

Chaos Dwarfs

From the Darkness

Extras for the article by Alfred Nuñez Jr. in Warpstone 28

THYMBRIN SNAKEBEARD

The existence of Chaos and Tainted Dwarfs is generally viewed as a myth by the populace of the Old World. To the Dwarfs of Karaz Ankor and neighbouring Humans in the eastern Empire and Kislev, however, these foul races are all too real. There are a few individuals among these races who are known by name and evil reputation.

Before the Great War against Chaos, there was a rather unorthodox Dwarf Engineer from Karak Vlag named Thymbrin Goldenbeard. He had considerable talent, but was uncharacteristically impatient for a Dwarf. Thymbrin pushed his Guildmaster to the limits of the old Dwarf's tolerance and was exiled from the Dwarfhold in the early Spring of 2301 I.C. No one was sure where the engineer went, but the point became moot when the Chaos Wastes erupted from the north and enveloped the northern Worlds Edge Mountains, including Karak Vlag.

Heavily mutated Dwarfs were first seen in the mountains near north-eastern Kislev fifty years later. They raided the outlying farms near Praag, destroying the buildings and carrying off the inhabitants, including any corpses. The raids increased as the years passed, and gradually more Tainted Dwarfs were encountered. As time progressed, rumours filtered back of an extremely talented weaponsmith named Thymbrin Snakebeard living among these mutants.

Thymbrin Snakebeard is credited with designing and manufacturing some of the most devastating war machines in the Chaos army arsenal, particularly for the armies of Khorne. Thymbrin is also responsible for breeding the powerful Boar Centaur, and is recognised with the creation of the Tainted Dwarf mortar and bazooka.

Thymbrin may be encountered with a band of raiding Tainted Dwarfs in Kislev or the north-eastern Empire. He will generally bring one of his innovative weapons with him – or possibly some other untested, yet outrageous, contraption (imaginative GMs may develop some weird contrivance with a fair chance of failure). The Tainted Dwarf inventor may also travel with Khornate warbands, along with others of his kind. Thymbrin's apprentices may be sent out with warbands to capture Humans,

Elves, or Halflings for one of his breeding programs.

Thymbrin is a very unusual and powerful Tainted NPC. For those GMs who wish to use him in their campaign, either as a major villain or cameo, Thymbrin's stats are as follows:

Careers: Artisan (Weaponsmith), ex-Tradesman, ex-Engineer
Height: 5 ft 1 in, **Weight:** 165 lbs, **Hair:** White, **Eyes:** Red
Age: 330 years (estimated)

WS	BS	S	T	Ag	Int	WP	Fel
75	46	46	54	48	57	48	31
A	W	SB	TB	M	Mag	IP	FP
2	17	4	5	3	-	-	-

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Common Knowledge (Tainted Dwarf), Drive, Evaluate, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Dark Tongue), Speak Language (Goblin Tongue, Khazalid, Kislevian, Reikspiel), Trade (Armourer), Trade (Carpenter), Trade (Gem Cutter), Trade (Gunsmith), Trade (Miner), Trade (Smith), Trade (Weaponsmith)

Talents: Artistic, Dwarfcraft, Grudge-born Fury, Master Gunner, Night Vision, Resistance to Magic, Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Two-Handed), Stout-hearted, Sturdy

Trappings: Axe, Two-Handed Axe, Firearm (SB 4, R 24/48, Reload 2 Full) with Ammunition, Trade Tools, Engineers' Kit, 6 Spikes

Chaos Attributes: Serpent in place of beard (A +1, bite attack, 50 of bites are venomous), Irrational Hatred (Dwarfs, including Dark Land Chaos Dwarfs), Weapon Master (WS +20)

LORE OF HASHUT ADDITIONAL SPELLS

MAGMA POOL

Casting Number: 10

Casting Time: Full Action

Ingredients: Piece of Obsidian (+1)

Description: The Sorcerer-Priest melts into molten lava and flows into the ground. He can travel in this manner for a maximum of 50 yards before oozing to the surface. There he reforms and solidifies. All his possessions are similarly transmuted, and reappear with him.

BANDS OF EBONY

Casting Number: 12

Casting Time: Full Action

Ingredients: A Vial of Black Sludge from the River Ruin (+2)

Description: Through use of this spell, the Sorcerer-Priest causes black tentacles to erupt from the ground beneath any victims within 50 yards and try to bind them. The number of victims that can be so ensnared is equal to the Sorcerer-Priest's Magic Characteristic. The effects of the spell last 1d10+4 minutes and its intent is to capture and enslave capable adversaries. The tentacles have the following characteristics:

WS	BS	S	T	Ag	Int	WP	Fel
60	-	74	54	76	-	-	-
A	W	SB	TB	M	Mag	IP	FP
2	20	7	5	7	-	-	-

FLAMING HIDE

Casting Number: 14

Casting Time: Full Action

Ingredients: Fistful of Charcoal (+1)

Description: The Sorcerer-Priest may cast this spell on themselves or any individual within a 10 yard range. The skin of the affected character begins to glow red-hot and flickers with sparks for 1d10+3 rounds. The flaming hide provides the character with 2 Armour Points all over (although these do not add to any existing Armour Points; only the greater value of this or the character's normal armour at each location should be used). Anyone attacking the character with the Flaming Hide suffers one automatic SB4 hit for each successful attack using a fist weapon, bite or claw. Flammable creatures suffer an additional 1d10 wounds. Toughness and armour reduce damage as normal and creatures that are subject to fear or terror of fire must make the appropriate psychological test.

FLAMES OF AZGORH

Casting Number: 16

Casting Time: Full Action

Ingredients: Sulphurous Rock (+1)

Description: This spell enables the Sorcerer-Priest to breathe out whirling tendrils of sorcerous flame. The flame lashes out at any opponent within a 15-yard long cone which begins at the Sorcerer-Priest and spreads to a width of 5 feet. Characters enveloped by the lashing flames take one SB4 hit and any flammable item is set aflame (see WFRP, page 136). Non-magical armour does not reduce the damage inflicted by this spell. A victim of the Flames of Azgorh may attempt a dodge to avoid its full effects by making an Ag test. A successful test results in the victim receiving only half the indicated damage from the attack. Flammable creatures suffer an additional 1d10 wounds. Toughness and armour reduce damage as normal and creatures that are subject to fear or terror of fire must make the appropriate psychological test.

ASH CLOUD

Casting Number: 22

Casting Time: Full Action

Ingredients: Fistful of Volcanic Ash (+1)

Description: The Sorcerer-Priest summons up a cloud of hot volcanic ash within a 50 yard range, which appears around an intended victim or group of victims within a 5 yard radius. The ash cloud stings the eyes of the victim(s) and causes coughing and spluttering. Affected victims suffer a modifier of -20 to their WS, BS, and Ag characteristics. In addition, their M and A are halved (rounding fractions up) for 1d10 rounds. This spell is only effective against living targets, and has no effect on Undead or Daemons.

DOOMROAR

Casting Number: 22

Casting Time: Full Action

Ingredients: A Bull's Horn (+1)

Description: The Sorcerer-Priest's eyes blaze with power and his head transforms, taking on the aspect of the Bull-God, Hashut. Massive twisted horns sprout from his temples and large flared nostrils belch forth smoke and fire. The transformed Sorcerer-Priest lifts his bull-head and bellows forth a deafening roar. Those Chaos Dwarfs and allies hearing the roar are filled with courage, while enemies suffer a feeling of doom and dread. All enemies within 50 yards of the Sorcerer-Priest must take a fear test immediately. If they fail they flee from the Sorcerer-Priest. Chaos Dwarfs and other allies within range gain a +10 modifier to their WS for the next 1d5 rounds.

SHADOW BULL OF HASHUT

Casting Number: 24

Casting Time: Full Action

Ingredients: Vial of Tar (+1)

Description: The air around the Sorcerer-Priest grows hot, and a shadowy form begins to coalesce into a bull-shape next to him. With a deafening roar, the Shadow Bull charges forward,

smashing everything in its way for 1d10+3 rounds. If "killed" or the spell ends, the Shadow Bull simply dissipates. The Bull is not controlled by the summoner.

WS	BS	S	T	Ag	Int	WP	Fel
50	-	44	44	40	89	89	-
A	W	SB	TB	M	Mag	IP	FP
2	30	4	4	7	-	-	-

Skills: Perception

Talents: Daemonic Aura, Frightening, Keen Senses, Natural Weapons, Night Vision, Will of Iron

Armour: None

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

Weapons: Horns, Hooves

Slaughter Margin: Hard

ERUPTION

Casting Number: 30

Casting Time: Two full actions

Ingredients: Fistful of Pumice Rock (+1)

Description: The Sorcerer-Priest chants words of power and smashes his staff on the ground. There is a low rumbling for a moment, and then, at a point of his choosing, the ground erupts, spewing forth molten lava and clouds of hot ash. Any characters within 10 yards of the eruption must successfully pass an Ag test to leap aside and receive 1d5 hits at SB5. Any character failing the test receives 1d5 hits at SB10 from the molten lava. Anything stationary (for example, buildings) caught within the area of eruption receives 6 SB10 hits.

SORCERER-PRIEST'S CURSE

Casting Number: 30

Casting Time: Two full actions

Ingredients: A fist-size Chunk of Quartz (+2)

Description: The Sorcerer-Priest motions towards an intended victim or group within 20 yards, and afflicts his targets with the curse of the Chaos Dwarf Sorcerer-Priests. Victims slowly turn to stone, from the feet upwards. To perform any action, the victim must first make a successful S test at the start of every round. If he succeeds, he can move that round with the following restrictions: WS, BS, Ag all -20; M and A halved (round fractions up). If the test is failed, the victim may do nothing, as the encumbering bulk of his stony form proves too difficult to move (the victim is considered prone). The effect of this spell lasts 3d10+3 rounds, after which the stone reverts to normal flesh. Victims of this spell receive 2 Insanity Points.

DANGERS OF DEMAGOGUERY

Shifting through the mess of the flat in the Freiburg district of Middenheim, the young man found something of interest to his superior. "Looks like the information we received from Marienburg was accurate, sir."

"If not late," the Dwarf grumbled. "Herr Trancas is an excellent source, but it takes a while to talk his price down. So what have you found, Herr Krank?"

"Just some incoherent scribblings, sir. Something about the denizens of the Dark Lands..."

"More nonsensical writings, no doubt. Gods know how many innocents he has corrupted with his unimaginative twaddle. I'll place those papers in my satchel while you continue looking for anything else of interest. Time is of the essence here. We wouldn't want the landlord to wake up and find two strangers rifling through his departed tenant's things. He might call the Watch and we do not need the inconvenience of their incompetence."

"Yes sir, Herr Malfrek. I've also found these sketches of Ratmen and some burnt paper by the fireplace."

"I'm certain that it's more of the same crazed writings from our mysterious Herr Lepidus Blasenhart. We know from our own work of the existence of these creatures of which he writes, but his view that they have a shadow culture that mirrors humanity's is bloody well preposterous and inaccurate. Of course, the Witch-Hunters eagerly seek to break the demagogue on the wheel. And who can blame them? Personally, I'd prefer to have this Blasenhart spend some time on my rack. I'm sure I could wring the names of his accomplices given some private moments with him..."

"Uh, sir, I believe there's nothing else here to collect. I did, however, find this reference to Kislev."

"Very good, Herr Krank. There are just a few things that need to be done once we leave. We'll leave a drop-off for our colleague in the Order of the White Wolves. He's certain to pass word along to the Ulrican Witch-Hunters. Moreover, we must send a courier to our Graukappen contact in Altdorf in the event that this Kislev reference is nothing but a ruse. The fool may actually try to make his way to Altdorf. We'll assign someone to keep this place under surveillance for the next few days just in case."

"Anything else, sir?"

"One last thing, certainly. Stick this black rag in the mouth of Blasenhart's manservant's corpse over there. We want people to see this was the work of the Schwarzmantel. Makes them nervous and nervous people are good at revealing secrets, especially since they don't realise it."

NPC PROFILES

ARTISAN

(WFRP2, page 62) Like Old World Dwarfs, many Chaos Dwarfs become highly skilled craftsmen, mostly as armourers and weaponsmiths. The artisans have their own version of the Secret Language - Guild Tongue skill.

Some Tainted Dwarfs make it past the apprentice stage without further mutations. Those that do become highly skilled armourers and weaponsmiths.

WS	BS	S	T	Ag	Int	WP	Fel
41	31	41	51	41	41	41	41
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Drive, Evaluate, Haggle, Perception, Secret Language (Guild Tongue), Speak Language (Khazalid or Dark Tongue), Speak Language ([Chaos Dwarf] Goblin Tongue or Grumbarth; [Tainted Dwarf] Kislevian or Reikspiel), Trade (Smith and any three)

Talents: Artistic, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Trappings: Trade Tools

ENGINEER

(WFRP, page 67) Like their erstwhile western cousins, a small number of the Chaos and Tainted Dwarfs follow the path of Engineer. Many of these work on the various war machines of their respective races as well as gunpowder weapons.

WS	BS	S	T	Ag	Int	WP	Fel
51	46	36	46	37	54	41	21
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	3	-	-	-

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Common Knowledge (Chaos or Tainted Dwarf), Drive, Perception, Read/Write, Speak Language (Khazalid or Dark Tongue), Trade (Gunsmith), Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Master Gunner, Night Vision, Resistance to Magic, Specialist Weapon Group (Gunpowder), Stout-hearted, Sturdy

Trappings: Hand Weapon, Firearm (SB 4, R 24/48, Reload 2 Full) with Ammunition, Leather Jack (1AP Body/Arms), Engineers' Kit, 6 Spikes

INTERROGATOR

(WFRP, page 73) Chaos Dwarf interrogators are highly skilled at extracting information from spies, captive enemies, and rebellious slaves - and in causing a lingering, painful death. Like slavers, interrogators are highly esteemed by their people and indispensable to Sorcerer-Priests. Some interrogators even travel with slavers and their escorts to ensure that information can be extracted from the most uncooperative of prisoners.

WS	BS	S	T	Ag	Int	WP	Fel
56	31	51	51	31	41	51	36
A	W	SB	TB	M	Mag	IP	FP
1	16	5	5	3	-	-	-

Skills: Charm, Common Knowledge (Chaos Dwarf), Heal, Intimidate, Perception, Speak Language (Khazalid), Torture, Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Menacing, Night Vision, Resistance to Magic, Specialist Weapon Group (Entangling), Specialist Weapon Group (Flail), Stout-hearted, Sturdy

Trappings: 5 Knives, Flail, Whip, 3 pairs of Manacles, Trade Tools (Interrogator)

JAILER

(WFRP, page 42) Chaos Dwarf jailers are generally those who are given responsibility to keep slaves in line until they can be turned over to the overseers in the mining operations. Chaos Dwarf jailers tend to be more sadistic than their Human counterparts in the Empire, if that can be imagined.

WS	BS	S	T	Ag	Int	WP	Fel
41	31	31	41	21	31	31	21
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	3	-	-	-

Skills: Command, Common Knowledge (Chaos Dwarf),

Consume Alcohol, Dodge Blow, Heal, Intimidate, Perception, Search, Speak Language (Khazalid), Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Entangling), Stout-hearted, Sturdy, Wrestling

Trappings: Club, Whip, Jug of Chaos Dwarf ale, 3 pairs of Manacles

MERCHANT

(WFRP, page 77) Few Chaos Dwarfs demonstrate the ability (and patience) to barter with the friendly tribes of Orcs and Goblins, as well as Hobgoblins and Ogres, for slaves and supplies. Some traders can be found accompanying slavers and their bands, while others have their own escort of soldiers.

WS	BS	S	T	Ag	Int	WP	Fel
51	41	36	46	31	56	51	41
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	3	-	-	-

Skills: Charm, Common Knowledge (Chaos Dwarf), Common Knowledge (Goblin or Ogre), Common Knowledge (Hobgoblin), Drive, Evaluate, Gossip, Haggle, Read/Write, Secret Language (Guild Tongue), Speak Language (any two: Goblin Tongue, Grumbarth or Kislevian), Speak Language (Khazalid), Trade (Merchant), Trade (Smith)

Talents: Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy, Super Numerate

Trappings: Trade Goods

SORCERER-PRIEST

Master Sorcerer-Priest

WS	BS	S	T	Ag	Int	WP	Fel
56	46	41	51	36	64	70	41
A	W	SB	TB	M	Mag	IP	FP
2	17	4	5	3	3	-	-

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Magick), Academic Knowledge (Runes or Strategy/Tactics), Channelling, Command, Common Knowledge (Chaos Dwarf),

Common Knowledge (Hobgoblin Hegemony), Common Knowledge (Karak Ankor, Kislev or Ogre Kingdoms), Heal, Intimidate, Magical Sense, Perception, Read/Write (Khazalid), Search, Speak Arcane Language (Magick), Speak Language (Goblin Tongue), Speak Language (Grumbarth or Kislevian), Speak Language (Khazalid)

Talents: Aethyric Attunement, Divine Lore (Hashut), Fast Hands, Grudge-born Fury, Lightning Reflexes or Warrior Born, Master Orator, Meditation, Mighty Missile, Night Vision, Schemer, Seasoned Traveller, Stout-hearted, Strike to Injure or Strike to Stun, Sturdy

Trappings: Hand Weapon, Rod of Office, Religious Symbol, Robes, 2 Magic Items.

Elder Sorcerer-Priest

WS	BS	S	T	Ag	Int	WP	Fel
61	51	46	56	41	69	75	46
A	W	SB	TB	M	Mag	IP	FP
2	18	4	5	3	4	-	-

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Magick), Academic Knowledge (Runes), Academic Knowledge (Strategy/Tactics), Channelling, Command, Common Knowledge (Chaos Dwarf), Common Knowledge (Hobgoblin Hegemony), Common Knowledge (Empire, Karak Ankor, or Kislev), Common Knowledge (Ogre Kingdoms), Heal, Intimidate, Magical Sense, Perception, Read/Write (Khazalid), Search, Speak Arcane Language (Magick), Speak Language (Goblin Tongue), Speak Language (Grumbarth), Speak Language (Khazalid), Speak Language (Kislevian or Reikspiel)

Talents: Aethyric Attunement, Divine Lore (Hashut), Fast Hands, Grudge-born Fury, Hardy, Lightning Reflexes, Master Orator, Meditation, Mighty Missile, Night Vision, Schemer, Seasoned Traveller, Stout-hearted, Strike to Injure or Strike to Stun, Sturdy, Warrior Born

Trappings: Hand Weapon, Sceptre of Office, Religious Symbol, Robes, 3 Magic Items, Religious Relic.

TRADESMAN

(WFRP, page 57) The Chaos Dwarfs are superb artisans, especially with armour and weaponcraft. Their traditions are oral, much like the Old World Dwarfs, and they have an extensive apprenticeship. Their masters are the only ones who can determine whether apprentices have demonstrated the proper level of skill and craftsmanship required to be elevated to the rank of Artisan proper. Any who fail to progress at a reasonable rate are consigned to becoming overseers in the slave pit.

The Tainted Dwarfs only work with armour and weaponcraft, at both of which they excel. Their traditions are also very much like the Old World Dwarfs.

WS	BS	S	T	Ag	Int	WP	Fel
41	31	36	46	31	36	41	21
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Drive, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Khazalid or Dark Tongue), Trade (Smith, and any two)

Talents: Dealmaker or Savvy, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Trappings: Leather Jerkin (1AP Body)

WATCHMEN

(WFRP, page 59) Chaos Dwarf watchmen have two basic functions. Some maintain a degree of order, discipline, and

security in the areas where the slave population labour much as one would expect from a Watchman in Human societies. Others patrol the roads of the Chaos Dwarf empire as do (unmounted) Imperial roadwardens looking for any sign of trouble (such as escaped slaves or hostile greenskins). Chaos Dwarf watchmen are armed like soldiers.

WS	BS	S	T	Ag	Int	WP	Fel
51	36	36	41	26	41	31	26
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	-	-	-

Skills: Common Knowledge (Chaos Dwarf), Dodge Blow, Follow Trail, Intimidate, Perception, Search, Speak Language (Khazalid), Trade (Smith)

Talents: Coolheaded or Savvy, Disarm or Street Fighting, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Strike Mighty Blow, Strike to Stun, Sturdy

Trappings: Mail Shirt (2AP Body), Hand Weapon, Club



Olivier Bergerat

MUTATIONS

The mutations of the Tainted vary greatly from one individual to the next. To determine the number of mutations for an individual Tainted Dwarf, roll a D10. If the result is a 1 through 5, then the Tainted character has one mutation. If the result is a 6 through 8, then they have two mutations. A result of 9 or 10 means that the Tainted has three mutations. Then roll the appropriate number of times on the mutation table below.

D100 Mutation (Characteristic Effects)	21	Blood Rage (frenzy)
01 Abnormally Thin (S -10)	22	Blood Substitution [roll a D10]:
02 Additional Eye	1-4	Leeches or Maggots (T +10; if wounded, opponent must make an I test to avoid stream of maggots or leeches. If failed suffer SB2 hit)
03 Agility (Ag +20)	5-6	Acid (T +15; if wounded, powerful acid sprays out of wound. Opponent takes SB3 hit)
04-14 Bestial Face [roll a D100]:	7-8	Protoplasm (T +15; translucent slime oozes from wounds. If mutant killed, slime coalesces into an amoeba)
01-03 Ant (A +1, bite attack)	9	Molten Metal (T +20; if wounded, molten metal jets from wounds and opponents take SB3 hit. Any flammable substances are also ignited. When killed, mutant explodes causing one SB4 hit on anyone within 10 yards)
04-06 Ape	10	Electricity (T +15; if wounded by metal weapon, electricity in bloodstream causes one SB3 hit on opponent. This increases to a SB6 hit if opponent is wearing metal armour.)
07-10 Bat (A +1, bite attack; night vision)	23-24	Bulging Eyes
11-15 Bear	25	Carapace (3AP body)
16-20 Boar (A +1, gore attack)	26-28	Claws
21-23 Bull (A +1, gore attack)	29-30	Cloven Hoofs
24-26 Deer (A +1, gore attack)	31	Cowardice (subject to fear if outnumbered)
27-28 Dragon (A +1, bite attack; may Breathe Fire in place of bite attack, as described in WFRP p. 236, (this refs the v1 book) although the range is reduced to 12 yards, the Strength to 4 and the number of wounds caused to 1D6.)	32	Crest
29-31 Eagle (A +1, bite attack; excellent vision)	33	Crown of Eyes*
32-61 Goat (A +1, gore attack)	34	Eyestalks* (10 of all head hits will sever an eyestalk)
62-64 Rabbit	35	Fangs (A +1, bite attack)
65-67 Rat (A +1, bite attack; night vision)	36	Fast (M +3)
68-72 Raven (A +1, bite attack; excellent vision)	37	Feathered Hide
73-77 Snake (A +1, poisonous bite)	38	Featureless Face*
78-80 Spider (A +1, bite attack as Giant Spider)	39	Flaming Skull Face*
81-85 Weasel (A +1, bite attack)	40-41	Foul Odour (opponent's WS -10)
86-92 Wild Cat (A +1, bite attack; night vision)	42	Furry
93-00 Wolf (A +1, bite attack; acute hearing)		
15-16 Beweaponed Extremities (1-3 blades, 4-6 maces; S +10, Ag -10)		
17 Big Ears (acute hearing)		
18-19 Bird's Feet (T +10, A +2 for claw attacks if coupled with wings)		
20 Black Skin (+20 to concealment when at night or in dark surroundings)		

- | | | | |
|-------|--|-------|---|
| 43 | Headless* | 53 | Long Spines (Opponents in hand-to-hand combat must make an Ag test/round or take automatic SB1 hit) |
| 44 | Hopper (M reduced to 2) | 54 | Magic Immune (automatically pass any WP test against spells cast against it. Magic weapons are treated as non-magical against it) |
| 45 | Horns (A +1, gore attack) | 55-56 | Magic Resistant (WP +20) |
| 46 | Hypnotic Gaze (Opponent rooted to spot unless WP test is passed) | 57 | Mane of Hair |
| 47 | Iron Hard Skin (5AP all over) | 58 | Manic Fighter (never breaks from combat) |
| 4 | Irrational Fear [roll D10 to determine the number of things to fear] | 59 | Marksman (BS +20) |
| | 1-6 1 | 60-61 | Moronic (Int -20, subject to stupidity**) |
| | 7-9 2 | 62-63 | Multiple Arms (A +1 per arm, T +10 for every two arms) |
| | 10 3 | 64 | No Neck |
| | [roll D10 to determine extent of the mutant's fear] | 65 | One Eye (BS x ½) |
| | 1-7 fear | 66 | Pin Head (Int -20, subject to stupidity**) |
| | 8-10 terror | 67 | Pointed Head (Int -10) |
| | [roll D10 to determine extent of the mutant's fear] | 68-69 | Prehensile Tail (A +1) |
| | 01-30 GM's choice | 70 | Razor Sharp Claws (A +1, S +20) |
| | 31-37 Humans | 71 | Rearranged Face* |
| | 38-45 Elves | 72 | Resilient (retake failed T test once) |
| | 46-52 Dwarfs (normal) | 73 | Rotting Flesh* |
| | 53-57 Anything larger than itself | 74-75 | Scaly Skin (T +10) |
| | 58-68 Wizards | 76 | Scorpion Tail (A +1, poisonous attack) |
| | 69-70 Goblins | 77 | Short Legs (M x ½) |
| | 71-72 Orcs | 78 | Skull Face* |
| | 73-74 Ogres | 79 | Spits Acid (up to 10 yards, BS to hit, SB3 hit) |
| | 75-76 Trolls | 80 | Strong (S +30) |
| | 77-78 Chaos Warriors (if they belong to a warband of a particular patron Chaos deity, then they would fear those of other Chaos deities instead) | 81-82 | Suckers on Hands and Feet (scale sheer surface) |
| | 79-80 Skaven | 83-84 | Tentacles* |
| | 81-82 Beastmen | 85 | Transparent Skin* |
| | 83-84 Winged Creatures | 86-90 | Unusual skin (or fur) colour |
| | 85-94 Items/creatures of a particular colour (GM's choice) | 91-92 | Warclub Tail (A +1, S +10 for tail attack) |
| | 95-96 Loud Noises | 93-94 | Warty Skin (T +10) |
| | 97-98 Reptiles | 95 | Weapon Master (WS +20) |
| | 99-00 Insects | 96-98 | Wings* (1-5 small, 6-8 medium, 9-10 large; if large or medium, fly as Swooper) |
| 49-50 | Irrational Hatred [roll D10 to determine the number of things to hate] | 99-00 | GM creates their own |
| | 1-6 1 | | |
| | 7-9 2 | | |
| | 10 3 | | |
| | [to determine object of the mutant's hatred roll D100 and use the table above] | | |
| 51 | Long Legs (M +1) | | |
| 52 | Long Neck (any critical hit to the head has a 25 chance of severing the neck) | | |

* denotes mutations which cause fear. If three or more of these mutations are present, the creature causes terror.

** requires character to pass an Int test whenever engaged in an activity in order to remain focused on that activity. Failure means that the character has lost all interest in the activity it has engaged in and would be inclined (if not defending itself) to either sit with a dazed look in its eyes or wander off muttering to itself.