

A WARPSTONE PUBLICATION

LEGION

issue one – distributed free with issue 10 of Warpstone

HELLO

Welcome to issue one of Legion. What? I hear you ask. Well, Legion is the first in a series of irregular newsletters bringing together some material that we just can't get into Warpstone, but which we think you might still enjoy seeing. It isn't because it's substandard just that we can't fit it all into the magazine. It will also contain some of the odder stuff we have lying around.

Whenever, an issue appears, Legion will be sent free to all Warpstone subscribers. However, it isn't meant to be elitist. It will also be made available on our (soon to be moving Web-site). Additionally, anyone who sends us an envelope and some stamps can have a copy (at least until the next issue of Legion arrives).

Of course, if no-one is interested in seeing Legion, then we won't produce it again. On the other hand, if the feedback to an article in Legion is very strong then it may well appear in Warpstone, although not necessarily in the same form.

REVIEW

Warhammer Armies: Champions of Chaos

Written by Tuomas Pirinen

Published by Games Workshop

Reviewed by Robert Clark

A companion volume to the new Realm of Chaos, Champions of Chaos weighs in at a mere 48 pages, hence the relatively low price tag (£8). Apparently this was originally the *special characters* section of *Realm of Chaos*, but Games Workshop spines aren't strong enough to hold so many pages, and so they threw them all into a separate volume instead. But wait, people are probably wondering, why bother looking at it at all, since it is full of those terribly overpowered demigods known as special characters? Well, such doubters would be right about the ridiculousness of each character; the weakest ones in this book have enough powers to wipe the floor with the average group of adventurers, never mind regiments of

troops. The beauty of this book, however, is in the background, and there is quite a bit of it. Tuomas has clearly taken a lot of effort to present a variety of interesting backgrounds without the continuous 'spiky guy in a massive suit of armour' stereotype that might pervade such a volume. There really are some interesting people in here, and quite a few of them can be thrown straight into a WFRP campaign as plotters of great evil, the ultimate enemy for PCs to defeat. One of the most obvious devices to work on is the story of Archaon, the supposed leader of the new Chaos horde, who is searching for a collection of magic items that, when brought together, predict the end of the world. Such a story immediately lends itself to WFRP, in my opinion. Also making a reappearance from the older *Realm of Chaos* are Undead champions, here illustrated in the decaying form of Valnir the Reaper. Valnir was a great Marauder chieftain until he was mortally wounded at the battle for Kislev and was carried back to his homelands to die. Unfortunately for him, Nurgle had other plans, and two hundred years later his corpse rose up to serve his master once more. Evocative stuff.

The overtones in this book are strong ones: that even the mightiest can fall to darkness, that the quick path has many who have fallen by the wayside, and that once embarked upon, there is no turning back from the path of corruption. Even death does not always mark the end. The heart of the Chaos mythos is plain to see, and this book is all the stronger for it, despite the trend to clean up the background in places – especially with Slaanesh. There is a nice story that is WFRP to the core; the tale of a man who starts off with all the best intentions, but ends up on the slippery path to Chaos and damnation. There is also background information that may prove useful regarding the history of Hochland, detailing a great invasion by Beastmen. My only gripe with this is that Tuomas seems to have forgotten that Bergsburg is the capital of Hochland, making it Hergig instead. Perhaps some creative thinking can be employed to explain why this is not the case now, but this really is a minor problem and you can't but wonder how it happened.

All in all, a nice book with the potential for use by WFRP players interested in nasty big bad guys to use as long-term foes, complete with plots to bring the world down. Worth a look, especially at the price.

Legion is a Warpstone publication. Warpstone can be contacted at 5a Wolsley Road, Wealdstone, Harrow, Middlesex, HA3 5RZ or contact by e-mail at warpstone@bigfoot.com The usual suspects are behind this, so you know who to blame.

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HOLY KNIGHTS: PAGAN DAYS

Part Five of the Templars Series by John Foody and Tim Eccles

Wolfgang winced and pulled the bandage tight with his teeth. Immediately blood seeped through, but not enough to add to the rust-like appearance of his chain links. By the hand of Morr! This foul magi had a source of fresh bodies. In all his years he had never seen so much blood erupt from the unliving. Leaning back against the damp stone wall, he glanced around the corner looking for signs of movement. The crumbling corridor was illuminated by two flickering corpses of the necromancer's servant, their still frames given up to the intense burn of the oil. Closing his eyes he offered up a prayer to Morr that he would be guided to his realm.

It is possible that, in his great weariness, he even slept momentarily, for he opened his eyes with a start at the noises that echoed towards him. Pushing himself upwards with the wall as his prop, he gripped his spiked mace tightly and stiffly brought his shield up. Stepping into the corridor he stood and waited to die. In the fading light his executioners came steadily towards him, chipped and broken weapons held in their dead hands. As they neared, he could smell their rot and see the decay and damage that had wracked their once-whole bodies. He prayed that his own body would be too badly damaged to be given life again by this dark magic. Somehow he doubted it would.

The previous parts of this series looked at the Empire's largest Templar Orders and character progression within these. However, while the other cults do not maintain large bodies of warriors there is still opportunity for following Templar orders within these. Use the Templar profile in the rulebook for advances, although you should feel free to modify this to suit the style of the relevant cult.

Morr's Order of the Gate

"For their deaths are unseen but their deeds never forgotten."

Inscription on the Wall of the Lost

While the cult of Morr has no separate Templar structure, it does contain an opportunity for the career to be followed. This takes place in an internal society known as the Order of the Gate.

The Order is relatively small and consists of a roughly equal number of Clerics, Templars and Witch hunters who have dedicated themselves to hunting down and eliminating necromancers and the Undead. They refer to themselves as 'Gatemen', and the famous poem, 'The dead call the knight to his grave' by Fatell, is based on the Order's early encounters.

Bibliography

For further reading on Templars within the Warhammer World try;

The Enemy Within Campaign Book (Hogshead)
The Empire - Warhammer Fantasy Battle Army book (GW)
White Dwarf - Issues 146/147

There are numerous books on Historical Templars, both fact and fiction. The following are recommended;

The Two Sieges of Rhodes 1480-1522 by E. Brockman,
Wargaming the Baltic Crusades by the Society of Ancients,
Dungeon, Fire and Sword by John J Robinson
The Holy Blood and the Holy Grail by Baigent, Leigh and Lincoln

Those that wish to join the order must spend forty nights at the Temple in Luccini. Here they fast, meditate and study. Unusually, members of the Order do not have to be followers of Morr, but must follow his laws and be dedicated to the Order's aims. (At the GMs discretion the character must take the initiate career.) During this time they learn the skills Theology and Identify Undead. Once the forty days are up, those seen as worthy are accepted and presented with a small brooch in the shape of Morr's gate.

Gatemen operate freely, but when necessary must follow the orders of clerics. The only requirement is that they attend the general convocation in Luccini which is held every ten years. Membership of the order gives the Templar access to a large body of knowledge concerning necromantic magic and the Undead. The order is also known to own a number of magical weapons, which can be borrowed under exceptional circumstances, such as a sighting of an army of the dead. This is only done with the permission of the most senior cleric.

Long serving members of the Order become highly fanatical. This is for a very simple reason: they are terrified that they will become one of the Undead when they fall, and believe that only total devotion to Morr will preserve their body and soul from this corruption. There is also a certain morbidity among the ranks for all believe they will die unseen at the hands of the enemy, remaining unburied. To this end, those that do not attend the general convocation are assumed dead and their names inscribed on the Wall of the Lost. This wall made of black marble, stands at the temple in Luccini, and has chiselled upon it the names of the fallen Gatemen. The wall is topped by the inscription, "For their deaths are unseen but their deeds never forgotten". Once inscribed the names are difficult to make out, often visible only in moonlight.

Solkan's Knights of the Cleansing Flame

The Knights of the Cleansing Flame make up a large proportion of the Law God's following. They are an extremely disciplined group of warrior-monks who are dedicated to guarding holy sites. They do this in preparation of 'a great event soon to come', the details of which the priests zealously guard. These outposts are usually located in the most desolate areas of mountains and deserts.

Complete devotion to Solkan and skills as a warrior are required to become one of his Templars. The recruit is immediately subjected to a harsh and unforgiving lifestyle. Those that cannot stand the pace desert or die.

The Templars lives are strictly regimental in every detail. Strict military ranking is observed, and day to day life is filled with praying and training. Speaking is wholly restricted to orders and prayer. On waking each morning, the Ritual of Purity is performed. This consists of the shaving off all head hair and a full body examination for signs of Chaos. Were these to be found, the bearer would not live to see the dawn.

All Templars wear the same uniform (plate armour) and carry the same weapons, with their only markings being those of rank. They hold the witch hunter followers of Solkan in disdain, for although their work is important, their lifestyle is too undisciplined. Groups of Knights are often sent out to fight, acting as a fanatical elite force. This devotion often inspires those they fight alongside, attracting fresh recruits to their ranks. However, the Order's uncompromising stance tends to lead them into direct conflict with many of their allies.

Shallya and the other major cults.

Within the cults of Verena, Ranald, Rhya and the old faith, there is

no opportunity to follow the Templar career. As befits the cult's beliefs they have no fighting orders. However, as mentioned in the Clerics of Shallya article in issue ten The Merciful Knights of the Hospitals of Shallya protect the clerics and the cult's sites. It may therefore be possible to take the templar career within this order. Additionally, Myrmidia's Order of the Shield (as detailed in Warpstone issue five) protect the temples of Shallya when necessary. Templars from other orders also occasionally protect the temples of Shallya and Verena. This, of course, is a two way process, and they will expect help with healing, study, and so forth, should the need arise.

Within the cult of Shallya, there are rumours of a faction who spend their time actively hunting down Nurgle worshippers. It is believed to consist of both cult members and those that have been forced to leave the cult because they have killed someone (usually by mistake). However, even this in this group, the Templar career is inappropriate — these people are zealots and fanatics, not a disciplined and organised fighting force.

Taal

In the Cult of Taal it is possible to follow the Templar career within Order known as The Brotherhood of the Bear. This loosely organised group consists of ranger-warriors who guard the holy sites and forests of Taal. On occasion they will provide support for Druids of the Old Faith and for clerics of Rhya, as well acting as scouts for the Knights of the White Wolf. They are centred in Kislev, and few spend any time in the Empire.

Members of the brotherhood spend long periods of time alone in the wild, disliking urban areas. They are skilled in fending for themselves in harsh conditions. They are forbidden from wearing metal armour in the same way as Clerics. On the rare occasions they fight together, they act as highly efficient skirmishers, attacking and then disappearing back into the surrounding terrain.



Wood Elf Templars of the Laurelorn

Hierarchical organization is not a prime characteristic of the Wood Elf nature, and thus the structures and strictures necessary for a Templar and their church are not present. However, the followers of Liadriel and Torothal both have such as defenders of the forest and as promulgators of their religion.

The Lords of Song and Wine (Liadrielinim) recognised that, as the leading wood elf deity, they had certain obligations to their followers beyond that of simple celebration. Incursions of chaos and humans, Imperial civil wars and the increased interaction between Elves and Old World humans provided both the need and

the model for a Templar structure.

The Templars of Liadriel are known in Old Worlder as Knights of the Order of the Jade Wineskin. Their sole duties are to serve Liadriel by protecting the Laurelorn Forest and the Elves therein from harm, so that they may continue to praise the god of song and wine. They have a number of holy glades deep within the forest in which they hold feasts and banquets to the glory of Liadriel. They may fight outside the forest in aid of a relevant cause, but will not allow individual members freedom to pursue their own interests. Their Grand Master, Cwr-Calambas Nar Liadriel, is a member of the Tree Council's Outer Council.

Increased Elf-human interaction, and the desire of certain Wood Elves to "see the world", has led to the return of some experienced warriors who have seen things that make them view the world in a different light. Whilst still wishing to live in the forest with their fellows, they see much greater threats than the odd warband, and indeed, may seem almost paranoid. Frequently, these join the Minstrels of the Order of the Green Lute as Knights Champion of Liadriel. They are allowed much greater freedom to serve Liadriel when and where they see fit, although their loyalty to their leader, the Great Balladeer Nalfin-Lambaras ur Liadriel, retains their primary obligation. They may in fact be met outside the forest more easily than inside, usually on some mission to curb chaos. Obviously, this is the order that PC Elves (and their insanity points) will find welcoming.

The last Elf Templar order is Torothal's Tree Templars, a group of knights organized by the Flock of Torothal, the church of the Goddess of Rain and Rivers and patroness of the Laurelorn. Their Order sees the entire forest as her temple, and their duty is to protect the entire domain. All intrusion is a defilement and will be dealt with harshly. They are served by Torothal's Rain of Death, a brotherhood of archers who support the knights in combat, rituals and mundane hunting and camping tasks. Both serve the goddess in her aspect as the life blood of the forest. Their commander is Tuisich-Novasmair al Torothal, an advisor to the Outer Council on military matters.

Nal Druchiil (lit. Night-Lord) Serafin Skallier is nominally a Templar of Khaela Mensha Khaine, the Elf God of War. However, this is an aspect that the wood elves find distasteful, an aspect of their nature that they shun, and no-one will be allowed to enter such an order. Only the Night Lord serves Khaine, and he excludes himself from Elf culture except in military need, whereupon he sits on the Inner Council.

Dwarf Templars

The Dwarf temperament is perfect for the militaristic traditions of honour that personify Templars. There are, however, few Orders within the Dwarf Kingdoms, and none outside Imperial rule. This is due to the fact that Dwarfen military units and the main churches all exhibit Templar characteristics, without being Templars, and all are loyal to their gods, homeland, kin and king. There is thus little need for Templar organization, and few seeking to join. The exceptions are The Order of The Stone Wall, The Order of The Axe, The Order of Stone and The Order of Granite.

The Order of The Stone Wall is for Slayers who have been unsuccessful, and who have survived in spite of their vows*. Dwarfs who find themselves unable to achieve their glorious atonement are faced with two options. Most head north to the Wastes as Demon Slayers, where death is certain; some, however, seek judgement from the Lawgivers in their holds. If they are deemed worthy through their actions as a Slayer, a codicil is added to their entry in the Book of Atonement, and they join the Order. The Order guarantees certain, heroic death. They are called the Stone Wall because they never retreat. In the face of a defeat, they will die to a Dwarf covering a forces' orderly retreat. They are often called upon as a suicide squad who carry out any and all tasks. Note that they are still not accepted into mainstream Dwarf society, but are toler-

ated as those awaiting death in a necessary cause.

The Order of the Axe serves the political needs of the High King and the clerics of Grungni as a distinct military wing of the church. With the diverse spread of the Dwarfen peoples, the Order is a useful reminder of the central structure of Karaz-Ankor that was fragmented in the Elf-Dwarf War and its aftermath. Templars are known as Axes of Grungni, or simply as an Axe. The Order is distinct from the Cult of Grungni, and demands no religious obligations.

Both the Order of Stone and the Order of Granite were formed as attempts to unify a defence during the Age of Darkness. They technically serve the Emperor of Karaz-Ankor, who no longer exists, of course. The kings of the remaining Holds which still nominally form the Dwarf Empire lay claim to some degree of loyalty from the Orders. Because of the nature of current events, and the general order of each king's military, both Orders are small in terms of numbers, although both have large wealth in the form of the treasures which they managed to save from goblin invaders. For this reason, the Orders will always have some support. The Order of Granite is based in Karaz-A-Karak, whilst the Order of Stone based itself in Zhufbar when the hold was retaken.

Halfling Templars

There is only one Templar order that is indigenously Halfling; the Order of the Hearth. The Order is nominally under the control of the church of Esmeralda, known as the Kitchen of Esmeralda. It seeks to ensure the safety of the family, the kitchen and the cooking pot. Its members are those who left The Moot in search of adventure, and now seek to protect others from the evils which they witnessed. Whilst well respected, members are always regarded with awe and a little fear, as they are seen as being a little "different".**

*[In my own campaign, the idea arose because of the large numbers of Slayers that seemed to survive, and the fact that players wanted the Slayer careers for the attributes without the associated vows and certain death. I also did not fancy a demon/dragon/god slayer career progression, because it does not fit into my view of the Old World. (TE)]

** [Those playing after Empire in Flames who have not developed The Moot may wish to use the following from my campaign. Until 2515, there was little real organization. However, with the rediscovery of the relic armour Esmeralda's Overcoat and the sword Hearthwarm, together with the civil war following the suspicious death of Elder Stoutheart, the Order are now also a political force. They are directly commanded by the Protector and First Citizen, Flerin Crabtree. As leader of the Radishals, he overthrew the evil Bobbo Smugsmith's mercenary takeover attempt, and as the chosen of Esmeralda, has rationalised The Moot's defensive capabilities. The Order of the Hearth are the elite of this force. (TE)]

HOW CAN YOU TELL?

By Francis Plunder

My Dearest Claude,

It is good that you came to me on this matter and I believe I can help with the problem. I have spoken to enough adventurers over the past few years, and as dirty, uneducated, dissatisfied and arrogant as they are I have picked up a few things. Let us just say they have their uses, shall we.

So you suspect that your neighbour is a chaos cultist. However, you are right not to denounce him without thought of proof. After all these things can get out of hand so quickly, with accusations 'I've seen him dancing naked' and 'His nose was never that big before. Mutant!', leading to barbecue community. Well, from what I've picked up the following are certain indicators of illegal worship.

- 1. He will be a town councillor, merchant or noble. Yes, the upstanding members of society seem to be most likely to fall foul of the temptations.*
- 2. He will almost certainly be a he, be single (possibly because wife died early, but more likely because few people like him) and generally somewhat superior in attitude (as if he knows something you don't). Will therefore be looked after by servants, who may will be hunched.*
- 3. He always visits his mum when the moon is full, or dark.*
- 4. Tendencies to laugh and rub hands together gleefully. May will mutter under his breath (You may hear "The hour of change is at hand", "You'll see! You'll all see" or the like.*
- 5. Tentacles.*
- 6. Never attends the public baths. See 5.*
- 7. Constantly wears green/yellow, red or purple robes.*
- 8. Has a large collection of stylish kitchen knives.*
- 9. Regularly buys goats and chickens which are never seen again.*
- 10. He will own a large cellar.*

Of course one of these alone is not proof, I have a cellar myself, enjoy chicken pie as much as the next man and even visit mother when I have too but these should help you.

All the best, your friend,

Hans

P.S. The cream you recommended worked wonders.

PRESS RELEASE

For those of you interested in such things, here is a text of the press release that announced Warpstone's worldwide distribution.

WARPSTONE, the acclaimed British fanzine for Warhammer Fantasy Roleplay, will be available in games stores all over the world next year.

The A4-sized, 44-page magazine has signed a distribution deal which means its tenth issue, to be released in March 1999, will be sold via games distributors and retailers worldwide. Previously the magazine has only been sold through shops in the UK, and overseas gamers were forced to subscribe if they wanted copies.

"It's a big step for us," said **Warpstone** co-editor John Foody, "but we believe the magazine's quality will make it as successful worldwide as it has been in the UK."

The first new issue of **Warpstone** will appear in March 1999, and will be published three times a year after that. Each issue will be 44 pages including cover. It will retail for \$4.95

Warpstone was founded in 1995 by John Foody and John Keane, and has notched up nine successful issues so far. Although it isn't published by the producers of Warhammer Fantasy Roleplay, Hogshead Publishing, it keeps close links with the company so it can stay up-to-date with the game's latest developments.

"This is terrific news for **Warpstone**," said James Wallis, director of Hogshead Publishing. "I have enormous respect for what John and John have achieved with the magazine, and I hope this move wins it thousands of new readers."

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