

Book of the Rat

A Most Scholarly Treatise on Skaven Being an Exploration into the Darkest Secrets of the Foul Servants of the Horned Rat

By Garrett Lepper

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Introduction

This Skaven project is based on notes and guidelines I had drawn up for a Skaven campaign I was planning on running for my PCs with them as Skaven. Seeking more treachery and politics in campaigns, and looking for something new and groundbreaking, I started designing these rules. They were and are intended for my campaign, but since there is little on the Skaven, I felt it could prove beneficial to others if I made this document public.

Many, if not most people, will ever intend on running a Skaven campaign. I have not even started it, so these rules have never been playtested. However the extensive background and descriptions of Skaven society should help flesh the Skaven out to GMs who may never run the campaign but may get some use out of this work. Many of the careers and other descriptions should also inspire adventure ideas. It also allows GM's to make up Skaven opponents with some depth and history rather than applying the basic +30/+30/+2/+2/ etc. formula to the basic Skaven characteristics, and this book allows opponents to have combat skills.

I hope as you read this that you will find the time to respond and tell me just what you think of this. Remember that this is intended to fit my campaign, and my GMing and my players' styles. But any constructive criticism is accepted. Any errors, inconsistencies, or mistakes I hope will be brought to my attention by the kind and attentive reader.

The main portion of the text I expect to leave unchanged in any future revisions. Any further additions to this text will be incorporated as Appendices so that people will not have to reprint this over and over and over again!



Chapter One-The Skaven

Beneath the bustling cities of the Old World, under the markets and the homes of the poor and wealthy alike, deeply rooted below civilization itself, is a world full of teeming chattering darkness...few people know of the cancer that had spread itself, attached like a parasite to men's cities...



The Skaven are the blessed servants of the Horned Rat. According to Skaven legends, they were shaped in the form of their creator, and are the Horned Rats most beloved minions. The Grey Seers, the Skaven closest to the Horned Rat wait and plot against their enemies, biding their time till the Horned Rat returns and delivers the world to the Skaven hordes. The Skaven resemble large bipedal rats, often marked in some subtle way by their god. They live under the Earth in tunnels and warrens, caverns and other hidden subterranean sights, where their growing Empire cannot be seen.

They are often incorrectly lumped together with Beastmen. While Beastmen are the ever changing and varied servants of the many foul Chaos gods, Skaven are different in that they seem less varied and more stable. It is believed by many that the Horned Rat permits this stability in his servants to allow them to fulfill some nefarious purpose.

The Nature of Skaven

Skaven are amongst the foulest servants of Chaos. From whence they came none truly know, although there are numerous legends that make contradictory claims. What scholars can claim to know, is that the Skaven rely heavily upon Warpstone, essentially the solidified manifestation of chaos that appears like a jet-black hard glassy rock, strange to the touch. Warpstone emanates the raw energy of Chaos, often poisoning, warping, and altering everything in the immediate area. Why the Skaven are unaffected to any great degree by the constant exposure, and why they are so reliant upon it, no human scholars can answer.

Physical Description of the Skaven

To others, the Skaven are an amalgamation of the worst in both man and rat. Verminous and covered in a filthy matted fur they stand between four and six feet. In parody of the other races, they walk about on their hind legs usually, using their "arms" for such things as bearing objects or weapons. Despite their solid build and strong skeletal structure, their bones are very flexible, allowing them to squeeze in to places unthought of. As strong and durable as the races that live above ground, they often match their opponents in physical feats.

Skaven are incredibly fast and quick. All Skaven are edgy and hyperactive, and their motions and movements are rapid and jerky, lacking grace. Their abnormally high metabolism results in bouts of intense manic activity, requiring that they only sleep for four hours a night. This high metabolism and hyperactivity explains the speed and vigor of the Skaven, however this constant stress on their bodies does take a toll, requiring the Skaven to voraciously eat after strenuous activity or they will weaken and die. Amongst Skaven this gluttonous appetite stimulated by over-activity can culminate in what is known amongst the Skaven as Black Hunger. After exerting a great amount of physical energy, Skaven will often become ravenous and enter into a frenzy, seeking to feed upon their enemies, or feasting on the wounded or dead. This same metabolism in conjunction with their poor diet partly explains why nearly all Skaven die young; and few live beyond a score or more years.

The color of their fur varies, often related to their relative position in the Clans. The strongest and most vicious of Skaven are the ones with darker fur, typically a very dark brown or solid black. The assassins of Clan Eshin are often of this color, as are the Stormvermin. At the other end of the spectrum are the albino, white, and light gray Skaven. These Skaven are often Skaven of great power or leadership. Most of the Grey Seers are albinos or light Grey, as are the Council Guards and other great leaders. Human scholars claim that the success of the lighter-furred

Skaven is due to their visibility in the dark caverns, but the Skaven argue that the chosen ones exhibit the lighter color because they have been blessed and chosen by the Horned Rat as favorites.

The Skaven have acute senses. Although their vision above ground is poor, below ground they are imbued with good vision. Their sense of hearing is quite sharp, as is their sense of smell. Their sense of smell is important in identifying other Skaven, as all Skaven have a unique musk or scent. The Skaven not only exude a particular scent, but their emotional state may alter or augment their scent in subtle ways. When Skaven are frightened they will exude a certain musk, which reveals to other Skaven their particular emotional state. Subtler other scents are recognized also, such as self-assurance, hunger, anger, and sickness. Since a Skaven can interpret the emotions of their fellow Skaven by scent, those able to control their fear and the emission of pheromones have an edge over their less disciplined companions.

Psychological Description of the Skaven

Skaven are social creatures, with very little concept of self-identity. However, they each have very strong notions of self-preservation, often seeking escape from a situation that appears dangerous or risky, and often will abandon fellow Skaven with no feelings of anxiety or guilt for fleeing.

Skaven psychology is rooted around the notion twin notions of their social identity and their own psychological quirks. In a Clan, the Skaven will behave and follow the orders of their superiors out of fear of punishment or reprisals, but once outside the rigid social hierarchies, or when the social order breaks down within the clan, it becomes every rat for themselves. This will often hinder Skaven expeditions once they leave their familiar Clan territory, as each Skaven will seek to dominate the others for control of the group. Often, one Skaven will attain a position of strength, but the group will have been weakened and morale destroyed by the group infighting, and the expedition is no longer capable of continuing its mission or acting in an effective manner.

Despite their brittle courage, Skaven are extremely cunning. Their thought process are not rational, but rather intuitive and conniving. The most intelligent Skaven are the most ambitious and deceitful, and they will constantly seek to manipulate and control their companions and their inferiors to serve their own ends.



A Brief History of Skaven

How the Skaven came to plague the world, none can tell for certain. Stories such as the *Curse of Thirteen* claim that Skaven were brought into being by the misdeeds of man. Some scholars take a less fantastic approach, claiming that the Skaven are simply mutated rats that have been shaped and formed by the power of Chaos, and a few scholars claim that Skaven were once men. The more poetic claim that the Skaven were nurtured by the darkness of the human soul, whatever that may mean.

Regardless of their origins, the Skaven emerged more than fifteen hundred years before Sigmar united the Empire, in the area of the Blighted Marshes in Tilea. They first claimed the city of Skavenblight, which many legends and wives' tales claim was once a human city that is responsible for the birth of the Skaven race. Whether this is true or not, the city now known as Skavenblight is the center of the Skaven Under-Empire.

The Skaven thrived for years, and as their power grew, so did their ambition. At this time a number of Skaven sorcerers developed a cunning plan to tear the very earth open, sending the cities of man and dwarf tumbling into rifts and turning the whole of Old World into their domain. The surface would be scarred by deep fissures in which the Skaven would build their cities. This ambitious plan however failed, with catastrophic results. The sorcerous device that was created malfunctioned, and although Skavenblight was spared, the device was destroyed as it set off a number of seismic waves through the ground. Dwarven cities and goblin strongholds crumbled as the peaks above them came crashing down, sealing millions in their homes than now became their tombs. Human cities were leveled, tidal waves swept along the coastline, and many ancient and great monuments collapsed. However the device did not wreak the destruction that was anticipated despite the wide spread misery it caused to everyone.

Yet despite this calamity, Skavenblight still stood, and the Temple of the Horned Rat continued to tower above the ruined landscape. From this temple strode twelve cloaked and hooded figures speaking with the authority of the Horned Rat. These

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messengers were known as the Grey Lords, and they began the exodus that would send the Skaven to nearly all the corners of the earth. These Grey Lords were the chosen disciples of the Horned Rat, and they sought out a plan that would spread the Skaven across the face of the world, so that no one disaster could wipe out the Skaven or ruin the Horned Rats machinations. The Skaven surviving the disaster were divided into twelve groups, each led by a Grey Lord. One group and their Greylord remained behind, while the other eleven set off leading their bands, finding dark homes and spreading the Skaven about so that no single disaster would ever put an end to the Horned Rat's plans for dominance.

The Skaven spread out, and many of the destroyed or partly demolished Dwarven cities fell to the Skaven, and many others besieged or harried for centuries. Thousands of slaves were acquired from the dazed and feuding Dwarves and goblinoids. Groups of Skaven spread out in other directions, not to be heard from again for centuries. At this time, the Grey Lords and the newly established Council of Thirteen forbade nearly all sorcery to be practiced by the Skaven. Only the Grey Seers, the priests serving the Horned Rat, and Clan Skryre who remained behind at Skavenblight researching what had gone wrong with the device, would be permitted to use magic.

The Skaven's need for Warpstone brought them into direct competition with an ancient necromancer of untold power, a creature known as Nagash. Nagash, undoubtedly the mightiest of Necromancers had incredible power at his hands and a massive undead army at his command. To continue his eldritch rituals, Nagash needed massive quantities of Warpstone to continue his research, and his fortress at Cripple Peak lay atop a massive Warpstone meteor, and the Skaven and Undead quickly went to war over it. The battle would rage for years until the Skaven successfully assassinated Nagash and claimed Cripple Peak for their own. Nagash's power over death was however so great that he would return to Cripple Peak at a later date, and getting revenge upon Skavendom, crushing Clan Rikek that had settled there and were mining the warpstone below Cripple Peak. Nagash's revenge was bitter, however, for by this time the Skaven had mined most of the Warpstone, and Nagash's power was greatly diminished.

A mere century after the Empire was united under Sigmar Heldenhammer, Skavendom was rent asunder by the return of one of the departed Clans. Clan Pestilens led by their Grey Lord, had traveled deserts and seas to find a home in the continent of Lustria to the far south. Beneath the thick jungles there the Skaven had discovered abandoned cities of a once great and advanced culture, and became masters of disease. The Skaven battled for hundreds of years with the reptilian and amphibious races of nearby cities, before beginning their exodus back towards Skavenblight.

It would be this Clan, Clan Pestilens, that would bring internecine warfare to Skavendom. Led by a priesthood known as the Priesthood of Pestilence, Clan Pestilens swarmed into the Southlands, battling Clans controlled by one of the few remaining Grey Lords, Grey Lord Azarskittar. Clan Pestilens mighty and fanatic armies were preceded by horrifying diseases and their march seemed unstoppable. Clan Pestilens would eventually meet bitter resistance by the Grey Lord Azarskittar clinging to his last few strongholds, compelling Clan Pestilens to shift their momentum of their assault towards Skavenblight.

The Council was startled by the attacks, and fought for years to force back Clan Pestilens. Despite their efforts, nearly all of the Southlands fell under the sway of Clan Pestilens. Many other Clans, impressed by the onslaught of Clan Pestilens, switched sides and joined in against the Council. This state of affairs would continue intermittently for nearly five hundred years. The balance of power would change with the return of another distant Clan, Clan Eshin.

Clan Eshin had been led far to the East, beyond the Dwarven cities broken asunder, beyond the Dark Lands, to the area known in the Old World as Cathay by their Grey Seer, who died upon the journey. There they hid under the mountains, unbeknownst to the humans living around them. They carefully watched the humans there, and learned the silent and deadly arts that the humans there practiced. When Clan Eshin again made contact with the Council, through pacts that remain a secret even today, Clan Eshin pledged to serve the Council of Thirteen and the Cult of the Horned Rat. For the next century, those clans allied with Clan Pestilens were subjected to an unrelenting assault of assassinations, sabotage, and kidnappings by the black-garbed agents of Clan Eshin. Clan Pestilens' position of power was rapidly eroding under the combined assault of Clan Eshin, the Council, Clan Skryre, and the wounded and bitter Grey Lord Azarskittar.

Clan Pestilens, realizing the danger of their position, made secret overtures to the Council of Thirteen. The Council, after centuries of fighting and flushed by their renewed success, were reluctant to deal with Clan Pestilens, but the Grey Seers demanded that the Council meet with Clan Pestilens envoys. The leader of Clan Pestilens, Arch Plaguelord Nurglitch himself took the harrowing and dangerous mission to Skavenblight, surviving a number of assassination attempts. Arriving at

the temple, Nurglitch informed the Council that Clan Pestilens would now be happy to comply and serve the Council, and also informed the Council that if they rejected Nurglitch's generosity and turned down the offer, that the Pestilens envoys were carrying on them the most deadly and virulent of diseases upon them, and would release them if any ill fortune were to befall them or their offer. The Council accepted the Clan back into the Skavendom, and Nurglitch, after defeating another Council Member in a duel, ascended to the Council of Thirteen.

With the rift in Skaven society now closed, the Skaven turned their attention to their opponents above ground. In 1111, Imperial Calendar, Clan Pestilens released the Black Plague upon the unsuspecting human cities. The effects of the disease were horrible, and entire cities were wiped out. While the disease ran its course, the Skaven boiled out from their hidden warrens and set waste to the settlements. The next few years were grim for the Empire and nearby states. As the disease ravaged the land, Skaven would capture survivors and enslave them, and the humans could offer little resistance. And as the Skaven attained greater success on the battlefield, Clan Pestilens gained incredible power on the Council, earning the enmity of their rivals. This success of the Skaven would soon come to an end however.

The Skaven assault on the city of Middenheim in 1118 was thrown back, and the disease seemed to be diminishing in power. Another problem was the very success of the plague. Bodies were strewn about, and the practitioners of dark arts had little to fear from the authorities. In the eastern parts of the Empires, the Skaven would arrive at a plague town to discover that the dead there had been animated and under the control of a Necromancer. The Skaven fighting in the East were soon falling victims to those they had already killed, as the untiring and fearless Undead and their masters fought over the collapsing Empire. By 1124 the Empire had made an astounding comeback and the Skaven were driven under ground and their enemies, the Necromancers and the Vampires of Sylvania were being pursued by Witch Hunters and Priests of Morr.

The Skaven suffered a number of resounding defeats in the next two decades, and within the Council of Thirteen Clan Pestilens suffered a loss of prestige. A century later Clan Pestilens sought to regain its prestige by releasing the Red Pox upon Bretonnia. The Red Pox failed to produce the effects that the Black Plague had, and seeing an opportunity to end Pestilens hegemony over the Council, rivals demanded their removal from the Council. Upon the day of the vote to determine the fate of Clan Pestilens in the Council, Clan Pestilens attempted a coup against the Council, and the Grey Seers and the albino Council Guards at the Temple of the Horned battled bitterly to force back the Plague Monks of Clan Pestilens. War broke out throughout all Skavendom as Skaven society fractured and old resentments flared anew in the civil war. Skavenblight and the temple were seized by Clan Skryre, but their claims of legitimacy were ignored by both Clan Moulder and Clan Pestilens, while Clan Eshin hired itself out to the highest bidder. The Grey Seers spent considerable time and effort to end the civil war, but the treachery and the fighting was so fierce that few paid them any heed.

The civil war within Skavendom required an event of incredible import to occur before it would end. That even happened during the grisly annual feast to the Horned Rat on Vermintide in IC 2302. The Grey Seers, after a tremendous effort, placed an ultimatum on the warring factions, demanding that they gather together in Skavenblight for this holy day, since this was the will of the Horned Rat. On this day, for the first time in history, every clan was represented here in the temple, and as they waited the Grey Seers began a ritual, asking the Horned Rat to begin judgement. Their ritual had undreamed of consequences, the Seerlord presiding over the ritual was torn asunder as the Horned Rat appeared himself before the assembled cowering leaders.

The Horned Rat placed a giant monolithic obelisk of warpstone in the chamber, a pillar of commandments, and their bickering must cease since they must turn their energies upon fulfilling the Horned Rat's plans. Only those blessed by him could touch the pillar and live, thus joining the Council of Thirteen. The Horned Rat then returned from whence he had come. Some Skaven renounced their claims to the Council, others died touching the pillar, but twelve survived to join the Council and once more serve the Horned Rat's foul and bloody plans. With their numbers finally replenished by the draining centuries long civil war, and a new and united leadership chosen by the Council of Thirteen, the Skaven are once again ready to war on the races above ground, ready to inherit a world that the Horned Rat has promised to them.

Chapter Two-Skaven Society

Within this chapter are revealed the secrets and the intricate nature of Skaven society...

“Aye Marcos, I hear you speak of the ‘misery’ you must endure. Yet you sit here in this warm tavern, with ale in your belly, and you speak your fiery words of how the Count burdens us with fees and fines, you speak of injustice and of how you can bear it no longer.

But let me tell you about misery... Many years ago I was seized from my village during a raid by Skaven. Aye you all may have wondered all these years what drove an old man like me to spend every moment awake drinking. You can’t even begin to understand the depth of misery and pain I experienced during those tortured years of captivity. We worked and died for those vile things. We spent all our waking moments in cramped dark mines, swinging pick axes with our aching limbs, as our companions dropped dead from fatigue and exhaustion around us. At night they’d throw us into the slave pits, where we would huddle shaking, lying there with aching bellies swollen from disease and starvation, lying in the vomit and waste from the sick and dying. The air was thick in those pits with the reek of death and decay. Our flesh rotted away on our bodies, and we were scarred by pox and boils and pustules and infected wounds from lying in our own filth. The Skaven would sweep into the squalor of the slave pits to seize one of us, who was dragged away shrieking like a madman, carried off to one of their foul rituals or feasts. We wouldn’t help, praying and thanking our gods for sparing us this time, grateful they seized the poor wretch and not us. Those appalling creatures tortured and tormented us, snapping our bones like rotted wood, and lashing and whipping and flaying us until our flesh was naught but tattered ribbons.

When another Skaven Clan attacked our captors during one of their numerous feuds, I slipped my bonds and escaped, fleeing from the mines and the slave pits and certain death. I have no idea how long I wandered about that accursed dark underworld. I gradually crawled up from the darkness, feeling my way to the surface. When I finally reached the surface, and looked about after the shock from the light left my eyes, I can’t begin to explain the sense of wonder I felt as I looked at the sky, the clouds, the sun, the rolling hills.

Aye, Marcos, the Count demands from you money, material things. The Skaven took from me my hand, an eye, my manhood, and crippled me for life. They broke both my body and my mind. They stole years from my life in exchange for a lifetime of misery.

So, I’ll hear no more from you about your ‘misery’. You couldn’t begin to understand how much misery one person could endure...how much misery that I’ve endured. You have no idea what kind of terrors haunt me in my sleep. I’m still not free of them, they continue to torment me. As I said, I’ll hear no more of ‘misery’ from you Marcos. You couldn’t begin to imagine what misery truly is...”



Skaven Culture

The center of Skaven culture and civilization is the miasmic city of Skavenblight. From the decrepit city extends the network of tunnels and warrens throughout the Old World known as the Underground Empire. This area is under the control of the Cult of the Horned Rat, and its constituent members, the Council of Thirteen and the Grey Seers. While the great majority of Skavendom at least nominally obey these authorities, some groups have become isolated or have rebelled, and defy the traditional authorities.

The nature of Skaven society and the Skaven themselves makes any strong central control over the Underground Empire impossible. With the Skaven population dispersed about in fairly isolated communities, and their ambitious, scheming and self-serving behavior, the Council of Thirteen only imposes control in times of dire need. Within the individual Clans, all Skaven Clans are organized along a hierarchy, where the strongest and most cunning will control and dominate the lives of the others. In the competition for this power and authority, the Clans are eternally embroiled in political and military crises, with various factions and individuals dueling, fighting, plotting, murdering, scheming, abducting, torturing, allying, betraying, and dying in a complex and unending web of conspiracy. This never-changing existence insures that the weak and slow will eke out short miserable lives at the bottom while the strong and cunning will fight a bloody path to the top.

Skaven Clans

The fundamental unit in Skaven society is the Clan. The Clan will determine the Skaven’s place in life and their role in Skaven society. For nearly all Skaven, their life will revolve around the fortunes of their Clan. If their Clan prospers, they prosper. If their Clan faces severe poverty or other misfortunes such as slavery, the fate is the same for all members of the Clan. A Skaven’s personal existence is utterly indistinguishable from the fortunes of their Clan. Skaven don’t share the same spirit of individualism as humans, elves, or dwarves. The closest they ever come to being any sort of individualism, is when the Skaven feels it must act in its own self-interest out of fear or ambition.

Skaven are notorious for being cowardly and self-serving, and rarely face danger alone. This instinctive need to shelter in amongst a crowd, to be anonymous, is far stronger than any notions of singular self-identity. As such, and coupled with the social hierarchy, the Clan is the single most dominant feature in Skaven society. Skaven can expect to live and die in the same Clan, and that Clan is all they will ever know. It is that kind of security that nearly all Skaven seek out. It is this need for security that keeps the Skaven from striving for any true concept of individuality.

Most Skaven live in one of the numberless minor Clans. These Clans are led by a Clan Chieftain and compose of a large group of Skaven sharing the same warrens, burrows and nest within a particular locale, which interact or depend on each other and share common lifestyles, and are under the leadership of the Clan Chieftain and his loyal followers. Powerful and clever Clan Chieftains may increase their own influence by defeating or cowing nearby Clans into submission. These stronger Clans composed of the victorious Clans and their subservient Clans are known as Warlord Clans, with the victorious Clan leader claiming the title of Clan Warlord. The smaller member Clans within these Warlord Clans are led by individual Clan Chieftains, whom owe their position and authority to the Clan Warlord. The Clan Warlord is often distrustful of the Clan Chieftains under their command, and those deemed too ambitious or competent are eliminated in bloody purges.

Amongst Skaven society, there are four major dominant Clans, who, despite their size, wield a disproportional amount of power. These Clans, Clan Eshin from the East, Clan Moulder from the North, Clan Pestilens from Lustria and the Southlands, and Clan Skryre from the Old World are the most significant Clans. Each of these four major Clans is described in greater detail later in the respective chapters.

Skaven Social Hierarchy in the Warlord Clans

Skaven adhere to a consistent social hierarchy exhibited in nearly all the clans. The social relationships within the Clan are the basis upon which individual Skaven relate to each other. The rules maintained and promoted by the hierarchy are followed by nearly all Skaven, and frames the everyday interactions, roles, and tasks expected by the Skaven. These roles for all Skaven are fixed, and upward mobility is only possibly through guile, treachery, and exploiting the rules of the existing hierarchy.

At the top of any unified group of Clans is the *Clan Warlord*, who may adopt other titles such as *Sewer Tyrant*. The Clan Warlord is the head of the Clan and inevitably the strongest, cruelest, and most cunning to have united a number of Clans. Having proven himself in battle as a fierce fighter, and then manipulating his way through the ranks of social hierarchy, the prospective Clan Warlord usually ended his predecessor’s reign in a most deadly, cruel, and abrupt fashion. A few

Clan Warlords have taken the subtler route and intimidated and cowed the other Clan Chieftains into elevating him into the status as Warlord.

The Clan Warlord is one of the most powerful Skaven in Skavendom. The Clan Warlord decides who has access to the breeding warrens. Here is where all female Skaven are kept for breeding purposes. The Clan Warlord may also give permission for his most able of followers to enter. Anyone found in the breeding chambers without the Warlord's permission is killed in a most vile manner.

The Clan Warlord also has complete control over all Clan decisions. He may discuss the topic with advisors, but ultimately all the decisions responsibilities are the Warlord. This however, doesn't mean that the Warlord must take accountability of his decisions. If one of his ideas proves disastrous, he can always place the blame on his advisors who had "sabotaged" his ingenious plan by their own scheming and political maneuvering! Ah! The intricacies and beauty of Skaven politics...

Below the Clan Warlord, are usually several *Clan Chieftains*, Skaven who control individual Clan warrens and burrows. These are large extended family, consisting of a few hundred members at the very least. The Clan Chieftain is responsible for the daily operations within their part of the Clan. In the absence of a Clan Warlord, they have absolute control of the Clan, and are usually plotting against the other Chieftains for greater influence within the Clan. The Clan Chieftain is also responsible for the military strength and leadership of his Clan, as well as the everyday running of Clan affairs.

Many Clans don't have a Warlord, lacking Skaven individuals with the guile or strength to maintain such a position. If the Clan Chieftain is independent and not subservient to a Clan Warlord, then he possesses the same absolute powers that a Clan Warlord has, but with less influence. His word is law, and controls access to the breeding warrens.

Below the Clan Chieftains are the *Clan Guard*, and any other unusual groups of warriors that the Clan may possess. The Clan Guard forms the bodyguard of the Clan Chieftains and Warlords, as well as the elite of the Skaven military forces. In many Clans, the Clan Guard is only filled by the infamous Stormvermin. The Clan Guard are typically given access to the breeding warrens, a favored position that none under them in the hierarchy normally have.

The vast majority of Skaven are *Clanrats*. These are the Skaven who fulfill the daily tasks and chores that are necessary. At times of war, they are drawn up into semi-trained levies, and thrown at the enemy. Some Skaven, who prove themselves in battle and conspire to greater ambition, may gain upward mobility by becoming Clan Guards. Less ambitious Skaven normally fulfill specialized roles in Skaven society and other much needed services.

The lowest classes are the *Slaves*, *Scavengers*, and *Sneaks*. The slaves are the pitiful sorts who are prisoners of war, criminals, victims of political infighting, or the offspring of such unfortunates. Their lives are completely worthless and meaningless, and the most they can look forward to is a brief agonizing life followed by a short and brutal death. The scavengers are Skaven who crawl about the muck heaps looking for scraps to eat, parasites of a parasitic culture. They are roughly equivalent to beggars in human society. These scavenger and other scroungers are the disadvantaged Skaven who barely scrape a living, depending on quick wits, begging, cowering, and thievery. The *Sneaks*, are even more thieving and plotting, melding in with the pitiful masses of wretched Skaven. They maintain their livelihood by stealing from other Clanrats and pilfering from communal goods. Not well liked, they must conceal themselves and their activities by assuming the cloak of an undesirable, pretending to be too frightened to steal from their social betters.

The only group with a more pitiful existence than these destitute Skaven are the wretched humans, elves, dwarves and other slaves, captured by the Skaven in raids or battles. For these wretched souls, their remaining lives are ones of torment and torture, followed by a sickening death in some foul blood-drenched ritual to the Horned Rat.

Skaven Family

The Skaven family is almost non-existent in comparison to the families formed by other races. The Clan Warlords, Chieftains, and Clan guards are essentially breeding studs that spend their leisure time in the breeding warrens. Whose get is whose is a fairly confusing matter! The progeny of these loveless acts are cared for by the old matriarchs who are no longer of reproductive age. Skaven offspring are not very well cared for by the elderly and infertile female Skaven, who are quite bitter about their status, and who are forced into servitude in vast nursery warrens.

By the time the time the few Skaven who survive the rigors of childhood are set out on their own, the concept of family is entirely alien. The one concept for them

to latch on to is their identity and social status based on their position in the Clan, and indeed their entire world are their Clan warrens.

Skaven Lairs

The tunnel complexes that the Skaven live, breed, and die in, are usually a massive twisting labyrinth of tunnels and caverns, natural and Skaven-made, that have been linked together centuries ago. The massive concentration of warrens, burrows, tunnels, and communal caverns is the center of the community, and may exist in various levels. To go up levels, Skaven will build gradual ascending and descending tunnels, or steep tunnels or wells with crumbling stone steps, rickety wooden ladders, or in the more sophisticated communities, lifts pulled by Skavenslaves or other undesirables. This entire area is overcrowded, and reeks of filthy matted Skaven, of offal and excrement, of waste, and of dying Skaven. The air is close and foul, and the caverns themselves are fairly dark, illuminated occasionally at intervals by torches or other means of illumination. In the few outlying tunnels live the Skaven outcasts and other parasitic types. Beyond that, are guarded tunnels to other communities.

Female Skaven

Female Skaven make up less than a quarter of the Skaven population. Many Skaven females die under the squalid conditions they are kept under. Skaven female newborns are often either killed and eaten by their mothers, or neglected of care and die. The lot of all female Skaven is a terrible one. Most are sequestered in filthy breeding warrens, where they merely sit and wait for the conjugal visits of the Clan Chieftain and his Clan Guard. Skaven females are seen as useless in Skaven society beyond their reproductive purposes, and few if any female Skaven escape this fate.

The female Skaven can look forward to bearing between three to five litters of squealing newborns, with each litter consisting of up to a score. Of their progeny, around a quarter may survive into adulthood.



Skaven Economics

Skaven economics is pure and simple, the strong take what they want. Whenever a Clan comes into wealth, the highest leader of a Clan, whether a Clan Warlord or Clan Chieftain, get first choice of the loot. Then their Clan Guard and then Clanrats get to choose. Anything left over is passed down the line. Food is distributed only a little more fairly, and countless numbers of times hungry Clans have revolted against the reigning tyrant and sated themselves on the fat corpses of the Clan Chieftains and his Clan Guard.

In allegiance to the Clan Chieftain, the lesser Skaven are given baubles and gifts to ensure their loyalty, the Clan Guard receive the best food and weapons, and possibly entrance to the breeding warrens. The enticements given to keep the Clanrats quiescent are weapons, armor, and prestige over the rest of the masses. For the artisans and others, it is security from random and unpredictable acts of cruelty from the Chieftain and his guard.

On the Clan level, great quantities of weapons and slaves change hands. This whole system of exchange simply cannot rely upon barter. Instead, every Clan seeking to be recognized by the Council of Thirteen surrenders ten percent of their Warpstone Reserves to the care and protection of the Council of Thirteen. This act of giving Warpstone to the Council is known as a *Warpstone Tithe*. A Clan does not have to tithe, but then the Council will refuse to hear any motions from the Clan, essentially ignoring the Clan, yet still expect the Clan to obey Council Decrees. These Warpstone Tithes are put in the Warpstone Reserves maintained by the Council of Thirteen. Each Clan tithing Warpstone receives in exchange large enchanted tokens called *Warpstone Tokens* due to their representative value of that amount of Warpstone that they placed in the reserves. A Clan may always tithe more than ten percent, and receive even more Warpstone Tokens. Any Clan that holds the Warpstone Token literally holds the deed to that amount of Warpstone in the Council Vaults. The Warpstone Tokens are created and enchanted by Grey Seers, and therefore cannot be counterfeited. These Tokens are used in exchanges for large number of slaves, for grain imports or exports, or for the hiring of mercenaries. The Warpstone Tokens are so valuable that only under these or in

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treaty or diplomatic exchanges are they used. They are a currency only used on a large macro-economic scale.

Skaven Politics

Skaven politics is Machiavellian at best. The nature of Skaven society means that everything goes. Conspiracy, plotting, back-stabbing, assassinations, intrigue, spying, scheming, violence, and treachery are all acceptable as long as one is cunning and strong enough to pull it off. This behavior in this rat-eat-rat world of dark ambition is central to Skaven society, and highly respected and valued. In this environment, the strong will reign over the weak, strengthening Skaven society. The reality though is that all this discord severs ties, and lives and power are lost in self-centered grabs for power and in the resulting squabbling and conflict. Skaven society is one vicious circle of violence, influence, and treachery, which none are able to escape. To let one's guard down for even a moment will result in a well placed dagger in the back.

In Skaven society, the strongest element is the Cult of the Horned Rat and the Council of Thirteen. Yet even here the ambitions of the Grey Seers in the Cult usually result in epic Byzantine betrayals and treacheries for control, favor, and advancement in the Cult.

For Warlords, their position is a very precarious one. Having overcome the rivalries of their opponents by putting them to the sword, the Warlord is now in a position where his followers are so many that the Warlord must rely on other Skaven to help maintain power. Many of these Skaven advisors and assistants harbor wishes to attain similar power and influence that the Warlord wields. The Warlord will often find himself betrayed by his own advisors, or immersed in fighting as various factions within the warren battle other opposing factions. All this conspiring is a constant threat to the security of the Clan and its leadership. Attaining the position of Clan Warlord does not assure a Skaven of a comfortable or secure existence. Many Warlords die by unknown assassins when a garrote slips around his neck as he enters his Breeding Warrens...

The Clan Chieftains are burdened by the same problems as the Warlord. While not as powerful or feared by the Clan Warlords, their position is still one that is greatly coveted. Many Clan Chieftains find themselves betrayed by their advisors or Clan Guard in a bid for power. The lives of Clan Chieftains are typically paranoid and short.

The one group with the fewest fears of intrigue from below is the Council of Thirteen. The favored of the Horned Ones, they have little fear and considerable contempt for their followers. However, the plotting amongst the Council is so subtle and devious that plots will slowly unfold over the years as the Council members try to undermine the influence and schemes of rival Councilmembers through secretive and indirect means.

In short, politics is a Darwinian feeding frenzy within Skaven society, causing numerous and ever-changing divisions, factions, and political rifts. The end result is a highly unstable society steeped in fear and paranoia.

Skaven Language-Queekish

The language of Skavendom is a twittering language, incomprehensible to non-Skaven. The Skaven call their language Queekish, and it fits their speech and vocal patterns well. To non-Skaven it sounds like chattering and twittering. The written form is known by few, and to non-Skaven look like scratchings or etchings.

Skaven Law

Skaven law, like Skaven society, is somewhat decentralized despite the wishes of Skaven leaders. There is no universal or ever-present authority monitoring the behavior of Clans or their leaders. The closest that exists is the Council of Thirteen (see Chapter 12: Council of Thirteen for details) and the Cult of the Horned Rat. Although both are powerful, they are often too preoccupied with their own concerns to worry about small Warlord Clans. Within each Clan, the Chieftain has almost absolute power. He may determine arbitrarily what laws should exist, and they are often ordered by decree or on whim. Such laws are never codified, and often discarded with the death of the Old Chieftain. Many times, the laws that are created are often initiated by influential or scheming advisors of the Clan Chieftain.

In matters of religious nature, however, the Cult of the Horned Rat has absolute control. Anyone deemed a heretic or impure may be executed by Cult authorities.

No intervention by local authorities will have any legal justification, and only violent force will stop any Cult actions.

The most dominant body and head of the Cult is the Council of Thirteen. Disobedience of a Council laws or decree warrants an instant and irrevocable sentence of death. Interruption or disruption of Council actions or proceedings results in the same sentence of death. The Council maintains only a few major decrees. The ones punishable by death follow. Many of the Horned Rats decrees are listed on the Pillar of Commandments.

- Only Grey Seers and the Warplock Engineers of Clan Skryre may practice magic.
- No defamation of the Horned Rat, the Cult, or of the Council.
- No plotting or conspiracies against the Cult, the Council, or any of its agents.
- No contact with humans, Elves, or Dwarves without prior consent and supervision by Council Agents. (This excludes captured slave labor).
- No disruption of Council rituals or rites.
- No distraction of Council agents in the performance of their duties.
- No disobedience of direct Council orders or decrees.
- All available aid must be made to any Council Agents requesting it.
- Any violation of the above tenants is enforceable immediately by any Council Agents. Failure to aid in the execution of offenders is in defiance of laws in aiding Council Agents, disobedience of Direct Council orders or decrees, and the distraction of Council Agents in their duties, and will result in the offender being executed, up to three time if necessary!

Skaven Religion

Nearly all Skaven worship the Horned Rat. Within the Underground Empire, this worship is universal. Isolated Clans may turn to worshipping other Chaos gods, normally either Nurgle or Tzeentch. Worship of Khorne or Slaanesh is almost unheard of. It is quite common to find small bands and Clans following Chaos armies or serving in Chaos warbands, under Chaos Champions.

A few Skaven Clans, and a very small and secretive faction seeking power in Clan Eshin worship Khaine.

Any deviation from worship of the Horned Rat is considered Heresy by the Council of Thirteen, and Clans worshipping other deities, when discovered or contacted, are usually purged of any heretical elements, and re-indoctrinated in the Cult of the Horned Rat.



Chapter Three-Skaven as Player Characters

This Chapter contains basic rules for generating Skaven Player Characters. Even if the GM chooses not to allow Skaven as player characters, the GM may find the following information useful for creating Skaven antagonists for a campaign or scenario. In the Option Rules chapter, there are a number of rules that could be added to character creation.

“Those meddlesome manlings!” Skerritarr spat out! Those damned adventurers were about to upset his plans! Even now the annoying band of freeswords were preparing to burst into the cultist’s hideaway and arrest the leader of the coven, a coven that Skerritarr had created to while implementing the Council’s plots. Skerritarr thought of the madness of the human cities, where a Dwarven Trollslayer and a noble were allowed to carry weapons about, hacking up people, and upsetting his plans.

Skerritarr’s small band of Skaven moved quickly through the sewer, arriving at the sewer opening that led into the hideout where the coven were practicing their rites. The Grey Seer gave orders for his companions to ready themselves for this important task. Skriskris, his Stormvermin bodyguard, launched himself up into the cellar room above, followed by Burr, the Clan Skryre mercenary, and Skerritarr’s Black Agent Rurr’razz. Skerritarr himself then climbed up into the room above. The human devotees in the cellar were startled by the unannounced appearance of the armed Skaven. The bodyguard Skriskris ran to secure the door, as Skerritarr ordered his human pawns to destroy their documents and to hurry down to the sewers. He just finished giving his orders when fierce battering began at the door. Skerritarr knew it was that noble and his wandering companions...Skriskris had something planned for them however...

As the cultists rushed down into the sewer, the door splintered into pieces, and a frenzied dwarf could be seen hacking at the remains of the door and foaming at the mouth as he tried to force his way into the room. Skriskris stood patiently and quietly beside the door, hidden in the shadows, his halberd raised. Burr, the Clan Skryre hireling rushed forward, tossing a poison wind globe through the smashed door. The globe broke outside and screams were heard, but the frenzied dwarf, undaunted, smashed through the door and burst into the room. Skriskris emerged from hiding and brought down his halberd on the maddened dwarf’s head with all of Skriskris’ strength, and the trollslayer’s head burst into a shower of blood and fragments of bone, and the dwarf collapsed. Skriskris and Burr ran to the sewer entrance. The cultists were already being led through the winding sewers by Rurr’razz.

Skerritarr was the last to reach the entrance. Looking at the doorway he noticed that the halfling burglar and the wizard had been overcome by the fumes, but that damned noble, Lord Bertrand, had covered his mouth with his cloak and was bursting into the room with his sword pointed at the Grey Seer. Skerritarr laughed and chanted the incantation. A burst of black and green lightning burst from Skerritarr’s pointing claws and struck the extended sword, coursing up the arm, blistering and bubbling the noble’s flesh. Blood poured out from Bertrand’s eyes, nose and ears, and his finery and hair caught fire. Bertrand dropped to the ground dead.

Skerritarr laughed! Manling adventurers! What kind of a threat were they to a Grey Seer, the chosen of the Horned Rat? How much a threat – no more than a mere diversion! After all, how could a rag-tag band of misfits upset the schemes of a god!

Rolling Up Skaven Characters

All Skaven start off with certain physical and mental attributes in common. This is determined for all Skaven by the following chart. There is an alternative system for creating characters described in the Optional Rules Chapter for generating Grey Seers and Stormvermin that can be used at the GM’s discretion.

| | | | |
|-----------|---------|------------|---------|
| M | d3+3 | A | 1 |
| WS | 2d10+20 | Dex | 2d10+10 |
| BS | 2d10+10 | Ld | 2d10+10 |
| S | d3+1 | Int | 2d10+10 |
| T | d3+1 | Cl | 2d10+5 |
| W | d3+4 | WP | 2d10+20 |
| I | 2d10+30 | Fel | 2d10 |

Speak: Queekish

Night Vision: All Skaven have night vision to the range of 30 yards.

Alignment: Chaotic (possibly evil)

Height: Males: 3’8” + 4d6”

Psychology Rules: None, but see optional rules.

Skaven Age

The Skaven mature quickly, and live short but active lives. This has a profound effect on their whole perception of their existence. Their shortened lifespans make the institution of the Clan so much more significant and lasting in contrast to their brief and frantic lives. As such, Skaven lives are of little importance to the needs of the Clan.

To determine a young Skaven character, roll 2d6. To determine an older character, roll 4d6. The age then determines the number of extra skills learned due to experience, or lost to old age. For further rules about age, see the Optional Rules for Noel Welsh’s excellent Skaven Age Disability Table.

Skaven Skills by Age

| Age | Number of Skills |
|-------|------------------|
| 4-8 | 0 |
| 9-14 | +1 |
| 16-18 | 0 |
| 19+ | -1 |

Mandatory Skaven Skills

Skaven have two free skills that are in addition to whatever skills are rolled (use a d3 to determine the number of skills, rather than the usual d4!). All Skaven start with Acute Senses (described in Chapter Four under Skaven Skills) and Contortionist. Upon rolling the d3 they have a mandatory skill, which is either Scale Sheer Surface or Orientation, with an equal chance of either. Any other remaining skills should be rolled on the Skaven Starting Skills Chart. Since Skaven society is divided by social stratification and not based along role specialization, there is only one chart used.

Skaven Starting Skills Chart

| | |
|--------|--------------------|
| 01-05 | Ambidextrous |
| 06-10 | Blather |
| 11-15 | Bribery |
| 16-25 | Dodge Blow |
| 26-30 | Fleet Footed |
| 31-35 | Flee! |
| 36-40 | Lightning Reflexes |
| 41-45 | Luck |
| 46-48 | Night Vision |
| 49-52 | Read/Write |
| 53-60 | Silent Move Rural |
| 61-68 | Silent Move Urban |
| 69-74 | Sixth Sense |
| 75-80 | Speak Old Worlder |
| 81-85 | Street Fighting |
| 86-95 | Very Resilient |
| 96-100 | Very Strong |

Skaven Fur Color

The color of a Skaven's fur is of primary importance. Certain colors are more favored than others are. Black fur is a sign of strength, where White or Light Grey fur is a sign of intelligence and leadership ability. Skaven are thus conditioned to accept light colored Skaven as authority figures, and they expect Black Skaven to be large and fierce. To determine the Skaven's Fur Color, they may roll on the following Chart. For those using the optional rule *Varied Breeding Programs* (see Chapter Twenty-One: Optional Rules) they will want to roll on this chart first before rolling up the Skaven's Characteristics. Those Skaven rolling Black, may be allowed by the GM to forego rolling on the Skaven Career Charts and enter Stormvermin Career, with the GM's permission. Likewise those rolling Grey, Light Grey, Cream, White or Albino, may possibly be allowed by the GM to choose Clan Skryre Engineer or Grey Seer Initiate, if permitted by the GM.

Skaven Fur Color Chart

| Die Roll | Fur Color |
|----------|-------------------|
| 01-08 | Jet Black |
| 09-20 | Dark Brown |
| 21-40 | Medium Brown |
| 41-50 | Light Brown/Sandy |
| 51-60 | Piebald |
| 61-75 | Dark Grey |
| 76-85 | Grey |
| 86-95 | Light Grey/Cream |
| 96-100 | White/Albino |

Fate Points for Skaven

Fate points for Skaven PCs are up to the GM. If the GM allows Fate Points, d4 -2 is suggested; if the GM deems it fitting, those Skaven whom are Light Grey, Cream, or White or Albino have d2 Fate Points available.

Starting Trappings for Skaven

Skaven have few possessions. There is a background table in Chapter Twenty-One: Optional Rules that has a small chance of offering new PCs more wealth, for those GMs wishing to give their players a little assistance; normally the Skaven will only start off with some rags for clothing and those items listed under their starting Basic Career.



Skaven Names

Oops! Forgot to name your Skaven? Uncertain of what a Skaven name is even like? Below is ???'s Skaven name list, for when your creativity fails you! Roll once for a prefix, and second (or more) for the suffix.

SKAVEN NAMES

| Prefix: roll D100 | Suffix: roll D100 |
|-------------------|-------------------|
| 01-03 Azh | 01-03 ak |
| 04-05 Azar | 04-05 az |
| 06-08 Arr | 06-08 assik |
| 09-10 Baz | 09-10 at |
| 11-12 Bur | 11-12 ck |
| 13-15 Critt | 13-15 cin |
| 16-17 Dur | 16-17 drak |
| 18-19 Frik | 18-19 dwell |
| 20-21 Gaz | 20-21 flem |
| 22-23 Gnaw | 22-24 hakk |
| 24 Gesht | 25-26 hisk |
| 25-26 Gris | 27-29 is |
| 27-29 Hask | 30-31 isikkk |
| 30-31 Iki | 32-33 k |
| 32-33 Khak | 34-36 kin |
| 34-35 Krat | 37-38 kis |
| 36 Kirki | 39-40 kual |
| 37-38 Krits | 41-43 lik |
| 39-40 Malk | 44-45 litch |
| 41-43 Mass | 46-47 matz |
| 44-45 Mors | 48-49 nagar |
| 46-47 Nurg | 50-51 naard |
| 48-49 Pask | 52-53 ner |
| 50-51 Praz | 54-55 neth |
| 52-53 Rass | 56-57 nik |
| 54-55 Ratt | 58-60 quee |
| 56-57 Rhi | 61-63 quol |
| 58-60 Rusi | 64-65 r |
| 61-63 Skirs | 66-67 rik |
| 64-66 Skee | 68-69 rin |
| 67-68 Skleet | 70-71 rit |
| 69-70 Skre | 72-73 risk |
| 71-72 Skrit | 74-75 sch |
| 73-74 Snee | 76-77 skabak |
| 75-77 Than | 78-79 skik |
| 78-79 Thro | 80-81 skittar |
| 80-81 Thra | 82-84 sisk |
| 82-84 Tzar | 85-86 stisk |
| 85-86 Var | 87-88 t |
| 87-88 Vas | 89-90 tabak |
| 89-90 Vels | 91-92 tar |
| 91-92 Vrink | 93-94 th |
| 93-94 Vermi | 95-96 zarr |
| 95-96 Vitt | 97-98 zel |
| 97-98 Viskt | 99-00 Roll D6: |
| 99-100 Voss | 1-3 No suffix |

4-6 Two suffixes (Roll twice!)

Chapter Four-Skaven Careers and Skills

The nature of Skaven and their society is far different from those of other races, and this chapter describes in detail the changes and modifications that are suggested to reflect the difference in the Skaven. Like everything else in *The Book of the Rat*, it is totally open to changes deemed necessary by the Game Master.

Skraelink gloated eagerly over the cluttered drafting desk, his beady eyes greedily examining the finished work in front of him. The desk was layered with great pieces of parchment, many of them hanging over the edges of the desk and resting on the stone floor. Skraelink could barely contain his excitement as he poured over the now completed blueprints. The parchments were covered in arcane pictures and symbols, pictographs and signs that only those trained as Clan Skryre engineers could decipher. Skraelink overlooked certain symbols, ignored other diagrams, reading erratically. To protect the plans for his future invention from thieves and spies, he had carefully placed a number of misleading instructions and plans, and secretly coded other important instructions to ensure that only he, Skraelink, could realize the true significance and genius of the project before him.

Only years of long and intensive training had allowed his designs to come to fruition. The skills his mentors had grudgingly taught him were pushed to their potential by Skraelink's fertile imagination and fiendish cunning. He glanced at the twin warp generators that drove the machine, the huge spinning blade mounted on the front, and felt immense satisfaction. All of this had required years of study and instruction, all which had culminated in a monstrous masterpiece of mechanical mayhem.

He carefully placed the parchments into three groups, and turned down the lamp over the desk. He looked about the darkened room, its walls covered with dozens of plans for all manner of nefarious and devious devices of destruction. He walked over and placed one stack of papers in a vault, hiding them within a secret compartment at the bottom of it. He then placed another stack in the vault. Both of those stacks were false blueprints, designed to distract the would be thief. The last stack, the blueprints with the real instructions, were slipped under a flagstone in the ground, the same flagstone that the thief, would be standing on while opening the vault.

Certainly the next few months would be demanding. He was certain that there were still saboteurs in the pay of his colleagues amongst his work crews that were already starting on his prototype. Yet Skraelink was certain that despite the few inevitable setbacks and espionage, that his foolish colleagues' spies would expose themselves before long, since Skraelink had long planned his response and had a number of spies amongst his own work force. He thought back to the recent sabotage that had befallen another of his colleague's work, months ago. Skraelink had worked hard to insure that Ritskik's generators exploded at the most inopportune moment, and Skraelink's clever and fatal plan had ended the promising career of his greatest adversary in the Clan.

Skraelink smiled as he locked the door, and in his mind began designing the next and even greater weapon that would inspire fear in friend and foe alike.



Introduction to Careers

Skaven, like all other Player Character races, are allowed to pursue Careers. However the chaotic nature of the Skaven makes any attempt to put order on it nearly hopeless. For all the Career Entries and Exits listed, the GM may alter or exclude any. A turn in political events or social fortune may allow the Skaven PC a career not listed under the Career Exit, like Skaven Advisor or Skaven Renegade. Like everything else in this work, the Career Entries and Exits are merely suggestions, and the GM should have complete control over what is available to the Skaven PCs. Players, through good role playing, should be able to influence the GM's decision. It should work as a compromise between both players and GMs.

Skaven Career Charts

It is the opinion of the author that random rolls in this sort of Campaign are a poor idea. For a GM willing to put the effort into running and developing a Skaven campaign, to allow a few random rolls to alter the direction of the campaign could result in some absurdities. The GM should draw up a list of careers from the relevant Clan that represents the campaign that he had in mind. Having a party of Skaven Slaves in a campaign based on Council Intrigue could pose a number of difficulties for the GM...

However the charts are there for those who wish to use them. If any results are unbalancing or inappropriate, the GM should feel free to use or alter the results. They are fairly balanced, and if used should not prove too troublesome.

The first chart on the next page is used to determine which table should be rolled on. The Skaven Career Table: Standard Skaven Clans will indicate whether the player rolls on Skaven Warrior Career Table or the Skaven Non-Warrior Table. If the Skaven Warrior Table is indicated, roll on that table. However, if the Skaven is a member of one of the four major Clans, Clan Eshin, Moulder, Pestilens, or Skryre, than these tables should be ignored, and the player should use the tables in the relevant Clan Chapter. Note, some of the minor Clans also have their own special Warrior Tables. All Clans use the same table for non-Warrior Skaven, the Skaven Non-Warrior Table.

Skaven Career Table: Standard Skaven Clan

| Die Roll | Career |
|----------|---|
| 01-65 | Roll on Skaven Warrior Career Table |
| 66-85 | Roll on Skaven Non-Warrior Table |
| 86+ | If the Skaven has Intelligence and Will Power of greater than 17 the Skaven may become a Grey Seer. If not, the Character may choose a career from either table below |

Skaven Career Chart-Skaven Warrior Career Table

| Roll | Skaven Career |
|--------|-----------------|
| 01-60 | Clanrat Warrior |
| 61-65 | Blood Hunter |
| 66-70 | Mercenary |
| 71-75 | Messenger |
| 76-80 | Rat Herder |
| 81-85 | Renegade |
| 86-90 | Skaven Guide |
| 91-100 | Stormvermin |

Skaven Career Chart-Skaven Non-Warrior Career Table

| Die Roll | Skaven Career |
|----------|-----------------------------|
| 01-10 | Forager |
| 11-20 | Scavenger |
| 21-30 | Skaven Artisan's Apprentice |
| 31-34 | Skaven Hack |
| 35-38 | Skaven Jailer |
| 39-48 | Skaven Miner |
| 49-58 | Skaven Pedlar |
| 59-68 | Skaven Porter |
| 69-72 | Skaven Scribe |
| 73-76 | Skaven Seer |
| 77-86 | Skavenslave |
| 87-96 | Skaven Sneak |
| 97-100 | Skaven Squealer |



Skaven Social Status

All Skaven have a Social Status Ranking. These indicate the Skaven ranking in Skaven society. These are not necessarily fixed, and with the voluntary entrance into a new career, they will gain the higher of the Social Status. Spies, and agents may imitate a Social Status above their own. Careers forced into lower Social Status, like Skavenslave or Scrounge, must adopt the new Social Status of the new career. A Skaven will never choose to enter a career of a lower social status unless forced to by circumstance or the career chance is required for later advancement (for example, slavery, or a Grey Seer pursuing a requisite Council Career). The rankings are thus:

Social Status: Zero. No value in society. Typically Skavenslaves and other slaves. They have no rights and they're lives may be terminated at any time by their respective masters, or by decree of Clan Chieftains, Clan Warlords, or Council or Cult agents.

Social Status: One. Of minimal value to Skaven society. Often beaten or tormented by their superiors, killing of a Skaven in this category is considered contemptuous since Skaven of higher rank shouldn't lower themselves to dealing with these common riffraff.

Social Status: Two. This encompasses the majority of Skaven society. Usually not bothered or tormented by their social betters, they live a reasonably comfortable but meaningless and powerless existence. No access to the Breeding Warrens.

Social Status: Three. The Clan Guards and advisors of the Clan Chieftain are usually at this level of status. Favored status in the Clan. Any harm or pain inflicted by those other than the Clan Chieftain on Skaven in this category is likely to face immediate and fatal repercussions by the Clan Chieftain. Plotting in this rank are usually secretive and manipulative, and political activities carried out by Skaven in this ranking against other Skaven in this ranking in benevolently ignored usually by the Clan Chieftain. Skaven in this category, may have access with the Clan Chieftain's approval to the Breeding Warrens.

Social Status: Four. This is a prized location in Skaven society, given only to the undisputed leader of a Clan. A Skaven in this ranking may expect a certain degree of obedience from their followers and those of lower rankings, as long as they maintain a degree of respect and fear. All their orders and decrees may become law, and they may preside over any disputes, and may order the death of any follower for violation of laws or for disobedience.

Social Status: Five. Rare, a Skaven of this authority is a powerful Warlord, Clan leader, or high Council Agent. The very presence of these individuals will strike fear into all those about. They have arbitrary say over life and death of those around them. At whim, they may execute those under them, and may override or challenge the authority and orders of those under them. Despite the extremely low Leadership values, the Social Status and their conformity to the social hierarchy, allows Skaven leaders a great degree of control and authority over their followers. Social Status has an important role in Leadership and social skills. See the skill descriptions under "Skaven Skills" below.



Skaven Skills

Since Skaven society and the environment it functions in are radically different than other societies of other races, it is necessary that there should be some changes or alterations.

Acute Senses-Living beneath the surface has weakened Skaven vision, but the other senses of the Skaven have become enhanced. All Skaven have Acute Senses. The following modifications are to all Observe tests that a Skaven must make.

Vision-Weakened, and they have difficulty acting in bright light or in daylight. Any visual Observe tests are at -10.

Olfactory-Greatly enhanced. Skaven can smell the distinct scent of Skaven, and even if in total darkness, may still identify a Skaven by smell, and tell of any extreme emotional duress the Skaven is under (anger, fear, etc...). All Skaven using their noses for tracking or searching for hidden creatures gain +10 to their observe tests. They also gain +10 to Observe tests for detecting Poison in the air.

Auditory-All Skaven hearing ranges are doubled. Note: the chance of hearing may be reduced as determined by the GM due to acoustics in caves and tunnels.

Gustatory-Skaven when eating, may test at +10 on Observe Tests for Poison in their food.

Advanced Warpstone Experiments-This skill allows the Skaven to plan and implement experiments safely and effectively as possible using the notoriously unpredictable Warpstone. This is necessary for developing new Warpstone altered creatures, or Warpstone enhanced potions, items, or other compounds.

Arcane Language Skaven-The Skaven Arcane Language, impossible to speak by other races, and nearly indecipherable by other races. To decipher this language, one must know an Arcane Language, and have either Linguistics or Cryptography.

Blather/Cower-Skaven may beg and cower and blather that they're lives are utterly meaningless, and hope for reprieve. A Skaven may not Cower to a Skaven of lesser Social Status. If cowering and blubbering and crying to one of the same Social Status, they use their straight Leadership. If weeping to one of a Social Status one higher, the bonus is +10. For ranks two or higher, the bonus is +20. If the Skaven is accused of injuring its social better or committing a crime or other actions, the test is made at -20. In some cases, crying and begging for your pathetic life just doesn't work and the GM may add further modifiers at their discretion.

Breeding-This skill covers very rudimentary biology, and the use of crossbreeding in the creation of Clan Moulder monstrosities.

Conceal Subterranean-Characters with this skill will be able to hide with little chance of discovery while underground. They have learned where and how to hide in shadow, behind rocks, and blend in with their environment. Hide tests should be made at +20 if motionless, and +5 if the Skaven is moving slowly.

Craftsmanship: Weapons-This skill is a skill combining Artisan and Engineering skills. This is used for the creation of Warpstone Weaponry both large and small, and the safe construction of such weaponry, and the avoidance to exposure to Warpstone and Warpstone corruption.

Cult Lore: Horned Rat-(This skill is described in Ken Rolston's unpublished Realm of Sorcery and Realm of Divine Magic Documents, refer to these). This skill Theology, described in the WFRP rulebook covers a more comparative approach to religion, the Cult Lore skill reflects the specialized knowledge one gains from participating within the Cult.

Cult Lore for the Cult of the Horned Rat is highly specialized. It incorporates a number of components, including the myths and the history surrounding the cult, the cults basic precepts as well as more advanced metaphysical theory, and the rituals of the Cult. Any Skaven with Cult Lore skill will recognize Cult symbols and be familiar with the use of ritual to honor the Horned Rat. There is a sub cult within Clan Pestilens, known as the Priesthood of Pestilence, and they have a very different set of beliefs that are jealously guarded.

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Influence-This skill, if used on a social equal, one of the same Social Status, receives +10. This skill is usable on Social Status of one greater or lesser, but has no bonus. Cannot be used on those two or more social ranks above or below. If the Influencing Skaven is a known plotter against the recipient Skaven or their faction, the Skaven gets a WP test at +20 to resist the suggestions.

Intimidate-Skaven may not Intimidate Skaven of a higher Social Status. It is not their place. Threatening, Influence, Bribery, or begging will work, but not Intimidation. Skaven may Intimidate Skaven of the same Social Status, but they receive no bonus, and must use their normal Leadership. Skaven receive bonuses when threatening Skaven of a lesser rank. If one rank above, the Skaven receives +10 to Leadership, if two or more the bonus is +20.

Manufacture Warpscrolls-The ability to manufacture Warpscrolls, which require the use of ink mixed with Warpstone. Rules for Warpscrolls will be included with the Skaven Spells, after the Hogshead Realms of Sorcery edition comes out.

Manufacture Warpstone Concentrate-Warpstone Concentrate is an extremely dangerous and volatile liquid, used to make the fuel for Warpfire Throwers, and in a more diluted form, as Warpdust Concentrate, consumed by Skaven spellcasters for magical purposes.

Manufacture Warpdust Potion-This skill allows the Skaven spellcaster to carefully manufacture Skavenbrew and the Warpdust Potions.

Operate Warplightning Generator-Clan Skryre uses many Warpstone Generators to power their district in Skavenblight, as well as to power Doomwheels. This skill allows for the safe maintenance and operation of a Warplightning Generator. The terms Warplightning Generator and Warpstone Generator used interchangeably.

Refine Warpstone-Although this can also be done magically, this skill uses chemistry and refining equipment to refine Warpstone so that it is usable for many purposes. The equipment for this skill weighs around 200 encumbrance points, requires an hour to set up, and every hundred encumbrance points of Warpstone require a twenty-four hour period to refine.

Ride Doomwheel-The Doomwheel is a monstrous weapon of war utilized by Clan Skryre. The operators of these weapons are the elite and well trained Warp Generator Engineers, who have considerable knowledge of operating the Warpstone Generators that are so integral to the weapons destructive potential. Unlike a cart, the Doomwheel uses a very different means of locomotion, one that acquires a great degree of familiarity to use effectively.

Sabotage-Clan Eshin has trained some of its best agents in the art of sabotage. Those trained can effectively destroy mines, buildings, fortifications, as well as severely damaging machinery, weapons, and siege engines. This skill in no way reflects a knowledge of engineering or the ability to construct things, but merely the recognition of what are the vulnerable elements in any structure or item and the best way to clandestinely render it ineffective.

Secret Language Warplock-This is the secret language of Clan Skryre Warplock Engineers. Mainly used to describe cause and effect in magical and technological terms, and is a technical and scientific language.

Secret Signs Warplock-This skill is the use of the numerous and bizarre hieroglyphs and runes used by Clan Skryre in its numerous projects and drafts and blueprints, used to determine all manner of technical details.

Siegecraft-The use of Tactics skill in a long term siege. The use of mining, countermining, application of engineering in siege warfare, the use of "pigs" and explosives in sapping, and the poisoning of wells, groundwater, and enclosed areas.

Silent Move Subterranean-Characters with this skill will be able to move through subterranean environments silently. Listen Tests to detect movement are made at -10%.

Specialist Weapon-Warpfire Thrower-The skill is essential to the use of the Warpfire Thrower, and also the pumping and priming of the weapon. Anyone not with this skill attempting to use it, has a ten percent chance to prime and pump the weapon, and then a ten percent chance to use it. If they fail the ten- percent, they must test against their Intelligence. If this fails, roll of the Warpfire Thrower

Misfire Table. If they roll a double on their initial Ballistic Skill Test, ignore the Int test and go straight to the Misfire Table.

Specialist Weapon-Warplock Jezzail-This skill covers the safe use of the Warplock Jezzail and its ammunition. Anyone with SW Firearms may use the weapon at minus ten to their Ballistic Skill test, but each round it is fired or loaded, the user gains two percent to their Warpstone Corruption.

Specialist Weapon-Warplock Pistol

-The rules for this weapon are identical to the Warplock Jezzail.

Strongskaven

-Same skill as Strongman, but it could not be called that because they are Skaven...

Tactics

- Knowledge and application of military doctrine and techniques used to effectively command troops in combat. This skill reflects the ability of the commander to organize and coordinate the forces under their command to attain military objectives, minimize losses, and inflict grievous damage upon opposing forces. When this skill is used to devise a course of action or interpret intelligence, a test is made against Int. The GM, depending upon the success, can inform the PCs the most likely course of action their opponents may make, and a possible list of countermeasures. This skill can also be used in the context of commanding troops in the field of battle. When the player recognizes the potential for an important maneuver to preempt enemy attacks or exploit a breakthrough, the player can make a Leadership Test to inspire their troops or give the appropriate orders to subordinates along the appropriate chain of command. This skill gives a +10 to the Int and Ld tests related to the use of this skill.



Chapter Five-Traditional Skaven Warrior Careers

Nearly every Skaven Clan has a similar structure, as described under Skaven Social Hierarchy. The following is the hierarchy from bottom: Clanrat Warrior, to top: Clanrat Warlord. The careers depict the natural progression up the ladder of the Skaven stratification. These careers are considered Warrior Careers. Due to their pervasive role in Skaven society, existing in every Clan, they are listed and described separately. Other less prevalent Warrior Careers are listed in the Skaven Special Warrior Careers section.

Rhirik, leading his Clan Guard, charged down the tunnel towards the rival Skaven. Rhirik's Clan Guard crashed into the Clanrats sending some tumbling and fleeing as they swung and stabbed viciously at their hated rivals. Rhirik swung his sword madly, hacking through his enemies as he felt the Blackhunter coming on, seeking the taste of blood. As Rhirik dodged a blow from the enemy Clanrat Warrior in front of him, he felt a blade slide into him from behind. Seething with rage at the act of treachery, he drove his blade into the Clanrat warrior and then spun about to confront this new opponent. As he turned about, he saw one of his Clan Guard with the bloody blade. "Treachery!" Rhirik thought. Despite the grievous wound that would have killed a lesser Skaven, Rhirik swung his blade, disemboweling the surprised traitor. He roared and turned about to finish off the rest of his foes.

His Clan Guard burst into the Clan Rerrin Main Warren, scattering the last resisting troops. Victory was his! His hopes to become a Warlord had finally been attained. As his Clan Guard set about looting the Rerrin Warrens and enslaving the defeated Skaven, Rhirik turned his thoughts to the would be assassin and his co-conspirators. It seemed that others coveted his power...he must watch more closely....

CLANRAT WARRIOR

Most of the teeming masses of the Skaven underworld owe their allegiance to their Clan and its leaders, who demand much from their followers. Among the obligations that Skaven must fulfill is compulsory duty in defense of the Clan. The great majority of Skaven are given rudimentary military training and drilling and then organized into groups, forming levies or small patrols. These poorly trained and poorly equipped Skaven are known as Clanrat Warriors. Clanrat warriors are the rank-and-file of Skaven armies, have brittle morale, and suffer high casualties and desertions in battle. Although their lot on the battlefield is a poor one, back at the Clan warrens their position in the Clan military has some benefits. The conditions that they live under are far superior to those of slaves and frequent food, shelter, and the respect of the community prevents the Clanrat Warriors from voicing any dissatisfaction.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|---|----|-----|---|---|----|-----|----|----|-----|
| - | +10 | - | - | - | +2 | +10 | - | - | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Dodge Blow Scale Sheer Surface Strike Mighty Blow | | | | Hand weapon or Spear Leather armor Long knife Shield | | | | Career Exits Clan Guard Forager Mercenary Skaven Guide Skaven Hack Skaven Jailer Skavenslave Skaven Squealer Renegade Rat Herder | | | | | |

CLAN GUARD

The Clan Guards have a prominent position in Skaven society, a position envied by those below them. The Clan Guard forms the elite-fighting core of the Skaven armies. They are the members of the Chieftain's bodyguard, and are a standing veteran body of troops that the Clan Chieftain can sometimes rely upon to fulfill duties and tasks that Clanrat Warriors are too inept to complete. Whereas the Clanrat Warriors serve part time, and often have the worst jobs, the Clan Guard receives the best positions and the spoils of war.

Clan Guards that excel in their duties will get the special privilege of having limited access to the Breeding Warrens, as only the strongest and best of the Skaven are allowed in. A wise Chieftain will keep a close eye on his bodyguard however, for any Skaven ambitious enough to attain a position in the Clan Guard, could be ambitious enough to usurp the Clan Chieftain. As such, it is quite common for the best and greatest of the Clan Guard to meet an early demise in an "accident" or an assassination upon the orders by the Chieftain and carried out by rivals in the Clan Guard. Those rival Clan Guards who have followed orders and proven themselves capable of treachery may in turn be assassinated by rival's at the Chieftain's behest in a senseless and unending cycle of violence that decimates best and brightest in the Clan.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|---|----|-----|---|---|-----|-----|-----|----|-----|
| - | +10 | - | - | - | +3 | +10 | - | - | +10 | - | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Disarm Dodge Blow Spec. Weapon: Polearms Strike Mighty Blow Strike to Injure Strike to Stun | | | | Chain Shirt Dagger Hand Weapon Halberd | | | | Career Exits Blood Hunter Clan Chieftain Mercenary Night Creeper Skaven Mine Overseer Skaven Slave Master Skaven Torturer Warden | | | | | |

CLAN CHIEFTAIN

The Clan Chieftain holds a significant, powerful, and precarious role in Skaven society. Skaven who attain this position are rare in Skaven society, having proved that they are dominating, strong willed, clever, and at times, stalwart. Their position is an envied one, since the Skaven crave the power, authority, and wealth that the position provides. Many Skaven below them covet the position and its benefits, and a Clan Chieftain, he must also prove to be shrewd, wily, cunning, and back-stabbing to maintain his position.

The Clan Chieftain's advisors, Clan Guard, and servants all have motivations to plot for the Chieftain's demise. This conspiratorial atmosphere is further aggravated by the secret plotting that occurs in the Clan Breeding Warrens as female Skaven plot with possible future Chieftains for favors. Many Skaven fall from power quickly after attaining this position, with their new successors following just as quickly. It is said that the most dangerous Skaven is the old Clan Chieftain, who despite the odds and obstacles has seized power and held it. Such venerable Chieftains attain a legendary status, and their mythic aura and years of experience frighten others, so few seek to usurp them. Those that die a natural death of old age are incredibly rare, and their bones are enshrined in the nearest Temple of the Horned Rat, where they are worshipped as favored servants of the Horned Rat. Such ancestor worship plays a large part in Skaven society. However, since so few of these Clan Chieftains will ever live for more than a few years after attaining their position, their chances of attaining such a status is unlikely.

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| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|----|---|--|-----|----|-----|-----|---|-----|-----|-----|
| - | +20 | - | +1 | - | +4 | +20 | +1 | +10 | +20 | +10 | +20 | +10 | +10 |
| Skills | | | | | Trappings | | | | | Social Level: 4 | | | |
| Intimidate Intrigue Heraldry-Skaven Clan symbols Spec. Weapon Two Handed | | | | | Control of a Clan and Clan Warrens (including at least forty Clanrats) Retinue of at least ten Clan Guard | | | | | Career Exits Advisor Clan Warlord Council Honor Guard | | | |



CLAN WARLORD

Occasionally, there will be a Skaven of phenomenal renown and power, who not only manages to control his Clan and its numerous intrigues, but to wield his Clan into a powerful army and sweep down upon his bickering enemies. After conquering a few nearby Clans, frightened neighbors will shower the Clan Warlord with praise and tribute. These Warlords attain epic prestige from their successes and are treated as living blessed Servants of the Horned Rat.

All too often though, the intrigues of aspiring Clan Chieftains, Clan Guard, advisors, and others seeking fame and influence over the Warlord or seeking to usurp their lord results in bewildering intrigues. Soon, bodies turn up, assassinations, ambushes, abductions, bribery, blackmail, murder, plotting, and other activities overwhelm the Warlord's court, and if he is still alive after all the conspiracies, the Warlord watches as his hard won empire tears itself apart in a frenzy of civil war and bloodshed. A few Warlords can attain a strong and enduring position through fear and manipulation, but like a long-lived Clan Chieftain these few are rare and extremely fortunate.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---------------|-----|-----|----|----|------------------|-----|----|-----|-----|------------------------|-----|-----|-----|
| - | +30 | +10 | +1 | +1 | +6 | +30 | +2 | +10 | +30 | +20 | +30 | +20 | +20 |
| Skills | | | | | Trappings | | | | | Social Level: 5 | | | |

| | | | |
|--|------------|--|---|
| Bribery Dynastic Skaven Clans Intimidate Strongskaven Tactics | Knowledge: | Advisor, at least one Bodyguard of at least 20 Clan Guard Control of a Clan and its Warrens Control or Fealty of at least one other Clan Regiment of at least 200 Clanrat Warriors | Career Exits Advisor Council Honor Guard |
|--|------------|--|---|

Chapter Six-Special Skaven Warrior Careers

The following are careers that could be present in many Clans, but not necessarily all Clans. As such, they are listed here. Special Skaven careers belonging to one of the four major Clans are described under the relevant Clan career section.

Rhirik looked about him, taking into account who was around him. He couldn't trust Kirsih's anymore. That troublesome Guard and his companions! He suspected them of plotting against him. No... no... not suspected, but knew...

Maybe Garaesh should take care of Kirsih's. The trusted Blood Hunter could cut his throat at night, and then throw the body in some deep chasm somewhere...

No, that wouldn't work, his Skaven would suspect...he must find an alternative...

Rhirik turned his attention to the announcement that an envoy from Clan Azskehr had arrived. The envoy entered his Clan Chambers. The Clan Guard around him gathered closely to protect him...Rhirik felt a twinge of fear when he saw some of Kirsih's' Skaven standing near him, their hands on the hilts of their swords. How to purge his Guard of Kirsih's and his fellow plotters? Rhirik was distracted from his musings as the Skaven envoy spoke.

"Rhirik, I am but but a humble envoy from Clan Azskehr. We ask you to return the favor that you owe us...Clan Gishren seeks to attack attack us."

"Yes, yes, I I must return the favor...please...I will give you my best best Skaven...Kirsih's shall lead them...summon him...quickly quickly..." He sensed uneasy movement and low twittering from some of Kirsih's' Skaven, surprised at the unexpected turn of events. A Clan Guard next to him rushed off to find Kirsih's. Rhirik turned to the envoy..."Let us talk privately in my chambers..."

"Yessss..." Rhirik thought, "thisss could be the answer to my problems..."

BLOOD HUNTER

Blood Hunters are tireless and merciless killers working on the behalf of Clan Chieftains. Blood Hunters play a specific role in Skaven society in maintaining order and enforcing laws and decrees to those that escape law or defy the social order. Deviant Skaven, be they Slaves, Sneaks, political enemies or dissidents, escape from the grasp of Clan authorities, and may later trouble the Clan Chieftain or inspire others to act out. Many Clan Chieftains are not able to afford a Clan Eshin assassin, or worried of the loyalty, or not wanting Clan Eshin to be involved in their affairs, employ a retainer known as the Blood Hunter.

The Blood Hunter is summoned when subtlety is required, such as when a Skaven is needed to be apprehended quietly without undue attention, or brought back to the Clan Warrens. Blood Hunters are expert trackers and murderers, who operate outside of the warrens pursuing. Blood Hunters are highly feared and respected by all Skaven. Despite the privileges and benefits of the position, many find an early demise. If not at the hands of the quarry, then sometimes at the hands of their Clan Chieftain, unhappy of their failures, or worried by their continued success. When the reigning Clan Chieftain has been deposed, Blood Hunters are amongst the first executed as cronies and political repressors by the vengeful victors.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|---|---|---|-----|----|-----|----|---|-----|-----|-----|
| - | +10 | +10 | - | - | +2 | +10 | +1 | +10 | - | +10 | +10 | +10 | - |
| Skills | | | | | Trappings | | | | | Social Level: 3 | | | |
| Dodge Blow Follow Trail Intimidate Shadowing Spec. Weapon Thrown Strike Mighty Blow Strike to Stun | | | | | Bolas Concealed Dagger Hand Weapon Leather Armor Manacles | | | | | Career Exits Advisor Mercenary Skaven Mine Overseer Skaven Slave Master Skaven Torturer Warden | | | |



MERCENARY

Overcrowding is often a problem in Skaven Clans. To remedy this the Clan Chieftain, through treaty or trade, hires out companies of Skaven to nearby friendly Clans. Known as Mercenary Clans due to their divided loyalties, they hold a marginal and precarious position in Skaven society. These Skaven are typically viewed as disposable or untrustworthy by their new employer, and face many dangers from friend and foe alike.

Those Skaven that survive this rigorous transient life become better trained than most Skaven, and are used by the Clan Chieftains as a political and military threat towards subversive advisors and members of the Clan Guard. Use of mercenaries to purge the Clan Guard are common, and all too often, Skaven Mercenaries in battle find themselves abandoned by distrustful Clan Guard in battle, or force into suicide attacks or led into ambushes.

Occasionally, the Mercenaries will lead a coup against their employers, seizing the warren for their own and installing themselves as the new leadership of the Clan. Others, when their service is up, return and lead a coup against their former Clan Chieftain in retribution for their political exile from their home Clan. Most Mercenary Companies though, after their service with their allies is over, usually just pack up and leave, seeking out more jobs despite the dangers, since the rewards of looting and being free of confining social hierarchies can be very inviting to these wandering sell-sword Skaven.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|---|---|-----|---|-----|-----|--|-----|----|-----|
| - | +10 | +10 | +1 | - | +2 | +10 | - | - | +10 | - | +10 | - | - |
| Skills | | | | | Trappings | | | | | Social Level: 1 (3 if prof. veterans) | | | |
| Disarm Dodge Blow Evaluate Specialist Weapon Sling Specialist Weapon Thrown Strike Mighty Blow | | | | | Backpack Bedroll (Ratty and Flea Infested) Hand Weapon Leather Armor Shield Sling Waterskin | | | | | Career Exits Blood Hunter Clan Guard Mercenary Leader Renegade Skavenslave | | | |



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MERCENARY LEADER

Faced with suspected opposition from a particularly prominent and popular Clan Guard, the Clan Chieftain often will summon the suspect to his chambers. After complimenting the suspect on their ambition and their valuable service, the Chieftain tells the suspect that the Chieftain has a particularly important duty for his favorite servant. This duty is temporary service in another warren assisting an ally, essentially removing the troublesome element from the warren. The unfortunate leader and his followers of the Clan Guard leader and other subversive elements are drafted and formed into Mercenary Companies. A wise Chieftain will often inform the unfortunate Skaven's opponents in the Clan Guard, so that when the bitter Skaven returns and seeks to overthrow the Chieftain, his influence has already been undermined by the Chieftain's new favorite and his relieved faction. Since the Clan Guard members are instructed to leave, they have no other course, the unfortunate Skaven either packs up or must revolt against its Chieftain.

Upon arriving at the allied Warren where there service is, the Mercenary Leader is viewed with suspicion, as their new employer tries to discover where the Mercenary Company's loyalties lie, and if they have any hidden agenda formulated by their previous Clan Chieftain. Oftimes the leader of the Mercenaries is seized and executed after a long period of torture. At other times, the Mercenary Leader will plot with the new employer against his former employer. A wise Chieftain will follow this course, and after having received all the information that the Mercenary Leader can offer, will then have the fool executed, as the Mercenary Leader is obviously treacherous and conniving.

Needless to say, not many of the original Mercenary Leaders of these companies survive. With the death of their leader, and a short period of assassinations and secretive political maneuvering, one of the Mercenaries will attain enough influence and power to assume the mantle of power. Wise Mercenary employers will often execute Mercenary Leaders to keep the Mercenaries themselves from becoming too much of a threat.

Those that survive this dangerous tenure, find themselves leaders of a tough and loyal band of Skaven that allows the Mercenary Leader undue influence and power. After their services are finished, they will often organize and found new Clans using their mercenary company as the foundation for the new Clan hierarchy. Others Mercenary Leaders enjoy the new freedom from the Clan system that mercenary service offers, and will spend their time offering their services to a higher bidder. Such professional companies are well respected, feared, and viewed with suspicion. Their participation in a war can have a great influence in the ensuing battles, and it has been know for the powerful Mercenary Leader and his company to seize the defeated Clan's warrens as their own, much to his employer's dismay, and begin a new Clan or charge their employer an absurd amount to have the warren back.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|----|--|----|-----|----|--|-----|-----|-----|-----|-----|
| - | +20 | - | +1 | +1 | +6 | +20 | +1 | +10 | +20 | +10 | +20 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Intimidate Haggle Heraldry (Skaven) Tactics | | | | A band of at least ten Skaven Mercenaries A Commission of Service | | | | Career Exits Advisor Clan Chieftain Council Honor Guard Renegade Chieftain Skaven Slave Master | | | | | |

MESSENGER

With Skaven burrows, tunnels, and warrens dispersed and isolated, Clan Chieftains and Warlord employ fast lithe Skaven to run between the warrens to ensure control of their Clan holdings and to maintain contact with neighboring Skaven leaders. Their task in an important and crucial one in the constant conspiracies, secret treaties, and wars that ravage the Skaven Empire. One of the most powerful of tools for a Skaven Warlord is a contingent of loyal and efficient messengers. These

messengers often face many subterranean obstacles such as foul creatures, political opponents attempting to disrupt communications, and even traps set by either community to keep enemies and creatures away....

With all the obstacles, it is no wonder that Skaven Messengers are in short supply, with even shorter lifespans. Those that survive this dangerous profession may be well rewarded by their employers, but more likely, murdered for knowing too much.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|----------------------|----|-----|---|--|-----|-----|-----|----|-----|
| +1 | +10 | - | - | +1 | +2 | +10 | - | +10 | +10 | - | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Conceal Rural Flee! Follow Trail Orientation Scale Sheer Surface Spot Trap 25% of Contortionist | | | | Dagger Long knife | | | | Career Exits Clanrat Warrior Forager Skaven Guide Skaven Squealer | | | | | |

NIGHT CREEPERS

Clan Chieftains find it valuable to rely upon a network of informants and Skaven who are brutal yet discreet to maintain the social order. Night Creepers are Skaven with a special talent for sneaking about and beating around unsuspecting victims and suspected enemies of the Clan leadership. Servants of the Clan Chieftain, they serve two purposes. First, they act as political instruments used to rid the Clan leadership of meddlesome or ambitious rivals. In this they serve a useful function as secretive anti-subversive group of agents. During periods of war or skirmishing, Night Creepers perform their second role, operating in special groups used to capture enemy scouts, pickets, and any others wanted as captives to torture for information. It is quite common for groups of Night Creepers to skirmish and fight against each other in a deadly game of cat-and-mouse in the winding tunnels between the enemy forces.

Night Creepers that excel in their profession are secretly approached by Clan Eshin, and if trustworthy recruited into the Clan. If a Skaven Grey Seer is present and becomes aware of their success, the Night Creeper may be offered roles as Black Agents for the Council of Thirteen. However, all too often, they are viewed as a liability and purged by the Clan Chieftain who can never trust anyone for long, or are executed in a coup d'etat by the rival opposition that they failed to suppress.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|---|----|-----|---|--|----|-----|----|----|-----|
| - | +10 | +10 | +1 | - | +2 | +10 | - | - | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Shadowing Silent Move Subterranean Specialist Weapon Net Strike to Stun | | | | Black Hooded Cloak and Clothing Cudgel or Club 50% of Net | | | | Career Exits Blood Hunter Clan Guard Council Black Agent Skaven Scout | | | | | |

RAT HERDER

With hordes of rats in ever-present supply, it is quite common for Skaven Clans to employ such a naturally abundant resource as a weapon in war, and in times of dire starvation, a food resource. Some Skaven have an unnatural rapport and camaraderie with these packs of rats, and these Skaven, known as Rat Herders are encouraged by Clan leadership to exploit their gifts to the fullest in the interests of the Clan.

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These Rat Herders live apart from the rest of the Clan, just on the outskirts, to be with their smaller and more numerous cousins and maintain the welfare and numbers of their packs. Rat Herders are well treated by the Clan to insure that in times of war or need they are willing to follow the leadership of their Clan Chieftain that has allowed them to indulge in a relative life of luxury with little interference from the authorities.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|---|---------------------------------------|----|---|---|--|----|-----|----|----|-----|
| - | +10 | +10 | - | - | +2 | - | - | +10 | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Animal Care-Rats Charm Animal-Rats Immunity to Disease Specialist Weapon Sling 50% Very Resilient | | | | Hand Weapon Horde of Rats Sling | | | | Career Exits Blood Hunter Clan Guard Forager Skaven Guide | | | | | |

RENEGADE

In the politically chaotic world of the Skaven, many Skaven commit crimes, participate in failed coups or assassinations, or fall out of political favor, and find themselves fleeing their Clan and setting up smaller clans known as Renegade Clans. The lives for the members of these Renegade Clans are bleak. Harsh and uncomfortable, they exist without the amenities of the Clan Warrens, and must raid local communities or forage on their own. A common fate for these Renegade Clans is destruction by rival Clans or further internal divisions within the Renegade Clan. Those Skaven that have fled from their Clans that do not form into Renegade Clans take up lives of scavenging, although some Renegades will gather together to form Mercenary bands. Nearly all Renegade Skaven experience an impoverished lifestyle and provide no real alternative to the standard Clan structure, with their brutal and short lives full of violence, rage, and starvation.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|------------------------------|----|-----|---|--|----|-----|-----|----|-----|
| - | +10 | - | - | +1 | +2 | +10 | - | - | - | - | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 0 | | | | | |
| Conceal Rural Dodge Blow Set Traps Silent Move Subterranean Spot Traps | | | | Hand Weapon Leather Armor | | | | Career Exits Skaven Guide Mercenary Renegade Chieftain | | | | | |

RENEGADE CHIEFTAIN

Renegade Chieftains are the embittered leaders of Skaven Renegade Clans. They are leaders of small groups, usually no more than a score of malnourished and bitter Skaven renegades, and they must organize their unruly and unhappy followers who may blame the whole mess on their hapless "Chieftain". A wise Chieftain will instead pass the blame, but what wise leader would land themselves into this sort of mess?

The Renegade Chieftain has few choices to make and little legitimate authority. Pursued by their enemies, and with such small numbers, the Renegades have little chance of survival. Most eventually succumb to the internal and external pressures and disband or are destroyed. A few have lived on long enough to maintain order and enforce their authority by force and guile, and a handful have even started new Clans to rival their original home Clans from where they had been exiled or fled.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|----|----|----|-----|----|-----|-----|-----|-----|----|-----|
| - | +20 | +10 | +1 | +2 | +4 | +20 | +1 | +10 | +20 | - | +20 | - | - |

| Skills | Trappings | Social Level: 1 |
|--|--|--|
| Disarm Follow Trail Intimidate Strike Mighty Blow Strike to Stun | Band of Skaven Renegades (at least 10) Concealed Warren Sword or other Hand Weapon | Career Exits Clan Chieftain Mercenary Captain |



SKAVEN GUIDE

The massive Skaven underworld is immense and bewildering. Most Skaven can barely even familiarize themselves with the twisting and winding tunnels of their own Warren. To facilitate communication and warfare, Skaven Guides, experts in the maze-like Underworld are employed. The Skaven Guides are a hardy and independent group, more introverted than other Skaven. Their solitary nature earns them distrust and wariness from the Clan leadership that relies upon them so heavily. Skaven Guides server their Clan by guiding patrols, messengers, traders, pedlars, envoys, and other groups to and from their Warrens. During times of war, they act as scouts for their Clan armies. Experienced Skaven Guides are highly skilled and self-reliant, but most Skaven Guides never live this long. The unlucky majority of Skaven Guides are eaten by monsters, killed or captured by rival Skaven Clans, die in cave-ins, or simply just fall down a chasm or hole and die. Those that survive such immediate dangers can only look forward to dying from these same dangers at a later date....

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|---|--|----|-----|---|---|----|-----|-----|----|-----|
| - | +10 | +10 | - | +1 | +2 | +10 | - | - | - | +10 | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Conceal Subterranean Follow Trail Orientation Scale Sheer Surface Secret Sign Scout Silent Move Subterranean Spot Trap | | | | Hand Weapon Leather Armor Long knife | | | | Career Exits Blood Hunter Clan Guard Forager Skaven Pedlar Skaven Scout | | | | | |

SKAVEN SCOUT

Skaven Scouts are masters of the labyrinths that are the Skaven underworld. Although their knowledge is immense, it does not represent even a fraction of the monstrous growth that is the Skaven Under-Empire. Skaven Scouts spend much of the time supervising Guides, Foragers, and the like, but their duties demand active participation and not merely just supervision. The more important and dangerous the task, the more likely that a Skaven Scout will need to assist to ensure in the success of the operation. Groups of Skaven Scouts always accompany Skaven armies to war, reconnoitering, scouting, and setting up ambushes.

After many years of unappreciated work and the dangerous responsibilities of being a Scout, many become lax in their duties. Many Skaven Scouts circumvent the risks and dangers by hiding somewhere when they should be scouting, and later returning and declaring the area clear. Others lay much of the responsibility and daily operations upon their burdened and resentful associates. In some dire cases, Scouts exhausted from their obligations simply never return to their warren and wander off to join some other Clan.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|---|----|-----|----|---|-----|-----|-----|-----|-----|
| - | +20 | +30 | +1 | +2 | +6 | +30 | +1 | +10 | +10 | +20 | +30 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Conceal Subterranean Dowsing Game Hunting Identify Plants Marksmanship Silent Move Subterranean Specialist Weapon Net Spec. Weapon Thrown | | | | Black Cloak Concealed Daggers Hand Weapon Leather Armor Spear Throwing Daggers | | | | Career Exits Advisor Blood Hunter Clan Guard Night Creeper Warden | | | | | |

STORMVERMIN

The Skaven have practiced selective breeding for hundreds of years. One of the greatest successes of this breeding program is the Stormvermin. Stormvermin are stronger and usually more loyal than other Skaven. These tall black Skaven are imposing and frightening to behold. Stormvermin often serve within the Clan Guard, an elite within an elite. They are most commonly employed in the Clan Guard, where they typically dominate, and many Clan Chieftains and Warlords are of this breed. Stormvermin have begun to form a superior caste in Skaven society, dominating the upper echelons of the society, so that the Stormvermin wield disproportionate influence and oppress the weaker common Skaven.

These activities have not escaped the attention of Clan Chieftains. Many Clan Chieftains, despite the benefits of having Stormvermin bred in their Clan, fear for their own positions, and will not breed or seek to acquire Stormvermin for their armies. The more foolhardy Clan Chieftains, confident in their abilities, employ Stormvermin spurning the consequences of their actions. Many inevitably regret that decision, when their Stormvermin guards lead a coup against their inept leadership.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|--|----|-----|----|--|-----|-----|----|----|-----|
| - | +20 | - | - | - | +3 | +10 | +1 | - | +10 | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Disarm Dodge Blow Specialist Weapon Two handed Strike Mighty Blow Strike to Injure Strike to Stun 50% Very Resilient 50% Very Strong | | | | Chain shirt Hand weapon Helmet Long knife Shield Two handed sword | | | | Career Exits Blood Hunter Skaven Mine Overseer Clan Chieftain Skaven Slave Master Clan Guard Warden Renegade | | | | | |

WARDEN

The Skaven Wardens hold privileged positions within the Clan military leadership. Wardens work closely with the Clan Chieftain and are responsible for the traps and snares that surround the Clan Warrens. This network of traps is integral to the defense of the Clan warrens, slowing the enemy in time to allow for an effective defense. They regard their activities as very sensitive and secretive, and quite reasonably so. Nearly all Wardens are secretive and tight-lipped, prowling about late at night and acting in a paranoid fashion. All too often though, their handiwork proves its effectiveness by ensnaring or killing wandering pedlars, inquisitive Skaven children, or Foragers, Sentries, and other unfortunates from their own Clan! Skaven Guides, Messengers, and Scouts are frequently victims of the Warden's traps since the Warden in his secretiveness neglects to inform his colleagues of his new alterations to the Clan defenses. Such frequent accidents prove to the Clan Chieftain the efficiency and expert of his Wardens, and the Wardens themselves take great pride in their bloody and misguided results, despite the general suffering or demise of their victims. The Wardens have also act as quartermasters and maintain security for the general stores and armories of the Clan.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|---|----|-----|---|---|----|-----|-----|----|-----|
| - | +10 | - | - | - | +2 | +20 | - | +20 | - | +20 | +20 | - | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Disarm Ambidextrous Pick Locks Prepare Poisons Set Traps Smithing Spot Traps | | | | Private Communal Warden Burrow Tools and Implements d6 Traps (large) | | | | Career Exits Advisor Artisan Clan Guard Skaven Mine Overseer | | | | | |

Chapter Seven-Non-Warrior Skaven Careers

The following are careers are less traditional and in some cases quite specialized. Many of these careers form the majority of the predominant careers in a typical hierarchy that exists in Skaven society. Others may be rare careers, but are usually vital to the functioning of the society.

Geshtrisk shook and rattled the brightly colored jar as he chanted, and then finished the ritual with a blood-curdling scream as he flung the contents out of the jar. The crowd of heavily armored Skaven who had crowded around Geshtrisk jumped back in surprise. Geshtrisk looked out his only remaining eye, a milky-clouded one and glared about at the Clan Guard. Kirkirish, the Clan Chieftain, was the only one of the warriors to make eye contact with Geshtrisk, the others were frightened of the Seer's reputed cursed gaze. Kirkirish's eyes were filled with both fear and anticipation. Geshtrisk stood, waiting in the awkward silence of the Chieftain's room. Unable to bear it any longer, Geshtrisk whispered "What...what...does it tell you...?"

Geshtrisk limped forward, hunched down to the ground to stare at the rune encrusted Dwarven fingerbones he had thrown. He studied them casually, as the Clan Guard crept closer, watching his actions. Geshtrisk made a few noises, grunts, groans, and then a short nod. Suddenly, as if broken out of his reverie, he suddenly swept them up and turned about, limping towards the door. Confused tittering broke out from the guards. As the old crippled Skaven reached the doorway, Geshtrisk croaked out at a timid question "What, what did they tell tell you...What?"

Geshtrisk turned about slowly. "Oh...yessssyessss...I almost forgot...the boness ssspoke of..." A theatrical pause as he swept his gaze at the cringing Guard, "The boness... boness...they ssspoke of...victory". A clamor of clashing weapons and triumphant yells broke out from the Clan Guard as he limped from the room. Behind him, the Clan Guard was ecstatic.

Geshtrisk, alone again, shook his head. "How was an old, crippled, and nearly blind Skaven to live? The other Skaven he had grown with had all died. But Geshtrisk still lived, well fed, and slept his days away, rarely disturbed by any," he thought to himself. Geshtrisk had no idea who really would win, the truth is just that the wily Skaven always told others what they wanted to hear. He crawled off to his little hole to return to his interrupted sleep.

ADVISOR

The everyday running of the Clan is a task of enormous responsibility. The Clan Chieftain rarely ever attains the position on the basis of their merit as an efficient administrator, but rather as a plotter and a warrior. To aid in the smooth operation of the Clan and to maintain control, the Clan Chieftain reluctantly maintains a cadre of advisors. As well as providing information to the Clan Chieftain, and assisting in daily affairs, they prove to be an ideal scapegoat when anything goes wrong in the Clan! When disaster befalls the Clan, it is likely that any number of Advisors will lose their heads.

Advisors are not always helpless to the whimsy of their Clan Chieftain. Plotting against each other for influence and the Chieftain's ear and attention, they are capable of immense power, and since the Clan Chieftain is especially alert for the threat of a military coup, Chieftains are easily influenced by a particularly strong willed and cunning Advisor. Advisors have played important roles in both initiating and halting of coups and Clan dissent, as their insidious net of contacts allow them great knowledge of the Clan affairs. Capable and cunning Advisors can outlive dozens of Clan Chieftains, and amass a fortune of material wealth,

political influence, popularity, respect, and most important: can inspire fear and terror throughout the Clan.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|---|---|-----|---|-----|-----|---|-----|-----|-----|
| - | +10 | - | - | - | +2 | +10 | - | - | +20 | +20 | +20 | +30 | +20 |
| Skills | | | | | Trappings | | | | | Social Level: 3 | | | |
| Bribery Charm Dynastic Knowledge (Skaven Clans) History Influence Intrigue Public Speaking Read/Write Speak Add. Language Super Numerate | | | | | Fine Robes of Station Paper Private burrow Writing Instruments | | | | | Career Exits Clan Chieftain Skaven Seer Council Minion Career (by Council Invitation Only) Renegade (usually an involuntary change...) | | | |

FORAGER

Skaven communities have chronic problems acquiring foodstuffs for their population. In many Clans, groups of Skaven are given the task of acquiring food for the community. Foragers are experts in the acquisition of edible foodstuffs and potable water. The services they provide are indispensable to the continuing welfare of the community. Skaven Clans, when campaigning in foreign areas, often include a number of Foragers also to provide for the troops.

Rarely is the Forager happy with his place in Skaven society. Risking life and limb for food that others will eat, Foragers will frequently hide a nice share of the food they discover for themselves, having numerous little hiding places with small stockpiles. In times of famine, the Forager might just abandon the ungrateful Clan, and live off their secret surplus.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|---|---|--|-----|---|-----|----|---|-----|----|-----|
| - | +10 | +10 | - | - | +2 | +10 | - | +10 | - | - | +10 | - | - |
| Skills | | | | | Trappings | | | | | Social Level: 1 | | | |
| Dowsing Fish Identify Plant Set Traps Specialist Weapon Sling | | | | | Bag Fishing rod Hand Weapon Rope Sling d6 Traps | | | | | Career Exits Rat Herder Skaven Guide Skaven Pedlar Skaven Scout Skaven Warden | | | |

SCAVENGER

The lowest of the free Skaven are the wretched sort that eke out a living by scrounging about in refuse heaps, and living off of other Skaven's refuse. Viewed with almost as much contempt as slaves, they are treated almost as badly. They typically reside outside of Clan warrens to avoid the perpetual torment and persecution. Since their nests are far from the warrens, they are not afforded the security that the other Skaven receive, and are more prone to an early demise from predators or ill-health and neglect.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---------------|----|----|---|----|------------------|-----|---|-----|----|------------------------|----|----|-----|
| +1 | - | - | - | +1 | +2 | +10 | - | +10 | - | - | - | - | - |
| Skills | | | | | Trappings | | | | | Social Level: 0 | | | |

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| | | |
|--|---|--|
| Conceal Subterranean Dodge Blow Flee! Scale Sheer Surface | Ragged clothing Concealed nest Paltry baubles | Career Exits Forager Skavenslave Sneak |
|--|---|--|

SKAVEN ARTISAN

Although Skaven acquire many of their possessions by scavenging and stealing from other races, a few of the more talented and intelligent of Skaven become craftsmen and provide some manufactured goods to their home community. Highly valued by the Clan, they are treated more fairly by the Clan leaders. The largest and wealthiest Clans have numerous workshops filled with Artisans sweating away at their tedious work.

The Skaven Artisan is better off than many Skaven, but their lives are far from idyllic. Aging Artisans are plotted against, seen as frail and useless, or Artisan's may steal or sabotage each other's work to enhance their own prestige and win a more luxurious position in the community. All too often workshops have been known to break out in violence, with younger Skaven eating the older ones, braining each other with their tools, or plotting and conspiring against each other like any good and sane Skaven would...

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|--|----|-----|---|---|----|-----|-----|-----|-----|
| - | - | - | +1 | +1 | +2 | +10 | - | +20 | - | +10 | +10 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Conceal Subterranean Metallurgy Smithing Armorer Builder Glass Maker Stone Mason Tailor Tanner Chemistry Warpstone Stoneworking | | | | .Access to Communal Tools .An Artisan's Apprentice .Hidey hole with Stolen Tools .Space in the Artisan's .Warren .Workspace in the Communal or Artisanal Warren | | | | Career Exits Warden Mine Overseer Crafter | | | | | |

SKAVEN ARTISAN'S APPRENTICE

Skaven Artisan Apprentices have lives as hard and rigorous as Skavenslaves yet their prospects for the future are not as bleak as for the great mass of Skaven. Skaven with the patience to endure the tedious and long hours may acquire the ability to become Artisans, and then inflict the same misery they suffered through onto their Apprentices. Skaven Artisan's Apprentices often spend long hours doing tedious and mind-numbing chores at the Artisan's whim in an attempt to break the Apprentice's spirit. Most Artisans treat their Apprentices horribly in an attempt to stifle any talent or ambition that might compete with the Artisan's own work.

Successful Apprentices, or those who are truly talented, rarely survive the long and arduous process of apprenticeship. Jealous rival Apprentices may push the talented Apprentice into a deep deep hole, or an Artisan who is envious or threatened by their Apprentice's success may resort to similar measures. The number of "accidental" work-related deaths among Artisan's Apprentices is quite staggering...

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---------------|----|----|---|------------------|----|---|---|------------------------|----|-----|----|-----|-----|
| - | - | - | - | - | +2 | - | - | +10 | - | - | - | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 1 | | | | | |

| | | |
|----------------------|-------------|--|
| Beg/Cower Blather | Tatty Apron | Career Exits Artisan Renegade Scavenger Skavenslave Sneak Warpstone Crafter |
|----------------------|-------------|--|

SKAVEN HACK

Young Skaven exhibiting sadistic tendencies and sharing an interest in sharp knives and saws, are snatched up by Skaven Hacks, and taught the trade. The Skaven Hacks are the most close-knit, feared, and sadistic group in Skaven society. The Hacks are brought together by their shared fervor in the trade and the delight that its practice brings them. For the Hack, they are blessed with the job of gleefully poking about oozing boils, bleeding lacerations, sucking chest wounds, and other horrific injuries. They take great pleasure in the darker and more painful elements of medicine. Amputations, sawing away at bones, cauterizing, all allow the Hack to vent his sadistic pleasures on fellow Skaven. It is hoped by their patients that in the process of this torturous examination, that maybe the Hack is also doing the patient some good by eventually patching up the injuries. The Hack is the closest to a medical practitioner in Skaven society, and in spite of their gruesome, painful, and scarring techniques, they more often than not alleviate the illness or wound that their victim is suffering from, although possible creating new wounds and future aches in the act.

Of course, it has been known for overly excited Hacks to arouse their patients into such a furor that the patient, despite the agony, reaches for the nearest "medical instrument" and performs an autopsy then and there on the hapless and struggling Hack...

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|---|----|-----|---|---|----|-----|-----|-----|-----|
| - | +10 | - | - | - | +2 | +10 | - | +20 | - | +10 | +20 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Cure Disease Heal Wounds Manufacture Drugs Surgery Torture | | | | Blood Stained Apron Bone Saw Dagger Private Burrow Scalpels | | | | Career Exits Skaven Jailer Skaven Torturer | | | | | |

SKAVEN JAILER

Skaven Jailers are the most pathetic, sadistic, and petty Skaven that the Clan can round up to take a job that few want. Skaven Jailers watch over prisoners who are deemed too risky to be put into Slave gangs. Their job requires them to feed and torment the prisoners. The feeding is rare, but the tormenting is frequent. In is in tormenting that the Skaven Jailer takes particular pride in its handiwork. The unfortunate captive can look forward to beatings and all manner of brutal measures, such as whippings, hot pokers inserted in orifices, nails hammered into skulls, limbs broken, blinded by a hot rusty dagger, locked in cramped spiked cages, and being force-fed their own vomit/urine/feces or even their own internal organs by the sadistic torturer. All this is done to fulfill the malicious spite that the fiendish jailer seeks to inflict upon its wretched captive.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|----|----|---|---|-----|----|-----|----|----|-----|
| - | +10 | - | - | +1 | +2 | - | - | - | - | - | - | - | - |

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| Skills | Trappings | Social Level: 1 |
|--|----------------------|--|
| Immune to Disease Strike to Stun Wrestling 50% Very Resilient | Club Ring of Keys | Career Exits Blood Hunter Clanrat Warrior Night Creeper Skaven Torturer |

SKAVEN MINER

A great portion of the Skaven population is employed in mining. Whether expanding the Clan Warren, searching for ore or Warpstone, or digging into an enemy's warren, Skaven Miners engage in one of the most common and important of tasks. Despite Skaven dependence upon their services, Skaven Miners are badly treated. Long hours in physically demanding shifts, dangerous work conditions, harsh overseers, and poor food takes its toll upon the morale and loyalty of the Miners. Miners' uprisings are frequent occurrences, and fighting the armed and well-entrenched rebel Miners is not a task fondly looked upon by The Clanrat Warriors. To motivate their reluctant troops the Clan Chieftains must beat, bully, and cow their troops into putting down these rebellions. There have been a number of cases when a Miner's rebellion successfully overthrew the existing Clan leadership.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|----|---|------------------------------------|---|---|-----|----|---|-----|----|-----|
| - | +10 | - | +1 | - | +3 | - | - | +10 | - | - | +20 | - | - |
| Skills | | | | | Trappings | | | | | Social Level: 1 | | | |
| Mining Night vision: additional 2d6 yards Orientation Specialist Weapon Two Handed 25% chance of Very Resilient 25% chance of Very Strong | | | | | Apron Helmet Lantern Pick | | | | | Career Exits Renegade Scavenger Skaven Guide Skaven Mine Overseer Skavenslave Sneak | | | |

SKAVEN MINE OVERSEER

To control the discontented Skaven Miners and to monitor their progress, the Clan Chieftain will employ a specialist, the Skaven Mine Overseer, to assume these duties. They may have been former miners, renegade Clan Skryre Engineers, experts in siege warfare, or former Wardens. They have the task of controlling the Skaven and planning the tasks. The resentful Skaven Miners, unhappy with their lot in life, make the Overseer's job unenviable. Skaven Mine Overseers spend a great amount of time deep in the mines with armed and embittered miners, where all sorts of accidents can and do frequently happen. Falling down shafts, crushed in cave-ins, accidentally stabbings with pick axes, killed in gas explosions, eaten by rats, tortured and killed in revolts, or just disappearing in the depths of the minds, are all fates that can befall Overseers. Knowing this pushes a few to accommodate and treat the Miners well, while the vast majority seek even more draconian measure to break the will of the miners and to intimidate and beat the Miners into subservience. This activity of the Skaven Mine Overseer usually has the opposite effect upon the Miners, inspiring them to rise up against the Overseers in a bloody revolt.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|---|---|-----|---|-----|-----|--|-----|-----|-----|
| - | +20 | - | - | - | +4 | +20 | - | +20 | +20 | +20 | +30 | +20 | - |
| Skills | | | | | Trappings | | | | | Social Level: 3 | | | |
| Carpentry Cartography Engineering Intimidate Mining SW Whip | | | | | Apron Bodyguard of 10 Clanrats to maintain safety and submission of Miners Fully equipped workstation, with drafting materials Hand Weapon Helmet Lantern Leather Armor Whip | | | | | Career Exits Advisor Skaven Slave Master Warden | | | |

SKAVEN PEDLAR

Skaven Pedlars represent the small but clever Skaven who are quick to make a deal and outsmart their fellow Skaven. Skaven Pedlars are quick-witted and fairly autonomous, they travel about different Clans trading, haggling, and bartering whatever they can carry. Their trade practices are less than honest, nor are they above stabbing, stealing, and murdering for possessions or goods.

The lifestyle, despite its freedom and the opportunity of attaining wealth, is a dangerous one. Monsters, Renegade Skaven, sadistic Clan Chieftains, and unhappy customers are all capable of cutting (literally!) the Pedlar's life short. The smartest of Pedlars can overcome the obstacle and acquire lives of freedom, excitement, and wealth, yet the great majority of Pedlars live aimless lives as penniless drifters.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|-----------------------------------|-----|----|---|----|----------------------------|-----|---|-----|----|---|----|----|-----|
| - | +10 | - | - | +1 | +2 | +10 | - | - | - | - | - | - | +10 |
| Skills | | | | | Trappings | | | | | Social Level: 1 | | | |
| Evaluate Haggle Palm Object | | | | | Dagger Bags of Trinkets | | | | | Career Exits Forager Renegade Skaven Guide Skaven Scout Skaven Slave Master Skaven Porter | | | |

SKAVEN PORTER

Skaven Porters have a bleak existence. The shipment of most goods and materials through the Skaven Under-Empire is usually done by large caravans of Skaven carrying back-breaking bundles upon their shoulders. Porters spend all their time carrying goods or equipment for Pedlars or the Clan authorities, bearing material that they will never afford, own, or use. The goods they carry on their backs are worth more than their lives. Although better off than Skavenslaves, the existence is a harsh and demanding one with little reward.

Porters can lose their lives in a number of ways, while fording subterranean streams, torn apart by monsters, killed by Renegades, or just wear themselves out and die from exhaustion or beaten by the caravan overseers. Unfortunate ones find themselves bearing supplies for Skaven armies, and then find themselves handed daggers and herded into makeshift units. It is no surprise that those who watch over the Skaven Porters often fear for their lives when alone with twenty or so resentful and unhappy Porters.

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| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|---------------------|----|---|---|--|----|-----|----|----|-----|
| - | - | - | +1 | +1 | +2 | - | - | +10 | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 0 | | | | | |
| Follow Trail 50% Very Resilient 50% Very Strong | | | | Threadbare Clothing | | | | Career Exits Renegade Scavenger Skaven Miner Skavenslave Sneak | | | | | |

SKAVEN SCRIBE

Queekish is a strange language, and although all Skaven speak it, very few can read it. Many Clans will educate young bright Skaven in Queekish. In return for such sponsorship, the Scribe must serve for five years or more in the Clan as assistants to the Advisors and the Clan Chieftain.

Many Scribes become knowledgeable of Clan politics, and play subtle roles. The ability to read and write allows the Scribe a particular advantage in Skaven society and many take advantage of the knowledge and use their skills and experience as a Scribe as a foundation for their rise to power in the Clan. Those Scribes suspected or discovered overstepping their boundaries or meddling in affairs of the Clan inevitably end up dead, their bodies dumped in rubbish heaps outside of the Clan Warrens and picked apart by the rats and Scavengers lurking about.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|----|----|---|---|----|---|---|--|----|-----|----|----|-----|
| - | - | - | - | - | +1 | - | - | +10 | - | +10 | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Blather Read/Write Speak Additional Language | | | | Communal Nest shared with other Scribes Poorly-manufactured Robe Writing Utensils | | | | Career Exits Advisor Pedlar Skaven Seer Skaven Squealer | | | | | |

SKAVEN SEER

Skaven Seers are respected and feared members in Skaven Clans, and every prominent Clan has a highly respected Seer as an advisor. Seers practice divination, allegedly serving as intermediaries between the Horned Rat and the Clan, acting in absence or in conjunction with a Grey Seer. Even with Grey Seers present, the Seers are still free to operate, although anything they say or do can be declared heretical and result in an immediate death upon the demand of a Grey Seer. As such, Skaven Seers are very careful what they say, using their influence carefully and working closely with Grey Seers.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---------------|----|----|---|------------------|----|---|---|------------------------|-----|-----|-----|-----|-----|
| - | - | - | - | - | +1 | - | - | - | +10 | +10 | +10 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |

| | | |
|--|---|---|
| Blather Charm Animal-Rat Divination Magical Sense | Fingerbones for Divination Intestines and a Bowl for Divination Threadbare Clothing | Career Exits Advisor Scavenger Squealer |
|--|---|---|

SKAVEN SLAVE MASTER

The most ruthless and cold-hearted of Skaven seek to become Skaven Slave Masters. Their position allows them absolute control of the lives of their slaves, Skaven and non-Skaven. Given their position by the Clan Chieftain, they act with absolute authority, whipping and driving their laboring slaves to early deaths.

Like the Mine Overseer, the Skaven Slave Master must keep in mind that he is surrounded and outnumbered by a group of hate-filled tormented Slaves who would gladly trade their lives to tear the Slave Master's throat out. This fear usually pushes the Slave Master to even greater depths of cruelty to break the spirit of their slaves and relieve the Slave Master's mounting sadism and aggression.

Since the Slave Master is so preoccupied over his little corner of the Warren, the Clan Chieftain has little to worry about. A wise Clan Chieftain though will keep an eye out over someone who has a personal army of guards under their command...

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|--|----|-----|----|---|-----|-----|-----|-----|-----|
| - | +20 | +20 | +1 | - | +4 | +10 | +1 | +10 | +20 | +10 | +20 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Evaluate Haggle Intimidate Specialist Weapon Whip | | | | d10 Clanrat Warriors d3 Clan Guards Hand Weapon Long Knife Prison Burrow Whip | | | | Career Exits Advisor Clan Guard Skaven Torturer | | | | | |

SKAVENSLAVES

Undoubtedly the most dismal existence for any Skaven, the Skavenslave toils until death under dreadful conditions. Many slaves are those defeated in battle, or taken as captives in raids. All slaves are communally owned, and many Skaven, miserable and unfulfilled, act out their pent-up aggression and frustration on slaves through sadistic acts. For these poor unfortunates, they can only resort to dreams of escape from their tormentors and return to their Clan. Nearly all Skavenslaves came from lowly positions, since most important prisoners are tortured and then executed, so the chance of a captive Warlord working amongst the slaves is quite unlikely! Other Skavenslaves are victims and losers of political battles. Of course, prominent defeated political opponents would be quietly executed upon their defeat. It is often the underling members of a conspiring faction that are imprisoned. If fate swings their way, there is a chance that their faction will reverse their lot by freeing them, and they in turn can enslave their former tormentors. Who can predict the whims and turns of Skaven politics?

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|----------------------------------|----|----|---|------------------|----|-----|---|---|----|-----|----|----|-----|
| - | - | - | - | - | +2 | +10 | - | - | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 0 | | | | | |
| Begging Blather Dodge Blow | | | | Ragged clothes | | | | Career Exits Scavenger Skaven Renegade Skaven Miner | | | | | |

SKAVEN SNEAK

Skaven who see little opportunity for advancement instead turn to material gain. Spurning the subservience of their fellow Skaven, these Skaven, known as Skaven Sneaks steal from their fellow Skaven. These Skaven, spurning the idea of communal ownership, instead secretly gather about all they can in order to ensure their own comfort and welfare.

Skaven Sneaks are very careful, and go about their normal duties. When they see a chance to acquire something, they will hide the object or bauble in some place, and then sneak back when no one else is around. They invariably have little hiding holes scattered about where they keep their various little treasures.

Stealing from the Clan and other Skaven is a serious offense, with punishments ranging from slavery to death. Therefore Skaven Sneaks keep their activities secret, and never discuss their activities with others. They are secretive individuals acting in defiance of their collective society.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|---|----|-----|---|--|----|-----|-----|----|-----|
| - | +10 | - | - | - | +2 | +10 | - | +10 | - | +10 | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 1 (0 if exposed as a Sneak) | | | | | |
| Conceal Subterranean Palm Object Scale Sheer Surface Silent Move Subterranean | | | | Dagger Hidey hole Worthless Baubles | | | | Career Exits Rat Herder Scavenger Skaven Guide Skaven Pedlar Skaven Squealer | | | | | |

SKAVEN SQUEALER

Skaven Squealers are loyal followers of the ruling Clan authorities. They actively work to promote higher morale and loyalty amongst the Clan, but they also serve as watchrats amongst the Warren population, praising the grandeur of the ruling Skaven, and keeping an ear out for any dissent. Any dissent will be reported to the Clan Chieftain, and the offenders executed, exiled, tortured, or enslaved. This gives a great degree of power to the Squealer, who frequently act in a capricious manner, ridding the Warren of all personal enemies and using their unofficial authority to cow the population. Their efforts are usually undone when other hidden Squealers report such behavior.

All this power creates a great distrust in the Clan of the Squealer, and frequent abuses undermine the popular support of the leadership, the exact opposite of what the Squealer is supposed to be doing. The excesses and abuses the Squealer routinely engages in reflect badly and often mirrors the ineptitude of the leadership. Particularly bad or abusive Skaven Squealers will disappear, abducted and murdered by other Skaven, or the presumptuous fool is done away with by the Clan Chieftain and his advisors!

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|------------------------------------|----|-----|---|---|-----|-----|-----|-----|-----|
| - | +10 | - | - | - | +2 | +10 | - | - | +10 | +10 | +10 | +10 | +10 |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Blather Charm Influence Public Speaking | | | | Long knife Small Private Burrow | | | | Career Exits Advisor Skaven Jailer Skaven Seer Skaven Torturer | | | | | |

SKAVEN TORTURER

Sadistic Jailers or Hacks may eventually become Torturers, where they inflict pain upon political opponents or military captives. While the Skaven Jailer often inflicts torment for their own pleasure, the Skaven Torturer is an expert at acquiring information from captives in the most cruel of fashions. The Skaven Torture is usually called upon as well to torture Clan subversives to prevent further conspiracies against the Clan authorities. Skaven Torturers are amongst the most content and secure Skaven in a Warren, happily working away with fire and tools, plying their trade on the helpless unfortunates that find themselves the under the attention of the Torturer. See the Skaven Jailer for a general idea of the activities occurring in the Skaven slave pits.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|----|---|----|-----|---|---|-----|-----|-----|-----|-----|
| - | +20 | - | +2 | +1 | +4 | +10 | - | +20 | +20 | +10 | +20 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Heal Wounds Specialist Weapon Whip Strike to Stun Torture Wrestling | | | | Dagger Long Knife Manacles Various Rudimentary Instruments of Torture Whip | | | | Career Exits Clan Guard Skaven Hack Skaven Mine Overseer Skaven Slave Master | | | | | |

WARPSTONE CRAFTER

Skaven have created hundreds of applications for the use of Warpstone. In order to meet the demand for Warpstone and its specialized uses, Skaven Clans employ Warpstone Crafters. These Warpstone Crafters has one of the most important, deadly, and unenviable jobs in Skavendom. Warpstone Crafters are experts in manufacturing Warpstone objects and refining and altering Warpstone, so that it is usable for a number of purposes. Eventually the productivity of the craftsman becomes hindered as their eyes burst out on eyestalks, start to melt, or their tentacles simply can not use the tools correctly anymore. The Warpstone Crafter's life expectancy is predictably short and painful....

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|---|----|-----|---|---|-----|-----|-----|-----|-----|
| - | +10 | - | - | +1 | +4 | +20 | - | +40 | +10 | +30 | +30 | +30 | - |
| Skills | | | | Trappings | | | | Social Level: 1 | | | | | |
| Chemistry Prepare Warpstone Compound Refine Warpstone | | | | Apron, Thick, and Reinforced with Lead Plates Pair of Thick Gloves Tinted Heavy Goggles Tools (Hammer, Chisel, etc...) Workbench | | | | Career Exits Artisan Renegade Skavenslave | | | | | |



Chapter Eight-Clan Eshin

This is the first Chapter of four describing the four major Clans of Skavendom. This Chapter covers the insidious Eastern Skaven Clan of Clan Eshin.

Brother Waldemar waited in the Inn, barely containing his enthusiasm. Weeks in this wretched City of Ulric, and now he was certain that he was closer than ever to uncovering the cultists here in the blighted city of the White Wolf. The thought of humiliating the Ulricans by uncovering a cult here in their sacred city. He grinned and took another sip from the tankard of ale that he had ordered an hour or so ago, and reassuringly placed a hand on the familiar hilt of his sword. The Witch-hunter peered about from underneath his black wide brimmed hat, carefully looking about the clientele of this seedy tavern, assuring himself that he had not been followed.

When he first arrived at Middenheim, he had suspected that a small close-knit group of merchants were smuggling goods into the city and quietly doing away with their competition. Brother Waldemar had followed his intuition, and after a few days of torturing and interrogating one of the members he had discovered that this group of merchants were in league with someone beneath the city. Mutants? Goblinoids? Servants of Chaos? Waldemar gleefully pondered the options, and dreamed of the accolades he would receive after burning out yet another nest of Sigmar's enemies. Waldemar gleefully toyed with the notion that maybe somehow the Cult of Ulric was involved...He thought it doubtful, but with those barbaric wolf-lovers, anything was possible!

*Sensing that it was time, Brother Waldemar slowly rose, shrugged his shoulders to adjust his mail coat, and briefly touched the concealed Hammer of Sigmar worn about his throat. He pulled his voluminous black cloak tightly about him, and passed quietly through the common room, then and out the backdoor. When Waldemar emerged into the alley he was surprised by the stillness and silence in the alleyway. As the light from the tavern retreated as the door close, Waldemar momentarily saw his informant leaning up against a doorway in the darkest shadows. Immediately Waldemar realized something was wrong, and sensed that someone...or something...was watching him. Aware of the danger, but not wanting to tip his hand, Waldemar moved casually forward, slyly drawing his sword beneath his voluminous black cloak. He moved forward towards the unmoving informant, noting that Gunthar looked asleep or unconscious, but Waldemar guessed that his informant was probably dead. Waldemar knew that at this moment, maybe cultists, chaos warriors, goblinoids, or maybe even Ulricans were preparing to spring this trap, but Waldemar remained calm trusting in Sigmar and his own experience at having turned numerous ambushes back upon his attackers. Then, as he stood a feet away from the unmoving informant, looking at the body, but listening all about him, Waldemar suddenly had a flash of insight: **Skaven!** At that moment an undetected figure leaped onto his back, sending Waldemar staggering under the shock and weight.*

Waldemar acted as years of experience had trained him, and before his opponent could pull the garrote tight about his neck, Waldemar had reached back with his left hand, and flung the black clad figure into the wall with all of his immense strength. The attacker smashed into the wall with great force and landed in a broken heap. He spun about with his sword slashing through the darkness, cleaving into two other shadowy figures leaping forward with vicious dripping blades, elated as he sensed the tide turning on this failed ambush. Wounded and startled, the two figures turned to run further down the alley. Waldemar sprung forward to pursue, but then sensed something strike his armor. He glanced down and saw a blowdart sticking from his chainmail. "Clan Eshin!" he thought as he came to the startling and uneasy conclusion that he was in greater danger than he originally thought. Realizing the danger, Waldemar looked about for cover, and he felt another sharp sting, this time at his neck. Dashing into the shadows he quickly pulled another venomened dart from his neck as another struck him in the hand clutching the bloody dart.

Waldemar suddenly collapsed to his knees, weakly flailing his sword about, as the poison coursed through his system, as his blood carried the venom to his heart. As Waldemar finally fell forward, a last prayer dying on his lips. His black-clad Skaven attackers melted away into the shadows.

History of Clan Eshin

After the disaster at Skavenblight, and the appearance of the Grey Lords, Clan Eshin set off to the East under the leadership of a Grey Lord known as Lord Visktrin. While crossing the Mountains of Mourn in the far east, Lord Visktrin was mortally wounded in a battle with a dragon. Before Lord Visktrin died, he appointed a successor and commanded the Clan to continue east. The Clan, following its bidding, disappeared into the East and was not heard from for hundreds of years.

When they arrived in Imperial Cathay they quickly learned of the intrigues of the Far East. By observing the Warrior Monks of Cathay and the cold efficiency of the Ninja of Nippon, they honed their skills in such deadly arts. Clan Eshin would later reappear to assist the Council of Thirteen in stalemating Clan Pestilens and bringing order to the Skaven Under-Empire.

Description of Clan Eshin

Clan Eshin is one of the most powerful Clans in the Skaven Under Empire. Their Clan is synonymous with murder, poison, and assassinations, and even their reputation is a weapon in itself. They hire their services out to the other Clans, and despite their feigned political neutrality, are deeply immersed in plotting and scheming. While neither the most influential nor the largest of Clans, they are one of the most feared, and they have an incredible degree of knowledge about the other Clans from spies and agents.

The Leader of Clan Eshin is the Nightlord. From there, the Clan follows a convoluted Hierarchy appointed by the Nightlord. All appointments must be approved by him, giving him powerful control. The leadership of the Clan exists based on proximity to the Nightlord. He does rely on a series of recommendations, allowing for a lot of political rivalry and plotting. Inter-Clan assassinations, done well, are secretly approved of, while botched assassinations against Clan Eshin members are punishable by death.

Clan Eshin Warrior Career Table

| Roll | Skaven Career |
|--------|----------------------|
| 01-40 | Clanrat Warrior |
| 41-45 | Assassin (Strangler) |
| 46-55 | Blood Hunter |
| 56-65 | Gutter Runner |
| 66-70 | Mercenary |
| 71-75 | Messenger |
| 76-80 | Rat Herder |
| 81-85 | Renegade |
| 86-90 | Skaven Guide |
| 91-100 | Stormvermin |



Clan Eshin Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Eshin. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

ASSASSIN CAREERS

The assassins of Clan Eshin are merciless murders greatly feared amongst Skavendom. Each candidate assassin must complete in total each career before advancing to the next. The three careers, in order, are Strangler, Culler, and Garrotter.

Clan Eshin Assassins are very deadly, expert at infiltrating Clans, assassinating their opponents, planting evidence, and then escaping. Their arts have been perfected after watching and studying of the Ninjas from Nippon. Many dark and secret arts of killing and murder, unknown in the Old World, are practiced and perfected by the accomplished Clan Eshin Assassins.

STRANGLER

The first step in becoming a Clan Eshin Assassin is training as a Strangler. Stranglers are taught to conceal themselves and move silently. Their training is more martial in nature, the art of killing silently, rather than the skill necessary to infiltrate a group. They are used by Clan Eshin in warfare in small groups to ambush attacking enemies. Stranglers are commonly hired out in groups by Clan Eshin to other Clans for various dirty work. Those that prove themselves are allowed to continue their training.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|---|---|----|-----|----|---------------------------------------|----|-----|-----|----|-----|
| - | +10 | +10 | - | - | +2 | +10 | +1 | +10 | - | +10 | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Basic Martial Arts (See Cathayan Martial Arts) Conceal Subterranean Scale Sheer Surface Silent Move Subterranean Specialist Weapon Fist | | | | Black Hooded Cloak Dagger Garrote | | | | Career Entries Night Runner | | | | | |
| | | | | | | | | Career Exits Culler | | | | | |

CULLER

Those Stranglers who have proven themselves in skirmishes against enemies, receive additional training in the arts of a Culler. Cullers are trained to pursue and murder particular enemies. Cullers specifically target and stalk conspirators or enemies around the maze-like Warrens for days on end, striking only when the moment is right, when the Culler can finish its bloody task in secluded place.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|--|----|-----|----|---|-----|-----|-----|-----|-----|
| - | +20 | +20 | +1 | - | +4 | +20 | +2 | +20 | +10 | +20 | +20 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Conceal Urban Shadowing Silent Move Urban Spec. Weapon Thrown Strike Mighty Blow | | | | Black Hooded Cloak Black Strips of Cloth Wrapped about the Forearms Dagger Garrote Long Knife d6 Shurikens d6 Throwing Daggers | | | | Career Entries Strangler | | | | | |
| | | | | | | | | Career Exits Garrotter Spy | | | | | |

GARROTTER

Garrotters are the most highly trained and deadly of the Clan Eshin assassins. They are so effective, that few deaths are ever attributed to their handiwork. They have refined killing to such an art, that their targets have little hope nor knowledge of their impending death. It would be a mistake to assume that these Skaven are simply killers. They are experts in the art of infiltration and sabotage. Trained in all fashions of murder, and armed with the deadly Weeping Blades, they are undoubtedly the most proficient and feared killers in the Skaven Under-Empire.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|----|--|----|-----|----|---|-----|-----|-----|-----|-----|
| - | +30 | +30 | +1 | +1 | +6 | +30 | +3 | +30 | +20 | +20 | +40 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Advanced Martial Arts Disguise Marksmanship Mimic Prepare Poison Sabotage Spec. Weapon Blowpipe | | | | Dagger Garrote Length of Silk Long knife Poison Ring d3 Vials of Poison | | | | Career Entries Culler | | | | | |
| | | | | | | | | Career Exits Advisor Clan Chieftain Spy | | | | | |



GUTTER RUNNER

Gutter Runners are scouts employed by Clan Eshin armies and assassins to aid in Clan Eshin's nefarious plots. They are commonly confused with Clan Eshin assassins, but they differ from the assassins in that they are regular troops taught to skirmish, rather than highly trained murderers. One of Clan Eshin's more common tactics is to use Gutter Runners to sneak around the flanks of the enemy, striking from behind, or infiltrating ahead of the main army and rushing forward seizing critical areas on the battlefield before the enemy can reach them. Gutter Runners are far more numerous than the trained assassins, and while valuable, are still considered expendables.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|---|--|----|-----|---|--|----|-----|----|----|-----|
| +1 | +10 | +10 | - | - | +2 | +10 | - | +10 | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Conceal Subterranean Dodge Blow Flee! Orientation Silent Move Rural Silent Move Subterranean Spec. Weapon Thrown | | | | Black Cloak d3 Throwing Daggers Concealed Dagger Long Knife | | | | Career Entries Blood Hunter Clan Rat Warrior (Clan Eshin Members Only) Night Creeper (Clan Eshin Members Only) Skaven Guide (Clan Eshin Members Only) | | | | | |
| | | | | | | | | Career Exits Blood Hunter Clan Guard Night Creeper Night Runner Skaven Guide | | | | | |

NIGHT RUNNER

Night Runners are the elite troops of Clan Eshin, used to strike at the enemy unexpectedly at the rear at a critical moment in the fray. Night Runners sneak past enemy sentries, attacking their sleeping opponents, or conceal themselves until battle, where they will leap out and attack their surprised opponents.

The Night Runners form an elite group made up of those who have experienced many battles as Gutter Runners. Considered the elite of Clan Eshin troops, they are seldom squandered on the battlefield in senseless actions, but rather held as a special reserve with sensitive missions.

Individual Night Runners will lead Gutter Runners in battle, acting as officers and providing special expertise and knowledge and increasing the effectiveness of Gutter Runner units. Those Night Runners who prove themselves on the field of battle are trained and enter the ranks of the assassins.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|----|--|----|-----|----|---|-----|-----|-----|----|-----|
| - | +20 | +20 | +1 | - | +4 | +20 | +1 | +20 | +10 | - | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Conceal Rural Conceal Urban Scale Sheer Surface Silent Move Urban Spot Trap Strike Mighty Blow Strike to Stun | | | | Black Cloak Dagger Leather Armor Long Knife Sword or Spear | | | | Career Entries Gutter Runner Night Creeper (Clan Eshin Members Only) | | | | | |
| | | | | | | | | Career Exits Blood Hunter Clan Guard Forager Skaven Scout Strangler | | | | | |

SPY

Many paranoid leaders in the Under-Empire suspect that Clan Eshin is aware of everything that transpires in Skavendom-their suspicions are well founded. Clan Eshin has the most extensive spy network and has trained and deployed numerous spies throughout Clan holdings. Some Clan Eshin spies are hired out to other Clans, but these Spies are fanatically loyal to Clan Eshin and will report everything of interest upon their return to the Clan. Many Clan Chieftains and Warlords have attempted in the past to dispose of the Spy after their mission has been accomplished, but many never live to regret that decision.

Spies perform two tasks in particular. One is to assist the various assassins in the execution of their duties, and the other is keep an eye on both friendly and rival Clans. The Spies themselves can be deadly, many of them having some training as Assassins.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|--|----|-----|----|---|-----|-----|-----|-----|-----|
| - | +20 | - | - | - | +4 | +30 | +1 | +20 | +10 | +20 | +40 | +20 | +20 |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Acting Bribery Conceal Subterranean Cryptography Disguise Palm Object Pick Lock Read/Write Shadowing Silent Move Subterranean Sixth Sense | | | | Concealed Dagger Hooded Black Cloak Vial of Poison Whatever Else Deemed Necessary for Mission | | | | Career Entries Culler Garrotter Skaven Squealer (Clan Eshin Members Only) | | | | | |
| | | | | | | | | Career Exits Advisor Garrotter (if Spy entered from Culler) | | | | | |



Chapter Nine-Clan Moulder

This Chapter explores Clan Moulder, a Clan famous and powerful for its twisted experiments with Warpstone on creatures. Like the previous Chapter, it covers the Clan, its careers, and includes Career tables for Clan Moulder

Misha Vladimerov stopped dead in his tracks. Through the gentle falling of snow he could clearly see the fresh prints ahead of him. He broke into a cold sweat. The trapper grasped his axe a little tighter, seeking assurance from the weapon. The fresh tracks before him in the snow were frightening. One set was immense, and it seemed inconceivable that anything natural could have made them. These monstrous tracks seemed to follow or be followed by a smaller set of tracks. Misha had seen things to defy the sanity of lesser men, but in his ten years of trapping and hunting in this barren corner of Kislev, he had never discovered anything like this. He wondered if the creature was being tracked by the other who had the smaller tracks, or maybe a trapper like him was being followed by this monster. Misha paused, wondering if he should try to help the trapper. Adding to his unease was the freshness of the tracks. The snow hadn't had time to cover the tracks.

For a brief second, Misha stopped to consider the situation. The hide from such a monstrous creature could bring him a fortune...and he wished to assist the poor soul who was obviously being pursued by the creature. Then his resolve wavered, and he knew that following the tracks would probably result in his death. "Da..." Misha said aloud. "No hide can be possibly be worth it...and the other fellow is on his own. Poor guy. Better him dead than both of us."

He then realized that both tracks were stranger than he had first assumed...they almost looked like...rat prints! Misha, trembling, turned about, and started to trudge off in the opposite direction. He hadn't gone more than few steps when he heard a roar behind him. Misha stopped and slowly turned about, dreading every second. As he glanced about, he saw something massive rising from the snow. Covered in thick red fur, it looked like a massive mutated rat. It rose up from behind a snow bank, bellowing and glaring at Misha with hate filled eyes. Misha's stomach churned, the monstrous thing almost looked human, but with a rat's head! Misha started to walk backwards, slowly. The thing burst forward towards him. As Misha spun about, struggling in the deep snow, he noticed that the damn thing had a collar on! His frantic mind wondered for just a second about who and why would anyone put a collar on a monster! He continued to struggle frantically through the snow as the thing easily bounded closer and closer to him...

History of Clan Moulder

Like Clan Eshin, Clan Moulder was guided to the Hell Pit and its domain in Kislev and the World's Edge Mountains by a Grey Lord known as Lord Malkrit. The Clan has maintained a low profile, gathering its time and its resources. They avoid interfering in the politics of Kislev. During the last incursion of Chaos, a great battle was fought around the Hell Pit, and many of their creatures were tested in the battles around Hell Pit. Some of the monsters subdued in the battle were later brought down to the Clan Moulder Breeding Pits to further the Clan's evolutionary practices.

Description

Clan Moulder has gained their power from their special breeding projects and their acquisition of the Warpstone necessary to their experiments. From their Clan home of Hell Pit they carry on experiments in breeding. By applying Warpstone and selective breeding programs, they have developed an army of beasts that can rival any force that the other Clans may field. Clan Moulder only sells sterile beasts to other Clans, using their profits to fund their experiments.

The leader of Clan Moulder is Packlord Verminkin. He controls a small ruling elite, consisting of Breeders and Trainers. Since many of the Clan are focused on training and breeding the creatures, the politics and scheming within the Hell Pit is

more subdued. Once members of Clan Moulder leave the strict hierarchy of the Hell Pit, they often plot against each other, so that considerable political maneuvering within Clan Moulder takes place outside of the Clan holdings, amongst the members on excursions and missions.

Clan Moulder Warrior Career Table

| Roll | Skaven Career |
|--------|-----------------|
| 01-50 | Clanrat Warrior |
| 51-55 | Blood Hunter |
| 56-65 | Handler |
| 66-70 | Mercenary |
| 71-75 | Messenger |
| 76-80 | Rat Herder |
| 81-85 | Renegade |
| 86-90 | Skaven Guide |
| 91-100 | Stormvermin |

Clan Moulder Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Moulder. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

BEAST HUNTER

The Clan Moulder Beast Hunters seek out and hunt down the beasts used in Clan Moulder experiments. The Beast Hunters spend weeks or even months pursuing their quarry, before capturing them with nets, clubs, or poisoned weapons. Then the easy part of their job is over, next comes the bickering over the capture and transporting and returning the monstrosity back to Clan Moulder Warrens. Who gets credit for the capture often begins in arguments and end in deadly and earnest fights between hunters, each seeking to take the credit for the capture, and to rob their rivals of it. Some Kislevan trappers have seen a trapped creature surrounded by the bodies of a band of Skaven who managed to kill each other after capturing the beast. Still few expeditions end in such bitter fighting, since the task of returning such monstrosities is a difficult task and require the attention and cooperation of all the Beast Hunters.

The Clan Moulder Beast Hunters serve an important role in the society, albeit a dangerous one. Tiring of the dangers many seek to become Handlers or Trainers to better their position.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|-------------------------|-----|-----|----|----|----------------------|-----|----|-----|-----|-----------------------|-----|-----|-----|
| - | +20 | +20 | +2 | +2 | +6 | +30 | +1 | +10 | +10 | +10 | +30 | +20 | - |
| Skills | | | | | Trappings | | | | | Social Level: 3 | | | |
| Animal Care | | | | | Blowpipe | | | | | Career Entries | | | |
| Shadowing | | | | | Caged Cart Pulled by | | | | | Clanrat Warrior (Clan | | | |
| Drive Cart | | | | | Team of Giant Rats | | | | | Skaven Guide (Clan | | | |
| Follow Trail | | | | | Club | | | | | Moulder Members Only) | | | |
| Game Hunting | | | | | Fur-lined Cloak | | | | | Night Creeper | | | |
| Spec. Weapon Blowpipe | | | | | Long Knife | | | | | Skaven Scout (Clan | | | |
| Specialist Weapon Lasso | | | | | Mace | | | | | Moulder Members Only) | | | |
| Specialist Weapon Net | | | | | Mantrap | | | | | Pack Master | | | |
| Set Traps | | | | | 30 Yards of Rope | | | | | | | | |
| Strike to Stun | | | | | Vial of Poison | | | | | Career Exits | | | |
| | | | | | | | | | | Blood Hunter | | | |
| | | | | | | | | | | Pack Master | | | |
| | | | | | | | | | | Clan Guard | | | |
| | | | | | | | | | | Rat Herder | | | |
| | | | | | | | | | | Night Creeper | | | |
| | | | | | | | | | | Warden | | | |

THE BOOK OF THE RAT

BREEDER

The abominations created by Clan Moulder are the products of specialists who have learned the secrets of Warpstone and cross breeding. These specialists are known as Clan Moulder Breeders and they are held in high regard within the Clan. From their artificially lit breeding pits and cages deep in the Hell Pit, they apply special Warpstone Compounds and selective breeding to create abominations. There are numerous hazards in their occupation. Breeders may become exposed to too much Warpstone, and find themselves twisted in both mind and body, or the tortured creatures they have experimented upon breaks free and tears their tormentors to pieces.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|--|----|-----|---|----------------------------------|-----|-----|-----|-----|-----|
| - | +10 | - | - | - | +2 | +20 | - | +20 | +10 | +30 | +20 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Breeding Brewing Chemistry Cooking Prepare Drugs Prepare Warpstone Compounds | | | | Apron Laboratory Cave d6 Massive Cages | | | | Career Entries Trainer | | | | | |
| | | | | | | | | Career Exits Advisor | | | | | |

PACK MASTER

Clan Moulder's location in the frigid north of the Old World and its limited Warrens and food resources has kept its population of Skaven far lower than the other three major Clans. To remedy this Clan Moulder has long depended upon its hordes of bred monstrosities. Those who have fought Clan Moulder never forget the packs of Giant Rats tearing into their ranks as Rat Ogres hurl their foes through the air with ease.

Clan Moulder's packs of creatures are led by the Clan Moulder Pack Masters, also known as Handlers. Their job is not an easy one, they must fight not only their enemies but they must try to keep the packs under control, and many Handlers, distracted by the battle, find themselves torn apart by their own pack.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|----|---|----|-----|---|--|-----|-----|-----|-----|-----|
| - | +10 | - | +1 | - | +3 | +10 | - | +10 | +10 | +10 | +10 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Animal Care Dodge Blow Specialist Weapon Flail Specialist Weapon Sling Specialist Weapon Whip Strike to Injure | | | | Club Collar with Leads Leather Armor Hand Weapon Pack: consisting of either 1 or 2 Rat Ogres, 1-6 Giant Rats, 1-3 Special Rats, or a Swarm of Rats Whip Whistle | | | | Career Entries Clanrat Warrior (Clan Moulder Members Only) Rat Herder (Clan Moulder Members Only) Skaven Guide (Clan Moulder Members Only) | | | | | |
| | | | | | | | | Career Exits Beast Hunter Clan Guard Clanrat Warrior Rat Herder Skaven Scout | | | | | |

TRAINER

Deep in Clan Moulder's main Warren, the Hell Pit, are the vast chambers that Clan Moulder houses its precious and horrifying creations. The air there is thick with the scent of unwashed fur, rotting feed for the monsters, and the stink of fouled cages and pits. Working amidst this horrific menagerie are the Clan Moulder Trainers, who provide for, care, and train the finished products of the Clan Moulder Breeders. The Trainer are specially trained, and they condition the beasts to accept Moulder control and domination. The Trainers are not always successful, and the unwary or distracted Trainers can be attacked and either mauled or killed by the beasts under their instruction and training.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|----|--|----|-----|----|--|-----|-----|-----|-----|-----|
| - | +20 | - | +1 | +2 | +4 | +20 | +2 | +20 | +20 | +20 | +30 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Animal Care Animal Training Charm Animal Mimic Specialist Weapon Net Specialist Weapon Sling Specialist Weapon Whip Strike to Stun | | | | Chain Shirt Club Net, One Barbed, One Non-Barbed Spear Whip Whistle | | | | Career Entries Beast Hunter Pack Master Rat Herder (Clan Moulder Members Only) | | | | | |
| | | | | | | | | Career Exits Breeder | | | | | |



Chapter Ten-Clan Pestilens

This Chapter covers the mysterious plague ridden Clan Pestilens, who emerged from the teeming jungles of Lustria from an ancient exodus to wreck havoc upon both men and Skaven with foul diseases.

Hans looked down into the courtyard of the castle. He could have sworn he'd seen somebody down there. Despite the full moon, the courtyard seemed full of shadows. He looked about at the other walls, seeing the sentries pacing about. He picked up his halberd and decided to investigate. He walked down the stairs leading from the curtain wall to the courtyard. Once there he glanced about the courtyard, and headed towards the well he'd seen somebody. He looked about, dismayed. Clearly nobody was around. It was probably his nerves. Everyone was worried about the nighttime raids, people disappearing down in the village, and the omen! A strange meteor that had flashed about over the town a week ago and crashed into the nearby hills. Shortly after was that there was the battle in the hills, and the Count had driven off the small bands of rat-like Beastmen. Hans hadn't been there, but Axel had told him all about it the fierce fighting.

Hans wondered what anyone would be doing by the well anyways. It's not like anyone here was going to drink water, everyone had been drinking mead and ale all night to celebrate their victory! And it couldn't be anything devious... What? Would someone poison the well? Of course not. Who'd poison the well? Should have poisoned ale! Hans just knew his imagination had been fired up by Axle's chilling description of the battle.

Hans took his helmet off. He reached over to the rope and brought up a bucket of water. He took greedily gulped down the water. It tasted odd, but everything does after too much ale. Hans wiped his brow, and then put his helmet on. He took one last look around the courtyard, before heading towards the stairs to the wall. He started climbing up. Halfway up he stopped, as his body was wracked by a fit of violent coughing. "I must be getting sick" he spoke out loud. He did feel a little hot...

Maybe Hans hadn't dressed warmly enough, and had taken in a chill. He climbed back up to the wall to resume his watch on the tower. Looking out over the battlements, he failed to see the figure detach itself from the shadows and creep stealthily away from the courtyard. Hans continued to cough.

History of Clan Pestilens

The history of Clan Pestilens begins with the Disaster at Skavenblight, and their consequent pilgrimage to Lustria, where they developed their own "cult" within the Cult of the Horned Rat. They had been forgotten, and returned to the Old World, battling Skaven Clans in the Southlands, and went to war with the Council. This war finally ended in the reintegration of Clan Pestilens into Skavendom. They were then responsible for the release of a number of diseases into the Old World, and played a role in the Second Skaven Civil War.

Description

Clan Pestilens are foul and verminous, spreading plague and pestilence through their foul rites and experiments. Responsible for many of the plagues that swept the Old World, they are responsible for more deaths than any other Clan. Filled with ritual, the members of this Clan adopt a bizarre cult version of the Cult of the Horned Rat, organizing themselves along religious lines.

The leader of this Cult is the Plaguelord, who is, according to the Priesthood of Pestilence, the favored of the Horned Rat. The Plaguelord is the head of the Clan and the Cult of the Priesthood of Pestilence. He wields phenomenal power over the fanatic followers. His servants are the Plague Priests, who make up the ruling hierarchy of the Priesthood. Below them are the Plague Monks, the fervent soldier followers of the Priesthood, who are half-mad with religious fervor. A small faction, the Plaguelords, are kept separate from the Clan, and it is these Plaguelords

who create and concoct the deadly plagues, diseases, and miasma that give Clan Pestilens so much power.

The stronghold for Clan Pestilens exists underneath the humid jungles of Lustria, and a number of captured strongholds in the Southlands. They also have a strong foothold in Skavenblight, maintaining their own quarter there.

Clan Pestilens Warrior Career Table

| Roll | Skaven Career |
|--------|----------------------|
| 01-40 | Clanrat Warrior |
| 41-45 | Blood Hunter |
| 46-50 | Mercenary |
| 51-55 | Messenger |
| 56-65 | Plague Censor Bearer |
| 66-75 | Plague Monk |
| 76-80 | Rat Herder |
| 81-85 | Renegade |
| 86-90 | Skaven Guide |
| 91-100 | Stormvermin |

Clan Pestilens Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Pestilens. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

PLAGUE CENSOR BEARER

The Plague Censor bearers are the most devout and deranged warriors amongst the various monks of Clan Pestilens. They enter battle wielding a spiked metal ball bearing a small burning shard of Warpstone that emits a foul contagion. So great is the devotion and belief of the Plague Censor Bearer that they have no concern for their own life only seeking prove their fanaticism to their Priests and the Horned Rat. Inhaling the poisonous fumes from the Plague Censor can kill anyone, and it is only a matter of time before the fumes kill its frenzied bearer, oblivious to the fumes in a killing rage.

A maddened Plague Censor Bearer can careen through the ranks of the enemy swinging its poisonous weapon wildly about it, leaving crushed heads and bleeding lungs in its wake. Within minutes a small group of Plague Censor Bearers can rout an entire army. Those who survive each battle have their faith even further strengthened by the proof that the Horned Rat has blessed them with the opportunity to die at a later battle.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|----|----|--|-----|---|-----|----|---|-----|-----|-----|
| - | +10 | - | +1 | +1 | +3 | +10 | - | +10 | - | - | +20 | +10 | - |
| Skills | | | | | Trappings | | | | | Social Level: 3 | | | |
| Animal Care Frenzied Attack Immunity to Poison Specialist Weapon Flail (Plague Censor) Spec. Weapon Two-Handed Strike Mighty Blow 25% chance of Very Resilient 25% chance of Very Strong | | | | | Long Knife Plague Censor Plague Monk's Robes | | | | | Career Entries Clanrat Warrior (Clan Pestilens Members Only) Plague Monk | | | |
| | | | | | | | | | | Career Exits Clan Guard Plague Monk | | | |

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PLAGUE LORD

Clan Pestilens relies upon the most insidious of weapons, plagues and disease, to further their secret plans. There seems to be no end to the diseases that Clan Pestilens unleashes upon the unsuspecting cities of the Old World. Few know where Clan Pestilens acquires these diseases, but many guess that the knowledge was gleaned from their long exile in Lustria.

Plague Lords are the Clan Pestilens members responsible for concocting the various diseases and contagions that are the preferred weapons of Clan Pestilens. The Plague Lords are the most elite within Clan Pestilens, and they carry out their sacred work in small workshops in Lustria using secret knowledge to concoct their foul products. They labor away in their strange and hidden laboratories, concealed deep beneath forgotten Slann pyramids dabbling with their deadly scourges. Outside of Clan Pestilens, their existence, their work, and their location are unknown.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|--|----|-----|---|--|-----|-----|-----|-----|-----|
| - | - | - | - | +1 | +4 | +30 | - | +40 | +10 | +30 | +40 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Biology Chemistry Immune to Disease Prepare Warpstone Compound Read/Write Speak Ancient Slann | | | | Access to Secret Laboratories Apron Gloves Special Tokens for Admittance Laboratories White Robes | | | | Career Entries Plague Priest | | | | | |
| | | | | | | | | Career Exits Advisors Skaven Seer | | | | | |

PLAGUE MONK

All the servants of the Horned Rat are expected to obey mindlessly the will of the Horned Rat and the Priesthood of Pestilence. Every member of the Priesthood is more than willing to sacrifice their meager lives for the greater glory and welfare of their priesthood.

Plague Monks are the fanatic followers of the Horned One and Clan Pestilens, and make up the vast majority of devotees in the Priesthood of Pestilence. In everyday Clan life, Plague Monks assist the Plaguelords, performing devotions, rituals, and other fiendish practices. In battle the Plague Monks are fierce enemies, entering a killing frenzy of religious zeal, throwing themselves on their enemies regardless of the terrible wounds they suffer.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|--|----|-----|----|--|-----|-----|-----|-----|-----|
| - | +10 | - | - | +1 | +2 | +20 | +1 | +10 | +10 | - | +10 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Cult Lore Frenzied Attack Strike Mighty Blow | | | | Hand Weapon Long Knife Plague Monk's Robes Talisman of Clan Pestilens | | | | Career Entries Clanrat Warrior (of Clan Pestilens) Plague Censer Bearer | | | | | |
| | | | | | | | | Career Exits Plague Priest Skaven Squealer Skaven Torturer | | | | | |

PLAGUE PRIEST

Plague Priests make up the leadership of the Clan Pestilens Cult of the Horned Rat. Practicing foul rituals for the Horned Rat, they are responsible for all manners

of atrocities. These Priests make up the higher echelons of the Priesthood of Plague, and are responsible for maintaining a degree of dogma and adherence to doctrine within the Clan. They are often called in as Inquisitors within the Clan to weed out heretics and maintain a state of unholy submission. Dedicated to the spread of plague and disease, they are greatly feared. They are amongst the most fervent of adherents of the Horned Rat.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|----|---|----|-----|----|--|-----|-----|-----|-----|-----|
| - | +20 | - | +1 | +1 | +4 | +30 | +2 | +20 | +20 | +10 | +20 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Cult Doctrine-Priesthood of Pestilence Manufacture Drugs Public Speaking Secret Signs: Clan Pestilens Torture | | | | Book of Litanies Mace Robes of the Priesthood Symbol of the Priesthood | | | | Career Entries Plague Monk Scribe (of Clan Pestilens) | | | | | |
| | | | | | | | | Career Exits Advisor Skaven Seer Plague Lord | | | | | |



Chapter Eleven-Clan Skryre

This Chapter covers the final, and most powerful, of the four major Skaven Clans. Clan Skryre maintains their power and influence through the use of dreadful weaponry, combining foul magic and insane technology.

Fritz and his companions were adventurers! This shouldn't be happening to them! They'd fought Orcs, Goblins, and even a troll. When the villager's asked them to deal with a few Skaven, Fritz had laughed and said "No problem." They'd fought the Skaven before. The wretched rats had shoddy weapons that broke, and fled after you ran a few through.

But Fritz couldn't figure out what had gone wrong this time. They'd gotten into the old mine easily enough. But the Dwarf had been shot right in the heart by some sort of monstrous gun. Then Albrecht von Hassendorf and the bounty hunter Gunthar had breathed in some sort of gas that had been dropped in some kind of glass spheres from above. The sound of von Hassendorf and Gunthar's hacking, their bulging eyes, their tearing at their throats still terrified Fritz. Now Fritz and Johann had easily cut down almost a dozen of the horrid little beasts and retreated to this room. They were barricaded in an old room in the mine, and there was no way the Skaven could get in, yet neither could the two adventurers get out. Fritz clung to the hope that the villagers would come up to investigate. At least they were safe in here from the Skaven, for now. The two seasoned adventurers could hold their own here, the pile of corpses choking the hallway attested to that.

Then out in the hallway, Fritz sensed movement. Fritz saw hunched Skaven wrestling with some sort of contraption. The Duelist just smiled at the beastly little things struggling with their burden. It wasn't one of those guns that had killed Gromli, Fritz could just leap out and cut them down before they could set the thing up. Fritz leaped over the upturned table blocking the doorway. Pulling out his rapier and his dagger, the duelist rushed suddenly towards the Skaven. The one in the back comically started pumping away at a little hand pump. Fritz laughed as he lunged forward at the Skaven that in the lead, pointing a little hose at him. Fritz thought "What? Are they trying to spray me with ale?"

Johann, rushing over the table to follow Fritz, stopped as he saw a stream of flame burst out from the Skaven device and consume Fritz. In seconds Fritz, in the middle of a lunge, and been obliterated. Johann leapt back behind the table, terrified. Panic seized him as he heard the Skaven creeping forward.

Johann last thoughts were that he wished he'd been a blacksmith like his father.

When the Council, and their dominion over Skavendom was challenged by Clan Pestilens, they turned to an alliance with Clan Eshin. With the introduction of all these new and powerful major Clans, Clan Skryre's supremacy was gradually eroding. When the Second Civil War broke out, as the result of Council actions at the behest of Clan Skryre, Clan Skryre unleashed used its mighty arsenal and seized and held the Shattered Tower for the remainder of the war. Eventually when the war ended with the Incarnation of the Horned Rat, and Clan Skryre resumed its role in the Council.

Description of Clan Skryre

Clan Skryre is a Clan that bases its power on knowledge and a bizarre blending of magic and technology. The power in the Clan is based not on Chieftains and Warlords, but rather ability in the magical arts and technological knowledge. The Warplock Engineers of Clan Skryre form the leadership, with those who are the most powerful assuming dominance over the less powerful. The head of the Clan is the most powerful Warplock Engineer, Lord-Warlock Morskittar, also one of the most powerful Councilmembers.

The troops that Clan Skryre uses are armed with an arsenal of weaponry. Not only are their opponents hammered by the magical knowledge of Clan Skryre, but also they find themselves attacked by Doomwheels, Warfire Throwers, Warplock Jezzails, and Poison Wind Globes. Although their numbers may be small, their weapons are capable wreaking mass destruction, and many of the Skaven's greatest victories have been due to the ability and weaponry of Clan Skryre.

Clan Skryre Warrior Career Table

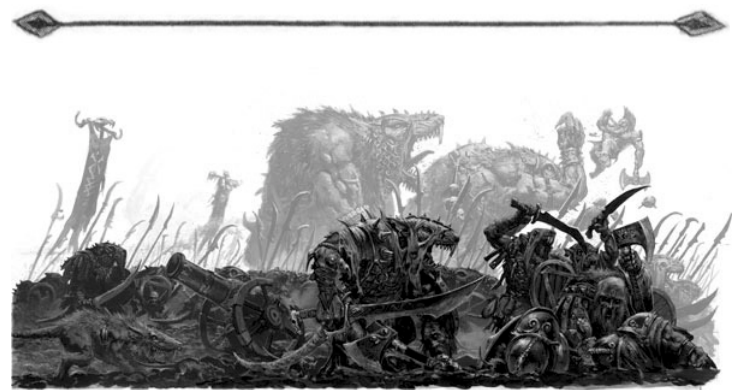
| Roll | Skaven Career |
|--------|-------------------------------|
| 01-10 | Artificer |
| 11-25 | Clanrat Warrior |
| 25-30 | Blood Hunter |
| 31-40 | Engineer |
| 41-45 | Mercenary |
| 46-50 | Messenger |
| 51-60 | Poison Wind Globadier |
| 61-65 | Rat Herder |
| 66-70 | Renegade |
| 71-75 | Skaven Guide |
| 76-85 | Stormvermin |
| 86-90 | Warfire Thrower |
| 91-100 | Warplock Jezzail Sharpshooter |

Clan Skryre Special Careers

The following careers are basic and advanced Careers that are only available to the members of Clan Skryre. Some may be offered on the Warrior Career Table above, while others may only be acquired by advancing through other related Clan careers.

History of Clan Skryre

After the disaster at Skavenblight, the Greylords led the Skaven to all corners of the world. The Grey Lord who commanded Clan Skryre decided to keep his Clan behind at Skavenblight. It was here in Skavenblight that Clan Skryre turned their energies on the study of their foul arts, and picked apart the machinery that had created the disaster, tearing apart its secrets. When the local Clans sought to conquer Clan Skryre's holdings, they turned their knowledge to war, and quickly enslaved a number of Clans. Clan Skryre quickly rose to great power in the Council, and the Warlocks of Clan Skryre played an important role in battling the Undead at Cripple Peak.



ARTIFICER

Clan Skryre's unique activities create a great demand on manufactured goods and specialized equipment. To meet these necessities Clan Skryre trains a large number of its members in the arcane arts of invention. Artificers craft and manufacture all the weapons and instruments used by Clan Skryre. They build the various weapons of destruction used by the Clan. Since they play an important role in the Clan's welfare, their social position is better than those of typical Skaven laborers and artisans.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|--|----|-----|---|--|-----|-----|-----|-----|-----|
| - | - | - | - | - | +2 | +10 | - | +30 | +10 | +20 | +10 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Chemistry Craftsmanship: Weapons Metallurgy Smithing | | | | Apron Forge Tools and Implements | | | | Career Entries Artisan (Clan Skryre Members Only) Clan Skryre Engineer Warden | | | | | |
| | | | | | | | | Career Exits Artisan Doomwheel Driver (Warpstone Generator Engineer) Warden | | | | | |

DOOMWHEEL DRIVER

One of the most terrifying of Clan Skryre's weapons is the dreaded Doomwheel. The Doomwheel is a large war machine driven by two large spiked massive wheels that crush the opposition into a bloody pulp. These twin wheels are actually large treadmills spun by Giant Rats who run about within the wheels. The spinning wheels are attached to a Warpstone Generator that draws energy from the inertia and can blast out bolts of Warplighting charring and burning its way through ranks of the enemy. The Doomwheel is steered and driven by a Skaven who rides high atop the apparatus and attempts to control this device notorious for its erratic speed and movement.

Doomwheel drivers are actually Clan Skryre engineers who are specialists at operating Warplighting Generators and Warpstone Generators, the devices used to power much of the Clan Skryre holdings. However, when Clan Skryre fights on the surface, they will occasionally place Warplighting Generators into the treadmills creating a Doomwheel. This war engine, while rare, is incredibly powerful, plowing over its opponents and mixing them into mulch.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|---|---|----|-----|---|--|-----|-----|-----|-----|-----|
| - | +10 | +10 | - | - | +2 | +10 | - | +20 | +10 | +10 | +20 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Animal Care-Giant Rats Operate Warplighting Generator Ride Doomwheel Specialist Weapon Warplock Pistol | | | | Doom Wheel Giant Rats Hand Weapon Helmet Long knife Protective Goggles Rat Herder Assistant Warpstone Pistol | | | | Career Entries Clan Skryre Engineer | | | | | |
| | | | | | | | | Career Exits Artificer Clan Skryre Engineer Warden | | | | | |

CLAN SKRYRE ENGINEER

The best and brightest of Clan Skryre are trained as Clan Skryre engineers. The Clan Skryre Engineers serve numerous duties in Clan Skryre. They design, build, and maintain the machinery operating within the Clan holdings, and help in developing and enlarging Clan warrens. Those successful in implementing their designs and avoiding the pitfalls of Clan politics will move on to become Clan Skryre Warlocks. The Clan Skryre Engineers are a powerful and major faction who carry a great degree of weight in Clan decisions. Even the Clan Skryre Warlocks empathize with Clan Skryre Engineers since all the Warlocks served their apprenticeship as Engineers.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|--|----|-----|---|---|----|-----|----|----|-----|
| - | +10 | - | - | - | +2 | +10 | - | +10 | - | +10 | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Carpentry Engineering Read/Write Set Traps Smithing Spot Traps | | | | Drafting Tools Hand Weapon Leather Jerkin Leather Helmet Parchment | | | | Career Entries Artificer Artisan (Clan Skryre Members Only) Doomwheel Driver (Warpstone Generator Engineer) Scribe (of Clan Skryre) | | | | | |
| | | | | | | | | Career Exits Clan Skryre Warp Engineer: Warpseer Mine Overseer | | | | | |

POISON WIND GLOBADIER

Many Skaven armies have been picked to pieces long before closing with their enemy since their armies lack sufficient ranged weapons. Part of Clan Skryre's success in defeating other Clans and performing well on the battlefield have been its creation of ranged armaments. Some of the best known and deadliest of Clan Skryre's weapons are the Poison Wind Globes, glass balls the size of a head filled with poisonous vapors.

The Poison Wind Globadiers are specialists in the use of Poison Wind Globes. Poison Wind globes are weapons of incredible use in the close knit and stifling Skaven burrows, and Poison Wind Globadiers have been instrumental in many of the Clan Skryre victories.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|---|---|----|-----|---|--|----|-----|----|----|-----|
| - | +10 | +10 | - | +1 | +2 | +10 | - | +20 | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Ambidextrous Immunity to Poison Marksmanship Specialist Weapon Incendiary Specialist Weapon Poison Wind Globe 25% chance of Very Resilient | | | | Gas mask Hand Weapon 2d4 Poison Wind Globes Satchels | | | | Career Entries Clanrat (Clan Skryre Members Only) Clan Guard (Clan Skryre Members Only) | | | | | |
| | | | | | | | | Career Exits Clan Guard Warpfire Thrower Warplock Jezzail Sharpshooter | | | | | |

WARPFIRE THROWER

The most feared Clan Skryre weapon is the Warpfire thrower. Dangerous to both its enemies and its bearer, it is capable of incredible destruction. Clan Skryre only employ its most courageous, fool hardy, or mad Skaven to operate these.

This remarkable weapon requires the use of at least two Skaven, one operating the nozzle, the other carrying the Warpconcentrate barrel. One Skaven carries on their back the fuel source, a large barrel of Warpstone Concentrate. The Skaven bearing the barrel also has a small hand pump worn on a harness that hangs across their chest. When the Warpfire Thrower is to be used, the bearer vigorously operates the hand pump, forcing the Warpstone Concentrate out of the barrel and down the hose. This hose is held and directed by the second Skaven who operates the nozzle. This Skaven ignites the Concentrate spraying out, turning the Concentrate into a stream of Warpfire. The effect of Warpfire is terrifying to behold, as its caustic stream sets everything alight as the same time the Warpstone mixture warps and twists and aggravates the existing damage.

This weapon is far from perfect, and is nearly as dangerous for the crews operating it as for the enemy facing it. The mechanisms that control the Warpstone Concentrate must bear the incredible pressure and volatile use. Too much pressure, a blockage in the pipe, or a mislight of the Warpstone Concentrate can have terrible consequences, usually resulting in the catastrophic explosion of all the Warpstone Concentrate, killing its operators and all those nearby.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|----|-----|----|--|----|---|---|---|-----|-----|-----|----|-----|
| - | - | +10 | +1 | - | +3 | - | - | +10 | +10 | +10 | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Specialist Weapon Warpfire Thrower Very Strong | | | | Dagger Long Knife Warpfire Thrower (Warpfire Concentrate Barrel, Hand Pump, and Hose with Nozzle) | | | | Career Entries Clan Guard (Clan Skryre Members Only) Clanrat Warrior (Clan Skryre Members Only) Clan Skryre Globadier | | | | | |
| | | | | | | | | Career Exits Clan Guard | | | | | |

WARPLOCK JEZZAIL SHARPSHOOTER

Clan Skryre chooses its most coordinated young warriors to be Sharpshooters. These Sharpshooters use the powerful Warplock Jezzails that Clan Skryre uses with such deadly effectiveness. The Warplock Jezzail is a type of firearm that fires a projectile made of Warpstone that causes grievous injuries, ones infected or tainted by the Warpstone bullet.

Using Warplock Jezzails, the Sharpshooters send a withering hail of fire that cuts through ranks of their enemies. The Warplock Jezzail teams consist of two member, one who aims and fires the weapon, and the second one acts as a spotter and props up the pronged firing rod used to support the Jezzail barrel. They act quickly and effectively, blasting away in large teams in massive volleys to blunt offensives, or sneaking about in small groups finding positions to snipe down upon enemy leaders and officers. The Warplock Jezzail is truly dreaded weapon, and its sharp-eyed snipers ensure its reputation.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---------------|----|-----|---|------------------|----|-----|---|------------------------|-----|-----|-----|----|-----|
| - | - | +20 | - | - | +2 | +10 | - | +10 | +10 | - | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |

| | | |
|--|--|--|
| Excellent Vision Marksmanship Spec. Weapon Firearms Spec. Weapon Warplock Jezzail | Hand Weapon Long Knife Pouch with 20 Warpstone Jezzail Rounds Pronged Firing Rod Warplock Jezzail | Career Entries Clanrat Warrior (Clan Skryre Members Only) Clan Skryre Globadier |
| | | Career Exits Artificer Clan Guard Doomwheel Driver (Warpstone Generator Engineer) |

WARPLOCK ENGINEERS OF CLAN SKRYRE

At the top strata of Clan Skryre's peculiarly stratified society reside the Warplock Engineers. The Warplock Engineers of Skaven society enjoy a privileged position in Skaven society based upon the arts that only they may practice. Since the First Order of the Council of Thirteen, only Grey Seers and members of Clan Skryre may practice magic, and the Warplock Engineers have reaped the benefits of this order and made Clan Skryre the most powerful of all the Clans. The Warplock Engineers seek to wed technology, Warpstone, and magic to create nightmarish weapons and spells.

For the special rules for Spellcasters, see the Skaven Magic section for more details.



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WARPSEER

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|---|--|----|-----|---|---|-----|-----|-----|----|-----|
| - | +10 | +10 | - | - | +2 | +10 | - | +10 | +10 | +10 | +10 | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Arcane Language Skaven Art: Drafting Cast Clan Skryre Spells Level 1 Chemistry Manufacture Warpstone Potions Metallurgy Secret Language Warplock Secret Signs Warplock | | | | Clan Skryre Robes Clan Skryre Talisman of Rank Drafting Tools Pouch of Two Measures of Refined Warpstone Staff of Rank | | | | Career Entries Clan Skryre Engineer | | | | | |
| | | | | | | | | Career Exits Skaven Seer (Clan Skryre Members Only) Warpweaver | | | | | |

Special Rules

The Warpseer starts with a Warpstone Tolerance of 2d6.

WARPWEAVER

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|---|---|----|-----|---|-----------------------------------|-----|-----|-----|-----|-----|
| - | +10 | +10 | - | - | +3 | +20 | - | +20 | +10 | +20 | +20 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Cast Clan Skryre Spells Level 2 Magic Sense Prepare Poison Refine Warpstone Rune Lore Scroll Lore | | | | Clan Skryre Robes of the Warpweaver Clan Skryre Talisman of Rank Pouch with Four Measures of Refined Warpstone Staff of Rank | | | | Career Entries Warpseer | | | | | |
| | | | | | | | | Career Exits Warpsealer | | | | | |

Special Rules

The Warpweaver gains 3d6 points to their Warpstone Tolerance upon gaining this level. This is cumulative with those gained from the Warpseer career.

WARPSQUEALER

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|---|--|----|-----|---|-------------------------------------|-----|-----|-----|-----|-----|
| - | +20 | +10 | - | +1 | +3 | +20 | - | +30 | +20 | +30 | +30 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Cast Clan Skryre Spells Level Three Identify Undead Identify Magical Artifacts Intimidate Magical Awareness Manufacture Warpstone Concentrate Siegecraft | | | | Clan Skryre Robes of a Warpsquealer Clan Skryre Talisman of Rank Pouch of Four Measures of Refined Warpstone Staff of Rank Vial of Warpdust Potion | | | | Career Entries Warpweaver | | | | | |
| | | | | | | | | Career Exits Warplord | | | | | |

Special Rules

The Warpsquealer gains 3d6 points to their Warpstone Tolerance, cumulative with those gained from their previous Clan Skryre careers.

WARPLORD

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|--|----|-----|---|-------------------------------------|-----|-----|-----|-----|-----|
| - | +20 | +20 | +1 | +1 | +4 | +30 | - | +40 | +30 | +40 | +40 | +30 | - |
| Skills | | | | Trappings | | | | Social Level: 5 | | | | | |
| Advanced Warpstone Experiments Cast Clan Skryre Spells Level Four Cryptography Influence Manufacture Warpscrolls Specialist Weapon: Warplock Pistol Tactics | | | | Clan Skryre Robes of a Warplord Monocle Pouch of Four Measures of Refined Warpdust Seal of Clan Skryre Authority Staff of Rank Talisman of Authority Two Vials of Warpstone Potion Vial of Warpstone Concentrate Warplock Pistol (Concealed) | | | | Career Entries Warpweaver | | | | | |
| | | | | | | | | Career Exits Advisor | | | | | |

Special Rules

The Warplord gains 3d6 points to Warpstone Tolerance, cumulative with those gained from previous Clan Skryre careers.



Chapter Twelve-The Council of Thirteen

This mission had compelled Thraskabak to exert himself and his abilities to the utmost. Thraskabak felt a certain pride that he had gotten this far, an act that even the best assassins of Clan Eshin might not be able to accomplish. Thraskabak had been chosen from all the Council Agents for this particular mission, the most important assignment he had ever been given, an assignment that would threaten to end the world and bring the Horned Rat to dominance.

It had taken Thraskabak four hours to penetrate this deeply into Castle Reikguard. He had nearly been discovered half a dozen times, and it was only the will of the Horned Rat that he had gotten this far. He knew that it was only tonight, on Geheimisnacht, that such a daring act would succeed. Tonight it had been foretold in the prophesies that the Horned Rat's bidding would be done on this most foul of all nights, and that a shadow would fall across the Empire, that the Council's plan would blossom to fruition after many long years. Thraskabak was overwhelmed by the role that he had been given in this, probably the greatest of the Horned Rat's schemes!

And now, Thraskabak had finally arrived before Crown Prince Wolfgang's quarters. Behind these doors was the ten year old heir to the Empire. Thraskabak knew that getting past the guards and the sorcerous protections would be too much for even him assisted by the Horned Rat, but he knew he had to go no further than this small alcove outside the prince's room. For there, left on a table as the prophecy had foretold, was a pitcher of water, one that would be served to the young heir tomorrow morning!

Thraskabak approached the table and its waiting gold pitcher. He pulled out a pouch that was hanging from around his neck, drawing it out from under his clothes with exaggerated caution, and then reverently opened it. Inside was a small vial, covered in ruins and sealed by the Seerlord himself. Inside was a concoction that had been created and would do the Horned Rat's will. Nobody was sure what the effects of this warpstone solution would be, maybe not even the Horned Rat itself, such was the way of the Horned Rat. Its effects were bound to be spectacular, the prophesy foretold of the Empire in flames! Thraskabak said a brief and quiet prayer to the Horned Rat as he poured the colorless and odorless Warpstone compound into the pitcher.

Exalted that the deed was done, Thraskabak turned away from the Crown Prince Wolfgang's quarters and disappeared into the darkness, to return to the party of Grey Seers outside the castle eagerly awaiting his escape. Tonight was another triumph for the Council of Thirteen and its bedamned lord.



Description of the Council of Thirteen

The Council of Thirteen is undoubtedly the most powerful and feared authority in all of Skavendom, and with such esteemed membership as the Horned Rat himself at its head, the scope and breadth of its power is unsurprising. Few directly challenge the authority of the Council of Thirteen, although the more crafty may attempt to circumvent or manipulate Council decrees.

The greatest problem involving the Council is the Council itself. The Council has twelve members, with the thirteenth position being filled symbolically by the Horned Rat himself. The Council was set up by the Horned Rat two centuries ago, according to the dictates engraved on the Pillar of Commandments. The members of the Council are known as the Lords of Decay. The Council is organized in a circle of power, with the Horned Rat at the thirteenth and highest position. The position of the seats is numbered in a circle from the seat to the left of the Horned Rat, known as the first seat, around the circle until it ends at the seat on the Horned Rat's right, the seat number twelve. The occupants of the seats closest to the Horned Rat at the head of the circle are the more powerful in the Council of Thirteen. The most prized seats are those directly adjacent to the Horned Rat's chair, these seats are the first and twelfth seats, held by the Seerlord and the Lord Warlock of Clan Skryre respectively.

When the Council needs to decide on a motion, action, decree, or referendum, the Council will vote. Each Lord of Decay may vote in favor or the motion or abstain. When a Lord of Decay abstains from a vote, it vetoes the vote of its "opposite number" in the Council. The opposite numbers are Seats 1 and 12, 2 and 11, 3 and 10, 4 and 9, 5 and 8, and 6 and 7. This system of opposing votes with vetoes by equally powerful members of the Council can be paralyzing. Long before a motion comes to a vote, the political battle begins. Bargaining of all sorts, threats, blackmail, application of political and military pressure, bribery, slander, begging, plotting, conspiring and any other means to pass a vote, or to block an enemies vote. The alliances are always changing, and the Lords of Decay see no problem in exercising outside pressure to influence the Council.

All too often the political maneuvering and plotting began before the motion was even placed before the Council. Lords of Decay will manipulate and interfere with Clan matters to influence or alter conditions that the Council will meet upon; rivals will seek to counter these moves by using other Clans to prevent further plotting or progress. By plotting and scheming beyond the Council chambers they hope to further their own ends. The subterfuge played within and without the Council Chambers is unsurpassed anywhere else in the Old World.

Duties and Powers of the Council of Thirteen

The Council is supposed to serve numerous functions. It serves as the absolute head of the Cult of the Horned Rat. All (or at least most) Grey Seers obey and serve as minions to the Council. The Council relies on the Cult as the source of its best servants. It may demand the service of any Clan represented by it, but it simply can not trust or rely on such dubious allies. The Council also maintains a large number of Skaven agents.

The Council functions as the highest legislative and mediating authority in Skavendom. All decisions and decrees from the Council are final. There can be no higher appeal other than the Horned Rat himself.

The Council also wields a great degree of economic control. With all the Warpstone Tithes coming from the individual Represented Member Clans, and the holdings of Warpstone Reserves, they wield considerable influence, and can exert economic pressure upon any opposing the Council will.

The Council and its servants are the only group allowed to interact or deal with the societies living above ground. Although this is law, many Clans engage in secretive actions such as raids, abductions, or small trade transactions, but all these are heretical transgressions and punishable by death. Despite the punishments, this law is often violated, sometime with the unspoken permission of the Council.

Finally, the Council can draw on the military strength of any Clans to provide them with a certain amount of troops. Such troops though, are often the worse, and the strain in controlling large groups of troops from different Clans is to awkward to employ on a regular basis.

Despite all the legislative, economic, military and religious authority, the Council simply can not control all that happens in the Skaven Under-Empire, much less all of Skavendom. Skaven society is just far too dispersed and spread out to administer with that degree of authority. The divisions and plotting of the Council further complicate the already complex issues.

Current Membership of the Council Of Thirteen

The current Lords of Decay have all held their seats for at least the last two centuries. They are organized by their seating. They are not listed not by their power, but by the numerical arrangement of their positions.

Seat One-Lord Kritslik the Seerlord

Seat Two-Greylord Skrisnik-Warlord and Seer of Clan Skrisnik

Seat Three-Lord Sneek, Lord of Decay, Nightlord of Clan Eshin

Seat Four-Lord Paskrit, Warlord-General of all Skavendom

Seat Five-Lord Kratch Doomclaw-Clan Warlord of Clan Rictus

Seat Six-Lord Gnaudwell-Clan Warlord of Clan Mors

Seat Seven-Lord Vittrik

Seat Eight-Arch Plaguelord Nurglitch of Clan Pestilens

Seat Nine-Lord Verminkin, Packlord of Clan Moulder

Seat Ten-Lord Azarskittar-Greylord of the Southlands

Seat Eleven-Lord Burr-Keeper of the Temple

Seat Twelve-Lord Morskittar-Lord Warlock of Clan Skryre

Skaven and Council Dealings with Humanity

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The Skaven find humanity to be intelligent, yet greedy and willing pawns to their plots. The Council of Thirteen, through its agents, interact and manipulate human affairs for their own benefit. Humans who are viewed as potential pawns may be approached by other trusted human Skaven agents with simple tasks or jobs to test their mettle. By this means the Skaven will often acquire items or tome of great power of influence. The Skaven may keep these items to use for themselves, or they may barter and trade these artifacts with greedy humans for even more important items, information, or leverage. The Skaven also acquire human wealth in coins, gold, and gems with which to entice greedy humans to do their bidding. Skaven will only deal directly with completely corrupt and evil humans, other humans will be manipulated by Skaven proxies. The Skaven through sorcery and stealth, can easily attain a wealth of information to set up or blackmail those they seek to use or dispose of, and the Skaven have become masters at using this to control and destroy people of renown and power.

Those humans who are a threat to Skaven will be abducted at night by the Skaven, and dragged down to hidden tunnels and lairs beneath the sewers, never to be seen again. Those less worthy of this treatment, are merely harassed or intimidated by human Skaven agents.

These humans who are Skaven agents are often people obsessed with power and secret knowledge, and are easily ensnared by the Skaven into a vicious circle of blackmail, delusions, power, and wealth. A few of these humans are actually Cultists who become worshippers of the Horned Rat, seeking the power and influence and the blessing of the Horned Rat. They hope to escape what will befall the rest of humanity when the Skaven shall inherit the earth. Their hopes and fervent prayers are useless, of course, but these wretched men are little more than puppets to the Skaven.

The Skaven have implemented a number of policies to interact with humanity, one of the more ingenious being their use of fake merchant businesses under the control of human agents to acquire Warpstone and other important artifacts. These items are smuggled secretly to cities under the guise of alchemical ingredients where they will be eagerly secreted away by the Skaven.

Only the Council of Thirteen and the Cult of the Horned Rat are allowed to authorize interaction with humans, but this edict is often ignored, and the Council and Cult, aware of most if not all of these violations, bide their time, waiting to blackmail or expose the Clans that are violating the edicts at a time when it serves their purposes.

Council Minion Careers

The Council of Thirteen uses many agents and minions to maintain its control over Skavendom. They serve many purposes, such as spying on Clans or advising Clan Chieftains. The most proficient will be sent to work in sensitive and delicate operations against humanity.

All Grey Seers must enter and complete one Council Minion Career before they can progress beyond Grey Seer Second Level. They must prove to the Council that they are loyal and capable by serving the Council and the Cult faithfully. Any of these Council Minion Careers with Grey Seer as a Career Entry may fulfill this. Once the Grey Seer has completed the Career, they may continue on in other Council Minion Careers or continue their advancement in the Cult as a Grey Seer. At any time, the Grey Seer may adopt a new career from a Career Exit of a completed Council Minion Career. Please note: If a Skaven in a Council Minion Careers wishes to enter another Minion Career, they must complete all the skills and advances before entering the next career. This rule applies to both Grey Seers and Council Minions. If the Skaven decides or is forced to go into a non-Council Minion Career, such as Renegade or Slave, than they do not need to finish all of the Council Minion Career before moving on.

AGITATOR

When dealing with other races and the Warlord Clans, the Council will employ agents able to stir up support, and influence others. Agitators are often intermediaries between human collaborators and the Council of Thirteen. They seek to manipulate and control others through threats, bribes, and offering information. The Agitators are often Grey Seers or other Council Agents who can be relied upon to remain pure and loyal to Skavendom. Their job is risky, and they may become ensnared in their own plots and treacheries, or captured by human authorities.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|---|---|---|-----|---|-----|-----|---|-----|-----|-----|
| - | +10 | - | - | - | +2 | +20 | - | - | +20 | +20 | +20 | +20 | +20 |
| Skills | | | | | Trappings | | | | | Social Level: 4 | | | |
| Bribery Hypnotize Charm Influence History Speak Old Worlder | | | | | Concealed Amulet of Council Authority Long Knife Warpstone Capsule (Concealed) Whatever Items Deemed Necessary for Task | | | | | Career Entries Black Agent Skaven Squealer (By Council Invitation Only) Grey Seer | | | |
| | | | | | | | | | | Career Exits Black Agent Council Agent Council Mediator Grey Seer of Next Level (if entered from a Grey Seer Career) | | | |



BLACK AGENT

The Council constantly seeks to extend its power over the civilizations that lie above the Skaven Under-Empire. To fulfill their schemes, the Council trains and then deploys a number of its agents amongst the societies above. Assisting Agitators, Council Spies, and other agents are the Skaven known as the Black Agents. Specialists in stealth and abduction, they operate as a secretive enforcement arm of the Council. Abductions of humans, such as nobles and other authority figures are often the work of Black Agents, who kidnap important targets and then return them to the Council, to be tortured, interrogated, sacrificed, or held for hostage. Their job is a demanding one, involving operating at night in human cities, sneaking about undetected, and eliminating any guards, watchmen, or sentries that stand in their way. Once the element of surprise is lost, and they are discovered or a hue and cry is raised, they may be captured, killed, or forced to flee back into the sewers, possibly upsetting all the carefully laid plans.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|---|---|-----|----|-----|-----|--|-----|-----|-----|
| - | +20 | +20 | +2 | - | +6 | +30 | +2 | +20 | +10 | +10 | +20 | +10 | - |
| Skills | | | | | Trappings | | | | | Social Level: 3 | | | |
| Conceal Urban Strike Mighty Blow Scale Sheer Surface Strike to Injure Shadowing Strike to Stun Silent Move Urban Specialist Weapon Blowpipe Specialist Weapon Net Spot Trap Street Fighting | | | | | Barbed Net Black Robes with Hood Blowpipe and Darts. Club Concealed Amulet of Council Authority Hand Weapon Rope and Padded Grappling Hook Warpstone Capsule | | | | | Career Entries Agitator Council Agent Grey Seer of next Level (if a Grey Seer) Night Creeper (By Council Invitation Only) | | | |
| | | | | | | | | | | Career Exits Agitator Council Agent Council Honor Guard Grey Seer (if entered from a Grey Seer Career) | | | |



COUNCIL AGENT

The Council Agents are Skaven that work closely to coordinate all of the Skaven actions in the Under-Empire. Their duties demand that they act openly, using their Council authority to remove whatever obstacles are in the way of the Council plots, demanding council with Clan Chieftains and all other formal political actions.

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They are capable of subterfuge, and travel about carefully noting anything of interest. Unlike most of the other minions of the Council, Council Agents are responsible for directing and implementing Council policy and directing other Council minions. They monitor the actions of other agents to make certain that all the other Council Agents are working effectively and are receiving the necessary support. This position is one usually given to those agents who have proven valuable in the past and are now deemed to knowledgeable and competent to lose in field duties.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|--|----|-----|---|---|-----|-----|-----|-----|-----|
| - | +10 | - | - | - | +4 | +20 | - | - | +10 | +20 | +20 | +30 | +10 |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Acting Blather Cryptography Disguise Read/Write Shadowing | | | | Concealed Amulet of Council Authority Warpstone Poison Capsule Whatever assistance is deemed necessary | | | | Career Entries Agitator Black Agent Council Spy Grey Seer | | | | | |
| | | | | | | | | Career Exits Agitator Black Agent Council Assessor Council Inquisitor Council Spy Grey Seer of Next Level (if a Grey Seer) | | | | | |

COUNCIL ASSESSOR

The Council Assessor is sent by the Council to confirm or assess Clan wealth or power. It is their job to note the size of Warpstone deposits and monitor troops. They ensure that treaties are kept, monitoring the sides in the conflict, and they also watch over other Council Minions to make sure that there is no abuse of Council wealth and power. Assessors report back any discrepancy in Council policy or in those administering it, and are often allowed to "rectify" the situation with the authority of the Council. Other duties include monitoring trade and supervising the acquisition of wealth from the races above. This wealth is then used to buy or bribe agents on the surface for Skaven plots. They are extremely powerful individuals and play pivotal roles in machinations of the Council and the Horned Rat. The Council Assessor even has a position higher than that of Council Agents.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|---|----|-----|---|--|-----|-----|-----|-----|-----|
| - | +10 | - | - | - | +2 | +20 | - | +20 | +20 | +30 | +30 | +30 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Evaluate Haggle Intimidate Numismatic Read/Write Super Numerate Torture | | | | d6 Stormvermin Bodyguards Amulet of Council Authority Tablet of Council Authority Council Agent Aide Council Spy (in place at location) | | | | Career Entries Council Agent Council Spy | | | | | |
| | | | | | | | | Career Exits Advisor Council Inquisitor Council Mediator Grey Seer of Next Level (if a Grey Seer) | | | | | |

COUNCIL HONOR GUARD

The Skaven are not renown for their individual abilities on the battlefield. There are those Skaven however who excel at the martial arts and are the equal of any other warrior, and the best of these Skaven are known as the Council Honor Guard. The tall Albino Council Guards have the deserved reputation of being the fiercest and most skilled of Skaven Warriors. All of the Honor Guard are over six feet with white fur, and well trained with remarkably high morale. Their most distinctive feature is their white fur, which some are born with but others receive as a token of the will of the Horned Rat. Fanatically loyal to the Council of Thirteen the Council Guard never surrender and fight ferociously. Their responsibilities are to guard the unholy Skaven temple to the Horned Rat in Skavenblight and to guard the Council of Thirteen while in session.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|----|---|----|-----|----|--|-----|-----|-----|-----|-----|
| - | +30 | - | +2 | +2 | +6 | +30 | +2 | - | +30 | +10 | +30 | +30 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Disarm Dodge Blow Specialist Halberd Specialist Weapon Two Handed Street Fighting Strike Mighty Blow Strike to Stun Strike to Injure Strongskaven | | | | Breastplate Halberd Helmet Sleeved Mail Coat Two handed Sword | | | | Career Entries Black Agents Clan Chieftain (By Council Invitation Only) Council Warlord (By Council Invitation Only) | | | | | |
| | | | | | | | | Career Exits Advisor Clan Warlord Council Inquisitor | | | | | |



COUNCIL INQUISITOR

The worst fate to befall a Skaven is to fall under the suspicion or into the clutches of a Council Inquisitor. The Council Inquisitors are amongst the most fanatic and blindly loyal of the Council Minions. It is their duty to root out and extract confessions from traitorous, treasonous, disloyal, heretical, or renegade

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Skaven. Proof or evidence of a Skaven's innocence to the Inquisitors is merely a well thought out scheme by enemies of the Council to free the traitor. For the Council Inquisitor, suspicion alone is enough to prove guilt. And no matter how innocent or guilty the accused is, the Inquisitors will always get a confession, and almost always under duress and torture. Even those caught in the act of treachery, will undergo an inquisition. The Inquisitors are not concerned with such trivial notions as "justice" and "the truth", but rather are more concerned with setting up, torturing, and attaining confessions from those chosen by the Council as scapegoats.

One of the reasons they are most feared are the lengths they will go to "extracting" the truth from an unwilling "subject". The Inquisitors usually start off by typical means of torture, such as thumb-screws, racks, iron maidens, starvation, sleep deprivation, hot coals, hot metal implements, glass in the eyes, repeated drownings, emasculation, flaying, and then move onto more intricate means, using surgical methods to remove non-vital organs, to gradually strip the muscles away, to aggravate and expose nerves, and then onto even more sophisticated measures, such as the use of chemical interrogation, forcing their victims to consume all manner of potions, poisons, and other chemicals to cause misery. If their victim still retains their will, they will then simply administer a "truth serum" and extract a response that way, or attempt to use hypnosis, but these last two mundane but successful methods are a last resort, and frowned upon due to their minimal ability to inflict lasting pain, torment and crippling injuries to their recipient. For the Inquisitors, the anguish and agony they cause is their meat and drink, the essence of their occupation, and they take pride in extracting the truth only after endless hours of the screams and pleading and choking of their victims. Many Inquisitors will ignore the early confessions just to prolong the Inquisitor's pleasure and the victim's suffering. These Inquisitors are as much experts in keeping their victims alive for further torture as they are at mutilating and maiming their victims body, mind, and spirit.

The Inquisitors are truly sinister individuals supporting the Council, and amongst the most trusted of their agents. However, the intricate nature of Skaven society, the plotting often results in an Inquisitor occasionally falling under the scalpel, the brands, and the bone saws of their fellow Inquisitors...

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|--|----|-----|---|--|-----|-----|-----|-----|-----|
| - | +10 | - | - | - | +4 | +20 | - | +30 | +10 | +20 | +30 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Heal Wounds Herb Lore Intimidate Manufacture Potions Prepare Poisons Speak Additional Language (usually Old Wordler) Specialist Weapon-Whip Surgery Torture | | | | Amulet of Council Authority Black Peaked Inquisitor Hood Black Inquisitor Robes Bone Saw Daggers Herbal Truth Serums (-40 WP during Interrogation Tests) Numerous Nightmarish Torture Instruments of Iron and Leather Scourge and Whips | | | | Career Entries Council Agent Council Assessor Council Honor Guard Council Spy Skaven Torturer (By Council Invitation Only) | | | | | |
| | | | | | | | | Career Exits Council Assessor Council Spy Grey Seer of Next Level (if a Grey Seer) | | | | | |

COUNCIL MEDIATOR

The Council must rule over many various Clans that all have differing styles of leadership, cultural variations, and needs. To further complicate leadership are the internal divisions and the degree to which every other Skaven is plotting to kill off their fellow Skaven. When warfare breaks out, or threatens to break out, the Council may send a Council Mediator to assess the situation. If the issues are harmful to Council interests, the Mediator may seek to end it by mediating between the sides. If fighting could be in the Council's interest, than the Mediator will pretend to seek a solution, while subtly manipulating the sides to ensure that the Councils interests are met. Meeting with sides secretly, presenting false or unattainable demands, showing favoritism, and outright lying are all means of aggravating the tensions existing between the two sides. Of course, the effective Mediator will make certain that none know they are being manipulated, except for

the masterful Council Mediator, who if successful, will leave the bloodshed behind to continue further Council missions.

The Council Mediators are amongst the most knowledgeable Skaven in terms of Skaven politics. The problem arises when these experts of political maneuvering, deception, and manipulation work against each other in hopes of promotion or favor. The resulting treachery is unsurpassed by all except for the Councils own devious machinations. Of all the Skaven minions, the Mediators exert the most power.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|----|----|---|--|----|-----|---|---|-----|-----|-----|-----|-----|
| - | - | - | - | - | +2 | +30 | - | - | +30 | +30 | +30 | +30 | +20 |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Acting History Blather Influence Charm Intimidate Diplomacy Law (Skaven) Dynastic (Skaven) Wit Haggle | | | | Amulet of Council Authority Council Robes d6 Honor Guard Services of a Council Spy and Council Agent Skaven Scribe | | | | Career Entries Agitator Council Assessor Council Spy | | | | | |
| | | | | Knowledge | | | | Career Exits Advisor Grey Seer of Next Level (if a Grey Seer) Council Spy | | | | | |

COUNCIL SPY

Council Spies are similar to Council Agents, except that their work is far more specialized, accomplishing their means wholly through deception and subterfuge. Secretly insinuating themselves in Clans, they will operate for months, fulfilling Council orders, preparing to assist Clan Eshin assassination, Black Agent abductions, and spying on the Clans. The Council Spies are amongst the most common of Council minions and they are responsible for implementing most of the Skaven plans. Council Spies frequently work in conjunction with other spies that they may not be aware of, usually coordinated by a Council Agent. A handful of Council Spies operate in human society under close Council scrutiny, but they act and operate secretly in a manner where they cannot be seen, since it is nearly impossible for them to pass as human. They typically exert their energy through the use of anonymous tips and indirect subterfuge such as theft and redistribution of important or sensitive documents.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|---|--|----|-----|----|--|----|-----|-----|-----|-----|
| - | +20 | +20 | - | - | +6 | +40 | +1 | +40 | - | +20 | +40 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Conceal Urban Palm Object Pick Locks Read Lips Scale Sheer Surface Shadowing Silent Move Urban Sixth Sense | | | | Dagger Warpstone Poison Capsule Whatever Assistance or Equipment Deemed Necessary | | | | Career Entries Black Agent Council Agent Council Assessor Council Inquisitor Council Mediator | | | | | |
| | | | | | | | | Career Exits Agitator Black Agent Council Assessor Council Inquisitor Council Mediator Grey Seer of Next Level (if a Grey Seer) | | | | | |

Chapter Thirteen-Cult of the Horned Rat

“To surmise and see that those things that happen beyond our earthly sphere are reflected in consequences and implications here in the worldly sphere requires no great degree of thought. But is not our world one of Chaos? Is it not simply Chaos bound by natural laws in an orderly fashion and to a lesser extent by the order and perceptions of our minds? Are the supernatural and the natural not intertwined as lovers are? Now what if- as conjecture leads me to speculate- that not only the realms beyond us influence us- but that we too influence those things greater and far more terrible than us...

...is it possible that the skaven are no less than a manifestation, a dark and morbid reflection of mans’ cities, his civilization, even his fears? Are not the Skaven, their religion, and their foul dank world not just a growing shadow and a dark twin of man’s deep and barren nature?”
-a passage from *The Malefactorum*, by Professor Theodosius.

Professor Theodosius, senior lecturer on Philosophy at the Nuln University, shortly before his mysterious disappearance, wrote *The Malefactorum*. This text proposed that in some way, nature of man and his cities are at least partly responsible for the manifestation of the Skaven and the Horned Rat. The whole issue was hotly debated with the printing of his book, until the intervention and suppression by the Cult of Sigmar, and the consequent burning of the debating Philosophy professors and “purification” of the remaining faculty. While an interesting idea, it is of course pure conjecture, and no one knows the true nature of the Skaven or their horned god.



The Horned Rat

Description

The Horned Rat is the fearsome and insidious deity of the Skaven. Worshipped as the creator of the Skaven, the Horned Rat has seen fit to intervene to make live appearances, killing a couple of Skaven to bring Skaven society into line with his wishes. The Horned Rat seeks to overthrow the existing order by undermining it, gnawing away at the roots of the social existing order. The Skaven often call the Horned Rat the “Gnawer at the Roots of Reality”, or the “Gnawer of the Fabric of the Universe”. The Horned Rat is represented as either an immense black rat with red eyes, or as a huge black Skaven.

Central to the Cult of the Horned Rat is the belief that the Horned Rat will purge the world of all the dwellers above ground. In a ghastly cataclysm of disease and pestilence, the Skaven will boil out from their hidden fortresses and overthrow the civilizations above, and the Horned Rat’s children, the Skaven, shall inherit the earth.

Alignment

All worshippers of the Horned Rat are Chaotic. Those non-Skaven that turn to worship the Horned Rat will begin to find their thoughts being warped and twisted, and a gradual shift to Chaotic will be inevitable.

Symbol

The symbol of the Horned Rat is a rough equilateral triangle, composed of three overlapping lines, with one point facing down. This symbol is prominent in Skaven heraldry, often splashed across shields and embellishing Skaven war banners. Many Skaven will brand or paint the symbol on themselves. The number thirteen figures prominently in the Cult of the Horned Rat, and is deemed a fortuitous number.

Area of Worship

The Horned Rat is worshipped by most Skaven in the Under Empire, but the Horned Rat is not exclusively served by Skaven. Under the bustling human cities, there are small cabals and cults of humans who serve Skavendom and practice dark

rituals. Many are humans who have made foul deals with Skaven for dark and forbidden knowledge. Other humans rely on Skaven to aid them by abducting, killing, or spying on their rivals. Skaven frequently employ ambitious and unethical humans as their favored servants. Through the use of blackmail and the dissemination of knowledge, the Skaven can wield great influence in the cities of men.

Some humans seek to be spared the doom that the Skaven believe will befall humanity. All these humans worship in secret, often coerced into doing foul deeds, such as providing sacrificial victims, or recruiting more members. These groups are usually led by Grey Seers or other servants of the Council of Thirteen.

Temples

Skavenblight, the center of Skaven culture, is the heart of the Cult of the Horned Rat. Here in Skavenblight is an ancient temple built in a massive tower that reaches into the clouds. This ancient tower is believed to have been built by either men or dwarves, before the coming of the Skaven. The Council of Thirteen’s chamber is in the inner sanctum of this blighted temple. Within this temple innumerable and horrible rites have been practiced by the blood-drenched worshippers of the Horned Rat. There are also smaller shrines to the Horned Rat in most Clan Holds in the Underground Empire.

Friends and Enemies

According to Cult doctrine, all civilized races like humans, Dwarves, and Elves are natural enemies of the Skaven. They should be used and manipulated by the Skaven to spread misinformation, distrust, and corruption, hastening the Horned One’s arrival. Any temporary pacts or dealings should seek to further these ends.

All other religions, and the other Chaos gods, are despised. Particularly hated is Nagash and his Undead legions, with whom the Council has battled with innumerable times.

Unholy Days

Many foul rites are observed on nights when Morrslieb is full or new. The Holy Day of the Cult is the day of the Horned One’s Incarnation during Vermintide.

Cult Requirements

Only Grey Seers may serve as official representatives of the Horned Rat. A number of Skaven Seers serve as interpreters of the Horned Rat’s will, but then again, these unofficial seers are often executed as heretics by the Grey Seers when their divinations prove contrary or uncomplimentary to the will of the Council. A sub-cult also exists, known as the Priesthood of Pestilence within Clan Pestilens. Although this is not legally recognized, the Grey Seers ignore its existence.

Strictures

- Never disobey an order or decree from the Council of Thirteen.
- Always plot towards the Coming of the Horned One.
- Never doubt the superiority of the Horned One.
- Never enter an honest deal with Humans.
- Always respect Agents of the Council.

Spell Use

Grey Seers may use Battle Magic and Skaven spells.

Skills

In addition to the skills that Grey Seers and their Initiates learn, they must learn one of the following at each level: Bribery (blackmail), Charm Animal-Rats, Divination, Immunity to Poison, and Immunity to Disease. Each costs 100 Experience Points.

Trials

Trials for followers of the Horned One include recovery of Warpstone, abduction or killing of Cult enemies, betraying human allies, or infiltrating society. Also considered a trial would be any dangerous assignment offered to a Grey Seer by the Council of Thirteen.

Blessings

Blessings for Skaven will give bonuses to Bribery, Charming, Divination, Silent Move, or Orientation (underground only). One of the most common of blessings of the Horned Rat will turn the Skaven into an albinos, clearly marking that Skaven as a favored one. Other blessings include “gifts” of mutations.

Chapter Fourteen-Skaven Magic

Breathing hard, in short ragged gasps, Grey Seer Gristn'shir pulled himself up from all fours, the bodies of his Skaven bodyguard littered about him, charred and smoking from the blast that had nearly killed him. The Grey Seer quickly and quietly reached to the pouch at his waist. Reaching in, Gristn'shir pulled out a handful of gray powder, that almost seemed to move in his palm. Gristn'shir ignored the blood that flowed out of his mouth as he greedily gobbled down the oozing Warpstone. Instantly, he felt a wild surge of energy, pouring through his body, permeating every inch of him, with an intoxicating and heady feeling as his heart nearly burst out his chest, his eyes bulging, each muscle tense with anticipation. Gristn'shir saw the humans through the smoke, and focused all of his attention on the red robed wizard. Screeching forth the incantations, confidently in a shrill voice, as the power gathered around him, he focused all that awesome warp-tainted power in a blast of eerie lightning at the manling wizard and his companions.

Skaven Spellcasting

Only two groups of Skaven are capable of spell casting, Skaven Grey Seers and the Warlock Engineers of Clan Skryre. The exceptions to this rule are the original Grey Lords, who have nearly all died. The peculiar nature of the Skaven means that there are required a different set of rules for their spell casting abilities. These following rules only apply to Grey Seers and the Warp Engineers of Clan Skryre, since they are the only Skaven permitted to cast spells.

The Inherent Magical Nature of Skaven

All Skaven, being creatures of Chaos, and the progeny of the Horned Rat, are imbued with a certain degree of magical potential. When a Grey Seer Initiate or a Clan Skryre Warp Engineer is trained, they learn to develop this latent potential. This is represented by the Skaven Initiate or Warpseer starting off with its *Inherent Magic Potential* or *IMP*. This is represented by rolling 2d4 at the start of the career. This is a fixed number and will never increase above this number, although it will be reduced temporarily through spellcasting. The *Inherent Magical Potential* Points are used like magic points to cast spells, and are recovered at a rate of two points per hour of rest or complete inactivity. Since these points will never rise higher than the initial roll, to power greater spells the Skaven must consume Warpstone to provide them with the necessary power.

Skaven Spells

The Skaven differ considerably in their magical knowledge from the other races. The Skaven, being the blessed servants of the Horned Rat have been given special knowledge and foul incantations by their fiendish lord. Both the Grey Seers and the Clan Skryre spellcasters share some of the same spells, but each have spells specific to their traditions, but the Grey Seer spells are greater in power. If the Skaven spells seem powerful, it should be noted that a great many of them have long-term residual effects, rather than merely being awesome displays of pyrotechnics, and therefore need to be carefully thought out before being used. Grey Seers often hide beneath the houses of prominent people, casting spells to erode their mental state and sow discontent amongst friends. Grey Seer spells appear as an eclectic mixture of spells incorporating effects similar to Daemonology, Necromantic, Battle Magic, and even a few Illusionist spells, but they are quite different in some ways than typical spells, and their descriptions and limitations should be carefully read.

Spellcasters from Clan Skryre have access to all Skaven spells known as "Skaven Battle" spells. Furthermore they also have access to all Battle Magic Spells from the Warhammer Fantasy Role Play book. These Battle Magic spells are not common knowledge, and are jealously guarded by other Skaven, and hence are

difficult to find and learn. If a Warlock does find such spells, due to the difference in magical traditions, all Skaven learning normal Battle Magic Spells suffer a -10 to their roll for learning. Warlocks may never specialize in any other realms of magic, and may never learn any Seer spells, spells designated as "Seer" in the spell's description under "Spell Type". Warlocks are treated as wizards in all other aspects that are not covered in this chapter.

Grey Seer gain their knowledge from the Horned Rat, in a manner similar to Clerics, and must roll on the Cleric table for Advancement (add +10 to the roll if a human sacrifice is involved during the ritual of advancement!). Grey Seers may never learn the spells privy only to Clan Skryre (those spells in their description that do not say "Seer"). Unless contradicted by the rules in this chapter, treat all Grey Seers as Clerics.

Optional Rule: It is suggested that Grey Seers may choose one spell per level from a specialist field of magic (all except Necromancy or Elementalism), as this gives each Skaven a minor sphere of interest. Such spells are granted as a divine gift of the Horned Rat.

Also, all spells are listed with an ingredient. Those GMs feeling that the intake of warpstone is sufficient to fuel a spell may ignore these, but the ingredients are listed there as a way to prevent players from using the spells far too often. A GM is strongly encouraged to make use of these ingredients in limiting the awesome power of Skaven as well as making the magic a bit more interesting.

The Role of Warpstone in Spell Casting

By consuming refined pieces of Warpstone, or quaffing Warpstone potions, the Skaven can provide itself with a readily accessible amount of magic points. If a Skaven is not anticipating the need for spellcasting, they will often conserve their small and precious amounts, and when needed, will consume whatever amount is necessary. If expecting enemies, or battle, the Skaven may consume large amounts of Warpstone, glutting itself on the power of the Warpstone. How much Warpstone that can be consumed in a period is determined by the Skaven's ability to process and endure the effects of Warpstone consumption.

Warpstone Consumption (WC)

Whenever a Skaven consumes a certain amount of Warpstone, two things happen. First, the amount of Warpstone consumed gives the Skaven spellcaster a certain amount of Magic Points to spend on casting spells, and this amount is depleted as the sorcerer expends them for spells. Second, as the Skaven consumes the Warpstone, he starts to raise the amount of active Warpstone in its body. This is represented by *Warpstone Consumption* or *WC*. For each piece of Warpstone consumed, the *Warpstone Consumption* is raised by the same number of Magic Points gained. This *Warpstone Consumption* starts at zero, and is cumulative as the amount of Warpstone consumes continues to increase, to indicate the rising amount of Warpstone poisoning in the Skaven's body.

This *Warpstone Consumption* has no connection to the *Inherent Magic Point* score, and the basic points from *IMP* should never be included in the *Warpstone Consumption* score.

This *Warpstone Consumption* score can only be reduced by rest. When a Skaven finds the time to sleep, the body assimilates and absorbs the energy. For each hour of rest, both the *Magic Point* score and the *Warpstone Consumption* are reduced by one quarter of its total. After four hours of sleep, all the *Magic Points* gained from the consuming Warpstone will have leaked away, and the *Warpstone Consumption* will be reduced as the body renders the active Warpstone inert. This rest will not reduce the number of *Inherent Magic Points*, and four hours of rest will actually raise the *IMP* up to eight points, but it may never exceed the maximum for that Skaven. Any sleep over four hours has no other benefit than leaving the spellcaster refreshed and ready for a brand new day!

Example: Sitskritch the Grey Seer has an *IMP* of five, and no *MPs* or *WCs*. Finding it necessary to cast a spell, he consumes his first piece of Warpstone, and gains four *Magic Points*, these points are added to its *Inherent Magic Points (IMP)* of five for a total of nine *Magic Points*. But this consumption of Warpstone pollutes his body, and its *Warpstone Consumption* rises from zero to four, an amount equal to the increase in *Magic Points* from the consumed Warpstone.

Warpstone Tolerance (WT)

This consumption of raw power, if unrestrained or carried on unabated, can have profound effects on its consumer, poisoning the consumer's mind and body. Experienced Skaven are able to consume and tolerate far more energy than less experienced Skaven. This threshold of tolerance is represented by *Warpstone Tolerance* abbreviated to *WT*. This represents the safe amount of Warpstone that the Skaven can tolerate. For every level of experience, the Skaven spell caster gains 3d6 points to the *Warpstone Tolerance*. This is a fixed number, and will rarely decrease, and will only increase on the attainment of another level.

When the Skaven consumes the Warpstone, the *Warpstone Consumption* will start to rise towards the number represented by *Warpstone Tolerance*. The *Warpstone Tolerance* is essentially a cap on the amount of Warpstone that the Skaven can safely consume. This keeps the Skaven from casting endless amounts of spells by glutting itself on Warpstone every time it needs to cast a spell. Once the *Warpstone Consumption* has reached the same number as *Warpstone Tolerance*, the Skaven should reconsider any thought of consuming further Warpstone, as dire consequences can result. Eventually, with sleep the *Warpstone Consumption* will drop, allowing the Skaven to cast more spells within the limit maintained by its *Warpstone Tolerance*.

A problem arises though with the unpredictable nature of Warpstone. Because of the random roll, the Skaven can never be sure when its *Warpstone Consumption* will exceed its *Warpstone Tolerance*. By consuming Warpstone when the Skaven's *Warpstone Consumption* is below the *Warpstone Tolerance*, the Skaven may find that amount causes it to exceed the *Warpstone Tolerance* even if this was unintended. This also makes it difficult for the Skaven to "top" off on Magic Points or to reach their full potential. To deal with this issue, Skaven have trained their bodies when to discard the extra energy that would push them over the limit. When a Skaven is under its *Warpstone Tolerance*, yet consumes a particular amount that exceeds the *Warpstone Tolerance*, the *Warpstone Consumption* simply matches the *Warpstone Tolerance* as the excess is discarded, no matter how much energy in Magic Points or *Warpstone Consumption* points is wasted. If the Skaven then proceeds to consume more than the *Warpstone Consumption* will continue to increase above the *Warpstone Tolerance*. This is called *Overconsumption*.

Note: A cruel GM can decide to ignore a Skaven's ability to blow off energy when their *Warpstone Consumption* equals their *Warpstone Tolerance*. If the Skaven's roll for *Warpstone intake* exceeds the *Warpstone Tolerance*, then *Overconsumption* has occurred. This makes spellcasting more risky for Skaven. This method is perfectly acceptable as well, and should intimidate player Skaven from abusing this system by "maxing" out.

A compromise between the two systems is to require the Skaven attempting to "blow off" the excess energy to make a Will Power roll. If they fail, then they were unable to expend the energy and instead internalize it and resulting in *Overconsumption*.

Overconsumption

Foolhardy or desperate Skaven will push themselves beyond their limits, and exceed their potential. While this does allow them the ability to cast further spells, the risks to their mind and body are great. This act is called *Overconsumption*, and it occurs when *Warpstone Consumption* has exceeded the *Warpstone Tolerance*. This excess number over *Warpstone Tolerance* is known as *Overconsumption*, and is used for two purposes.

First, any *Overconsumption* automatically affects the Skaven's mind. The amount the *Warpstone Consumption* exceeds the *Warpstone Tolerance* is used to negatively modify the Will Power characteristic until the Skaven's body can rest from the overexertion. This reflects the intoxicating and disorienting effects of overuse. This will affect all tests made on the Skaven's Will Power. A side effect is that depending on the amount taken, the Skaven will gain Insanity points. The number are detailed under the various amounts and forms of Warpstone.

Second, when the Skaven indulges in *Overconsumption*, the overconsuming Skaven must immediately make a Will Power test. It is important to remember that their Will Power characteristic and the resulting test will be reduced by the degree of *Overconsumption*. If they fail their test, they must roll on the following *Overconsumption Test Table*, and add the amount of *Overconsumption* to the roll.

Overconsumption Test Table

| Roll | Result |
|-------|---|
| 01-15 | The Overconsumption has directly affected the Skaven's ability to tolerate Warpstone and as a consequence the <i>Warpstone Tolerance</i> is reduced permanently by d10. |
| 16-25 | The Overconsumption has filled the Skaven with frightening images. The Skaven is in shock for d6 hours, and gains an additional 2d6 Insanity Points as a result. |
| 26-35 | The Skaven's body has been weakened by gluttony. The Skaven loses one point off of Toughness permanently. |
| 35-45 | The Skaven's body is eaten away on the inside by the corrosive effects of Overconsumption. The Skaven loses d3 Wounds immediately and permanently, and is crippled by stomach pains for d3 hours, and is unable to move, cast spells, or fight, and is considered a prone target. |
| 46-55 | The Skaven seems unaffected, but in d3 hours will gain a new random mutation over a period of d6 hours, where it will be unconscious from the pain. |
| 56-65 | The Skaven's will is eroded as the brain is ravaged, and the Skaven loses 10 points off of the Will Power characteristic permanently. |
| 66-75 | The Skaven's mind is deadened and damaged by the high degree of Warpstone present, and as a result loses ten points off of Intelligence permanently. |
| 76-85 | Major damage to the body's ability to regulate itself. The Skaven soils itself, and then discovers that its Will Power is reduced permanently by ten, and the <i>Warpstone Tolerance</i> is reduced permanently by 2d10. |
| 86-95 | The Skaven gains d3 mutations over the next three hours starting on the round of Overconsumption. The Skaven is unable to act as it squirms about on the ground in terrible agony. |
| 96+ | The Skaven has consumed far too much, and finds its bodies undergoing drastic and horrible changes. Its mind is destroyed, and its body altered. The Skaven's Mental Statistics (Ld, Int, Cl, WP, and Fel) all drop to 5. Its Initiative is halved, and it is subject to stupidity and gains 2d3 new mutations. For all intents and purposes, the Skaven is now a Chaos Spawn and the character is removed from the Player by the GM. |

Warpstone Talismans

Grey Seers possess a special item, their *Warpstone Talismans*. Each Grey Seer will possess one, which may take the form of an amulet, a brooch, or necklace or collar, or a stud driven into their head. The *Warpstone Talisman* may only be used by a Grey Seer. This *Talisman*, when worn by the Grey Seer, will siphon off and store the *Inherent Magic* in the Grey Seer, to a level of the Grey Seers *Inherent Magic Potential*. If a Grey Seer has an *Inherent Magic Potential* of four, then the *Talisman* will siphon off and store four points, and the Skaven will replenish its *Inherent Magic Potential*. The Magic Points stored away in the *Warpstone Talisman* are exactly similar to the *Inherent Magic Potential*, and essentially doubles the points that the Grey Seer has. Once all the points have been expended from the *Talisman*, the *Talisman* will siphon off points and the Grey Seer will replenish the points once the *Warpstone Talisman* has absorbed its potential.



Grey Seer Careers

The Grey Seers are the Horned Rat's representatives and servants among Skaven society. They are free of all Clan loyalties, and answer only to their superiors in the Cult of the Horned Rat, the Council of Thirteen, and the Horned Rat itself. Grey Seers are highly respected and feared in Skaven society. Few would think to interfere in Grey Seer activities, and even fewer would think to attack the Grey Seer. Any intervention in Grey Seer affairs is immediately punishable by death, by the Grey Seer or minions, immediately there and on the spot.

Grey Seers are given special duties by their superiors in the Cult and the Council of Thirteen. These duties may involve advising Clan Chieftains, suppressing rebellions, committing intrigue in Skaven Clan politics, seeding out Council enemies, assassinations, spying on Clans, religious rites and rituals, leading armies to war, conspiring and plotting against above ground dwellers, and maintaining the

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moral purity of Skavendom. They are undoubtedly the most fiendish and capable servants of the Horned Rat.

The Grey Seer is an extension of Council and Cult authority, and maintains an exceptional degree of authority and power. Although they avoid direct interference in Clan Chieftain or Clan Warlord policies, if those policies are considered impure or heretical, the Grey Seer may execute the offending authority.

Many Clans will petition the Council for a Grey Seer advisor to monitor, advise, and help defend the stronghold. Manipulation and political maneuvering within the Clan is smiled upon, as long as it is the Grey Seer with the power pulling the strings. The Grey Seers will routinely send in reports, and if they fail in their duties or their loyalties become divided between the host Clan and the Council, the offending Grey Seer will be pulled from their position and interrogated. Many Warlords and Chieftains seek to use the Grey Seer for their own vantage, despite that such activity is considered heretical, emphasizing a local authority over loyalty to the Cult. The greater danger to such scheming Chieftains and Warlords is that in their attempt to exploit and manipulate the Grey Seer, they will instead be exploited and manipulated by the Grey Seer unknowingly.

GREY SEER INITIATES

All potential Grey Seers are found at birth and sent to Skavenblight for training. Here, the survivors will become Grey Seer Initiates. After a period of tutelage, they are often sent alone or with groups of agents to perform minor duties. Such things include raids, advising, and aiding in rituals or rights.

They all start of with an *Inherent Magic Potential* of 2d4. This will never increase beyond its original value. The Initiates have not yet learned how to master the consumption of Warpstone, and are therefore do not yet possess a *Warpstone Tolerance*, and may not consume Warpstone for Magic Points.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|------------------|----|-----|---|--|----|-----|----|----|-----|
| - | - | - | - | - | +2 | +10 | - | - | - | - | - | - | - |
| Skills | | | | Trappings | | | | Social Level: 2 | | | | | |
| Arcane Language Skaven Cast Petty Spells Read/Write Scroll Lore One skill listed under Cult of the Horned Rat | | | | Initiate's Robes | | | | Career Entries Initial Career Entry Only | | | | | |
| | | | | | | | | Career Exits Grey Seer Level One Seer | | | | | |

GREY SEER LEVEL ONE

Once Grey Seers have successfully concluded their initiation, they are given a Grey Seer Talisman, and given a position in Skaven society to fulfill. They are often working as assistants to higher placed Grey Seers. After this career, they may choose to complete one of the careers listed in Career Exits and then later progress to Grey Seer Level Two, or they can simply proceed straight to Grey Seer Level Two.

When first attaining this level the Warpstone Tolerance of the Skaven increases by 3d6, and is cumulative for each additional level after the first.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|---|----|-----|---|---|-----|-----|-----|-----|-----|
| - | +10 | - | - | - | +2 | +10 | - | - | +10 | +10 | +10 | +10 | - |
| Skills | | | | Trappings | | | | Social Level: 3 | | | | | |
| Cast Grey Seer Spells Level 1 Cult Lore | | | | Grey Seer Robes Grey Seer Staff Grey Seer Warpstone | | | | Career Entries Grey Seer Initiate | | | | | |

| | | |
|---|---|--|
| Intimidate Magic Sense Public Speaking Refine Warpstone One skill listed under the Cult section | Talisman Talisman of Cult Authority Pouch with Three Measures of Refined Warpstone | Career Exits Grey Seer Level Two Advisor Agitator Council Agent |
|---|---|--|

GREY SEER LEVEL TWO

To progress beyond Level Two, the Grey Seer must have completed at least one Council Minion Career. If this has not been done at Level One, it must be done between Level Two and the advancement to Level Three.

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|----|---|---|----|-----|---|--|-----|-----|-----|-----|-----|
| - | +10 | - | - | +1 | +3 | +20 | - | +10 | +20 | +20 | +20 | +20 | - |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Cast Grey Seer Spells Level 2 Cult Doctrine Identify Undead Influence Magical Awareness Prepare Poison One skill listed under the Cult section | | | | Grey Seer Robes Grey Seer Staff Grey Seer Warpstone Talisman Talisman of Cult Authority Pouch with Five Measures of Refined Warpstone | | | | Career Entries Grey Seer Level One | | | | | |
| | | | | | | | | Career Exits Advisor Agitator Council Agent Grey Seer Level Three | | | | | |

GREY SEER LEVEL THREE

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|----|----|--|----|-----|---|---|-----|-----|-----|-----|-----|
| - | +20 | - | +1 | +1 | +4 | +30 | - | +20 | +30 | +30 | +30 | +30 | +10 |
| Skills | | | | Trappings | | | | Social Level: 4 | | | | | |
| Cast Grey Seer Spells Level 3 Manufacture Potions Manufacture Scrolls One skill listed in the Cult section | | | | Grey Seer Robes Grey Seer Staff Grey Seer Warpstone Talisman Pouch with Five Measures of Refined Warpstone Seal of the Cult Talisman of Council Authority Talisman of Cult Authority Vial of Warpdust Potion | | | | Career Entries Grey Seer Level Two | | | | | |
| | | | | | | | | Career Exits Advisor Agitator Council Agent Grey Seer Level Four | | | | | |

GREY SEER LEVEL FOUR

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|--|-----|-----|----|---|----|-----|---|--|-----|-----|-----|-----|-----|
| - | +20 | +10 | +1 | +2 | +6 | +40 | - | +30 | +40 | +40 | +30 | +30 | +20 |
| Skills | | | | Trappings | | | | Social Level: 5 | | | | | |
| Advanced Warpstone Experiments Arcane Language | | | | Grey Seer Robes Grey Seer Staff Grey Seer Warpstone | | | | Career Entries Grey Seer Level 3 | | | | | |

Career Exits

Any Council Career
(Except Council Honor
Guard)

Level One Spells

Agility of the Rat

Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2 per hour
Range: Touch
Duration: 1+ hours
Area of Effect: One Creature
Ingredients: Rat tail
Resistance: None

The Skaven is suddenly endowed with great agility. The enchanted Skaven has its Movement increased by +1, and all jumping, falling, and leaping rolls receive a +2 modifier to the rolls (see WFRP rulebook, page 75.). The Skaven is a bit edgy and distracted, and therefore there is no bonus to Initiative.

Alter Musk

Spell Level: 1
Spell Type: Grey Seer
Magic Points: 2
Range: Touch
Duration: 24 hours
Area of Effect: One Skaven
Ingredients: Dead rat
Resistance: None

Skaven are imbued with distinctive scents that other Skaven may recognize as related to or unique to an individual Skaven. Grey Seers have developed this spell to alter their scent to one different than their own. This will keep the Grey disguised Seer from being detected or identified by smell, and may throw off anyone tracking a Grey Seer who uses this spell to alter their musk.

Foul Mists

Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2
Range: Line of Sight
Duration: 2d6 rounds
Area of Effect: 10 yard diameter
Ingredients: Handful of Graveweed
Resistance: No WP, T test is allowed

This spell creates a reeking stagnant cloud within the caster's line of sight with a diameter of ten feet that affects all non-Skaven. All non-Skaven within the area of effect suffer from fits of violent choking and suffer a penalty of -10 to all their actions for each round they remain in the area of effect, and for each round after. No Will Power roll to resist is allowed, but a Toughness test may be made each round while in the mists to resist the effects, until a Toughness test is failed. Once a Toughness test has been failed, the player may no longer resist the effects until they exit the mists. Each round after exiting, the player may make Toughness tests to recover fully.

The mists are normally stationary, but can be pushed about by a Wind Blast or by some Elementalist spells. The Foul Mists can be dispelled at will by the spellcaster, and the effects end one round after dispel.

Frothing Bite

Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2
Range: Touch
Duration: d6 rounds

SKAVEN SPELL DESCRIPTIONS

Spell Level: Level of the spell

Spell Type: Whether it can be used by a Seer, Warplack, or both.

Magic Points: Minimum number of points to cast the spell, can be increased to lower the resistance if the target is allowed a Will Power roll to resist.

Range: The maximum range of the spell within line of sight.

Duration: The amount of time that the effect of the spell continues for.

Area of Effect: The boundaries of the spell's effect, different from its range in some cases.

Ingredients: These ingredients are necessary for the spell. Nearly all ingredients are used up in the spell, the exception being a Skull Chalice (from which the blood is quaffed) and a Copper Bell (from Tolling of the Bell).

Resistance: Whether or not Resistance is allowed. Those spells that say Will Power are normal Magic Tests and Magic Points can be used the round the spell first takes effect to lower or raise the Will Power. This is not possible with spells that test on other characteristics.

Skaven Spells

Level One

Agility of the Rat
Alter Musk
Foul Mists
Frothing Bite
Gleaming Eyes
Musk of Courage
Speak With Kin
Strengthen Wood
Summon Giant Rats
Warp Lightning

Level Two

Assume Form of the Rat
Clear Obstruction
Cloak Nature
Curse of Loathing
Enshrouding Mists
Hypnotic Gaze
Pestilent Breath
Putrefy
Resilience of the Rat
Skitterleap
Summon Daemonrunt
Summon Daemonwyrd
Summon Swarm of Rats
Wither

Level Three

Age Foe
Assume Form of a Giant Rat
Blackhunger
Cracks in the Mind
Dissent
Excavate
Musk of Cowering Fear
Poisonous Mists
Sanctuary of the Horned Rat
Summon Ratfiend
Summon Vermintide
Tolling of the Bell

Level Four

Burning Within
Corrupt Mind and Body
Cracks Call
Curse of the Horned One
Death Frenzy
Plague
Shade of the Horned Rat
Summon Verminlord

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Area of Effect: One Skaven
Ingredients: Rat tooth
Resistance: WP if recipient is unwilling

The recipient of the spell is overcome by a warpstone-induced state of madness. The inherent corruption and taint of the Skaven foams out of the Skaven's mouth in a foul diseased froth. The Skaven afflicted by the spell gains an additional bite attack, which is at +1 Strength and automatically causes *infected wounds*.

Gleaming Eyes

Spell Type: Skaven Battle, Seer
Spell Level: 1
Magic Points: 2
Range: 20 yards
Duration: One hour per level of spellcaster
Area of Effect:
Ingredients: Eyeball of a rat
Resistance: As per Illusions

The Skaven spellcaster creates an illusion of either the glowing eyes of a large horde of rats, or the malicious glares of d3 Skaven deep in the shadows anywhere within the spell's range. The spell looks for all intents and purposes as if a horde of rats or a few Skaven were silently watching from the darkness. At the spellcasters will, the illusionary eyes may move at any rate up to 64 yards per round. The horde can not move outside of the caster's line of sight, and can not cross any well-lit areas or else be dispelled.

This spell is particularly effective deep within the dark warrens of a Skaven lair, and can be used as a distraction. Beneath city sewers, this spell can often mislead or intimidate the overly curious.

Musk of Courage

Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2 per turn
Range: 24 yards diameter
Duration: 1+ turns
Area of Effect: 24 yard diameter around caster
Ingredients: Dried heart of a dwarf
Resistance: WP if recipients are unwilling

The spellcaster exudes a musk that inspires all Skaven within 24 yards. This spell emboldens the Skaven to a degree of courage they rarely attain. These Skaven are immune to all non-Fear and non-Terror Leadership tests that they need to make. Against Fear and Terror tests they receive +10 to their roll. The spell caster exuding the musk is particularly bold, and does not need to make any Leadership tests, and is immune to the effects of spells that require a test versus Leadership.

The effects of this spell apply only to Skaven. If the caster is killed all the benefits of this spell are immediately lost.

Speak With Kin

Spell Level: 1
Spell Type: Seer
Magic Points: 1
Range: 5 yards
Duration: 1 minute per level
Area of Effect: 5 yards radius around caster
Ingredients: Tongue of a rat & Skaven
Resistance: None

The Grey Seer has the ability to talk with rats or giant rats within range. This spell allows audible verbal communication with the rat in a manner that the Grey Seer and any rats in hearing range can comprehend. All other creatures around the area of effect cannot understand this conversation, and are probably unaware that any intelligible communication is even occurring. Communication is basic and limited in description and content. Questions like "Which way out?" and "Have you seen any men pass?" are simple questions and will elicit a one or more word answer. Any question that a GM thinks is of any difficulty requires a Test

against the creature's Intelligence of 10 or 14 (depending on the type of rat). Questions such as "Was it a man or a dwarf?" and "How many Skaven came this way?" would be difficult and require such an Intelligence Test. Questions such as "Was the man a wizard?" and "How long ago did this happen?" are beyond the intelligence and receive either no answer or misleading responses.

Strengthen Wood

Spell Level:
Spell Type: Skaven Battle
Magic Points:
Range: Touch
Duration: 24 hours
Area of Effect: 8'x4'x6"
Ingredients: Piece of petrified wood
Resistance: None

This invocation is used by Warlocks Engineers to strengthen doors or War Machines. This spell is used with devastating effectiveness on weapons like the Doomwheel. The spell adds +2 to the Toughness of a door or other wooden construction, and raises its Wounds by 25% of its original Wound score. Skaven attempting to buy time in escaping cast this spell on a reinforced door to buy themselves time to escape. A side effect of the spell is that the wooden structure is no longer *flammable*.

Summon Giant Rats

Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 2 per giant rat per hour
Range: 12 yards
Duration: One hour +
Area of Effect: 1-4 Giant Rats
Ingredients: A piece of rotting flesh
Resistance: None

The spell caster may summon one giant rat per spell level. The giant rats will appear in d3 rounds within 12 yards of the caster, and will obey rudimentary instructions given by the Skaven with no regard for their own lives. When the spell ends they scamper away into the darkness.

Warplightning

Spell Level: 1
Spell Type: Skaven Battle, Seer
Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Area of Effect: 48 yard path 1 yard wide
Ingredients: A copper wire
Resistance: None; *Dodge* for half damage

This spell crafts a bolt of pure chaos in the form of warplightning, which does a S 5 hit on a d10 die roll, and metallic Armor, does not reduce the damage, although magical armor will reduce damage. The bolt causes Warpstone Corruption as well, see the Warpstone Corruption chart. The Warplightning will carry on in the same direction, striking any targets within its path, for the full range of the spell. This is a Magic Missile spell with no chance of resisting, although the targets, if aware of the bolt and not engaged in combat, may make an Initiative test, and if successful take only half damage from the bolt. Unlike most magic missile spells, the spell caster using this spell may not cast multiple bolts at higher levels.

Should the spell be cast at a target in water, all targets in the same body of water receive a S 3 hit on a d6 as the energy courses through the water. The bolt will stop at the first target in the water, grounding through them.



Level Two Spells

Assume Form of the Rat

Spell Level: 2
 Spell Type: Seer
 Magic Points: 4 +1 per turn
 Range: Personal
 Duration: 1+ turns
 Area of Effect: Spellcaster
 Ingredients: Stuffed rat
 Resistance: None

The Spellcaster is transformed into either a Rock Rat or a Normal Rat. All of his possessions are transformed with him, but cannot be used. Neither will the items provide any magical benefits even if they normally do. He has half his normal wounds, and retains his normal Ld, Int, Cl, and WP stats, but the rest are identical to the basic profile of the chosen rat type. The caster can end the spell at will, but may not cast any spells or use any items while in rat form. When the caster ends the spell, he reverts back to his normal Skaven form.

Clear Obstruction

Spell Level: 2
 Spell Type: Skaven Battle
 Magic Points: 4
 Range: Touch
 Duration: Instantaneous
 Area of Effect: 10'x10'x10' area
 Ingredients: Sand from an hourglass
 Resistance: None

This spell is used by Clan Skryre to make hasty excavations. This spell erodes up to 10 by 10 by 10 of unworked or collapsed earth, or will do a single Strength 10 hit to any worked stone construction or earthen embankment. The spell is useful for weakening or destroying a wall. Those on the wall or within 3 yards take a S 4 hit. This spell's effects are loud and noisy. This spell will not affect any earth elemental. Should this spell be cast on an area that contains warpstone, the warpstone or warpdust is not affected by the spell, but drops to the floor of the recently excavated area.

Cloak Nature

Spell Level: 2
 Spell Type: Seer
 Magic Points: 2 per turn
 Range: Personal
 Duration: One or more turns
 Area of Effect: Grey Seer
 Ingredients: Bit of brain of creature to resemble
 Resistance: As per Illusionist spell

This illusionary spell allows the spellcaster to appear as a living, bipedal, humanoid figure. The Grey Seer may appear up to two feet taller or shorter than their real height, so that most Skaven could reasonably pass as Orc, Goblin, Human, Elf, or Dwarf. This only allows the appearance of, and does not aid in communication between the Skaven and others, nor does it conceal the scent of the Skaven. Those touching the Grey Seer are allowed an immediate Intelligence test with no penalty to notice that something is wrong, but so effective is visual use of the spell that in most circumstances an Intelligence test to dispel this illusion is not normally allowed, although animals and creatures with a keen sense of smell may notice and respond suspiciously or possibly even belligerently. Use of the Alter Musk smell will prevent scent from being a factor.

Curse of Loathing

Spell Level: 2
 Spell Type: Seer
 Magic Points: 4
 Range: 48 yards

Duration: Until dispelled
 Area of Effect: One individual and all within 10' of them
 Ingredients: Personal possession of victim, or hair etc.
 Resistance: WP for target to resist spell

This spell places a curse on one individual. That individual will find that everyone they come into contact dislikes them. They suffer -10 to all Leadership and Fellowship rolls. If the afflicted character attempts perform an action that requires a Fellowship or a Leadership roll, like commanding a company of soldiers or trying to talk down a mob, then there is a very likely chance that something will go wrong. Before the Fellowship or Leadership roll is made by the character, the group or individuals interacting with the cursed character must roll against animosity. If they fail, they turn on the cursed character with murderous intent. If they pass, they grudgingly carry on their actions.

Every day the character gets a roll versus Will Power to dispel the spell.

Enshrouding Mists

Spell Level: 2
 Spell Type: Skaven Battle, Seer
 Magic Points: 6
 Range: Personal, and extending 10-yard radius
 Duration: 2d6 rounds
 Area of Effect: 20-yard diameter
 Ingredients: Vial of bogwater
 Resistance: None

The Skaven spellcaster manipulates the energy of the warp to weave a thick mist about the spell caster. This mist does not obscure the vision of the Skaven spellcaster, but all others have difficulty in seeing through the mist.

This mist will surround a 10 yard radius area with the caster in the center of the spell. The mists are stationary and the spell caster may move in and out of the mists at will.

For all others within the area of the spell or moving into it, they may find themselves lost in the mist. All moving at a cautious rate may move as they desire. Those moving at a greater rate of speed become confused and wander in a randomly determined direction. Charges cannot be made into the mist. The spell caster may easily evade all opponents in the mist, and can easily engage any foes with in. Excluding the spellcaster, all within the mist suffer a -20 to actions. Should someone fire blindly into the mist or while inside the mist, all missile attacks have a 10% chance of striking a randomly determined target within the mists.

Hypnotic Gaze

Spell Level: 2
 Spell Type: Seer
 Magic Points: 4 +2 per turn
 Range: 5 yards
 Duration: 1+ turns
 Area of Effect: One creature
 Ingredients: Eye of a Grey Seer
 Resistance: Will Power

If the victim of the spell fails a Will Power roll, they will find themselves readily under the influence of the Grey Seer. The character will complete routine tasks, and will act in an unprofessional manner (guards will open gates, doctors may refuse to treat patients, etc.). The will **not** commit suicide or do anything that directly endangers their life, and they cannot normally be ordered to attack friends or allies, but they will fight to defend the Grey Seer if ordered to do so, if they fail a second Will Power test.

Pestilent Breath

Spell Level: 2
 Spell Type: Skaven Battle, Seer
 Magic Points: 4
 Range: From spellcaster extending three yards
 Duration: Six rounds
 Area of Effect: 3 yards ahead of caster

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Ingredients: Cancerous tongue or throat
Resistance: Will Power

The Skaven spellcaster breath emits a rank and poisonous gas sickening all those that breathe in the foul vapors. All those in front of the Skaven within three yards must roll against Will Power or suffer the effects. Those failing their roll have -10 to their WS and suffer a Strength 3 hit. There is no armor save (magical or non-magical).

Putrefy

Spell Level: 2
Spell Type: Battle, Seer
Magic Points: 6
Range: 48 yards
Area of Effect: 10 yards
Duration: Instantaneous
Ingredients: Dead combatants in the area

This spell is cast upon any dead within the area of effect. It affects the dead of the enemy. The dead suddenly bloats up, and then their taut flesh erupts in a bubbling of maggots and pus. The enemy then suffer a -10 penalty as they are assaulted by this horrid shower of gore, and if they have a leader, he is required to make Leadership tests or all of his followers become subject to *fear*.

Resilience of the Rat

Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 2 per hour
Range: Touch
Duration: 1+ hours
Area of Effect: One creature
Ingredients: Skinned rat & thyroid of a Skaven
Resistance: WP if recipient is unwilling

The spellcaster gains an incredible resilience for a limited time. Toughness is increased by two for the duration of the spell, and the mutative and dangerous influence of warpstone is limited by the spell. Nearly all the increases to Warpstone Contamination are halved. The exception is all internal exposure to warpstone is not halved. So while the taint for being struck by a warplack jezzail or warplightning is halved by the spell, any consumption of warpstone directly into the body is **not** protected by this spell. Warpstone Corruption increases of the spellcaster are halved for the duration of the spell.

Skitterleap

Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 4
Range: Touch
Duration: One round
Area of Effect: 48 yard radius, ten yard ceiling
Ingredients: Leg bones of a rat
Resistance: None

The Skaven affected by this spell may instantly leap into any area within sight, even into combat, which would count as *charging*. The surface they land on must at least be horizontal, and they may leap no higher than 10 yards to the location.

Summon Daemonrunt (Daemonic Mount)

Spell Level: 2
Spell Type: Seer
Magic Points: 4
Range: Daemonic Mount appears within 3 yards of caster
Duration: One hour per level
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Daemon mount to assist the Grey Seer. A Daemonrunt appears within 3 yards of the caster, and will eagerly serve the Grey Seer. As long as the Daemonrunt remains within 3 yards of the Grey Seer, the Daemonrunt is not subject to instability.

Summon Daemonwyrd (Daemonic Familiar)

Spell Level: 2
Spell Type: Seer
Magic Points: 8
Range: Daemonwyrd appears within 3 yards
Duration: Permanent
Resistance: The Daemonwyrd receives none

The Grey Seer summons and binds a daemonic familiar with the blessing of the Horned Rat. No Will Power roll is necessary, no Toughness points are lost during the summoning. This familiar is loyal and will obey and assist the Grey Seer. The Daemonwyrd is quite cowardly, however, and will not enter combat willingly or do anything to endanger itself. The Daemonwyrd can speak with the Grey Seer and any other Skaven it chooses to. The Daemonwyrd is not normally subject to instability unless further than 10 yards from its master. However the Daemonwyrd is still subject to such spells as Zone of Daemonic Protection, Dispel Lesser Daemon, Bind Demon, and Zone of Demonic Nullification.

Summon Swarm of Rats

Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 8 points per hour
Range: 24 yards
Duration: One hour +
Ingredients: Human baby corpse
Resistance: None

This spell summons forth a swarm of normal rats, who will appear in d3 rounds within 24 yards of the spellcaster. They will follow simple commands with no regard for their own safety. When the spell duration ends, they will disappear into the shadows.

Wither

Spell Level: 2
Spell Type: Skaven Battle, Seer
Magic Points: 5 per round
Range: Touch
Duration: One or more rounds
Area of Effect: Those touched by spellcaster
Ingredients: Withered skin of a human
Resistance: None

After invoking this spell, the Skaven is filled with the power to cause corruption and decay. Every opponent struck by the spell casting Skaven is afflicted by the hideous green vapors emanating from the Skaven's hand. The victim takes an automatic d6 wounds which are *infected* and have their Toughness reduced by one until they receive medical attention. Non-magical armor will not reduce the damage, nor will Toughness.



Level Three Spells

Age Foe

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Spell Level: 3
Spell Type: Seer
Magic Points: 10
Range: 24 yards
Duration: Permanent
Area of Effect: One target
Ingredients: Heart of a Necromancer
Resistance: Will Power

This spell causes the target to age horribly. If the victim fails a Will Power test, they are age 4d6 years, with any “6” results being added to the total and the die then rerolled and added. This continues until no more “6” results are attained. The total of all the dice rolls is then added to the age. A “Dispel Magic” spell cast within an hour will reduce the age increase by half, but short of a divine blessing there is no other way to reverse the effects of this spell.

Assume Form of a Giant Rat

Spell Level: 3
Spell Type: Seer
Magic Points: 6 +2 per turn
Range: Personal
Duration: 1+ turns
Area of Effect: Grey Seer
Ingredients: Giant Rat skin
Resistance: None

Same as Assume Form of a Rat, except that the caster takes the form of a Giant Rat and retains his full Wounds.

Blackhunger

Spell Level: 3
Spell Type: Skaven Battle, Seer
Magic Points: 5
Range: 48 yards
Duration: One turn
Area of Effect: One creature
Ingredients: Stomach of a Skaven
Resistance: Will Power

This spell, when cast, causes one Skaven target within range to suffer the effects of Blackhunger. The target gets a save versus Willpower. See “Optional Rules” in the Appendix for the effects of Blackhunger.

Cracks in the Mind

Spell Level: 3
Spell Type: Battle, Seer
Magic Points: 10
Range: 48 yards
Area of Effect: One creature
Duration: One or more days
Ingredients: Possession or hair, fingernail of victim & brain of a lunatic
Resistance: Will Power

Causes a Temporary Insanity in the target. The target must roll on the Disorder table as soon as this spell is cast. The target will suffer from the effects of that randomly selected insanity. After the next 24 hour period, they may make a new Resistance Roll. If they fail, they roll again on the Insanity table, and the new insanity replaces the one previously rolled, so that every day they suffer from a different insanity until they pass a Will Power test. The recipient of this spell gains d6 Insanity Points immediately regardless of the duration of the spell.

Dissent

Spell Level: 3
Spell Type: Battle, Seer

Magic Points: 8
Range: 48 yards
Duration: 3d6 rounds
Area of Effect: One group
Ingredients: Broken dagger
Resistance: Will Power

Members in a group failing a Will Power test become subject to Hatred of each other. The round the spell is cast and their rolls are failed, they will have hatred for all of the others in their group. Those passing the test are not subject to hatred but their fellow group members that failed will still hate them, and may attack them.

Excavate

Spell Level: 3
Spell Type: Skaven Battle
Magic Points: 2 per round
Range: Personal
Duration: One turn
Area of Effect: Desired earth within 10 feet of caster
Ingredients: A vial of acid
Resistance: None

Same as the Elemental spell Tunnel through Earth, except the Skaven version is less stable, subject to collapse by Elementals or the use of Elemental magic. Can not be used to tunnel through sand or mud! If Warpstone is within the area of effect, it is not destroyed but rather falls to the ground in the area of effect.

Musk of Cowering Fear

Spell Level: 3
Spell Type: Skaven Battle, Seer
Magic Points: 6
Range: 12-yard radius
Duration: 2 +1d6 rounds
Area of Effect: 10-yard radius
Ingredients: Musk gland soaked in urine
Resistance: Will Power

The spellcaster exudes a musk that strikes an instinctive fear reaction in all Skaven. All Skaven who are within or enter the area of effect for the spell must make a Will Power test or be *subject to fear* against the spell caster as long as they remain within the area of effect. The effect on Skaven lasts for 1d6 x 10 rounds. This spell only affects Skaven.

Poisonous Mists

Spell Level: 3
Spell Type: Skaven Battle, Seer
Magic Points: 8
Range: 48 yards
Duration: d6 rounds
Area of Effect: 48-yard diameter
Ingredients: Knotted short intestine of a grave digger
Resistance: None

The spell casting Skaven is surrounded by a foul mist that injures all inhaling the air except for the spell caster. All breathing creatures within 48 yards take a S 4 hit this round as they breathe in the foul air, then S 3 hit the next round, every round thereafter the attack is reduced by one less Strength point. Armor does not protect, even magical armor has no defense, as the mists are breathed in. This spell can be dispelled by the presence of a air elemental of a size 5 or greater, or dissipated in a round by a Wind Blast spell. When determining the damage from the hits, there is no chance of additional damage being inflicted on a “6”.

Sanctuary of the Horned Rat

Spell Level: 3
Spell Type: Seer

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Magic Points: 6
Range: Centered around caster
Duration: As long as caster does not move
Area of Effect: 12-yard diameter
Ingredients: Blood sprinkled around perimeter
Resistance: None

Sanctifies a place sacred to the Horned Rat, and any non-giant rats in the area will act favorably towards the Grey Seer, and cease any attacks, even if enchanted. Furthermore all spells cast against the Grey Seer inside his sanctum are resisted at +10 to Will Power, as are all Leadership, Cool and Will Power tests.

Summon Ratfiend (Lesser Daemon)

Spell Level: 3
Spell Type: Seer
Magic Points: 5 (per hour)
Range: Daemonic Servant appears within 10 yards of caster
Duration: One hour per level
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Ratfiend to assist the Grey Seer. Summoned Ratfiends are very aggressive and confrontational, and although they will obey the caster, they will question their summoner's abilities and intelligence. Ratfiends are not normally subject to instability until the duration of the spell ends. Once the spell ends, the Ratfiend does not necessarily disappear, it may rush off to fulfill some secret bidding on behalf of the Horned Rat, although it is now subject to instability. A Ratfiend will not usually attack its summoner, unless by the summoner's actions it is apparent that it is a poor servant of the Horned Rat.

Summon Vermintide (Daemonrat Horde)

Spell Level: 3
Spell Type: Seer
Magic Points: 6 (+ 2 per hour after the first)
Range: Within 10 yards
Duration: One hour per level
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Daemonrat Horde to assist the Grey Seer. These Daemonrats can understand the Grey Seer but are incapable of any communication back. They are cunning but lack true intelligence. They will obey the Grey Seer's every whim.

Tolling of the Bell

Spell Level: 3
Spell Type: Seer
Magic Points: 8
Range: 20 yards
Duration: Instantaneous
Area of Effect: 20 yards arc in front
Ingredients: A bronze, copper, or iron bell (no less than 500 enc.)
Resistance: Cool

This requires an item, in this case a large heavy bell. When this spell is cast, the Skaven yells out a rhythmic chant to the Horned Rat, and at the culmination of the prayer, he strikes the bell. The bell then rings out a discordant and chilling death toll. All in the *front arc* of the bell striking spell caster within 20 yards must make a Cool Test or suffer *Fear* as the thunderous sound of the bell chills the very core of victim's hearts. All those within 10 yards (and not in contact with the bell) may suffer from ruptured eardrums if they fail a Toughness test is failed. All those with ruptured eardrums are temporarily deafened (until medical care is received) and suffer d3 automatic Wounds as blood gushes out from their ears and nose.

This spell requires at least two Skaven to carry the ritual bell. Some bells are even heavier and need to be pushed by large groups of Skaven. Due to this limitation, this bell is placed in areas critical to Skaven defense. Note Skaven friendly to the spell caster in his front arc are as vulnerable to the spell as all others, but since Grey Seers care little for their servants, rarely does the fate of their allies concern them.



Level Four Spells

Burning Within

Spell Level: 4
Spell Type: Skaven Battle
Magic Points: 12
Range: 48 yards
Duration: Instantaneous
Area of Effect: One or more targets
Ingredients: Copper coil dipped in warp dust
Resistance: Will Power

This spell is one of the most powerful of Skaven spells. This spell triggers the latent warp nature in every living creature, acting as a catalyst for a massive bio-electrical feedback. Suddenly the target is immersed in greenish-black coils of lightning. The first effect of this spell is that the target suffers a Strength 8 hit. What makes this spell so powerful is that damage is increased by one point for every point of non-magical metal armor worn at any location, as the armor acts to conduct the electricity throughout the body (shields only add one point to the total, not to each location. (So someone wearing a sleeved mail coat would take a Strength 8 hit +d6 +5, while a fully armed knight might take up to 13 additional points.

Furthermore any steed ridden by the rider takes a Strength 8 hit, modified by the armor that the Steed may be wearing, as the cur. passes through the steed as well.

Finally, the target must make a Toughness test or faint for d6 rounds. Any touching a fainted target will receive a Strength 4 hit, with no modifiers for armor. Upon awakening there is no more ill effect.

There is one unknown positive aspect of this spell. Anyone surviving it has had a small amount of Warpstone burned out of their body, and their Warpstone Corruption level is lowered by the amount of damage they suffered. This side-effect is not known to the Skaven.

Corrupt Mind and Body

Spell Level: 4
Spell Type: Seer
Magic Points: 15
Range: 48 yards
Duration: Permanent
Area of Effect: One creature
Ingredients: Brain of a Chaos spawn
Resistance: Will Power

The Grey Seer uses the body of their target as a portal to channel the raw and corrupting influence of chaos. If the spell is not successfully resisted, the target receives d6 Insanity Points and gains 2d6 to the victim's Warpstone Corruption score, requiring an immediate Warpstone corruption roll. The effects are irreversible by magic. Those affected by this spell feel as though they are losing their sanity. Grey Seers often use this spell secretly from a distance, directing it at powerful and influential enemies.

Cracks Call

Spell Level: 4
Spell Type: Skaven Battle
Magic Points: 18
Range: 36 yards
Duration: Instantaneous
Area of Effect: Straight line 36 y. in length and 3 y. in width, and 5 y. in depth

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Ingredients: Broken geode
Resistance: None

This spell disturbs the earth, creating a massive crack within the ground starting at the point where the Skaven touches the ground. Those in its path must make an Initiative test or fall in, taking falling damage (10 yards) and are trapped in the crevice. Buildings and other constructions take d3x10 in automatic damage.

Those that have fallen in may attempt to climb out. If this spell is cast within a tunnel, the effects are devastating, resulting in a cave in, taking a S 4 hit in addition to the falling damage, and they are trapped until dug out. If the spell crosses a river lake, then those trapped in the crevasse will take drowning damage.

Curse of the Horned One

Spell Level: 4
Spell Type: Seer
Magic Points: 25
Range: 24 yards
Duration: Permanent or until dispelled
Area of Effect: One target
Ingredients: Heart of a Grey Seer
Resistance: Will Power & Toughness Test

This spell invokes the awesome and malevolent power of the Horned One onto one single human-sized or smaller creature within sight and range of the caster. A Magic test against Will Power is allowed by the target. If the target fails, they must then make a Toughness test that can not be modified by expending of Magic Points. If the target passes the test, there is no ill effect. If the target fails the test, then the divine wrath of the Horned One falls upon the hapless subject. The target is instantaneously corrupted in mind and body and is now a servant of the Horned One. The character becomes a Skaven under the control of the Grey Seer who had invoked the spell. Once cast, there is no way to reverse the effects of the spell. A fate point of course can be used to escape the effects of this spell.

Clerics, Templars, Witch-Hunters and others who have dedicated their lives and their souls to a worship of a deity may be immune based upon the GMs decision (i.e. the Grand Theogonist cannot be turned into a Skaven!).

Death Frenzy

Spell Level: 4
Spell Type: Seer
Magic Points: 4 per creature affected
Range: 10 yards
Duration: One or more rounds
Area of Effect: One or more creatures
Ingredients: Skull chalice filled with blood
Resistance: None

This spell allows the Grey Seer to nominate a number of Skaven to be recipients of this spell. Those affected are filled with the heady manic power of the Horned One, and care little of their own safety. They rush headlong into combat, with a triple charge range and double their normal attacks. They are immune to psychology, as they are considered *frenzied*. At the end of each round, every Skaven under the influence of the spell must make a Toughness test or suffer d6 automatic wounds from the magical overexertion.

Plague

Spell Level: 4
Spell Type: Skaven Battle, Seer
Magic Points: 20
Range: 48 yards
Duration: Instantaneous
Area of Effect: One creature
Ingredients: Diseased organ from a humanoid
Resistance: Will Power, Toughness to reduce damage

The target of this spell is suddenly ravaged by nearly every conceivable disease. This process takes a single round, and may very well result in the instantaneous

death of its target. Glands and joints swell up with fluid, eyes bleed, boils erupt and burst out all over the body. A Toughness test is then made. If this test is passed the character suffers 1d6 wounds at Strength 6. If the character fails the roll, they suffer 2d6 wounds at Strength 6, and if they survive, receive 1d6 Insanity points and have their Toughness is reduced by one permanently. All friends and allies witnessing the effects of the spell on a victim failing the Toughness test must make a Fear test.

Shade of the Horned Rat

Spell Level: 4
Spell Type: Seer
Magic Points: 25
Range: 24 yards
Duration: Instantaneous
Area of Effect: All creatures within 24 yards
Ingredients: A sacrifice of any humanoid
Resistance: None

The Grey Seer cackles at the finish of this spell, and an immense and monstrous form materializes above the Seer. The Horned Rat has come to assist his servant and judge him. Everyone within 24 yards is subject to *Terror*, no Magic Saving Throw. Those that fail by 30 or more are instantly killed as their heart seizes up at the horror of seeing an image of the Horned Rat materialize directly overhead. All daemons that are not servants of the Horned Rat within range must immediately test against Instability. This ethereal image of the Horned Rat cannot be attacked by any means, and may not attack anyone.

If the Horned Rat was called for no good reason, as determined by the GM (example: a measly little trollsayer or a regiment of infantry are bearing down on the spell caster), then the Horned Rat snatches up his servant and hauls him off to the Realm of Chaos where he writhes in eternal damnation, and the GM may cheerfully tear up the player's character sheet into little pieces as he laughs maniacally at the despondent player. If the Grey Seer had an extremely sound and dire reason to interrupt the Horned Rat from his VERY IMPORTANT BUSINESS, the Grey Seer may make a Magic Test, modified by his Magic Points, to resist being pulled off to the Realm of Chaos. A Grey Seer using this spell had better have a REAL GOOD REASON to invoke the attention of his deity.

Summon Verminlord

Spell Level: 4
Spell Type: Seer
Magic Points: 20
Range: Not applicable
Duration: Until task completed or six hours have passed
Resistance: The Daemon receives none

Like most of the Skaven daemonic summoning spells, this spell does not require a pentagram or bargains, nor does a roll need to be made on the successive summonings table. This spell requests aid from the Horned Rat, and the Horned Rat sends a Verminlord to assist the Grey Seer.

Any Grey Seer who has been loyal to the Horned Rat can expect some assistance, until the task is completed. If the Grey Seer has disappointed the Horned Rat, the Verminlord will seize the horrified Skaven and return it back to the Horned Rat.

The Verminlord does not have to test for Instability as long as it remains within the Skaven Under-Empire. Venturing onto the surface, or into a Dwarven Citadel will then require the Verminlord to make Instability Tests as normal.

