

Bestiary

The following is a selection of creatures that were present in some form in WFRP version 1 but are absent from the WFRP 2 main book or bestiary. The majority of the creature descriptions are taken from the version 1 rulebook.

Giant Beetle

Giant beetles resemble ordinary beetles but have a greatly increased size, but are usually less than 10 feet in length. Giant beetles mainly inhabit damp, underground places such as caves, though habitat and appearance vary from species to species. Giant beetles found in outdoor environments, such as remote mountains and forests, are often capable of flight.

- Giant Beetle Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	38%	34%	30%	13%	35%	5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	17	3	3	5(6)	0	0	0

Skills: Concealment, Perception + 10%, Silent Move

Talents: Flier, Frightening, Keen Senses, Natural Weapons, Night Vision

Special Rules:

- Armoured Skin:** The chitinous exterior of the Giant Beetle provides 3 Armour Points on all locations. The intact elytra (hardened fore wings that protect the longer hind wings) of a Giant Beetle can often be fashioned into shields and breastplates by a trained and specialised armorer. Such exotic armour gives between 1 and 3 AP and a range of Enc depending on the level of craftsmanship and skill of the craftsman.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

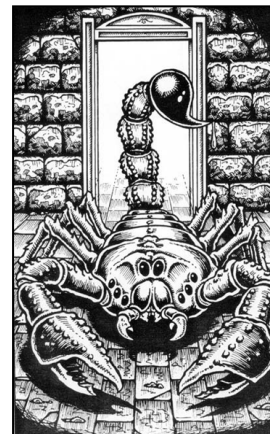
Weapons: Mandibles

Slaughter Margin: Challenging



Giant Scorpion

Giant Scorpions are dangerous and deadly opponents, and are extremely difficult to kill. Their pincers are powerful, and larger specimens can crush a man's chest even through armour. They are however most feared for their menacing and poisonous tails that curve forward over the creature's back. Giant scorpions measure between 10 and 15 feet in length, and are usually black or dark brown in colour.



- Giant Scorpion Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	0%	41%	42%	40%	15%	35%	5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	25	4	4	6	0	0	0

Skills: Concealment, Perception + 10%, Silent Move

Talents: Frightening, Keen Senses, Natural Weapons, Night Vision

Special Rules:

- Armoured Skin:** The chitinous exterior of the Giant Scorpion provides 3 Armour Points on all locations.
- Tail Attack:** At the end of any round in which a Giant Scorpion made a Swift Attack, after all other attacks have been resolved (including the Scorpion's attacks), the Scorpion may make a tail attack as a free action. This is resolved normally except that it is poisoned and counts as having the Fast Quality. A target stung by a Giant Scorpion's tail attack must make a Poison Test (Toughness Test) or suffer -10% penalty to all main characteristics and 1 Wound of damage (regardless of TB) for each degree of failure. Subsequent poisonings are cumulative and the target will fall paralyzed and helpless if any characteristic is reduced to 0.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Two claws (and tail)

Slaughter Margin: Hard

Lizardmen

Lizardmen are a race of bipedal humanoid reptiles that live in the deeper regions of natural cave systems. In the Old World, they are almost exclusively a subterranean race, and are rarely seen out in the open except sometimes at night. Only a few Old World Lizardmen settlements have been recorded, and these are small – containing fewer than 50 individuals.



Away from the Old World, their age-old civilization is based deep within the steaming jungles of Lustria, the continent far across the Great Ocean from the lands of Bretonnia and the Empire. Here, the mighty temple-cities of the Lizardmen rise above the humid jungles in these tropical lands.

Lizardmen vary in height between 4' and 6' 6". The smaller brethren are known as Skinks, while the larger cousins are termed Saurus. All lizardmen have tough, well-muscled arms and legs, thick necks and reptilian heads. Their tails are long and powerful, and their bodies covered in tough scales which range in colour from dull browns to blues and reds. Lizardmen appear to have no emotions, and seem to never panic. Things and events that would cause other troops to panic and flee seem to have little effect on the Lizardmen.

Saurus

Saurus are spawned in dark pools in the caverns beneath the temple-cities or cave compounds. From the moment they are grown enough to crawl from the spawning pools, they know how to fight and conduct warfare.

- Saurus Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42%	20%	44%	47%	15%	21%	66%	14%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	0	0

Skills: Common Knowledge (Lizardmen), Dodge Blow, Intimidate + 10%, Outdoor Survival, Perception, Scale Sheer Surface, Speak Language (Ssissgl'k), Swim

Talents: Menacing, Natural Weapons (SB -1), Night Vision, Scales (2), Strike Mighty Blow, Strong Minded, Will of Iron

Special Rules:

- *Cold Blooded:* Lizardmen are cold blooded, and their speed and agility are determined by the ambient temperature. In cold climates (such as the Empire) lizardmen do not roll d10 for Initiate and use their base Ag only. In extremely warm climates, such as Lustrian jungles, lizardmen roll 2d10 for Initiate instead of a single d10. In intermediate climates lizardmen roll 1d10 as usual.
- *Devastating Charge:* Saurus bristle with horns and bony protrusions, and are also skilled fighters with their natural teeth and claws. A lizardman that has charged into combat gains an additional free attack with their natural weapons in addition to their normal attack. Both the normal and additional attack are made with +10% WS as normal.
- *Cold One Riders:* Saurus that ride or handle Cold Ones will additionally have: Animal Training +10%, Command +10%, Animal Care, Specialist Weapon (Cavalry)

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Hand weapon or spear, Shield, Natural weapons – bite, horns or claws (SB – 1)

Slaughter Margin: Challenging

Skink

Skinks are small, agile, intelligent creatures that rely on stealth, ambush and deadly poison to take down their foes. They are often used as scouts by lizardmen raiding parties.

- Skink Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	33%	32%	26%	42%	36%	27%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	7	3	2	6	0	0	0

Skills: Common Knowledge (Lizardmen), Concealment + 10%, Follow Trail + 10%, Outdoor Survival, Perception + 10%, Prepare Poison + 10%, Silent Move + 10%, Scale Sheer Surface, Shadowing, Speak Language (Ssissgl'k), Swim

Talents: Fearless, Keen Senses, Night Vision, Rover, Scales (1), Street Fighting, Strong Minded

Special Rules:

- *Aquatic:* Skinks are aquatic and may survive under water for long periods of time. There is generally no need to test for suffocation. Skinks additionally use their Swim skill at full movement (instead of halved).

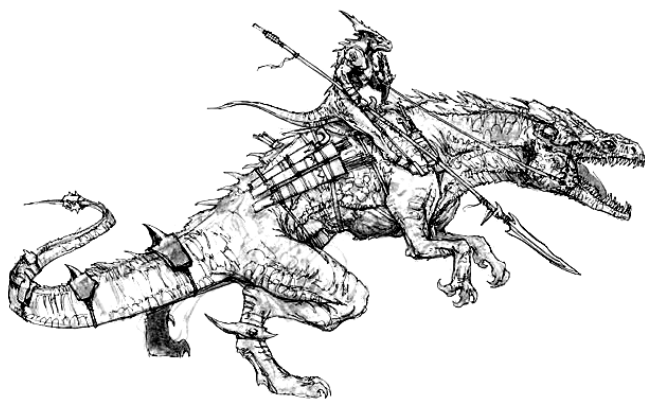
- *Cold Blooded*: See **Saurus**
- *Poisoned Attacks*: Skink skirmishes generally poison their ranged and melee weapons, often derived from plant species or from poisonous frogs. A weapon coated in their poison that inflicts a wound deals 2 additional wounds unless a Challenging (-10%) Poison Test is made.

Armour: None

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand weapon or spear, several javelins or blowpipe (use statistics for crossbow pistol)

Slaughter Margin: Routine



Kroxigor

The Kroxigor are cousins of the Saurus, bred for their brute strength and power. They are large, powerful creatures, yet their intellect and speech abilities are very limited. Nevertheless, they obey their instructions diligently, showing that they understand rather more than might be thought from their brutish appearance. The Kroxigor are heavily armoured with natural scaling, and bony protrusions protect their stooped backs.

- Kroxigor Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	0%	55%	48%	11%	16%	66%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	35	5	4	6	0	0	0

Skills: Intimidate + 10%, Perception, Scale Sheer Surface, Speak Language (Ssissgl'k), Swim

Talents: Frightening, Natural Weapons (SB), Night Vision, Scales (3), Strike Mighty Blow, Strike to Injure, Strong Minded, Special Weapon (Great Weapon), Will of Iron

Special Rules:

- *Aquatic*: See **Skink**
- *Cold Blooded*: See **Saurus**
- *Devastating Charge*: See **Saurus**

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Claws and Great Weapon

Slaughter Margin: Hard

Cold One

Cold ones are viscous cold-blooded reptiles. These giant lizards savagely attack all who come near them, recognizing warm-blooded creatures by their smell. They are dim-witted but make powerful mounts for those able to ride them.

- Cold One Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
34%	0%	45%	48%	22%	10%	43%	0%

A	W	SB	TB	M	Mag	IP	FP
1	20	4	4	7	0	0	0

Skills: Follow Trail, Perception, Swim

Talents: Frightening, Keen Senses, Natural Weapons, Night Vision, Scales (2), Strike Mighty Blow, Will of Iron

Special Rules:

- *Viscous*: Cold Ones are bred for tracking and fighting, and will generally attack any creature they encounter or that harms them. A Cold One without handler or rider will always attack and fight to the death. A successful Ride or Command Test is required to prevent Cold Ones indulging in their base behaviour, e.g. to prevent a Cold One killing a cornered opponent or pursuing a fleeing combatant.
- *Cold Blooded*: See **Saurus**

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Teeth and claws

Slaughter Margin: Challenging



Carrion

Carrion were once great birds of prey inhabiting the northern fringes of the Worlds Edge Mountains. Now they are scarcely recognisable, having been captured and warped by Chaos into their present form. They exist now only as great undead birds that serve the forces of Chaos as aerial scouts. Carrion are skeletal flying beasts, mostly birdlike but with membranous wings and tails. They stand about 7 feet high, with a wingspan of 15-20 feet.

- Carrion Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	0%	34%	44%	32%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	17	3	4	2 (9)	0	0	0

Skills: Dodge Blow, Navigation +10%, Perception +10%

Talents: Excellent Vision, Frightening, Flier, Keen Senses, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure, Undead

Special Rules:

- Mindless:** Carrion are animated corpses with no mind or spirit of their own. They have no Intelligence, Will Power or Fellowship, and can never take or fail Tests based on these Characteristics.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Beak and claws

Slaughter Margin: Challenging

Liche

Liches are powerful undead necromancers that have granted themselves immortality by some long forgotten necromantic ritual. Their mental and bodily functions are preserved by powerful magic, but their body continues to decompose as if they were truly dead.

- Liche Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	24%	40%	43%	48%	80%	89%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	23	4	4	4	4	0	0

Skills: Academic Knowledge (Astronomy, Genealogy/Heraldry, History, Magic +20%, Necromancy +20%), Channelling +20%, Common Knowledge (any three), Intimidate +20%, Magic Sense +20%, Perception, Read/Write +20%, Search, Speak Arcane Language (Magick + 20%, Daemonic), Speak Language (Classical plus any other two)

Talents: Aethyric Attunement, Arcane Lore (any one), Dark Lore (Necromancy), Dark Magic, Fast

Hands, Lesser Magic (any six), Meditation, Mighty Missile, Night Vision, Petty Magic (arcane), Terrifying, Undead

Special Rules:

- Necromantic Incantations:** Liches are centuries old and have devoted their lives to the study and practice of Necromancy. When casting a spell from the Lore of Necromancy a Liche always counts as using the required ingredient without the need to possess it. A Liche gains no further benefit from casting using an ingredient. Liches also gain two Necromantic Incantations as described below.
- Transfix:** A Liche may immobilise an opponent within 6 yards with his gaze. The victim must succeed in an Opposed WP Test or remain helpless for 1 round. A new Opposed WP test to resist the gaze is permitted in subsequent rounds. The gaze counts as a Full Action, though undead under the Liches command can attack the helpless victim.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (usually magical)

Slaughter Margin: Very Hard

Necromantic Incantations

Liches gain the following bonus spells:

Incantation of Urgency

Casting Number: 25

Casting Time: Full Action

Description: The Liche creates a magical vortex of power within 24 yards that affects all skeletons and zombies in a 10 yard diameter circle. The affected undead may immediately take a Free Charge Action and resolve attacks as normal. This incantation provides greater mobility and control over the normally mindless and shambling undead hordes.

Incantation of Restoration

Casting Number: 25

Casting Time: Full Action

Description: The Liche creates a magical vortex of power within 24 yards that affects all undead within a 10 yard diameter circle. Affected undead have their bodies repaired and heal 1-10 Wounds instantly.

