acquire it for you within a week. Just don't ask where it came from, or why it smells like blood... and don't question him when he says he'll cut the jink you owe him if you do him a favor.

Nyx is a fairy who can be trusted to know anything. She can get into any place, find out any information, all for the fantastically low price of two stingers and what you're going to do when she tells you.

### Parun: Szadek

Szadek is not among the oldest Vampires on the Wheel, and does not have his fingers in every criminal enterprise in Sigil. He is allegedly an albino arachne male, though those claiming to have met "Szadek" in the flesh are notoriously dishonest or drunkards and thus not



to be trusted. There is, however, a notable coincidence in that a "Baron Sengir" matching this description makes appearances in Sigil's politics, especially in Council meetings or other affairs that might have an impact upon criminal activities. This is, however, only a coincidence, as no albino arachne are registered as inhabitants of Sigil.

This Szadek, if he exists, must therefore have goals as inscrutable as the movements of the stars themselves. Exactly what he might gain by not running a non-existent guild remains to be seen.



## The Cult of Rakdos

There are people in the Wheel who desire nothing more than to do as they please, and who don't care about hurting others in the process. The Cult of Rakdos is made up almost entirely of this sort of people. From otherwise-sensitive folk who just want to beat the living tar out of anyone they don't like, to murderous hedonistic sociopaths and daemon-spawned hellion brutes, the Rakdos cult is manifold and varied.

### Base of Operations

The religious and commercial center of the cult's activities is the grand dungeon in Sigil's Lower Ward known as Rix Maadi, a hellish place decorated lavishly with torn red and black tapestries, the festering leftovers from snuff films created by the cult, and fire. Oh, and rats. Carnivorous rats, skittering everywhere.

### Alignments

The best-known personalities of the Cult resonate best with precepts recognized as Slaaneshi, with a high focus on capricious whim and entertainment. Other common tenets seen among cultists include those of Malal, Luna, Vectron, and - very surprisingly - Sigmar.

## Internal Cliques

**Le Cirque des Horreurs:** Claiming to be the oldest of the internal divisions within the Cult, the Circus is said to have been the original form of the Cult, the mortals who flocked to and entertained their daemonic master's whims. As its name implies, the Circus is a true horror show, making extensive use of zombified performers and summoned daemons in their program, and paradoxically thriving despite their tagline of "Die of fright or your money back!"

**Heaven's Devils:** Heaven's Devils are, for want of a better description, a biker gang, related to the Cult primarily in their shared tendency to flout local laws in the name of fun or - in the Devils' case - moral outrage. The Devils tend to inspire fear and awe when they're about due to these violent tendencies, but at the same time clients and visitors alike are much more comfortable when it's mentioned that Heaven's Devils are handling private security for an event.

**The Daemon-Spawn:** The truly insane Cultists believe themselves to be children of Rakdos himself, or else inheritors of some form of power from their patron. There is *probably* nothing substantial to these claims, but they seem to hold the most internal power nowadays, with their own leaders forming the inner circles at Rix Maadi.

## Prominent Members

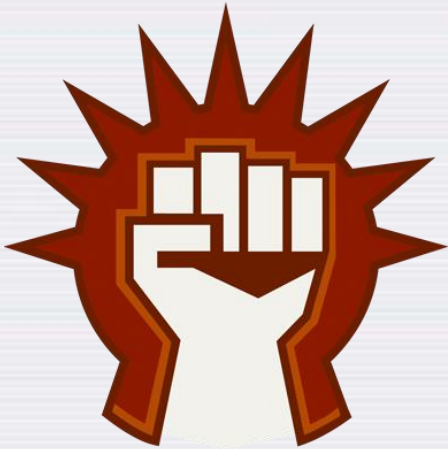
Izolda is a sorceress specializing in blood magic, who handles those who come to call at Rix Maadi in place of her daemonic patron. She also assumes the mantle of leadership whenever Rakdos sleeps... which is often. She is known to be a functioning psychopath, or at least more so than the rest of the rabble that makes up the Cult.

Zarra Vel'Zaumtor is a Dark Eldarin, renowned for her red eyes and fiery hair, and - among the Cult - for her completely unscarred face, which she supplements by painting herself with new patterns for every show. She is most often seen in her position as a barker for Sigil's branch of the Cirque des Horreurs, and has an almost preternatural ability to play off the suspicious goings-on at her shows.

### Parun: Rakdos the Defiler

Rakdos the Defiler, the Lord of Rats, and patron saint of raves and riots, is an almost Malalite daemon prince of Slaanesh, and the personality behind the Cult in his own name. He appears as an enormous, flaming daemon similar to a Bloodthirster with a caprine face, and has a similar fetish for blood and fire. Thankfully for Sigil, he very rarely leaves his palace in Rix Maadi, as when he does wake his Cult is there to serve as their master's entertainment.

Rakdos cares for nothing more than his own entertainment, and is capricious beyond belief. One moment he can be sufficiently entertained by their capering, and the next his boredom can be assuaged only by killing them himself. His goals can be assumed to be similar, the creation of an orgy of blood and fire on a grand scale.



### The Boros Legion

Assumed by some to be an estranged cousin of the Hardheads and the Sodkillers, the Boros Legion is actually a militant arm of the Blessed Pantheon's worship, with the stated goal of spreading law and order across the Great Wheel. One of few major organizations in the Wheel to be openly led by a daemon (as opposed to the ascended Daemonhosts known as daemon princes), the Legion seeks peace by making war, led in battle by incarnate seraphs and leaving their reincarnated servants behind to keep the peace as they move on.

### Bases of Operations

The Boros operate in Sigil from a fortress known as Sunhome, built rather deliberately close by the Armory for ease of recruiting Doomguard "volunteers" when necessary. Being rather less harsh than the Lady's own enforcers or, say, the Mercykillers, the Wojek presence in Sigil is tacitly encouraged by her citizens, even if some berks can't quite grasp the idea that "less harsh" doesn't necessarily mean a 'jek won't beat the living tar out of you if you give him a hard time.

Outside of Sigil, the Legion's center of operations is Razia's flagship, a moon-sized spelljammer called *Parhelion*. The great spelljammer is mostly empty space, capable of carrying entire battle fleets within its hangars with plenty of room left aside for living space and training areas.

### Alignments

The Legion tends to answer to the Blessed Pantheon as a whole more often than not. The more common powers seen individually among Legionnaires are Cuthbert, Bahamut, Pelor, and Sigmar.

### Internal Cliques

**Angelic Hosts:** The main body of the Boros Legion is composed of a massive standing army, in turn primarily made up of daemons and daemon princes who claim the title of angel, and who lead the legions of paladins and priestly warmages in the crusades of justice that that Blessed Pantheon request. Much like Celestia itself, the Legion is ultimately led by a hebdomad, made up of Archangel Razia and the six daemon princes who act as her generals.

**League of Wojek:** The Wojek League is primarily made up of humanoids (and the occasional penitent daemon) who act as impartial law enforcers in Razia's name. Most civilized crystal spheres have a Wojek section to their name, and those that don't are typically provided one if and when they become the target of a Legion crusade. Unlike the rest of the Legion, Wojek officers prefer to pursue nonviolent solutions when possible.

**Haazda Auxiliaries:** "Haazda" is an unintentional butchering of an ancient Celestial word with meaning similar to "deputy" or - more



likely - "penitent." In the event that a Wojek section or the hosts themselves lack manpower, volunteers are drafted from the civilian population (or in the hosts' case, prisoners) to help make up the deficit. Regardless of origin, Haazda are given certain benefits in return for their service, which includes an expectation that they will assist whichever arm of the Legion they have been signed to... generally an easy job for a deputized Wojek, but prisoners signed to the hosts can expect to be used as cannon fodder, dependent on their own attitude and their commanders' whims.

### Prominent Members

Warmaster Aurelia is an Aasimar Daemonhost infamous for a temper as fiery as her hair, exalted personally by Razia herself to represent the Archangel's interests in Sigil. It's not exactly hard to guess why she prefers to use her old title despite ostensibly being a peacekeeper now, and it certainly not dark that she's not exactly on the best terms with her neighbors in the Armory. Under her watch, however, the Wojeks in Sigil are quite possibly the best-equipped soldiers in the city, even more so than the actual defense forces; she and Factol Pentar have a sort of mutually beneficial agreement, in that the 'jeks can call on outfits and conscripts from the Armory, and the near-constant strife between them keeps both groups razor-sharp and ready for just about anything.

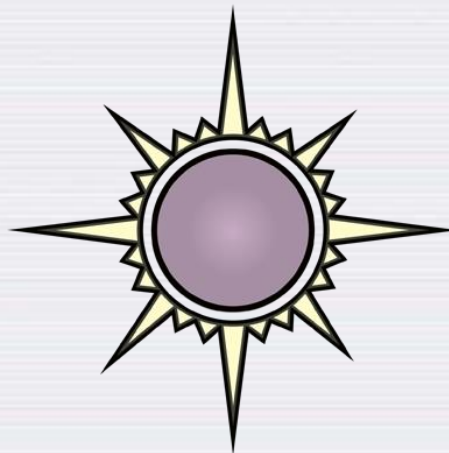
Galdar signed on to Razia's host as a Haazda for a very simple reason: The Minotaur had a debt of honor to repay. When one of the Archangel's generals ordered a bionic replacement for Galdar's missing arm - all that stopped them from immediately pressing the prisoner into service - Galdar's choice had been made. He gladly offered his recovered sword arm to Razia's cause, bringing with him a wealth of information on Tiamat's cult.

### Parun: Archangel Razia

Archangel Razia is a veteran of the Blood War, an incarnate greater daemon of the Blessed Pantheon who takes the form of a beautiful human woman with six great, fiery wings. She founded the Legion eons ago, abandoning the Blood War with Bahamut's blessing in pursuit of the lofty goal of bringing

total peace to the Wheel. The original Legionnaires were the soldiers and daemons under her direct command, her Boros Hebdomad assembled from her lieutenants.

Razia wages what may well be an eternal crusade to spread law-abiding pacifism across the Wheel. She rarely concerns herself with the affairs of mortals, save for the necessary respect of parlaying personally with the leaders she intends to bring under her banner.




### The Orzhov Syndicate

The Orzhov Syndicate is nothing less than a galaxy-spanning mafia, the largest and most successful "family business" on the Wheel. They are the patrons of entrepreneurs and the champions of commerce, and so long as you can pay their fees, they'll protect you from whatever cutter you might have piked off. Nearly every lawyer on the Wheel is in their pocket, after all, and even death is no barrier to service.

### Bases of Operations

The Basilica Orzhova is a terrific - if a tad gloomy - cathedral standing in Sigil's Upper Ward, and the seat of the current living Patriarch. Syndicate "priests" accept "donations" in return for certain services here, as well as "tithes" from businessmen and store owners who have marked their holdings with the Orzhov's sign. Several hundred meters below, the Syndicate's own members often make "pilgrimages" to offer their own tributes to the Ghost Council, the only authority higher than their living Patriarch.



Across the Wheel, nearly any city with a law practice or a shop owner with the Orzhov mark also boasts a similar dark "church" where the local branch of the Orzhov Syndicate meets. None are so grand as the Basilica in Sigil, however.

### Alignments

The Orzhov respect coin above all else, but most respect the values of civility. Most of the high-ups (including the majority of the Ghost Council) are Unaligned, while Sigmar and Cuthbert are most commonly observed for the establishment of laws to bend and the sacred contract, respectively. As the Syndicate often views death as a simple change in perspective, Luna holds more sway than does the Raven Queen, and like Acerath they bear a healthy respect for the power of secret knowledge.

### Internal Cliques

**The Church of Deals:** By far the largest and most well-known sect of the Orzhov Syndicate is the pseudo-religion that has sprung up surrounding the Ghost Council and the Patriarch. These religious trappings come in handy in spheres where the Syndicate's activities are seen as less than legitimate; in these places, the Church steps in, offering "clerical services" in exchange for "donations" to help keep their "god" happy.

**Legitimate Businessmen:** The Orzhov protect their own, and as long as the proper dues are paid, anyone can be one of their own. Most berks who can afford those dues actually run some business or another, and pay the Syndicate for insurance against thieves. Contrary to popular belief, the Orzhov do not ask these people for shady favors in return, nor do they immediately set whatever they were protecting against on their former clients when the jink stops changing hands. Anyone who paints the Orzhov's mark on their sign, however, may as well be a part of the Syndicate, for all the favors they trade and their tendency to argue against removing them from their community.

**Taj:** To the Orzhov, the dead are only living in a different tax bracket. Unfortunately, that tax bracket is one that most of them can't break legs in without bothering the Ghost Council... and that's where the Taj come in. The Taj are a select group of spirits bound into Orzhov service by their necromancers, given living hosts when the Syndicate has need of more versatile assassins. A few of them have gotten it into their heads that they need answer only to the Council or their bound daemons, but most are of the sort that's glad just to have a second chance at life.

### Prominent Members

Teysa Karlov runs a law firm in Curst, but when her uncle dies, she could very well become the first Matriarch in millennia. Wait, that's not right. For one, he's not her uncle; Teysa is a Dullahan adopted into the family, and she's understandably annoyed about the whole "succession" thing, what with her uncle not exactly being in a shape to kick the bucket any time soon. Two, there's the issue of jealous servants, and that's a recipe for disaster. Now, if she could just find her *head*, there might be a way to resolve all this...

Nacht is the owner, proprietor, and main bartender of the Night Bogey Tavern in Sigil's Lower Ward, whose sign bears the mark of the Syndicate's protection and whose collar bears the pin of its membership. His bar is dimly lit and sports a calming atmosphere that's rather rare in the Lower Ward, though that may have something to do with having the very best Goliath bouncers his connections in the Syndicate can provide. It's the perfect place for conducting some "legitimate business," and for a fair gratuity, Nacht might even remember not to mention you were there when the lawmen come calling! And don't forget to ask about the nightly specials; the Night Bogey serves a variety of dishes made with ink from certain sea creatures, and it's the only bar on the Wheel that sells the black beer brewed from the (relatively) safe plants around Scarytown.



### Parun: The Ghost Council

Every Patriarch that has ever sat in the Basilica (and several from before the Basilica even existed) is ultimately groomed for a position on the Obzedat, the Ghost Council comprised of the Wraiths of past Patriarchs. As new Patriarchs join their number, the oldest fade away; thousands of such Wraiths have existed since the Syndicate's humble beginnings, but the Ghost Council numbers only a few dozen. Most of them are humans, primarily the Karlov family that has been dominant in the Syndicate almost since its inception.

For all that they exist beyond the veil of death, the Ghost Council's goals are simple, even to the mortal mind: Like any mortal, they want money and power. To that end, there are many personalities within the Obzedat, and many points of view. In the past, Patriarchs have been known to be almost kind, while others have been draconian bastards, and the Ghost Council often has a full spectrum of these personalities among its number.



### The Simic Combine

The Simic Combine is an organization of scholars, doctors, and intellectuals that all share a healthy obsession with the topics of medicine or biological science. They usually keep to themselves, though gladly sharing the fruits of their research with the rest of the Wheel in the form of... well, mostly medical practice that doesn't kill the hapless patient. And occasionally horrific gene-warped abominations of nature that kill their creators, break out of the lab and rampage across the city before being put down hard by passing-through Exalts, but that kind of thing hasn't happened (in a major population center) in centuries...

### Bases of Operations

The heart of the Combine is the living spelljammer *Novijen*, usually kept in orbit just near enough to the Beastlands for ongoing study to be carried out. From here, they hope to learn enough about the strange living crystal sphere to eventually be able to land on foot and catalog its wonders in person. For now, however, *Novijen* is itself a subject of Simic research.

Most hospitals and laboratories dedicated to biological or pharmaceutical research across the Wheel bear the Combine's mark.

### Alignments

Scientific knowledge is the Simic's watchword. To that end, most involved with the Combine are Unaligned, though deities associated with knowledge and change - such as Luna, Tzeentch, and Acerath - see some respect, if not reverence.

### Internal Cliques

**Medical Practices:** Most of the laymen associating with the Combine are, in fact, medical practitioners, and the easiest way to locate a hospital in most civilized crystal spheres is to look for the Simic Willow displayed prominently on the building's side. Despite a distressing tendency toward experimental treatments, Simic doctors are often in high demand, if only due to the Combine's stringent education requirements.

**Evilutionists:** Even "clergy" of the biological scientists can have heretical sects, and the Simic don't see these cutters as too far gone to call their own... even if they do study the results of the Evilutionists' rampages instead of actually stopping them. These bloods believe that evolution and adaptation can be harnessed and used at a whim, and their first recorded violent action on the Wheel coincided roughly with the discovery of the Kythons. The Evilutionist sect - made up mostly of Elves and Ophidians - see it as their solemn duty to impel the sentient races further on the path of evolution in any way they can, and if they have to murder every Kython in existence for their stem cells to do it, they probably will.

**Yuzhan Vorch:** Nigh on every major group on the Wheel has its militant arm. The Yuzhan Vorch are the Simic Combine's elite task force, composed primarily of Simic-bred Kythons as well as mutants of various pedigree from across the Wheel. They are based in *Novijen* and trained in artificial environments as similar to the Beastlands as their parun can generate, and answer exclusively to the parun and her Host. Small squads are often sorted alongside research teams - occasionally as research teams, when they include Tau or Eldarin - sent to collect samples from death worlds.

### Prominent Members

Momir Vig is - uh, *was* - an Eldarin, among the oldest in the Combine, and the current Host of their parun. He rarely leaves *Novijen*, preferring to coordinate the various avenues of research undertaken on the living spelljammer from within, safely sequestered in the neuroboretum alongside the parun's mass. Which is probably for the best, as at least three Eldarin worldships have it out for him due to incidents involving mutated frogs, lizards, or snakes...

Psaro, commonly known as "the Manslayer" for his actions in Dominia's former capital of Halcyon, isn't quite so ready to simply step back and allow those who scoffed at him the pleasure of ignoring him. Militantly racist and eugenicist to the core, he's currently recognized as the head of what everyone refers to as "Evolutionists," no longer welcome aboard the *Novijen*... but he's fine with that. Because he's discovered the first Host slumbering under Halcyon, the Aasimar known as Estark whom history recorded as killed in action during the War of the Monster's Fall, and entombed with him is the Secret of Evolution, the power that will propel the Dark Eldarin back to the ascendancy they had lost five thousand years ago.

A-11 is a breathtaking work and possibly the first example of her kind: A fully-functional synthetic life form, grown with tender care by Limulian claws and enhanced using cultures taken from the neuroboretum on *Novijen*. Her cognitive abilities easily match

those of any Tau or Eldarin in the Combine, even if she lacks in areas of physical and communication proficiency. But, no matter; she is, after all, the first functioning prototype, and time will only tell if she'll live long enough to meet her successors.

### Parun: Yidhra, the Unbegotten Source

When most berks are told that *Novijen* is a "living" spelljammer, they tend to think of it as one made of Necrodermis, maybe with a fancy A.I. operating it, and leave it at that. They're only half right... *Novijen* is a vast organism perfectly adapted for plying the Astral Sea, a true biological wonder sheathed in a shell of Wraithbone, an organic planetoid grown around the vast and ancient neural cluster that is Yidhra.

The majority of Simic biotechnology is culled from this primordial ooze's knowledge, ancient genomes employed by precursors long past for purposes that the Combine can only guess at. Yidhra itself behaves in many ways like a Symbiote, binding to a host's nervous system to share its wealth of knowledge. Its motives are assumed to be those of Life itself: Grow, adapt, survive, and procreate, *ad infinitum*.



### The Izzet League

Any sufficiently advanced technology is indistinguishable from magic. Conversely, any sufficiently analyzed magic is indistinguishable from technology. The Izzet League aims to "sufficiently advance" the Materium and "sufficiently analyze" the Warp in the name of innovation and progress. No power in the Wheel is too heretical a topic of study, even those strange quirks of fate that yield such blasphemous exaltations as the Demiurge or Perpetual.



## Bases of Operations

Nivix is the parun's aerie, an artificial crystal sphere (the creation of which is a secret known only to the old dragon himself) in synchronous orbit with rather frightful proximity to Mechanus. Here he holds court (such as it is) with the highest-ranking magelords in the League, and personally conducts research into the Modrons, the C'tan, and the creation of the magical metals.

The nature of Izzet research means that their laboratories and compounds can be found virtually anywhere in the Wheel, and aren't always obvious. Most power stations based on magic or on thermal power can be assumed to be connected with the League in some way.

## Alignments

As a general rule, the Izzet worship none before their own parun. Usually, Niv-Mizzet's precepts sound suspiciously similar to those of Corellon. But they can, sometimes, seem strangely like those of Vectron, Tzeentch, or Chaos Undivided. They are, however, *never* remotely similar to those of the Ommissiah.

## Internal Cliques

**Magewright's Union:** Those who serve the dragon are inventors first and foremost. Most of the common Goblins and engineers believe that the dragon's knowledge is meant to be applied, and to do otherwise is heresy, for it would prove that the dragon is powerless. Magewrights design and operate experimental magitech stations for the benefit of the Wheel, for the express purpose of educating the layman on Niv-Mizzet's proofs.

**Sardior's Clutch:** The Izzet League's armed task force is nothing less than a full legion of space marines, founded by the parun himself by culling from a mixed bag of Aasimar, Dragonborn, and Tieflings who defended Izzet interests (or more specifically, Nivix itself) during the Fall of the Eldarin. The Sardior's Clutch marines are infused with dragon's blood as a part of their initiation to active service, usually that of fire- or water-aligned wyrms or, in very special cases, the metal-aligned blood of Niv-Mizzet himself.

**Tech-Priests:** While they aren't exactly held in high regard, there's no shortage of Tech-Priests in the League. While they can be (and often are) indoctrinated to praise the parun rather than the Ommissiah, they are rarely trusted to accomplish anything other than maintain existing projects, never to provide theories of their own. It doesn't help that most Izzet Tech-Priests are Goblins.

## Prominent Members

Zarek is a Limulian fluxmage who's managed to zap himself more than once. He *may* have cooked his own brain a bit, but he's recently hit upon an *amazing* hypothesis: If Niv-Mizzet is the origin of the Izzet's greatness, then surely *more* dragons within the League would propel them all to the lofty ranks of godhood, right? There's a bit of a hitch with his experimental plan, however... two, really. First and foremost, it requires the acquisition of several dragon eggs (doubled, even, as every experiment needs a control group), and then he *might* need some assistance actually carrying it out, but telling anyone about his idea might prompt immolation on the spot.

The current chapter master of Sardior's Clutch is a dragonborn with iridescent scales similar to the parun's, who has taken the name Karajix along with the blessing of Niv-Mizzet's blood. Quite possibly the most unconventional commander that the Izzet have seen yet, Karajix walks the knife's edge of heresy for her strange and unusual tendency to think *inside* the box, using such strange and unusual tactics as drilling her marines for the use of *cover* instead of relying solely on energy-siphon systems built into their armor, as well training those who insist on using Izzet-made plasma weapons to mitigate their weaknesses.

## Parun: Niv-Mizzet, the Firemind

Niv-Mizzet is a truly ancient dragon, vain of his beautiful prismatic scales and even more so his keen intellect. He is an arrogant wyrm who demands not only fealty but *worship* from his followers, and continually redesigns the League's identifying sign to more closely

resemble his own image. And, of course, he is always the smartest creature in the room, and anyone who claims otherwise is immolated for their heresy.

Niv-Mizzet does not, of course, share his goals with lesser beings, and the workings of his ancient mind are nigh impossible to guess at. Most greybeards are under the impression that he seeks the C'tan's power and ancient arcanotechnology for himself, perhaps to recreate the armies of the C'tan from the War in Heaven in order to claim the Wheel now that the Syrne have gone.



## The Golgari Swarm

The Golgari offer the services of reclamation and recycling, as well as one vitally important to hive worlds across the Wheel: Rot farming. The Swarm recycles everything; garbage can become useful items once again, ruined buildings can be restored for habitation, even waste can become compost for raising edible fungus and insects. Even so, their penchant for necromancy earns them few friends among other associations, and while their contributions to food service are very much appreciated, it's rare to see Golgari envoys in polite company.

### Bases of Operations

The labyrinthine ruins known as Korozda can be found in the crystal sphere of Catachan, a sweltering, humid death world overgrown with jungle flora and festering swamps beneath. The Golgari Swarm calls this place "home," where their undead lords were

born into their first lives, and deep underneath is Svogthos, the so-called Tomb of Horrors in which their parun was interred as he neared the end of his sanity.

Across the Wheel, recycling plants and reclamation services alike often bear the Swarm's mark, as do the crates of cheap, nutritious food delivered to soup kitchens and affordable groceries everywhere. It's... best not to think about where that food might have come from.

### Alignments

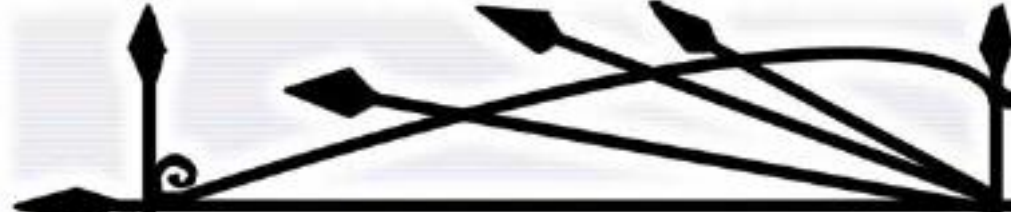
Death is not an end, but a new beginning. Nurgle most embodies this central tenet of the Swarm's beliefs, that death is not something to be mourned. Other powers are entreated only sparingly, primarily Acerath among Golgari shamans or Luna among their hunters. The Raven Queen, however, is deeply resented among the Swarm, as drawing her attention is certain to cost dear friends and relatives.

### Internal Cliques

**Matka Sisterhood:** "Matka" is a word in several Human dialects as well as Elven, that means "mother." Among the Golgari, it also refers to the sisterhood of shamans who bear the most political clout in the Swarm. When the current Lord of the Swarm is no longer a living one, it is often the matka who meet with others, especially those who might not care for those who reek of undeath. The matka are also responsible for processing any corpses that come into the Swarm's possession, determining whether they are suitable to be raised and put to work, or good only for rendering and recycling.

**Devkarin Hunters:** While the Elves who make up the majority of living Golgari all refer to themselves as Devkarin, the hunter caste generously includes anyone capable of picking up a weapon and moving with stealth. Hunters in the Swarm exist for the sole reason that not all of the walking dead are under the Swarm's control, and those that aren't are often a great danger to others, especially in cramped hive conditions. Hunters thus track down and destroy such undead creatures, returning with





the flesh for their own. They are also, of course, tasked with hunting living creatures, either to fortify the rendering vats with fresh meat or simply because the high-ups are tired of grilled bugs.

**Shambling Laborers:** Fully half of the Golgari Swarm at any time is made up of creatures that were once part of the other half. Matka priestesses raise corpses in good condition, using plant or fungal matter to reinforce or patch rotten parts, giving Golgari zombies a signature, half-plant appearance in their unlife. The risen undead are then put to work once more, tireless labor for the rot farms, the processing plants, and delivery services. Most do refuse to be raised with their minds intact, and those that don't are pressed into service as managers. Mindless undead workers are not repaired; they are simply used until their flesh rots off completely and the bones beneath are ground away.

### Prominent Members

Following his sister's bungled attempt at usurping the Swarm from its previous master - a rather daring venture involving an attempt to weaponize the insane parun - the Elf huntsman known as Jarad vod Savo now sits upon the fungal throne of Korozda... and he *hates* it. He's already died of boredom once, and now his undead body is simply too clumsy for even hunting deadwalkers to be an option anymore. He is, at least, the fairest Lord that the Golgari have had in ages; after his sister's few days of crazed warmongering ended in her death at the hands of some spider Vampire, and before that a thousand years under a group of hedonistic Ophidian sisters, and before that millennia under the god-lich's rule... void that, Jarad's the first *good* Lord the Golgari have had, ever.

Rictus is the putrefied, zombified remains of a Tiefling ever so slowly rotting into a perfectly good suit of powered armor, who leads a small task force of the Death Guard that Jarad chartered decades ago, requesting their presence as added security against Catachan's

wildlife in exchange for the right to cull his hunters for Marine candidates. Despite dying long ago in some cold dark place, Rictus is a rather jovial fellow, happily chatting away with the little kids who sneak out to his barracks to visit "Uncle Rictus" while their parents tend to Important Golgari Swarm Things. Which, admittedly, is only possible because he's already taught the local fauna to fear his vicious Manreaper.

Vraska is a rare Ophidian matka, her scales mottled with the colors of rotting plant matter. In a surprising move, she's moved from Catachan to Sigil with the intent to establish a guildhall. So far, all she's managed to do is get a permanent bunk at the Gatehouse, where she accepts deliveries of several crates of Soylen Viridians and Captain Golgari's Bug Patties every week, to be handed out alongside the soup that the Bleakers normally serve.

### Parun: Svogthir, the God-Lich

Long ago, before the Eldarin had split ranks, a mighty Dullahan necromancer happened upon the crystal sphere of Catachan. Finding it to be a powerful locus of necromantic energy, he set up shop, growing yet more powerful, and soon attracting students, fellow wizards who became enamored of this powerful discovery. A cult of sorts sprung up around him. Eventually, though, even the Dullahan's long life must come to an end... but Svogthir would not die, and his body, so saturated with necromantic power, could not help but obey his will.

Of the so-called "god-lich," only the head is still the original, a tiny, disproportionate skull comically perched atop a chimeric body cobbled together from Svogthir's past conquests, including most notably the torso of a Goliath, the arm of a dragon and legs that look as though they were taken from an ancient Dryad. Interred as he is in his tomb deep beneath Korozda, the ancient wizard is so thoroughly insane that he no longer gives any direction to his guild, only madly attacking any that dare trespass in his domain.



## The Azorius Senate

The Azorius Senate is the ruling council of Arcadia, an august body that appears to be the template for every bureaucracy that exists across the Wheel, made up of representatives from every race that claims a home in the "perfect" crystal sphere. The Azorius hold sway in every sphere that values law and order above personal liberties, almost as if mortal minds subconsciously look to Arcadia as an example of How It Should Be.

### Bases of Operations

The crystal spires of Prahv make up the most notable city on Buxenus, a massive citadel where the Senate convenes like clockwork, ostensibly to make the decisions that keep Arcadia running smoothly. In practice, a lot of work is done to make sure that nothing is actually accomplished, which is just how the Senate likes it.

The first vestiges of the Azorius to show up in Sigil meet in the much more subdued New Prahv in the Upper Ward. Here, those who wish to take some of the stress of decision-making off the Council's shoulders meet with the parun, to learn of the proper and intricate workings of the law in Sigil.

## Alignments

Law, civilization, and politics form the backbone of Azorius beliefs, with scheming ambition receiving honorable mention. The chief deity revered by the Senate is their parun, and through her, Cuthbert's Law. After that is observed the dissolution of chaos and wilderness by the hand of Sigmar, and the supremacy of nonviolent solutions beneath Bahamut's benevolent radiance. Even among so-called "equals," however, there is desire for personal advancement, and so Tzeentch finds his place among their idols.

## Internal Cliques

**High Arbiters:** Convoluted as their bylaws may be, the Azorius still centralize their leadership. The twelve High Arbiters are the highest power in the Senate, short of Hesperia herself, and are led by the Grand Arbiter in her absence. When the lawmages making up the Senate cannot come to a reasonable decision, the High Arbiters decide the course of action. Cases brought before the courts are presided over by one of the High Arbiters, and thus may only be appealed to the parun... if she deigns to hear it.

**Lawmage Council:** The Azorius respect no magic greater than Law itself, and while the High Arbiters have the final word, most cases don't make it past these greybeards, who learn the laws inside and out and literally bind those who would defy it in red tape. Lawmages displaying the Azorius symbol openly are given power to make arrests no matter their current location, due to their instinctive knowledge of the local law.

**Soulsworn Hussars:** The Azorius do not recognize the autonomy of space marines, and so their armed militia is not designated as such despite their similar organization and training. Azorius hussars wear very distinctive gold and silver armor, with winged helms and jump packs. They are trained to capture just as easily as kill, and even death will not prevent their souls from serving the Senate.



### Prominent Members

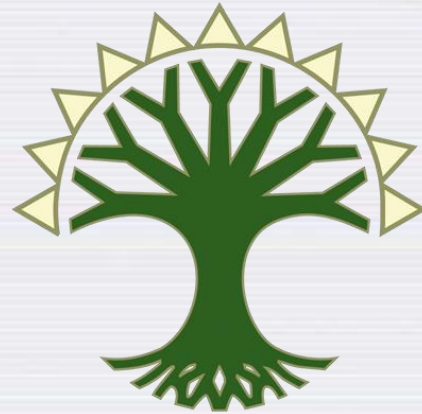
The current Grand Arbiter of the Azorius has taken the name Augustin VI, a blind, legless man who almost never leaves his courtroom in Prahv. An accomplished lawmage, he is known to be truly impartial in all cases brought before him, and has been requested to rule on debates from many crystal spheres across the Wheel. Naturally, "impartial" does not necessarily mean "fair;" as he is wont to say, a plea of innocence in his court is guilty of wasting his time.

Aun'La Areh came to Buxenos to learn the workings of Azorius law, and how it could be put to use for the Greater Good. She's rather distressed to find that after twelve years of studying Hesperia's laws in Prahv, she's still considered only an "apprentice" lawmage. With the stress Areh's under as an apprentice, the composure expected of her as an Ethereal is only a thin veil at this point, easily torn aside to send her into a drinking binge.

### Parun: Supreme Arbiter Hesperia

Hesperia is an ancient Sphinx, one who has spent many a century learning and meditating on the laws of the Wheel passed on by Cuthbert. By passing on her knowledge to those who came seeking it, the Azorius Senate was formed, springing up around her paws like rot around Nurgle's feet. She shows little interest in those who come before her not seeking the enlightenment of Order, but as she knows every law and bylaw in the Wheel, she is still sought out by those seeking to resolve questions of legality as the highest authority of Law in the Materium.

Hesperia personally believes that it is both the right and the responsibility of the enlightened to govern those who don't know better. The Azorius Senate that she has so uplifted thus has the purpose of spreading across the Wheel, to be the ultimate form of civilized justice that will unite all of existence in peace, and then maybe these addlecoves will stop asking her such goddamn stupid questions.



### The Selesnya Conclave

All living things across the Wheel are connected. To live is to be made divine, a single note in the song of life across the universe. These are the central teachings of the Selesnya Conclave, a church celebrating the glory of life itself. The Conclave helps those with the means to help themselves.

### Bases of Operations

Every few centuries, a large number of what seem to be massive seeds are launched from a remote crystal sphere. Not all of these seeds find their way to fertile soil, and those that do sprout enormous city-trees that the Selesnya refer to as "Vitar Yescu," great living citadels that become the local centers for the Conclave's interests.

The crystal sphere responsible for launching these seeds is known as Vitu-Ghazi, the World Tree. As its name implies, Vitu-Ghazi is nothing so much as a single, planet-wide tree, in whose shadow the wildlife is large and dangerous enough that it might be classified as a death world if not for the influence of the dryads bringing everything into harmonious accord.

### Alignments

Mat'Selesnya's tenets resound most strongly with Pelor and Luna, the sun and moon whose movements shape the natural world. While they accept death as an inevitable end, it is just that; the Raven Queen is far more venerated than Nurgle among the Conclave, though both are considered heresy.

### Internal Cliques

**Chorus of the Conclave:** A round dozen beings make up the leadership of the Selesnya, joined in a hivemind by the Living Song. The current Chorus is made up of nine Dryads, an Eldarin, some kind of freaky elephant dude, and a giant wolf-beast; the three non-Dryads are joined to the Song by a green jewel pressed into their skulls, fragments of the parun's body. The Chorus rarely leaves Vitu-Ghazi, save for one of their number known as the Living Saint, who travels across the Wheel healing the sick and the needy.

**Ledev Guardians:** The Conclave resents the artificial races, though they respect their right to life. Their armed militia is thus made up primarily of Elves and other "natural" humanoids, trained more for stealth and an ability to respond to a wide variety of situations with very few specialists. The Ledev take it upon themselves to patrol major routes through the Astral Sea, lending their protection to traders and private vessels as impromptu escorts.

### Prominent Members

Tristani is the current Living Saint of the Conclave, an Eldarin who wanders between crystal spheres so often that he is actually *at* Vitu-Ghazi less often than the others *leave* it. He isn't exactly what one would call "nice," frightfully impatient at the best of times and rather brutally honest with those who cross his path. He doesn't keep it very dark that he's of the opinion that most of the injured he heals in his travels are doing it just to pike him off.

Sanae Kochiya is half Dryad and newly initiated into the Ledev Guard. She's still favoring her druidic magic instead of taking up weapons, trusting the Slaad and Ophidian assigned to her as squadmates to cover for her in their mission to track down a sapling Vitar Yescu that took root on Catachan. She could probably stand the stench of the swamps; it's the humidity and the muck on her new armor that she resents.

### Parun: Mat'Selesnya, the Living Song

Long ago, in order to save a world, more than a hundred Dryads gave their voices and their lives, in the process giving birth to a living elemental whose song would stem the tide of death that threatened their world. Mat'Selesnya is the result, a gestalt being embodying life itself, who in turn became the seed that would allow the Vitu-Ghazi to grow.

Mat'Selesnya, at least according to her followers, is Life itself. To live is to be divine, and to kill is the greatest blasphemy, for in murdering another you end your own life.



### The Gruul Waaaagh

It has long been surmised that the greatest weapon of war is the Ork Waaaagh. The warbands of the Gruul are, together, the largest Waaaagh to grace the Wheel in living memory. They follow their hateful parun in a swath of destruction across the Wheel, fleeing their parun's voracious appetite all the while. Not since the War in Heaven has there been a Waaaagh such as this. There will not be again.

### Bases of Operations

Decentralized as they are, the Gruul have no real permanent bases so much as they have staging areas. The largest of the warbands, the Burning Tree, currently compete with an instance of their parun in a vicious blood sport on the death world of Skarrg, where they have remained for decades... certainly long enough to confuse the soldiers waiting for them to stake out a new target.



## Alignments

If the effect that their parun's presence has on a crystal sphere is any indication, the Gruul heavily favor worship of Khorne. The more lucid among them profess a desire to return the world to its natural state, indicating that Luna may also have some influence among them, and the common respect of strength above all else indicates the same of Tiamat.

## Internal Cliques

**Burning Tree Warband:** The largest and most influential of the many warbands within the Waaaagh, the Burning Tree is made up of a vast number of Orks, Goliaths, Lizard Men, Elves, and Humans all tattooed with the distinctive crest that has come to be associated with the Gruul as a whole. The Burning Tree follows the hydra Ulasht across the Wheel, hunting down and destroying those who have earned its ire. Survivors of defense forces have reported that they are almost excessively thorough in their destruction, leaving not a single stone stacked upon another in their wake.

**Ghor Warband:** Rather less violent than the other well-known warbands, the Ghor warband is made up mostly of Goblins. They simply appeared in Sigil one day and started to wreak havoc. While mostly illiterate savages who delight in causing chaos for its own sake, many of the brutish humanoids making up the Ghor warband are cunning enough to realize when they can benefit from forestalling it. These "lucky" berks are pressed into service - unfairly or otherwise - as bouncers and occasionally leg-breakers for richer and more "civilized" cutters.

**Scab Warbands:** The Gruul have a distressing tendency to play with their food, so to speak... manhandle the toy until it breaks, and then leave it behind without killing it. Since Gruul attacks are very likely to include a visit from their parun in the bargain, these poor sods aren't likely to be in any fit state to be recovered afterward. Forever marked as pariahs, driven mad by the trauma and the Ulasht spores, the broken survivors of Gruul attacks become Gruul themselves, lying in wait to do their level best to prevent the cancer of civilization from taking hold.

## Prominent Members

Borborygmus is the one-eyed Goliath who leads the Burning Tree warband, and with it, the rest of the Waaaagh. It's easy to see why the Gruul would follow him. The Waaaagh respects strength; Borborygmus is easily twice as broad as most Goliaths, and his Darksteel eviscerator, Skullhammer, makes for a frightfully efficient krumping tool. Moreover, he doesn't often give commands that they wouldn't follow anyway; his only orders are "Crush them!" and "We eat!"

Arcana is a child of Fenris and a savage Burning Tree warrior, but her ability to follow directions leaves a lot to be desired. She's managed to lead a splinter group of the major warband into some backwater called Virmire, that seems to be populated exclusively by disgusting metal mockeries and their organic lovers, and her impromptu warband has been waging war on them ever since. She's gotten quite good at beating Warforged to death with their own limbs.

Aun Yom is a Kython who happened to be in the wrong place when the Gruul swung by, to wit right underneath the first of the meteorites they rode in on. As a result, he was lucky enough to be too injured to keep their interest... but now that they're gone, he's left to wander the rubble with only Ulasht and a dwindling group of Scab warband psychos for company. He adapted to the new atmosphere quickly enough, but couldn't make himself completely immune to the spores; now he can only hope to salvage enough intact parts to make a working spelljammer, before either the psychotics or the madness claims him.

## Parun: Ulasht, the Hate-Seed

The hellish hydra that the Gruul refer to as Ulasht is thought by some greybeards to be a mutation of the same genome that resulted in Orks, twisted by the Warp storms of Aurelia where it was first discovered. What makes this creature particularly interesting, is that only one of them ever grows upon worlds where the Burning Tree warband has made groundfall, and every instance seems to be a part of the

same organism... a theory supported by the utter destruction of Aurelia during the Fall of the Eldarin, and with it the only crystal sphere that has supported upwards of several dozen Ulasht hydras.

Ulasht has no apparent goals, save for the living directives of growth and procreation. Where it appears, however, the natives go mad with hatred, the Ulasht spores stirring up bloodlust and inciting even the sanest to frothing rage. While an Ulasht instance can be slain, much like Orks another will rise again so long as the crystal sphere is capable of supporting life. Nothing short of a complete and total annihilation of organic life will guarantee the destruction of an Ulasht's spores.

### Galactic Patrol

When the scale is the whole Wheel, the long arm of the law needs to be very, *very* long. When single planets, crystal spheres, or even empires find their jurisdictions crossed, it is the Galactic Patrol that has the authority to step in. The Galactic Patrol is not part of any nation, nor is it affiliated with the Council. Instead, much like the Council factions but to a lesser extent, they're funded through collective donations by the many nations of the Wheel. In power, they just manage to meet the manpower and funding of a single Faction. However, instead of playing political games in the Sigil, they spread their manpower across the Wheel.

Due to their sparse numbers, the GP sends its forces out in small teams, and for some missions a Patrolman might be sent alone. Despite this, the strict recruiting standards of the Patrol and its training regime mean that their numbers do little to prevent their duties being seen through.

**B**



### Bases of Operation

While they do have a base and one or two stations in the Sigil, the Galactic Patrol has their main base of operations outside the City of Doors. This is mostly to stress their independence from Sigil politics, though their base still remains close to the center of the Wheel in the closest Crystal Sphere to the Sigil. A small crystal sphere, Oa contains only two planets and a green star in it. Neither planet holds the base for the patrol; instead the main base is a massive space station called the "Galactic Fortress" that revolves around the first planet in Oa's solar system. Here, the elite of the elite receive missions directly from the Galactic King, and underneath the chambers are the Well. Almost a thousand sorcerers circle a great magical battery over several floors – all charging the great battery that allows the Galactic Patrol to Exalt mortals into Fonts. Life is not brutal for these mages – they can leave anytime. But, all in all, sitting around and releasing magical power bit by bit is easy money for a sorcerer.

Several other bases can be found across the Wheel, most of them outposts no larger than a small station. Only the bare minimum is put into these stations. Docks, repair stations, and inventory to restock necessities. Many of the more traveled outposts often do have restaurants and entertainments centers, but these are built by third parties who have received permission, and aren't considered to be *officially* part of the outpost.



## Alignments

As an organization dedicated to keeping the peace, the Blessed Order practically has a monopoly over the hearts and minds of the Patrol. The most popular gods above all else are Pelor, Sigmar, and Bahamut. In contrast to most berks' expectations, Cuthbert's following in the GP is rather small. This is because the Justice the Galactic Patrol believes is more of a vague concept of fighting for the right thing than the hard and fast "the Law is All" outlook among Cuthbert's following. Cuthbert aligned members often struggle to fit in with the more Pelor-esque outlook of their peers.

As for the Grey Council, Acerath is popular among the Inevitables – no surprise, considering the nature of their jobs. The Raven Queen's followers tend to not have bright views of the Galactic Patrol, as their official stance on necromancy is fairly neutral. While they have taken a stance of disapproval of the stereotypical necromancer's crimes of grave robbing and, in their words, "raising a dangerous mob," they see no crime in the actions of organizations like the Gulgari.

## Internal Cliques

**Patrolmen:** Also known as the Super Elite, the standard patrolmen are the heart, blood, and pretty much everything of the Galactic Patrol. While stressed by their jurisdiction over the entire wheel, the GP is stubborn in only recruiting the "best of the best." Now, this doesn't mean a focus in recruiting Exalts. In fact, a mortal hero might even be picked over a flashy Exalt. This has to do with allegiance. Many Exalts already find themselves with previous connections. Chosen answer to their gods first and foremost, Prometheans are likely still connected to their creators, and then the Dragonblooded and Atlanteans hold an ancient legacy that dwells on their shoulders. Often, the only Exalts who are in the patrol are either Paragons or those who Exalted while already recruited.

**Ranger Corps.:** Allies of justice, and enemy of all evil, the great Ranger Corps! One of the many donations the Galactic Patrol takes is the services of sorcerers. While many go out

and act as patrolmen, most take up a position at Galactic Fortress to charge a well of power. From this well of power the Galactic Patrol Exalts some of their standard patrolman into a group of Fonts known as the Ranger Corps.

The device each member of the Ranger Corps uses to transform into their Avatar state is personally made. For some it's a watch, others a belt, but inevitably different for each Ranger. While the colors of their costumes vary, they all share a set of details that will always be common for a Galactic Patrol Ranger. A visored helmet, a tunic over white or black spandex, and a pair of white or black boots and gloves in the opposite of their spandex. Weapons and battle styles also vary, and they are given leeway on how to complete a mission as long as it's done in a manner that doesn't break the Ranger Code.

Ranger Corps are usually deployed in teams of three to six, or one will be sent to assist a regular patrolman team when they wind up in over their heads.

**Inevitables:** The grasp of justice is inevitable no matter the circumstances; it's from this philosophy that the Inevitables get their name. While not as numerous as the Patrolmen or as powerful as the Rangers, the Inevitables do their job through good old detective work and espionage. Where a crime seems unsolvable, an Inevitable gumshoe will take the case. When the culprit is known to hang in the upper ranks of society, an Inevitable spy will find their name and call the patrol or take care of things quietly.

## Prominent Members

Jaco is considered to be the greatest of all Patrolmen. A Halfling, Jaco works to exemplify what it means to be among the Super Elite. Known for his quick gun hand and memorable poses, he has been offered several times to join as a Ranger, but has turned them down every time. Even if Paragons *could* exalt into Fonts, he feels his place is beating the typical Patrolman path.

Life has not been easy for a Tau named Shiro Kazami. Shiro joined the Galactic Patrol with a heart full of revenge, his parent killed by a criminal organization because he saw too much. Over his time in the Ranger Corps, he found his

desire for revenge tempered into something healthier: A sense of burning Justice. While he now serves the (in title only) Galactic King as one of his best soldiers, Shiro dreams of a world with no need for kings or soldiers.

When a crime reeks of magical and/or daemonic involvement, there are few better Inevitable gumshoes than the human sorcerer named Harry Dresden. Being among the more wizardly traditions of magic, Dresden believes the best power comes from being prepared and being in the know. Among his most steadfast associates is an Aasimar Paladin of Pelor, who has bailed him out of trouble more times than he can count. This friendship puts Dresden on edge though – after all, what would his friend think of him if he found out he’s a Daemonhost?

### **Leader: Galactic King**

In truth the title “Galactic King” is for show as the Galactic Patrol is far from a nation. But for a Youma, titles mean everything. Despite being a creature from the Umbra, the ol’ GK’s soft spot for the Wheel is the size of the Wheel itself, which is what led to him creating the patrol in the first place. While he’s very grounded to the materium by Youma standards, his eccentricities are renowned. The most famous of which is his bizarre insistence to refer to the wheel as “the galaxy.”

In the past, the Galactic King has thrown a lot of weight towards saving Crystal Spheres and planets; it is said that he once redirected a wild meteor shower away from their collision course, despite being nowhere near the event. Rumors abound about GK being a Demiurge, while others insist he’s merely a powerful sorcerer, and any weirdness can be chalked up to his Youma nature.

### **Black Sorcerer Factory**

The Black Sorcerer Factory is a wicked gang of lowlifes and criminals, each one driven by a personal desire to cause as much suffering to as many people in the Wheel as possible. Once led by the infamous Black Sorcerer Chaotic Cruel, the Factory and its denizens now follow the directive of an Ork Warboss known

only as Dok. Every member is as deadly as they are heartless, so be prepared to fight or flee if you see one of them. The latter comes more recommended than the former.

### **Base of Operations**

The Factory itself is a Forge World found in the Tiji Sphere, kitbashed from the resources of other Forge Worlds and protected by a field of asteroids made from the planet's former neighbors. The Factory was vacated of its previous residents by Chaotic Cruel, who wanted to use the Forge World's resources to power his plans for galactic domination. After the Black Sorcerer's sudden disappearance, Warboss Dok took control of the Factory in his place. The Factory is armed to the teeth, and a frontal assault would be considered suicide to anyone but the bravest (and dumbest) of heroes.

### **Alignments**

Chaos grows and thrives in the Factory. The Black Sorcerer supposedly worshiped Tzeentch, but all of the Ruinous Powers have representatives in the Factory. Grey Council worship is tolerated, but seen with suspicion. For obvious reasons, worshipers of the Blessed Pantheon are not welcome and are likely to be shot on sight.

### **Internal Cliques**

**Heretekcon:** A yearly convention where all sorts of criminal technology and affronts to the sanctity of the Machine God are available for sale in the Forge World depths. Hereteks come far and wide to strut their stuff in the convention halls, the best in show gaining a large sum in thrones. Competitions include anything from hacking duels to servitor talent shows.

**The Den (Mk IV):** The safest location in the entire Factory – for a given value of ‘safe’, anyway, as the Mk I through III versions of the Den can attest. The *intended* purpose of the Den is as a place for true champions of the Wheel – whether they belong to the Factory or not – to relax and regale the masses with stories of their accomplishments – and indeed, countless stories have been chronicled to the Den’s



extensive archive (technically called “Deeds for Change” but ‘lovingly’ referred to as D4Chan by some). Most of the time, though, the Den acts as a focal point for some of the most violent and intense... *disagreements* to ever grace the Wheel.

### Prominent Members

Second in command of the Black Sorcerer Factory, the Iron Knight is almost as enigmatic as his leader. What is known about him is that he always wears a white and red suit of powered armor, and that any vehicle he drives becomes an engine of destruction. The Iron Knight can bend the wills of lesser men, and deflect their weapons with only his will. His race is unknown, but he could be a Goliath based on his tremendous size.

The bastard child of a Black Spiral Dancer, Warpdraco is a Werewolf who pays little heed to Luna as he rips apart men who would look at him funny. Though initially turned down membership in the Factory, the Dragonborn earned the respect of the group upon delivering the burning heart of a Kryptonian to the Warboss. Among other things, he is known to be addicted to a multitude of drugs and is a card shark that *never* loses.

A master strategist who served in the army of Bahamut, Nug'l Wug'l changed his name and turned heretic when he realized that his services could serve himself much better when they had a price tag attached. He commands an army of the lost and damned, able to turn impossible odds into perfect opportunities. If you need to turn a cold war hot, you know the Aasimar to call.

### Leader: Warboss Dok

The current ruler of the Black Sorcerer Factory. Not much is known of him, but it is believed that the Factory would be little more than a band of aimless, violent monsters without the Ork's lead. With Dok in charge, the BSF is a band of *well organized*, violent monsters instead. Warboss Dok is believed to be Exalted, but the nature of his Exaltation is unknown. He is also thought to be the heretek behind the Factory's warped flagship, *The Compendium*.



### The Hunter's Association

The Hunter's Association is a collective of warriors, people-at-arms and would-be heroes who join up to protect the weak and slay legends. With Guild Halls to send hunters out on hunts and missions from in many Crystal Spheres, they slay and capture wild monsters. The fiercest creatures they hunt are known as Elder Wyvern level entities, powerful beings of various kinds that pose legitimate threats to even whole crystal spheres if left unchecked. Between all of the internal groups of hunters there is one tradition that remains between them all. The rite of initiation being a deadly test of skill and luck. Hikes through wild and dangerous parts of nature, or hunting a certain, or hard to reach creature. All factions of the Hunter's Association use some version of the same symbol, two black touching sets of diagonally crossed lines, the middle area filled in with red.

### Base of Operations

The *Great Guild Hall* is the original Guild Hall of the entire faction, upgraded and rebuilt and reinforced so many times over the years, has become a massive fortified building, able to shrug off attacks from all but the strongest Elder Wyvern level entities, hungry for revenge. The Crystal Sphere the Great Guild Hall is located in is called Minegarde, a wild and untamed crystal sphere, each planet filled with dangers fauna and flora, that if left to go wild would reach levels only seen in areas like The

Beastlands before. The Hunter's Guild has become part of the natural food chain of the crystal sphere by culling species that threaten to wipe out other wyvern species. Wyvern Meat is considered a delicacy, but is always in high supply at the Great Guild Hall.

### Alignments

Luna and Bahamut are the most commonly worshipped gods within the Hunter's guild, shrines to both of them in most Guild Halls being a common sight. The base tenants of protecting others draw in many Bahamut devoted members, and the interaction with nature appeals to those who worship Luna. Worship of *Khorne* and the *denial of all gods* are also common belief systems within the Hunter's Association, but are less tolerated even if they are allowed.

### Internal Cliques

**Monster Hunter Guild:** A name as sweet and simple as the group itself, the Monster Hunter Guild is what most people think of when they think of the Hunter's Association in general and makes up more than a majority of its members. The Monster Hunter Guild is led by Chairman Netero, and adheres to ancient rules passed down since before the Hunter's Association was even formed, things like: All hunters must operate in groups of 4 or less. Guild Houses will always be built in frontier towns and border villages. Prioritize defending the masses before making money. The list of rules hunters go on, listed on the walls of all Guild Halls. Originally the Guild Halls only were built in the home sphere of the Monster Hunter Guild, but since the Doomguard of Sigil have begun funding them, Guild Halls are appearing all over the Great Wheel.

**Hunter Academy:** Some Crystal Spheres are just too wild to have a Guild Hall, either uninhabitable or just not inhabited at all. That is when some members of the Hunter's Association go off and form what's known as a Hunter Academy to teach, educate, and explore as teachers. They will take physically and mentally talented young members of various species, and teach them in these wild Crystal Spheres. Most

hunter academies are magitech made megastructures, orbitally dropped into spot on the planet's surface, with it's defense systems ready to go from the moment it makes contact. These academies if successful will last for years and produce lots and lots of professional hunters that will leave to make a name for themselves, usually in the Monster Hunter Guilds. Though this is not a perfect method, and has many casualties for each graduating class.

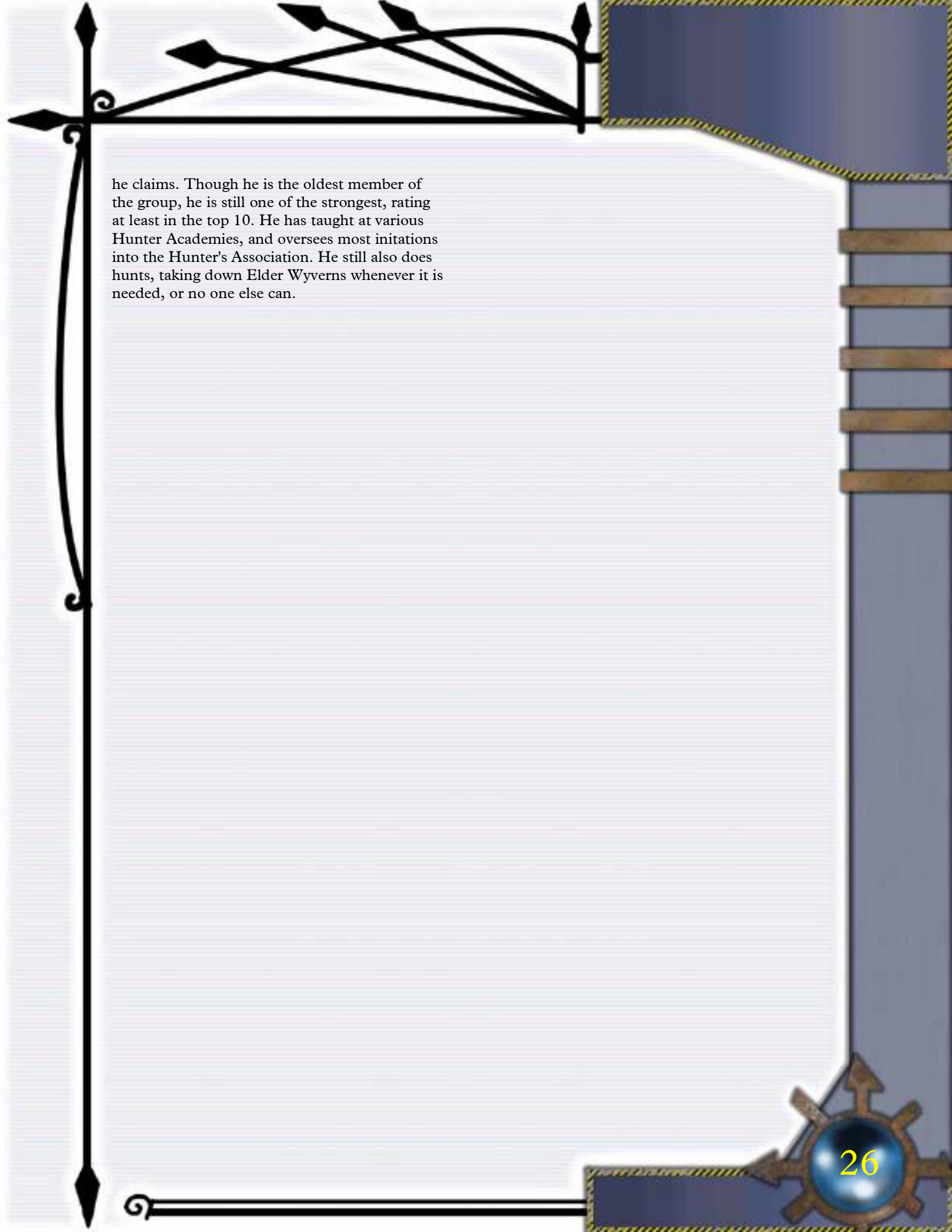
**Wildwalkers:** The Wildwalkers are one of the smaller internal factions in the Hunter's Association, a nomadic group of druidic hunters who seek to balance out the strife and chaos plaguing nature in the Great Wheel. They are monks, magic users, summoners, and druids who walk the lands and live within the balance of nature. They are a magic orientated group, seeking the natures of the warp and magic itself by experiencing it through nature. The most accomplished members of the Wildwalkers can earn the title of Planeswalker. They use the Guild Halls as resting areas or during emergency situations, and commonly recruit from their ranks.

**Society of Maps:** The Society of Maps is the smallest group in the Hunter's Association, a geographically oriented group of hunters who seek to discover, explore and map every part of the great wheel. Only those who are already members of the Hunter's Association can join their ranks, and to do so requires bringing them a map you have made of somewhere they do not already have a map of themselves. Some say they even have maps of parts of Abyss, The Warp, and even Commorragh. Despite seeming like it would be the least combat oriented group in the Hunter's Association, all of the highest ranking members in the Hunter's Association seem to have been members of this group at one point before reaching their position.

### Factol: Chairman Netero

Chairman Netero is a man as old as the Hunter's Association itself, and has had at least some part in the goings on of each internal group in the Hunter's Association since they allied together, which was long ago. He is an old bald Human with Dragonborn blood in him, as





he claims. Though he is the oldest member of the group, he is still one of the strongest, rating at least in the top 10. He has taught at various Hunter Academies, and oversees most initiations into the Hunter's Association. He still also does hunts, taking down Elder Wyverns whenever it is needed, or no one else can.

# Individuals of Note

## Elder Dragons of Sigil

### Hestaby

Though the Draconic Empire is no more, the title of Draconic Empress still exists, and carries great prestige among dragonkind. It is now more akin to a religious position than one of true power, but Hestaby takes her role seriously, and sponsors draconic convocations in times of dire circumstance. She also is the official steward of the Great Wheel under only Bahamut himself, in the eyes of those dragons who still care about the old Empire. In this role, she is conservation-minded and acts and counsels against squandering natural resources like indigenous flora and fauna, and mortal beings. She manages relations with mortal beings fairly astutely, and is often in media. She also holds an honorary position on the Council of Sigil, in which she is entitled to appear and to speak, though as she isn't a Factol she has no vote.



### Lofwyr

The rival and rumored lover of Hestaby, Lofwyr controls the number one megacorporation in the Great Wheel. Saeder-Krupp has arms and subsidiaries in almost every known crystal sphere, and Lofwyr is known for micromanaging them all. He has no official authority, but his incredible wealth doesn't need to be official to lend his words importance, and he is also prestigious among even dragonkind as the oldest known dragon remaining.

### Nicol Bolas

Though he completely lacks any apparent temporal power, Nicol Bolas maintains a stately lair in Sigil. The lair itself, however, is merely a glorified lobby for the gate to his true home: A crystal sphere he keeps entirely for his personal use known in recent centuries only as Nicol Bolas' Meditation Sphere. Though he holds few assets directly, he is known to hire, employ, and manipulate exalts and other runners of the shadow as both a means to an end and as a hobby.





On the one hand, Jinto had every right to gloat. After all the boasting Lafiel had given him about *Gosroth's* point-defense systems and the skill of her crew, it was almost guaranteed that something like this would happen. She'd jinxed them all, and the other elves on board hadn't said anything to stop her from it. It seemed humans were the only sensible ones on the Wheel, after all.

On the other, just because he was right didn't really stop the strange, leaden warforged with sickly green eye lamps that had forcibly boarded the ship from killing most of them. Or from being a threat to his own well-being as well. They seemed to respect his noncombatant status, at least, but that also didn't stop one of them from nearly breaking the hatch into his quarters to drag him to the bridge, keeping what looked like a flare prism trained on him the whole time.

Another half-dozen of the strange warforged were there, and Jinto's escort knelt him down next to the five elves left of the crew. He caught himself *almost* gloating at the sight of Lafiel nursing a dark bruise on her cheek, glaring at one of the synthetics standing watch over them. "Almost," because as he opened his mouth to do so he heard footsteps approaching the bridge... the distinct gait of one who had a leg replaced with cybernetics.

It occurred to him that Captain Lexshu wasn't among the survivors. They probably would not parlay out of this.

What stumped onto the bridge was not, as Jinto had feared, another warforged, but one of the dragonborn... one with sallow, cracked scales and sickly green eyes, his snout and chin studded with leaden utility mechadendrites in some grotesque parody of a beard. The dragonborn's right leg was, as Jinto had thought, a replacement... of the same leaden metal as the mechadendrites, and the clawed apparatus replacing his left arm. One of the warforged turned to address this dragonborn as he entered, and Jinto heard the crackle of a vox for the first time.

*++five crew still alive,++* it said. *++the rest preferred death to capture.++*

The dragonborn nodded, limped forward to inspect the remaining crew himself. He knelt gamely in front of the prisoners, lighting a lho-stick, and leaned in to address one of the engineers, who looked the most shaken.

"Do you fear death?" The dragonborn's voice was deeper than the Abyss, a contrabass growl that set Jinto's bones rattling. "Do you fear that dark abyss? All your deeds laid bare, all your sins punished? I can offer you an escape..." The man nodded meekly, trying gamely to keep from coughing in the dragonborn's smoke.

"Don't listen to him!" Every head turned, and Jinto groaned. There was Lafiel again; her bravado got them into this mess, and now she seemed intent on making it worse. The dragonborn moved *much* faster than he looked, staring down his snout in front of the younger elf now.

"Do you not fear death?" His voice seemed... almost kind. As if Lafiel had asked a surprising question over dinner, rather than openly defying an invader whose men held guns to her head.

Though it wasn't unexpected, Jinto groaned again when she growled another challenge in return: "I'll take my chances, I think." The dragonborn shrugged, straightening up to his full and very imposing height. "To the void, then." He nodded to one of the warforged, who wrapped its hands around Lafiel's throat and half-strangled, half-dragged her off the bridge in search of an airlock. The dragonborn watched them go, absently tapping ash off his lho-stick to the remaining elves' accusations of needless cruelty.

"Life is cruel!" he roared. "Why should death be any different?" He turned back to the crew. "I offer you a choice: Join my crew, and postpone the judgment. One hundred years on board the *Suzerain*." His leer came to rest on Jinto, the lone human among *Gosroth's* crew. "Will you serve?"

# Dramatis Personae

## The Old Made Anew: Book 1 Redux

### General Noncombatant

The Wheel contains countless billions of men and women, from the hab-workers trudging to and from factories day after day, to the ratings that blister their hands working impossible hours onboard military ships, to ore miners providing fuel and raw material to fuel the galaxy's lust for wealth.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	2	2

**Skills** Common Lore 1, Perception 1, Craft 1

**Speed** 4  
**Size/Resilience** 4/4  
**Static Defense** 14  
**Mental Defense** 15  
**HP/Resolve** 8/4

**Feats** None  
**Armor** None  
**Attacks** Unarmed  
**Gear** Drab garb, a few coins  
**Level** 1

### Green Troops/Common Outlaws

The lowest of the low, these men represent barely trained conscripts and thieves. They present little threat to anyone armed or ready for them, preying upon the weak and afraid. Every day, wars and hardship drive more people to these extremes - many are not even bad people, just hungry and not able to see any other way out.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	2	2	2	2

**Skills** Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 1, Ballistics 1.

**Speed** 5  
**Size/Resilience** 4/4  
**Static Defense** 12  
**Mental Defense** 15  
**HP/Resolve** 10/4  
**Feats** Weapon Proficiency (Ordinary, Parrying)  
**Armor** Leathers (2 AP; Arms, Body, Legs)  
**Attacks** Knife (4k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)  
**Gear** Threadbare clothing, leathers, 2 autopistol clips, a few coins.  
**Level** 1



### Regular Troops/Rebels

A common, every day soldier, armed with standard service weapon and armor. They've gone through basic training, unlike conscripted soldiers forced into service, and can present an actual threat if there are enough of them around to concentrate fire.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	2	2	2

**Skills** Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 2.

**Speed** 6  
**Size/Resilience** 4/4



**Static Defense** 17  
**Mental Defense** 15  
**HP/Resolve** 12/4  
**Feats** Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium)  
**Armor** Flak Vest, Gauntlets, Helmet (5 AP; Arms, Body, Head)  
**Attacks** Knife (4k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)  
**Gear** Uniform, Flak Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch  
**Level** 2

### Elite Soldiers/Raiders

Elite Soldiers are special forces, distinct not just in having somewhat better equipment, but also in having better training and experience. They tend to not only perform better in combat than the standard soldier, but also know when it's time to leave.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	2	2	3	2	2	2

**Skills** Acrobatics 1, Perception 2, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 3.

**Speed** 7  
**Size/Resilience** 4/5  
**Static Defense** 17  
**Mental Defense** 20  
**HP/Resolve** 12/5  
**Feats** Weapon Proficiency (Ordinary, Parrying, Las), Sound Constitution x 2, Jaded, Armor Proficiency (light, medium, Heavy)  
**Armor** Carapace Armor (7 AP; Arms, Body, Legs, Head)  
**Attacks** Knife (5k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)  
**Gear** Uniform, Carapace Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades  
**Level** 3

### Mortal Hero

The mortal hero represents a warrior near the very peak of mortal ability, armed with some of the best equipment and training that a person can get. To a newborn exalt, they present a threat in one-on-one combat, pure luck and bloody-mindedness taking the place of supernatural power.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	4	3	4	3	2	2	4

**Skills** Acrobatics 2, Perception 2, Common Lore 2, Intimidate 2, Scrutiny 1, Weaponry 3, Ballistics 3.

**Speed** 9  
**Size/Resilience** 4/6  
**Static Defense** 18  
**Mental Defense** 20  
**HP/Resolve** 16/7  
**Feats** Weapon Proficiency (Ordinary, Parrying, Las, Chain). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium, heavy, extreme, power), True Grit, Blind Fighting, Luck  
**Armor** Light Power Armor (10 AP; All)  
**Attacks** Chainsword (8k2 R; Pen 4, Tearing), Pulse Rifle (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full)  
**Gear** Flashy clothing, Light Power Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades  
**Level** 3

## Sabbat Thug

The Sabbat is a kind of vampire mafia, an organization whose tendrils reach into many major planetary cities and with political influence that stems from simply being around for over a thousand years and gaining lots and lots of wealth. The lowest members of the Sabbat are thugs, soldiers and enforcers who are at the bottom rung of the organization with nowhere to go but up.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	1	1	2

**Skills** Acrobatics 1, Athletics 1, Ballistics 1, Brawl 2, Drive 1, Intimidation 1, Perception 2, Weaponry 2

**Speed** 6

**Size/Resilience** 4/4

**Static Defense** 14

**Mental Defense** 15

**HP/Resolve** 11/4

**Feats** Sound Constitution, Weapon Proficiency (Ordinary)

**Armor** None

**Attacks** Bite (4k1 R, Pen 0), Brass Knuckles (3k2, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

### Abilities

*Undead Resilience* – As the Vampire power

*Sunlight Weakness* – As the Vampire power

*Blood Dependency* – As the Vampire power

**Traits** Resource State (Vitae; 5), Dark Sight

**Gear** Dark clothing, Brass Knuckles, Hand Cannon, Chrono, 5 reloads for the Hand Cannon

**Level** 2

## Sabbat Prince

A Sabbat Prince is considerably higher up in the organization than the thugs they command. They have a huge amount of personal power, not just from their undead abilities, but also because they're so well connected with the local political scene. They are rarely seen alone or in any kind of vulnerable position, usually accompanied by bodyguards and hired thugs.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	4	2	4	2	3	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 2, Brawl 4, Drive 1, Intimidation 3, Perception 3, Politics 3, Weaponry 4

**Speed** 9

**Size/Resilience** 4/5

**Static Defense** 23

**Mental Defense** 25

**HP/Resolve** 21/8

**Feats** Sound Constitution x3, Weapon Proficiency (Ordinary), Quick Draw, Swift Attack, Fearless, Wall of Steel

**Armor** None

**Attacks** Bite (6k1 R, Pen 0), Brass Knuckles (5k2, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

### Abilities

*Undead Resilience* – As the Vampire power

*Sunlight Weakness* – As the Vampire power

*Blood Dependency* – As the Vampire power

**Traits** Resource State (Vitae; 15), Dark Sight, Fear 1

**Gear** Sharp black suit, Brass Knuckles, Hand Cannon, Expensive Chrono, 5 reloads for the Hand Cannon.

**Level** 3



## Zoanoid Thug

Werewolves are a divided group, and Zoanoids are the worst of the worst, changed and mutated by the powers of the Warp. They're barely distinguishable from daemons in their warforms, and it's entirely possible that they'll have abilities and traits that aren't listed here as a consequence of these mutations.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3 [6]	2	4 [6]	2	1	3	2	2	2

**Skills** Brawl 2, Perception 3, Intimidate 2, Weaponry 2

**Speed** 5 [8]

**Size/Resilience** 4/4 [6/5]

**Static Defense** 14 [10]

**Mental Defense** 20

**HP/Resolve** 12/5 [16/5]

**Feats** Furious Assault, Heightened Senses (smell), Iron Jaw

**Armor** None

**Attacks** [Claws (7k1 R), Bite (8k1 R)]

**Abilities**

*Shifting* – As the Werewolf power. Stats in brackets are for Warform.

*Lycan Resistance* – As the Werewolf power

*Silver Bane* – As the Werewolf power

**Traits** Resource Stat (Rage; 6), Regeneration 1

**Gear** Torn street clothing

**Level** 2

## Zoanoid Heavy

More powerful than the standard Zoanoid, these monsters are deadly, sometimes simply berserk monsters that go wild in the streets but occasionally one with exceptional power or charisma will form a gang of mutant monsters and terrorize a city. Most appear as horrible abominations in their warform, a mix of insect and aquatic features that look unreal and terrible.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5 [7]	3	5 [7]	2	1	3	2	2	4

**Skills** Brawl 4, Perception 3, Intimidate 4, Weaponry 4

**Speed** 8 [10]

**Size/Resilience** 4/5 [6/6]

**Static Defense** 21 [18]

**Mental Defense** 20

**HP/Resolve** 20/7 [24/7]

**Feats** Sound Constitution x2, Furious Assault, Power Attack, Heightened Senses (smell), Iron Jaw

**Armor** None

**Attacks** [Claws (8k1 R), Bite (9k1 R)]

**Abilities**

*Shifting* – As the Werewolf power. Stats in brackets are for Warform.

*Lycan Resistance* – As the Werewolf power

*Silver Bane* – As the Werewolf power

**Traits** Resource Stat (Rage; 10), Regeneration 1

**Gear** Expendable suit, sunglasses

**Level** 3



## Monodrone Modron

Modrons. The very name causes some of the bravest heroes in the Wheel to shudder in terror. They are immortal things, battle shells of an unholy living metal. Their weapons fire beams that tear their targets apart layer by layer. They slowly and methodically seek out living things and destroy them, implacable and terrible. Monodrones are the most common Modron, simple creatures like metal spheres of skeletal metal with baleful eyes and long, birdlike legs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	-	-	-	-	4	5

**Skills** Weaponry 3, Ballistics 3, Brawl 3, Perception 3

**Speed** 3

**Size/Resilience** 5/5

**Static Defense** 18

**Mental Defense** -

**HP/Resolve** 20/-

**Feats** True Grit

**Armor** Armor Plating 4 (All)

**Attacks** Gauss Flayer (80m; S/-; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (8k3 R; Pen 4)

### Abilities

*Gauss Weapon* - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 critical damage to that location even if they have HP remaining.

*Frightful Presence* - Whenever this creature charges or makes an All Out Attack, all creatures within melee range of it must test against its fear rating.

*We'll Be Back* - When 'killed', roll 1d10 at the start at each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

**Traits** Armor Plating (4), Aura (4), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares

**Gear** -

**Level** 3



## Duodrone Modron

Duodrones are more advanced and powerful than monodrones, capable of not only destroying life, but seeking out new targets when they have eliminated their targets. They have even more deadly weapons than monodrones, and are even tougher and stronger.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	8	-	-	-	-	4	8

**Skills** Weaponry 4, Ballistics 4, Brawl 4, Perception 4

**Speed** 4

**Size/Resilience** 6/6

**Static Defense** 19

**Mental Defense** -

**HP/Resolve** 32/-

**Feats** True Grit

**Armor** Armor Plating 6 (All)

**Attacks** Gauss Blaster (80m; S/3; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (9k3 R; Pen 4)

### Abilities

*Gauss Weapon* - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 critical damage to that location even if they have HP remaining.

*Frightful Presence* - Whenever this creature charges or makes an All Out Attack, all creatures within melee range of it must test against its fear rating.



*We'll Be Back* - When 'killed', roll 1d10 at the start at each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

**Traits** Armor Plating (6), Aura (6), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares

**Gear** -

**Level** 4

### Cultist

A cultist is, naturally, a member of one of the more extreme arms of a religion. They're not any stronger, faster, or smarter than the average person, but they've got just enough crazy to make them really dangerous and the blessings of their gods mean that they shouldn't be underestimated.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	1	3

**Skills** Academic Lore 2, Forbidden Lore 2, Arcana 2, Weaponry 2, Persuasion 2

**Speed** 4

**Size/Resilience** 4/4

**Static Defense** 11

**Mental Defense** 15

**HP/Resolve** 10/5

**Feats** Lucky, Powerful Charge, Weapon Proficiency (Ordinary)

**Armor** None

**Attacks** Hand Weapon (5k2 R; Pen 0)

**Traits** Resource Stat (Favor; 6)

**Gear** Tattered Robes, Hand Weapon, Heretical Writings, Charm

**Level** 1

### Arch-Heretic

A dangerous and fanatical champion of their god, typically the leader of a radical sect. They might even worship a daemon directly. Regardless of their cause or master, they are dangerous, not just because they have magical blessings but because they cannot be reasoned with.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	4	3	4	4	3	3	5

**Skills** Academic Lore 2, Forbidden Lore 4, Arcana 3, Weaponry 3, Persuasion 3, Ballistics 3

**Speed** 6

**Size/Resilience** 4/5

**Static Defense** 20

**Mental Defense** 25

**HP/Resolve** 20/9

**Feats** Lucky, Powerful Charge, Weapon Proficiency (Ordinary, Flail, Flame), Armor Proficiency (Extreme), Sound Constitution x2, True Grit, Divine Ministration

**Armor** Plate Armor 8 (Arms, Body, Legs)

**Attacks** Dire Flail (5k3 I; Pen 3; Two Hands, Flexible, Unwieldy), Hand Flamer (10m; S/-; 3k2 E; Pen 4; Clip 3; Reload 2Full, Flame)

**Traits** Resource Stat (Favor; 8)

**Gear** Ornate Robes, Dire Flail, Hand Flamer, extra fuel tank, Plate Armor, Heretical Writings, Charm

**Level** 3

## Heretek

A Heretek is a failed prometean, a being more machine than man and often driven insane by the bionic upgrades and surgeries that they've suffered in their attempt at immortality. Some are the poor victims of mad scientists, others are the mad scientists themselves, men with the will and drive to experiment even on themselves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	4	2	2	3	4	2	3

**Skills** Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3

**Speed** 5

**Size/Resilience** 4/4

**Static Defense** 14

**Mental Defense** 20

**HP/Resolve** 14/6

**Feats** Weapon Proficiency (Las, Ordinary)

**Armor** Subdermal Plating (2, All)

**Attacks** Laspistol (30m; S/-; 2k2 E; Pen 0; Clip 30; Reload Full; Reliable), Wrench (4k2 I)

### Abilities

*Man of Iron* - The Heretek ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.

**Traits** Armor Plating (2), Stuff of Nightmares, Resource Stat (Pyros, 3)

**Gear** Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Laspistol, 2 power packs, Heavy wrench

**Level** 2

## Dark Mechanus

A powerful and dangerous opponent, the Dark Mechanus is almost everything the Heretek wants to be, merely the barest traces of flesh remaining inside a machine shell. Nearly every part of them has been replaced with bionics, and many are little more than a few scraps of brain tissue controlling a machine.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	6	3	2	4	5	2	5

**Skills** Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3

**Speed** 8

**Size/Resilience** 4/5

**Static Defense** 17

**Mental Defense** 25

**HP/Resolve** 25/9

**Feats** Weapon Proficiency (Las, Ordinary, Plasma), Crack Shot, Sound Constitution x3, Iron Jaw

**Armor** Subdermal Plating (4, All)

**Attacks** Integrated Plasma Gun (90m; S/2; 3k3 E; Pen 8; Clip -; Reload -; Recharge), Power Sword (9k2 R; Pen 4; Power Field)

### Abilities

*Man of Iron* - The Dark Mechanus ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.



*Mechendrites* - The Dark Mechanus has a number of extra mechanical limbs. These allow him to take an extra half action on each of his turns that can only be used for something those extra limbs could do, such as a ready action or attack.

**Traits** Armor Plating (4), Stuff of Nightmares, Resource Stat (Pyros, 9)

**Gear** Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Power Sword

**Level** 4

### Incarnate Lesser Demon

A daemon brought from the warp and into the real world, the incarnate daemon presents a deadly threat. They're almost impossible to kill by normal means, made more out of warp stuff than any real matter. A lesser daemon is little more than an animal, clever and dangerous but not truly intelligent or with much magical ability.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	3	1	3	1	3	3

**Skills** Perception 1, Arcana 2, Brawl 3

**Speed** 6

**Size/Resilience** 4/4

**Static Defense** 20



**Mental Defense** 20

**HP/Resolve** 15/6

**Feats** None

**Armor** Daemonic Toughness (3, All)

**Attacks** Claws and Teeth (5k2 R; Tearing)

**Traits** Daemonic, Dark Sight, Fear 1, Resource Stat (Essence; 7)

**Gear** None

**Level** 2

### Incarnate Greater Demon

Where the lesser daemon is essentially a wild animal, the greater daemon is an intelligent opponent that uses its abilities to their all. With its massive size and sheer toughness, the Greater Daemon can shrug off all but the most impressive attacks.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	3	3	3	5

**Skills** Perception 1, Arcana 2, Brawl 4

**Speed** 10

**Size/Resilience** 8/7

**Static Defense** 15

**Mental Defense** 20

**HP/Resolve** 28/8

**Feats** Frenzy, Swift Attack

**Armor** Daemonic Toughness (6, All)

**Attacks** Claws and Teeth (8k2 R; Tearing), Warp Fire (50m; S/-; 4k3 E; Flame)

**Traits** Daemonic, Dark Sight, Fear 2, Resource Stat (Essence; 14)

**Gear** None

**Level** 4

### Beast of Burden

This stat block represents a great variety of creatures. From oxen to heavy horses or grox, the Beast of Burden takes as many shapes as there are worlds. They're hardly dangerous, but they're usually stubborn.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	4	1	1	1	1	3	2

**Skills** Perception 2, Athletics 2, Brawl 1

**Speed** 12

**Size/Resilience** 8/6

**Static Defense** 9

**Mental Defense** 10  
**HP/Resolve** 12/3  
**Feats** None  
**Armor** None  
**Attacks** Kick (5k2 I)  
**Traits** Quadruped  
**Gear** None  
**Level** 1

### Ferocious Creature

A predatory creature much more dangerous than the simple beast of burden, the Ferocious Creature is typically cat- or wolflike. They tend to be much less fearful than most animals, and many are not afraid to hunt people for food. Or sport.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	4	3	1	1	1	1	3	3

**Skills** Perception 3, Athletics 3, Acrobatics 2, Stealth 2, Brawl 3

**Speed** 16  
**Size/Resilience** 4/4  
**Static Defense** 23  
**Mental Defense** 10  
**HP/Resolve** 12/4

**Feats** Heightened Senses (Scent), Step

**Aside**

**Armor** None

**Attacks** Bite (6k3 R)

**Traits** Quadruped, Dark Sight

**Gear** None

**Level** 2

### Flying Creature

From large hawks to severely pissed off swans, there are plenty of things that fly around that might give a Hero some trouble. They are more dangerous because their mobility and agility makes them difficult to hit than because of their low damage potential.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	5	2	1	1	1	1	4	2

**Skills** Perception 3, Athletics 2, Acrobatics 1, Brawl 1

**Speed** 7

**Size/Resilience** 3/3

**Static Defense** 31

**Mental Defense** 10

**HP/Resolve** 8/3

**Feats** Swift Attack

**Armor** None

**Attacks** Claws (3k1 R)

**Traits** Flyer (14)

**Gear** None

**Level** 1





## Slithering Creature

Most worlds have some form or another of sneaky ambush predator that uses poison and stealth to get to its prey. Snakes are a surprisingly common type of creature, with variants throughout the stars. This stat block represents something like a large rattlesnake or viper with a dangerous enough bite to prove toxic even to a Hero.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	1	1	1	1	4	2

<b>Skills</b>	Perception 2, Stealth 3, Brawl 2
<b>Speed</b>	3
<b>Size/Resilience</b>	3/3
<b>Static Defense</b>	28
<b>Mental Defense</b>	10
<b>HP/Resolve</b>	8/3
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Bite (4k2 R; Toxic)
<b>Traits</b>	Crawler
<b>Gear</b>	None
<b>Level</b>	1

## Walking Creature

A primitive humanoid creature like a gorilla or vegetarian, these beasts are fairly rare creatures on most worlds, but are sometimes surprisingly intelligent and capable of learning limited speech.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	1	1	1	1	3	3

<b>Skills</b>	Brawl 4
<b>Speed</b>	7
<b>Size/Resilience</b>	6/5
<b>Static Defense</b>	16
<b>Mental Defense</b>	10
<b>HP/Resolve</b>	12/4
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Fist (4k2 I)
<b>Gear</b>	None
<b>Level</b>	1

## Combat Servitor

A robot designed to kill, the Combat Servitor is a dangerous machine with an integrated multi-barrel las weapon that can put down an impressive volley of fire. It isn't a terribly intelligent machine, however, and its programming typically has it do little else but keep an overwatch over an area and fire at anything that moves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	6	1	1	3	1	1	2

<b>Skills</b>	Brawl 1, Crafts 1, Tech Use 1, Ballistics 3
<b>Speed</b>	9
<b>Size/Resilience</b>	6/6
<b>Static Defense</b>	13
<b>Mental Defense</b>	20
<b>HP/Resolve</b>	16/5
<b>Feats</b>	None
<b>Armor</b>	Machine Toughness (6, All)
<b>Attacks</b>	Claw (6k2 I; Snare), Multilas (60m; S/8; 3k2 E; Pen 0; Reliable)
<b>Traits</b>	Machine (6)
<b>Gear</b>	None
<b>Level</b>	3



## Industrial Servitor

A more modest machine, the industrial servitor is designed to work in environments where people would be put too much at risk. They have hardened plating designed to stand up to the difficulties of an industrial workplace and an arc welder that can be set to an amazingly dangerous power level if it is programmed or ordered to defend itself.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	1	1	3	1	1	1

<b>Skills</b>	Brawl 1, Crafts 1, Tech Use 1
<b>Speed</b>	6
<b>Size/Resilience</b>	5/5
<b>Static Defense</b>	9
<b>Mental Defense</b>	20
<b>HP/Resolve</b>	12/4
<b>Feats</b>	None
<b>Armor</b>	Machine Toughness (2, All)
<b>Attacks</b>	Claw (6k2 I; Snare), Arc Welder (10m; S/-; 3k3 E; Flame)
<b>Traits</b>	Machine (2)
<b>Gear</b>	None
<b>Level</b>	2

## Dragon

Giant killing machines made of scales, wings, and fire. They're also smarter than you are, centuries old, and with more magic in their fingernail than the typical wizard has in his entire body. The stats presented here are only representative of a fairly small and young dragon. Ancient wyrms can be far, far more powerful.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
7	4	6	6	3	4	5	5	5

<b>Skills</b>	Academic Lore 3, Acrobatics 2, Arcana 4, Athletics 2, Ballistics 3, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 2, Intimidation 5, Perception 3, Politics 2, Scrutiny 4, Weaponry 3
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<b>Speed</b>	11
<b>Size/Resilience</b>	12/10
<b>Static Defense</b>	13
<b>Mental Defense</b>	25
<b>HP/Resolve</b>	44/9
<b>Feats</b>	Danger Sense, Eidetic Memory, Iron Jaw, Power Attack, Powerful Charge, Strong Minded

<b>Armor</b>	Iron Scales (10, All)
<b>Attacks</b>	Claws and Teeth (10k3 R; Tearing), Dragon Fire (80m; S/-; 6k3 E; Flame)

### Abilities

*Frightful Presence* - Whenever this creature charges or makes an All Out Attack, all creatures within melee range of it must test against its fear rating.

<b>Traits</b>	Flyer (22), Unnatural Toughness, Armor Plating (10), Dark Sight, Caster (Evocation 3, Divination 4), Fear 2
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<b>Gear</b>	None
<b>Level</b>	5





## Lich

Not everyone can become an immortal Exalt. That doesn't mean there aren't other paths to immortality. Well, being a Lich isn't quite immortality – being an undead horror is more accurate – but it's a pretty attractive option for a sorcerer getting on in his years and feeling mortality creeping up on him. Becoming a lich is a terrible process that involves the death of someone the lich deeply cares about as a sacrifice.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	3	5	1	4	5	4	4

**Skills** Academic Lore 3, Acrobatics 2, Arcana 5, Athletics 2, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 5, Intimidation 2, Perception 3, Politics 2, Scrutiny 4

**Speed** 5  
**Size/Resilience** 4/5  
**Static Defense** 23  
**Mental Defense** 25  
**HP/Resolve** 14/8

**Feats** Wizard Tradition (All), Spell Specialization (All), Tested

**Armor** None

**Attacks** Unarmed

### Abilities

*Phylactery* – Every Lich has hidden their death Skills somewhere safe. They cannot be killed as long as their Phylactery exists. A lich's phylactery is invariably a constructed and typically valuable item.

**Traits** Undead, Dark Sight, Caster (Evocation 4, Speed Illusion 3, Abjuration 3, Conjuraction 3)

**Gear** Musty but expensive robes, staff, ancient gems and jewelry.

**Level** 4



## Mind Flayer

Mind Flayers are some of the most dangerous creatures in the Wheel. They are evil, mind-controlling things with only simple desires. Desires like the subjugation of all living things, brains to eat, and countless slaves. They're humanoids with slick slimy skin, long fingers, and tentacles sprouting around a beaked mouth. They use those tentacles to pry open skulls from their victims and extract their brains.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	3	2	4	5	5	5

**Skills** Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5

**Speed** 5  
**Size/Resilience** 3/4  
**Static Defense** 28  
**Mental Defense** 25  
**HP/Resolve** 14/9  
**Feats** Danger Sense, Eidetic Memory, Strong Minded  
**Armor** None  
**Attacks** Tentacles (2k2 I; Snare)

### Abilities

**Mind Blast** – The mind flayer may spend a half action to fire a 60' cone of psychic power. All targets within the cone must make a TN 25 Willpower test or else become stunned for one round.

**Eats Your Goddamn Brain** – A mind flayer's attacks in a grapple always hit the head. While grappling, a mind flayer's tentacles gain Tearing.

**Traits** Dark Sight, Caster (Divination 3, Enchantment 3, Illusion 3)

**Gear** Blasphemous robes

**Level** 3



### Aboleth

Aboleths come from the same blasted and forsaken place as the Mind Flayers. They're even more powerful and evil than Mind Flayers, if that's possible. They're bloated, scaled fish things with bony ridges and four powerful tentacles. They don't eat brains with them. They just poison with the barbs on them, and anyone who dies from this poison turns into a sludge that the aboleth consume. They typically have a few slaves on hand to deal with interlopers.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	1	4	6	5	6

### Skills

Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5

**Speed**

4

**Size/Resilience**

8/7

**Static Defense**

18

**Mental Defense**

25

**HP/Resolve**

20/10

**Feats**

Danger Sense, Eidetic

Memory, Strong Minded, Swift Attack

**Armor** Bone Ridges (3, All)

**Attacks** Tentacles (5k2 I; Snare, Toxic)

### Abilities

**Mindslaver** – An Aboleth can concentrate to maintain Enchantment spells as a free action, and targets do not get extra dice to resist the effects of those spells based on the orders given.

**Traits** Dark Sight, Caster (Divination 4, Enchantment 4, Illusion 4), Crawler, Amphibious, Armor Plating (3)

**Gear** Slime

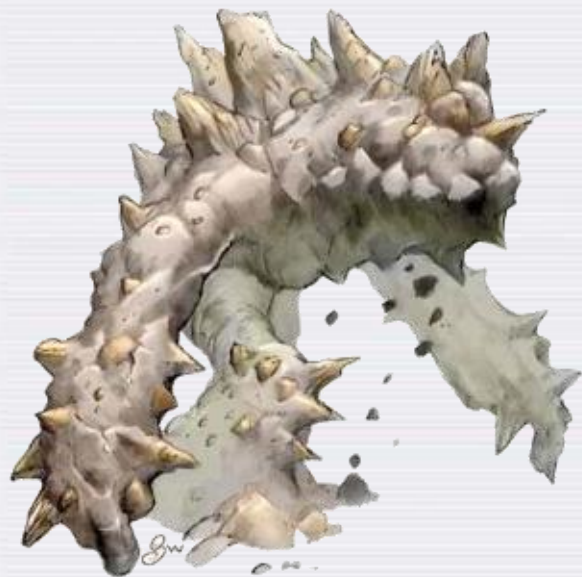
**Level** 4





## Elemental

Elementals are spirit creatures that create and inhabit bodies made of one of the four primary primal elements - Earth, Air, Fire, or Water. They're not really properly life forms, and are quite common in the Umbra and places where one of the elements is found in exceptional natural purity. They're typically not dangerous as long as they're left alone.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	3	3	2	4	5	5	3

**Skills** Perception 3, Brawl 3  
**Speed** 6  
**Size/Resilience** 6/5  
**Static Defense** 13  
**Mental Defense** 20  
**HP/Resolve** 24/6  
**Feats** None  
**Armor** None  
**Attacks** Slam (6k3 I)  
**Abilities**

Elementals get one of the following, depending on their composition:

*Earth* – An earth elemental gains 6 armor to all locations.

*Air* – An air elemental gains Phasing.

*Fire* – Fire elementals deal E damage with their attacks and all targets within melee range must test Constitution against TN 15 every turn or gain a point of fatigue from waves of heat.

*Water* – Water elementals gain Regeneration 1.

**Traits** Amorphous, Stuff of Nightmares  
**Gear** None  
**Level** 2

## The Walkin' Dead

Zombies. Shamblers. They go around biting people and eating their flesh. Sometimes they're caused by a plague or curse, but they're more often the result of evil sorcery and warp energy. While they only really pose a threat in huge numbers and to ill-prepared people, they still manage to cause a lot of trouble on more primitive or run-down worlds.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	2	-	-	-	-	2	2

**Skills** Brawl 2, Perception 2  
**Speed** 5  
**Size/Resilience** 4/4  
**Static Defense** 14  
**Mental Defense** -  
**HP/Resolve** 8/-  
**Feats** None  
**Armor** None  
**Attacks** Claws and Teeth (3k1 R)  
**Traits** Undead, Mindless  
**Gear** Bloody and torn clothing  
**Level** 1

## Ghost

When someone dies, their spirit can linger, vengeful and angry. A ghost is just such a spirit, a warp echo of someone who has died. They're most commonly seen in the Umbra, but their influence can extend to the real world in places where the veil is thin.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	2	4	1	2	2	2	2

**Skills** Brawl 2, Perception 2, Arcana 3  
**Speed** 5  
**Size/Resilience** 4/4  
**Static Defense** 14  
**Mental Defense** 15  
**HP/Resolve** 8/4

**Feats** None

**Armor** None

**Attacks** None

**Abilities**

*Possession* – The Ghost may test Charisma and Arcana to affect a target as the Dominate spell.

**Traits** Undead, Flyer (10), Phasing, Fear 1

**Gear** None

**Level** 2

## Fire Warrior

Fire Warriors are the Tau's standard military force, armed with better weapons and excellent training. They're somewhat shorter and stockier than the average Tau, and most are trained from birth for their expected lifetime of fighting for the Greater Good.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	2	2	2	3	2	2	2

**Skills** Acrobatics 1, Perception 1, Persuasion 2, Common Lore 2, Scrutiny 1, Weaponry 1, Ballistics 3

**Speed** 6

**Size/Resilience** 4/4

**Static Defense** 17

**Mental Defense** 20

**HP/Resolve** 9/5

**Feats** Weapon Proficiency (Ordinary, Parrying, Las), Sound Constitution x1, Armor Proficiency (light, medium), Deadeye Shot

**Armor** Flak Vest, Gauntlets, Helmet (5 AP; Arms, Body, Head)

**Attacks** Knife (4k2 R; Pen 0), Pulse Rifle (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full; Reliable)

**Abilities**

Fall Back – As the Tau racial power.

**Gear** Uniform, Flak Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch

**Level** 2

## Ratling

Halflings typically live their life on the wrong side of the law. They've fallen through the cracks in modern society, and Ratlings are just such halfling, thieves and pickpockets that prey on unsuspecting people to survive in the slums and gutters of the Wheel.





Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	2	2	2	3	2

**Skills** Acrobatics 2, Perception 2, Common Lore 3, Deceive 2, Scrutiny 1, Weaponry 1, Larceny 3, Ballistics 1

**Speed** 5

**Size/Resilience** 2/3

**Static Defense** 22

**Mental Defense** 15

**HP/Resolve** 8/4

**Feats** Weapon Proficiency (Ordinary, Parrying), Sneak Attack

**Armor** Leathers (2 AP; Arms, Body, Legs)

**Attacks** Knife (3k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)

**Abilities**

Shifty – As the Halfling racial power.

**Gear** Threadbare clothing, leathers, Autopistol, Knife, 2 autopistol clips, a few coins.

**Level** 1

## Slayer

When a Squat does something truly disgraceful and dishonorable, there is only one option left for them in their society. They go to find an honorable death, taking only the most basic equipment - an Axe, their body marked with the traditional paint used to bless those who are already dead, and a grenade to give them a way out that can take an enemy with them.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	3	2	2	3

**Skills** Athletics 2, Crafts 2, Intimidation 2, Weaponry 3, Common Lore 2

**Speed** 5

**Size/Resilience** 3/5

**Static Defense** 16

**Mental Defense** 20

**HP/Resolve** 12/6

**Feats** Iron Jaw

**Armor** None

**Attacks** Axe (6k2 R)

**Abilities**

*Squat Toughness* – As the Squat racial power.

**Gear** Axe, boots, loincloth, body paint, mean look, frag grenade

**Level** 2

## Living Ancestor

A wise and respected member of Squat society, the title of Living Ancestor is only given to those with wisdom and ability that comes only once in a hundred years. All other Squats try to emulate the Living Ancestors, and whenever a Squat is declared a Living Ancestor, they become the head of a new noble house founded in their name. While they have no special political position save as the head of their noble family, they have great pull in Squat society thanks to the respect others give them.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	2	5	4	2	5	2	4	5

**Skills** Athletics 3, Crafts 4, Intimidation 2, Weaponry 4, Common Lore 2, Command 3, Academic Lore 2

**Speed** 7

**Size/Resilience** 3/6

**Static Defense** 18

**Mental Defense** 30

**HP/Resolve** 20/10

**Feats** Iron Jaw, Armor Proficiency (Power)

**Armor** Power Armor (12 AP, All)

**Attacks** Power Axe (9k2 R Pen 4, Power Field), Plasma Pistol (30m; S/-; 3k3 E Pen 8; Clip 10; Reload 4Full; Recharge, Overheats)

**Abilities**

*Squat Toughness* – As the Squat racial power

**Gear** Power Axe, Power Armor, Plasma Pistol, 2 extra plasma charges, mean look, beard jewelry, embroidered clothing

**Level** 3

**Talon of Tiamat**

Tiamat's followers have never died out. Some dragonborn carry on in her name, seeking to destroy Bahamut and avenge their fallen lord. Some rumor that Tiamat is still alive, taking a hundred centuries to recover from her wounds, almost ready to resume her war against Bahamut and forge a new Draconic Empire in her fivefold image.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	4	3	3	2	3	3

**Skills** Command 2, Weaponry 3, Intimidation 2, Ballistics 2, Brawl 2, Athletics 2, Acrobatics 2, Perception 2

**Speed** 6  
**Size/Resilience** 5/5  
**Static Defense** 15  
**Mental Defense** 20  
**HP/Resolve** 12/6

**Feats** Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing)  
**Armor** Flak Jacket (5 AP; Arms, Body, Legs)  
**Attacks** Fencing Sword (6k2 R; Balanced), Pump Shotgun (30m; S/-; 3k2 I Pen 0; Clip 8; Reload 2Full; Scatter)

**Abilities**

*Dragon Breath* – As the Dragonborn racial power.

**Gear** Flak Jacket, Pump Shotgun, 24 extra shells, Fencing Sword, Micro-Bead, Tough clothing

**Level** 2

**Dragonfire Adept**

Some Dragonborn focus on the power within themselves, training themselves in magic. Especially fire magic. And when that doesn't work, they carry a really big gun that they can use to shoot people to death. Typically one or the other will work in any given situation.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	4	5	3	4	2	3	4

**Skills** Command 2, Weaponry 3, Intimidation 2, Ballistics 3, Brawl 2, Athletics 2, Acrobatics 2, Perception 2, Arcana 2, Academic Lore 2

**Speed** 7  
**Size/Resilience** 5/5  
**Static Defense** 18  
**Mental Defense** 25  
**HP/Resolve** 16/8

**Feats** Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing), Spell Focus (Evocation)

**Armor** Flak Jacket (5 AP; Arms, Body, Legs)  
**Attacks** Fencing Sword (6k2 R; Balanced), Meltagun (20m; S/-; 4k3 E Pen 12; Clip 5; Reload 2Full)

**Abilities**

*Dragon Breath* – As the Dragonborn racial power.

**Traits** Caster (Evocation 3)  
**Gear** Flak Jacket, Meltagun, 2 extra reloads, Fencing Sword, Micro-Bead, Brightly colored robes

**Level** 3



## Tinkerer

Gnomes are generally harmless people, more concerned with playing with new technology (and fixing old technology) than hurting anyone. Sometimes, though, they have to defend themselves against thieves or, worse, saboteurs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	3	2	3	1	2

**Skills** Academic Lore 3, Acrobatics 2, Arcana 2, Ballistics 1, Common Lore 3, Drive 2, Perception 2, Pilot 3, Scrutiny 1, Weaponry 2

**Speed** 5  
**Size/Resilience** 3/4  
**Static Defense** 16  
**Mental Defense** 15  
**HP/Resolve** 8/4

**Feats** Blind Fighting, Evasion, Fearless

**Armor** Mesh Vest (4 AP, Body)

**Attacks** Laspistol (30m; S/-; 2k2 E Pen 0; Clip 30; Reload Full; Reliable), Web Pistol (30m; S/-; Clip 1; Reload Full; Snare), Katar (2k2 R, Pen 3)

### Abilities

*Improvise* – As the Gnome racial power.

**Gear** Laspistol, 3 energy packs, Web Pistol, 2 web loads, Katar, Mesh Vest, Auspex, Backpack, Chrono, Combi-Tool, Data Slate, Torch, Void Suit, Clothing with a lot of pockets.

**Level** 2

## Ork Freeboota

Orks love nothing more than a good fight. An Ork freeboota is a fairly typical ork warrior with little experience, almost no scars, and all his own teeth. All of which mark him as being very low on the totem pole indeed.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	3	2	2	2	3	3

**Skills** Intimidation 2, Scrutiny 2, Ballistics 1, Weaponry 3, Brawl 2

**Speed** 6  
**Size/Resilience** 5/5  
**Static Defense** 15  
**Mental Defense** 15  
**HP/Resolve** 12/5

**Feats** Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary)

**Armor** Heavy Leathers (3 AP, Arms, Body, Legs)

**Attacks** Choppa (7k2 R), Autogun (90m; S/10; 2k2 I Pen 0; Clip 30; Reload Full)

### Abilities

*WAAAAAGH!* – As the Ork racial power.

**Gear** Charm, Heavy Leathers, Choppa, Autogun, 3 clips, Patchwork clothing

**Level** 2



## Ork Nob

An Ork Nob is much larger than a mere freeboota, with the scars and a few bionik bitz to prove it. They're good at yellin' really loud and givin orders to make sure no one is muckin' about. Most Ork Nobs love nothing more than gettin' stuck in, and so they can be found in the very thickest fighting.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	2	2	2	3	4

**Skills** Intimidation 3, Command 4, Scrutiny 2, Ballistics 3, Weaponry 4, Brawl 3

**Speed** 8

**Size/Resilience** 6/6  
**Static Defense** 16  
**Mental Defense** 15  
**HP/Resolve** 16/6  
**Feats** Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary)  
**Armor** Heavy Leathers (3 AP, Arms, Body, Legs)  
**Attacks** Big Choppa (9k2 R; Pen 4), Autogun (120m; -/10; 3k2 I Pen 5; Clip 100; Reload Full)  
**Abilities**  
*WAAAAAGH!* – As the Ork racial power.  
**Gear** Charm, Heavy Leathers, SAW, Autogun, 3 belts of ammunition, Patchwork clothing  
**Level** 3



## Aspect Warrior

Aspect Warriors are Eldarin warriors, members of one of their great fighting schools. Many fighting schools have extremely specialized equipment or tactics - the following is a kind of baseline warrior type with standard (very deadly) weapons and armor.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	4	2	3	4	3	4	4	3

**Skills** Academic Lore 2, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 3, Deceive 2, Perception 3, Scrutiny 2, Weaponry 4

**Speed** 7  
**Size/Resilience** 3/4  
**Static Defense** 28  
**Mental Defense** 20  
**HP/Resolve** 10/6

**Feats** Blademaster, Armor Proficiency (Light), Blind Fighting, Catfall, Defensive Mobility, Fleet of Foot, Swift Attack, Weapon Proficiency (Fencing, Symeth)

**Armor** Mesh Overcoat (4 AP, All)

**Attacks** Fencing Sword (5k2 R; Balanced), Lightning Gun (30m; S/2; 4k2 E Pen 4; Clip 6; Reload 2Full; Scatter, Shocking)

### Abilities

*Warp Step* – As the Eldarin racial power.

**Gear** Lightning Gun, 2 Lighting Charges, 3 Photon Flash Grenades, Fencing Sword, Mesh Overcoat, silk suit

**Level** 3

## Eldarin Farseer

Eldarin Farseers are leaders in their race, using powerful divinations and other magics to see through the veil of the warp and determine the best course of action. They're really too valuable for the Eldarin to lose, but because their powers are so useful they end up in all sorts of dangerous situations. Most Eldarin have the sense to start running once they see the Farseer absconding.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	4	4	2	4	3	4

**Skills** Academic Lore 1, Acrobatics 3, Arcana 4, Athletics 2, Ballistics 2, Common Lore 3, Deceive 2, Forbidden Lore 3, Perception 3, Scrutiny 3

**Speed** 6  
**Size/Resilience** 3/4  
**Static Defense** 23  
**Mental Defense** 15  
**HP/Resolve** 12/6

**Feats** Common Sense, Danger Sense, Defensive Mobility, Fast Reflexes, Foresight, Spell Might, Spell Penetration, Strong Minded, Weapon Proficiency (Fencing, Synchrony)

**Armor** Leathers (2 AP, Arms, Body, Legs)

**Attacks** Fencing Sword (5k2 R; Balanced)

**Abilities**

*Warp Step* – As the Eldarin racial power.

**Traits** Caster (Divination 4, Enchantment 2, Illusion 3, Evocation 2)

**Gear** Fencing Sword, Staff, Leathers, Elaborate robes

**Level** 3

## Space Marine

Armed with the best weapons, the thickest armor, knowing no fear and with the sole purpose of bringing the forces of Chaos to their knees. These are the Space Marines. They are Aasimar who are part of the elite forces of the Blessed Pantheon, going out into the Wheel to smite the enemies of their gods.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	5	3	3	4	3	5	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Scrutiny 3, Weaponry 3

**Speed** 8  
**Size/Resilience** 5/6  
**Static Defense** 22  
**Mental Defense** 25

**HP/Resolve** 21/8

**Feats** Jaded, Fearless, Sound Constitution x3, Combat Master, Armor Proficiency (all), Weapon Proficiency (all)

**Armor** Power Armor (12 AP, All)

**Attacks** Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full;

**Abilities**

*And They Shall Know No Fear* – As the Aasimar racial power.

**Gear** Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 3

## Grey Knight

If the Space Marines are the best of the best, the Grey Knights are the best of the best of the best. They are issued relics and equipment that is of such value that it must only be given to those who can make the best use of it. They have training superior even to that of a Space Marine, and are sent to carry out missions with nearly no chance of success but which they cannot afford to fail.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	3	5	4	3	5	3	5	5

**Skills** Acrobatics 3, Athletics 4, Ballistics 4, Common Lore 3, Forbidden Lore 3, Perception 3, Scrutiny 4, Weaponry 4

**Speed** 9  
**Size/Resilience** 5/7  
**Static Defense** 22  
**Mental Defense** 30  
**HP/Resolve** 25/10

**Feats** Jaded, Fearless, Sound Constitution x5, Combat Master, Armor Proficiency (all), Weapon Proficiency (all), Blind Fighting, Danger Sense, Luck, Strong Minded

**Armor** Power Armor (12 AP, All)

**Attacks** Power Sword (10k2 R; Pen 4; Power Field), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

**Abilities**

*And They Shall Know No Fear* – As the Aasimar racial power.

**Gear** Power Armor, Power Sword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 4

## Chaos Marine

As the Space Marines serve the forces of the Blessed Pantheon, the Chaos Marines serve the Ruinous Powers of Chaos. They are a more varied lot than the Space Marines, their armor altered to serve the various mutations each Tiefling gains over time, and covered in spiky bits and garish colors for good measure.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	3	3	4	3	4	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 2, Common Lore 2, Perception 2, Intimidate 3, Weaponry 4

**Speed** 9  
**Size/Resilience** 5/6  
**Static Defense** 22  
**Mental Defense** 25  
**HP/Resolve** 18/8

**Feats** Sound Constitution x3, Armor Proficiency (all), Weapon Proficiency (all), Frenzy

**Armor** Power Armor (12 AP, All)

**Attacks** Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

#### Abilities

*Bloody Minded* – As the Tiefling racial power.

**Gear** Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 3

#### Obliterator

There is a kind of curse or magic or virus (or all three) that infects some Chaos marines. They become one with their weapons and armor, mutating to become a mass of weaponry with flesh stretched over gunmetal. They've almost all been driven insane by the torment of their condition, but serve well as engines of death and destruction.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	4	2	1	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Intimidate 3, Weaponry 3



**Speed** 10  
**Size/Resilience** 8/7  
**Static Defense** 9  
**Mental Defense** 25  
**HP/Resolve** 25/8  
**Feats** Sound Constitution x5, Armor Proficiency (all), Weapon Proficiency (all), Frenzy  
**Armor** Armor Plating (10 AP, All)  
**Attacks** MP Lascannon (300m; S/-; 5k4 E Pen 10; Clip -; Reload -; Recharge), Heavy Bolter (120m; -/10; 4k2 X Pen 8; Clip -; Reload -; Tearing), Crushing Fist (6k3 I).  
**Abilities**  
*Bloody Minded* – As the Tiefling racial power.  
*Integrated Weapons Array* – The Obliterator can create nearly any weapon from its body. In addition to the listed attacks, it can generate nearly any Ordinary, Las, Plasma, Melta, Bolt, or Flame weapon it needs to. An obliterator has effectively infinite ammunition with all of its weapons. It requires a full round action to shift weapons, and can have any two at a time.  
**Traits** Auto Stabilized, Machine (10)  
**Gear** None  
**Level** 4



## Dark Eldarin Raider

The Dark Eldarin have a culture of slavery, sacrifice of souls to the Daemon Lolth, and incredible decadence that would make even the most jaded whore blush. They often send raiding parties out to capture fresh prey to bring, screaming, to their hidden dark city of Commorragh. Those that they take are typically never seen again.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	5	2	4	4	3	3	3	3

**Skills** Academic Lore 1, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 2, Deceive 4, Forbidden Lore 2, Perception 3, Scrutiny 2, Weaponry 4

**Speed** 8  
**Size/Resilience** 3/4  
**Static Defense** 28  
**Mental Defense** 20  
**HP/Resolve** 10/6  
**Feats** Blademaster, Armor Proficiency (Light), Backstab, Catfall, Defensive Mobility, Decadence, Fleet of Foot, Sneak Attack, Weapon Proficiency (Fencing, Exotic, Parrying)  
**Armor** Mesh Overcoat (4 AP, All)  
**Attacks** Officer's Cutlass (5k2 R; Shocking), Needle Gun (180m; S/-; 2k2 E Pen 0; Clip 6; Reload 2Full; Accurate, Toxic)  
**Abilities**  
*Warp Miasma* – As the Dark Eldarin Racial power.  
**Gear** Needle Gun, 2 Needle Packs, 3 Smoke Grenades, Officer's Cutlass, Mesh Overcoat, spider silk suit.  
**Level** 3

## New Challengers Approaching!

### Tribbles

The horrifying, dastardly and cruel and malicious... Oh, wait... Tribbles. Okay, tribbles are perhaps the weakest of foes one can encounter. The only drawback is if you feed them. They reproduce asexually, and very, very quickly. One tribble can become thousands given just a few days. As long as you feed it less than 50 calories/day, you're in the clear, but 51+ and you soon have a brood.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
1	1	1	3	2	2	1	1	1

<b>Skills</b>	Stealth 1, Brawl 1
<b>Speed</b>	2
<b>Size/Resilience</b>	1/1
<b>Static Defense</b>	10
<b>Mental Defense</b>	15
<b>HP/Resolve</b>	4/2
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Tackle (1k1 I)
<b>Gear</b>	None
<b>Level</b>	1



### Slime

Small, relatively inoffensive blobs of omnivorous acidic tissue. They're so cute many adventurers feel bad for slaying them.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	4	-	-	-	-	3	3

<b>Skills</b>	Brawl 2, Perception 2
<b>Speed</b>	2
<b>Size/Resilience</b>	2/3
<b>Static Defense</b>	21
<b>Mental Defense</b>	-
<b>HP/Resolve</b>	28/-
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Acid touch (2k1 E, Toxic)
<b>Traits</b>	Amorphous, Crawler, Mindless
<b>Gear</b>	None
<b>Level</b>	1



### Brown Slime

Believed to be a bizarre corruption of ancient Surneth energy to matter creation technology, the Brown slime can survive and reproduce with nothing but heat and light.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	4	-	-	-	-	3	3

<b>Skills</b>	Brawl 3, Perception 2
<b>Speed</b>	3
<b>Size/Resilience</b>	2/3
<b>Static Defense</b>	21
<b>Mental Defense</b>	-
<b>HP/Resolve</b>	28/-



**Feats**     Photosynthetic  
**Armor**    None  
**Attacks**   Acid touch (3k1 E, Toxic)  
**Abilities**  
*Energy Spawn* – When a brown slime takes E damage greater than its size, it spawns an exact duplicate of itself.  
**Traits**    Amorphous, Crawler, Mindless  
**Gear**       None  
**Level**      2

### Gelatinous Cube

It is unknown exactly how these large relatives of the common slime developed into perfect cubes. After exhaustive investigations into the matter the Greybeards have come to a nearly unanimous conclusion; Gelatinous cubes are extremely goofy looking.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	1	6	-	-	-	-	3	5

**Skills**                Brawl 4, Perception 2  
**Speed**                3  
**Size/Resilience**    7/6



**Static Defense**    8  
**Mental Defense**   -  
**HP/Resolve**        44/-  
**Feats**                Powerful Charge, Bear Hug  
**Armor**                None  
**Attacks**                Slam (5k3 E, Toxic)  
**Abilities**  
*Engulf* – On a successful slam or whenever it's struck in melee combat, a gelatinous cube can attempt a Grapple as a Reaction.  
**Traits**                Amorphous, Crawler, Mindless  
**Gear**                An assortment of metallic objects caught in its quivering mass.  
**Level**                3

### Shoggoth

Shoggoths are horrifying entities from the depths of ancient history. They can be found in the darkest and most ancient ruins, endlessly devouring any organic material they come across.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	1	1	3	3	3	5

**Skills**                Brawl 4, Perception 3  
**Speed**                5  
**Size/Resilience**    10/9  
**Static Defense**    11  
**Mental Defense**   20  
**HP/Resolve**        44/8  
**Feats**                Frenzy, Combat Master  
**Armor**                -  
**Attacks**                Toothy pseudopod (6k3 R, Reach, Flexible)  
**Abilities**  
*Tekeli-li* – By gibbering madly for a Full Action, the Shoggoth can force anyone who can hear it to test against Fear 3.  
**Traits**                Amorphous, Crawler, Stuff of Nightmares, Regeneration (3), Fear (1)  
**Gear**                None  
**Level**                5

## Great Form Elementals

Most Elementals only attain a rather basic form consisting of their appropriate element. However, there are those that possess enough power to assume much greater forms, becoming much more literal representations of the forces of nature they embody.

### Tornado Elemental

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	4	3	1	2	3	1	2	3

**Skills** Brawl 3, Perception 3

**Speed** 8

**Size/Resilience** 6/6

**Static Defense** 16

**Mental Defense** 20

**HP/Resolve** 24/6

**Feats** Lightning Attack

**Armor** None

**Attacks** Slam (7k3 I, Reach)

**Abilities**

*Gale Force* – At the start of its turn, a tornado elemental makes a Bull Rush against every creature in melee range as a free action.

**Traits** Amorphous, Stuff of Nightmares, Phasing, Flyer (8)

**Gear** None

**Level** 4

### Stone Elemental

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	1	2	3	1	2	3

**Skills** Brawl 4, Perception 3

**Speed** 6

**Size/Resilience** 6/6

**Static Defense** 10

**Mental Defense** 20

**HP/Resolve** 32/6

**Feats** Power Attack

**Armor** Solid rock (6 AP, All)

**Attacks** Slam (7k3, I, Pen 2)

**Traits** Amorphous, Stuff of Nightmares

**Gear** None

**Level** 4

### Magma Elemental

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	4	1	2	3	1	2	3

**Skills** Brawl 3, Perception 3

**Speed** 7

**Size/Resilience** 6/6

**Static Defense** 13

**Mental Defense** 20

**HP/Resolve** 28/6

**Feats** None

**Armor** Obsidian Plates (6 AP, All)

**Attacks** Slam (7k3 E), Lavaball (30m; 4k3 E; S/-; Blast (2), Incendiary)

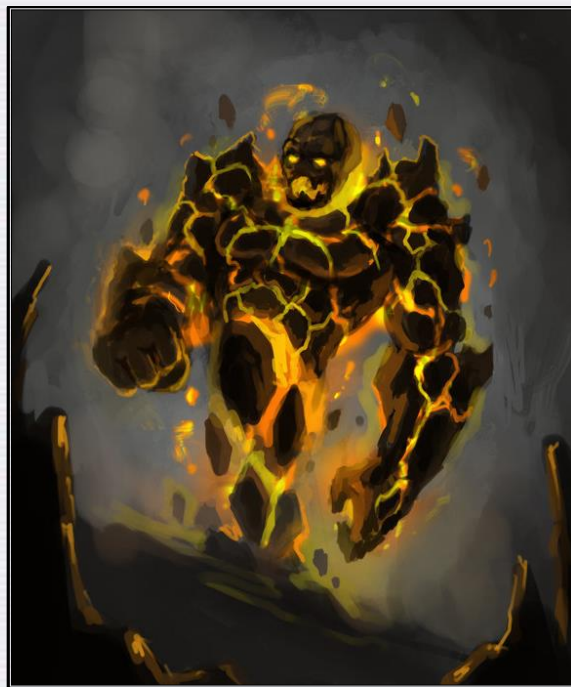
**Abilities**

*Lava* – Anybody within melee range of a magma elemental must test Constitution against TN 15 every turn or lose one HP from waves of heat (this counts as E damage).

**Traits** Amorphous, Stuff of Nightmares

**Gear** None

**Level** 4





## Tsunami Elemental

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	5	3	1	2	3	1	2	3

**Skills** Brawl 3, Perception 3

**Speed** 9

**Size/Resilience** 8/7

**Static Defense** 15

**Mental Defense** 20

**HP/Resolve** 24/6

**Feats** Powerful Charge

**Armor** None

**Attacks** Slam (7k3 I)

### Abilities

*Torrent* – The tsunami elemental may move through smaller creatures' space when Charging.

Each creature it moves through counts as an additional target for the Charge.

**Traits** Amorphous, Stuff of Nightmares, Regeneration (1), Amphibious

**Gear** None

**Level** 4



## Concordant Knight

The Daemons of Chaos are perhaps the most well known entity of the warp but the Blessed Order have their own servitors. Known collectively as Aeons, these lawful entities exist to quash the influence of Chaos whenever the Aasimar Space Marines are insufficient. Of all the Aeons, The Concordant Knight is the most commonly encountered variety. They take a humanoid form of cold blue flame clad in a shell of gleaming metal.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	4	2	2	3	2	3	3

**Skills** Perception 2, Weaponry 3, Arcana 2

**Speed** 6

**Size/Resilience** 4/5

**Static Defense** 17

**Mental Defense** 20

**HP/Resolve** 18/6

**Feats** Weapon Proficiency (Melee 3)

**Armor** Celestial Plate

**Attacks** Flaming Sword (7k3 R, Pen 3, Incendiary)

**Traits** Daemonic, Dark Sight, Fear (1), Caster (Healing 2), Resource State (Essence: 8)

**Gear** Flaming Sword

**Level** 3

## Monster Creation

Monsters begin with 1 dot in each characteristic, and size 3. XP can be spent to improve these stats, or gain other advantages.

Advantage	XP Required
Improve a Characteristic	100 * Current Rank
New Skill	100
Improve a Skill	50 * Current Rank
Increase Size	50 * Current Size
Make Size 2	+50
Buy Sound Constitution	50
Buy any other feat	100
Buy Tier 1 Trait	100
Buy Tier 2 Trait	200
Improve a Magic School	100 * Current Rank
Buy a Variable Trait	50 * Value of Trait

## Attacks

All Monsters have an unarmed attack that deals 0k1 damage of a type of your choice. However, Monsters are horrible scary abominations unto the wheel, and usually don't just leave it at that. A monster can spend XP to improve their attack capabilities.

Improvement	XP Required
Get a Ranged Attack (10m; S/-; 1k1 *; Pen 0; Clip -; Reload -	300
Improve attack range by 10m	50
Add a Full-Auto ROF of 2	100
Improve Full-Auto ROF by 1	50
Raise Pen by 1	50
Get +1k0 Attack Damage	50 + (50 * current rolled dice)
Get +0k1 Attack Damage	150 * Current kept dice
Add Any One Special Quality to an Attack	100

If an enemy has a natural ranged attack, it deals damage of a type chosen when the attack is bought. When buying additional rolled dice and kept dice, pools are not capped at 10 for the purposes of calculating cost. Only after all bonuses are purchased should rolled dice over ten be converted to kept dice and kept dice over ten be converted to a damage bonus.

Alternately to improving natural attacks, an enemy may have equipment, using weapons and armor worn just like any other berk. Attacks granted by weapons cannot be improved as a natural weapon can, but they will generally be much cheaper to acquire. Any weapon an enemy purchases automatically gains them the corresponding Weapon Proficiency feat.

XP Cost	Item Rarity
50	One Uncommon or up to two Common items
100	One Rare item
150	One Very Rare item
250	One Mythic Rare item

## Traits

Skills and Feats represent ability and knowledge gained over a character's life. Traits, then, are innate abilities gained by virtue of birth and racial circumstance. They may be gained through other means later in life, but almost never by choice. Racial abilities are one example of traits, albeit extremely specific ones that are limited just to their given races. Other characters can have various traits, features inherited from their particular type of species or their environment. Not all traits are made equal, being able to breathe underwater is a trait, but so is having a resource pool like an exalted, or being able to cast spells. For this reason Traits are broken up into different categories.



Tier	Traits
Tier 1	Amphibious, Amorphous, Auto-Stabilized, Crawler, Dark Sight, Flyer (equal to normal speed), Mindless, Quadruped, Undead, Racial Power
Tier 2	Caster, Daemonic, Flyer (double normal speed), Phasing, Resource Stat, Stuff of Nightmares, Unnatural Toughness
Variable	Armor Plating, Aura, Fear, Machine, Regeneration

#### Tier 1 Traits

These are traits that provide minor advantage, or come with both advantages and drawbacks.

#### Tier 2 Traits

These are traits that provide significant power, all upside and/or mechanical complexity. More than one of these will make an enemy a force to be reckoned with.

#### Variable Traits

These are traits that provide a variable bonus, and require you to choose a value you want to pay for.

#### Additional Rules and New Traits

**Caster:** When purchased, the Caster trait comes with one rank in any magic school. It may be purchased multiple times to provide multiple schools. Magic schools must be advanced separately.

**Racial Power:** Monsters are people too. Well, some are, and that's what this trait is for. When taken, this trait provides a creature with one special ability that functions as the racial power for any player race.

**Resource Stat:** When purchased, choose one exaltation. This creature gains a resource pool as if they had that exaltation. Treat the

creature's power stat as being equal to its level if necessary to calculate the size of this resource pool.

Finally, just like player characters, every enemy has a level. This level determines how threatening an enemy is, higher level enemies hit easier, shrug off more damage, and will generally just be able to be better. Level is a function of how much experience went into making a particular monster.

Level	XP
1	≤2,500
2	≤4,100
3	≤7,200
4	≤13,400
5	≤25,000
5+	>25,000

Monsters can spend over 25000 XP on advantages, attacks, or traits. However, doing so puts them into a league of their own. For the purpose of calculating resilience and attack rolls, their level is still 5, but they are generally forces beyond even what an exalt can expect to beat by normal means. These threats may be able to fight vehicles barehanded, or only be vulnerable to the likes of an orbital strike by a spelljammer. They are beasts not to be trifled with, and should be used sparingly, if at all, as threats in your game.