

I'm not a robot



[illegible]

[illegible]

[illegible]

[illegible]

Advanced Skill using Agility. Perform specialisations require training to attempt, and are a physical speed and coordination. Play is also an Advanced Skill, this time using Dexterity. It represents training in specific musical instruments, all of which need teaching and practice to perform Well. You should choose carefully when determining your specialisation, or otherwise combine with a deity. For more information on using the Pray Skill to seek divine intervention, see Chapter 7: Religion & Belief. In combat, if your GM deems it appropriate considering your circumstances and faith, you may use Pray to meditate and focus your mind. Each round you spend praying in combat and making a successful Pray Test gives you +1 Advantage. You can gain additional Advantage this way, up to a maximum of your Fellowship Bonus. Further, if your enemies understand your language and recognise (and fear) your deity, the GM may allow you to use Pray in lieu of the Intimidate Skill. Ranged (BS) advanced, grouped Whilst anyone can throw a rock successfully using their Ballistic Skill, it takes training and practice to use weapons like bows and pistols. Each Ranged Specialisation is specific to a group of ranged weapons. If you don't have the Ranged Specialisation for a weapon you wish to use, refer to Chapter 11: Consumers Guide to see what penalties you will suffer when using the weapon. See Chapter 5: Rules for full detail about ranged combat. Specialisations: Blackpowder, Bow, Crossbow, Engineering, Entangling, Explosives, Sling, Throwing Research (Int) advanced How adept you are at pulling skill and frequently obscure knowledge from libraries and other such storehouses of information. Research requires you have the Read/Write Skill (see page 142). Simply possessing the Research Skill indicates you can find straightforward information from a clearly indexed library without a Test given enough time. If you are seeking specific, s k i l l s n d t e l e n t s less well-known information, or you are in a rush, you will be required to make an Extended Research Test, with the Difficulty modified by the library size, and the target SL depending upon the obscurity of the topic, to be able to scull about a pond, or over a gentle river, without a Test. Those without the skill may have to make a Test against the most basic manoeuvres. Research has no use in combat beyond perhaps finding you a useful manual on swordplay, or a recipe for a dish that might help you in your quest. The Research Skill is used to research information required to complete a task. The Research Skill is used to research information required to complete a task. The Research Skill is used to research information required to complete a task.

[illegible]

[illegible]

to vomiting? If you move around too quickly, whenever you run a test involving physical movement, your nausea overwhelms you and you vomit. You gain the Stunned condition, which represents you being sick repeatedly or dry heaving, depending upon your current circumstances. Treatments: Remedies for Nausea are Common and usually require a cosmetic issue, resulting in a penalty of 10 to Fellowship Tests. Additionally, remember to roleplay and describe all the scratching: If you want to withhold from this for a while, pass an Average (+20) Cool Test. When the Pox ends, attempt an Average (+20) Cool Test. If this fails, reverse the Test dice and apply permanent scarring to that Hit Location, donating an area where you scratched and the pox there healed badly. If the Hit Location is the head, permanently lose 1 in Fellowship. See Combat for more on Hit Locations. Treatment: Poxes are exceedingly common, and so are remedies, which are usually creams or oils. Larger temples of Shallya often keep a stock of the cream for free (though donations are expected) and apothecaries and herbalists of all kinds sell similar products for relatively low prices (rarely more than six or seven pence for a week's worth of treatment, with a 90% chance of being genuine medicine). Using a cream increases all Cool Tests to resist scarring to Very Easy (+60), but is usually unsightly. You have a wound or open sore that does not heal properly because of an infection. For each Wounded symptom you have, you cannot heal one of your Wounds, which stays open and sore, possibly seeping foul-smelling pus. Every day, take an Easy (+20) Endurance Test or gain a Festering Wound if you do not already have one. 189 V I Wa r h a m e r f a n a t a s y r o l e p l a y Fear (Rating) Treatment: A daily successful Heal Test ensures the Wound is clean and does not require an Endurance Test to be further infected. The Fear trait represents an extreme aversion to something. Creatures that cause Fear have a Fear Rating; this value reflects the SL you are required to pass on an Extended Cool Test to overcome your Fear. You may continue to Test at the end of every round until your SL equals or surpasses the creatures Fear rating. Until you do this, you are subject to Fear. Psychology Our emotions and instincts have a powerful impact on how we react in certain circumstances. These rules bring another level of drama to your game. Psychology Test Frenzy If you are exposed to one of the following Psychological traits, you may resist its effects by passing a Cool Test at the beginning of the Round, with the Difficulty set by the GM. A successful Test lasts until the end of the current encounter, although additional Tests may be required if circumstances change. With a Willpower Test, you can work yourself into a state of frenzy by psyching yourself up, howling, biting things, or similar. If you succeed, you become subject to Frenzy. Example: Brokk has Animosity (Elves). When the Dwarf encounters some haughty Elves quaffing wine and laughing loudly in a tavern, he tests his Cool to control himself; he passes, so is not subject to Animosity, though he does choose to spit on the ground as he passes the sneering things. Later, when one of the Elves jostles his arm, spilling his ale, his GM asks Brokk to Test again. This time he fails. So, setting down his tankard, he turns around to have a word with the offending Elf, unable to stop himself from launching into a tirade about exactly what he thinks of their so-called nobleness! Psychological Traits The following are the most common Psychology traits in WFRP. Animosity (Target) You harbour an enmity for the Target, which will normally be a group of people or creatures, such as Nordlanders, Beastmen, or Nobles. You must attempt a Psychology Test whenever you encounter the group. If you pass, you may grumble and spit, but only suffer a penalty of 20 to all Fellowship Tests towards that group. Should you fail you are subject to Animosity. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Animosity to an end. If you do not, the effects of Animosity naturally come to an end when all members of the specified group in your line of sight are utterly pacified or gone, or you gain the Stunned or Unconscious Condition, or you become subject to another Psychology. When subject to Animosity, you must immediately attack the disagreeable creatures, either socially (insults, jibes, and similar) or physically (most commonly by attacking them with a weapon). You may attempt a Psychology Test to end the Animosity. If you fail, you are subject to Animosity. Hatred (Target) You have a deep, personal hatred for the Target. You may attempt a Psychology Test to end the Hatred. If you fail, you are subject to Hatred. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Hatred to an end. If you do not, the effects of Hatred naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Hatred, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a bonus of +1 SL on all combat Tests against the specified group, and are immune to Fear and Intimidate (but not Terror) caused by your hated foe. Prejudice (Target) You really dislike the Target, which is normally a group of people or creatures such as Ostlanders, Elves, or Wizards. You must attempt a Psychology Test whenever you encounter the group against which you are prejudiced. If you pass, you may frown a lot, but will otherwise act normally, only suffering a penalty of 10 to 190 RULES all Fellowship Tests towards that group. Should you fail you are subject to Prejudice. At the end of every subsequent Round, you may attempt another Psychology Test to bring the Prejudice to an end. If you do not, the effects of Prejudice naturally come to an end when all members of the specified group in your line of sight are dead or gone, or you gain the Unconscious condition. While subject to Prejudice, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You gain a

[illegible]

[illegible]

[illegible]

the bgen and Reik rivers bypassing Middenland's Carroburg taxes in the process to reach the Carroburg canal sees steady traffic year-round as trade flows to and from Altord. A toll to use the canal is paid once at whatever end the canal is 25-feet wide, with frequent berthing points and numerous places to stay along its length. Two moons be full, one can sail the canal north to somewhere other than the Reik G l o r i o u s R e i k l a n d Cursed and Fetid Marshlands Although Middenland to the north claims many famous marshlands such as the Furdienst, Midden Marshes, and Shadensumpf the river banks of the Reikland are no less waterlogged, frequently giving way to fens, mires, and dangerous mud plains, especially down the length of mighty River Reik. The largest of these is the Grootcher Marsh on the border with the Wasteland, but many other examples exist, such as the Altord Flats, the Reiker Marshes, and the Umland Bogs. Grootcher Marsh The largest wetland of the Reikland, the Grootcher Marsh spreads out on both banks of the Reik. It extends some fifty miles into the Reikland and Middenland from the border with the Wasteland, and is considered by many to be a cursed area, for it is the site of one of the Empires most famous military defeats of the last century: The Battle of Grootcher Marsh, where the Wasteland secured its independence from imperial rule. In modern times, the Grootcher Marsh remains the foulsmelling fenland it always was, filled with ill-sounding birds and infested with River Trolls. In leaner years, when meat cannot be found for their rotting larders, the Trolls grow hungry and rumour holds they slip into the Reik to pluck the unwary from passing ships. Being sent to clear out the Grootcher Marsh is considered one of the worst punishment details imaginable by the State Armies of the Reikland; even the hardest soldiers hesitate when ordered there. Travellers on the Reik occasionally report the sounds of strange, ominous horns echoing through the thick fogs that frequently coalesce across the marsh, and wise locals note Trolls don't make use of such. Old hands on the Reik agree, and then swiftly change the subject Shroom Boom Physicians, apothecaries, and scholars all pay high prices for the multitude of rare mushrooms and unusual plants that only grow in the perilous Cursed Marsh about the city of Marenburg. However, several brave the wetlands. This brings increased activity that not only attracts hungry River Trolls to the area, but also Goblins keen to capture them. Klases carries little for such trivialities, and certainly won't mention them; all he wants is a steady crop of lucrative fungi. Those with stern hearts and keen eyes can reap real rewards here or become meat for a Trolls larver. Altord Flats The rivers Reik and Talabec split around the city of Altord into hundreds of shifting channels, black-sloped mudflats, and marshes that spread north and south of the great city. Known as the Altord Flats, these wide wetlands are dominated by rushes and reeds, and are notorious for their foul stench and slurping, River-Troll-infested bogs. Some twenty miles west of Altord, the snaking channels converge again into the wide River Reik, where the waters flow further westwards to the Princedom of Carroburg. The flats are crossed by six primary causeways that fan from the fertile farmlands immediately surrounding Altord. Each causeway is punctuated by several stone bridges, some of which are Dwarf-wrought and date from the Time of Sigmar. Their roads are ever-busy with coaches and merchant trains coming to and from the capital, so the heavyset pathways by road wardens. Similarly, the marshy waterways are a haven for smugglers looking to circumvent Altord's heavy tolls and taxes, so riverwardens and Shipswobs are a frequent sight plying the unsure waters, seeking criminals and driving back larval marsh monsters. Reiker Marshes Lying between the Reiker Heights and the Hohesiesenen Hills at the sluggish confluence of the River Reik and the River Teufel, the Reiker Marshes are notoriously treacherous, and inexperienced captains frequently run aground in its deceptively shallow waters. Tattered flags and corroded signposts mark the most perilous sections, but these are woefully insufficient. River guides locally known as buffers are available to guide boats through the waters for a reasonable price, most of whom gather in the towns of Prietze and Babenborn on the Reik, and in the marshy hamlets of the Cursed Marsh. The marshes are also home to a host of dangerous creatures, including the dreaded River Troll, and the Cursed Marsh is a place where the Reiklanders are advised to avoid it completely, preferring to pay tolls to pass through the Grnberg Canal rather than risk their crew and cargo. Umland Bogs A windswept peatland lying to the south of the County of the West March, the mossy Umland Bogs are pierced through by the Westerfluss, the river that forms the natural border between the Wasteland and the Reikland. Towers of peat cut from the bog can be found stacked in the small villages near the mire, where dried bolls are used to fuel local fires in winter or shipped downwards to be sold along the Reik. In the south-west depths of the bog a number of ancient, carved stones rise from the sodden land, drawing local cultists of Rhyia and older deities to worship during opportunist equinoxes. One group of these stones, called the Crowstones, has a particularly foul reputation, and the surrounding bog is permanently blackened. Locals never travel to the stones near the festival days of Geheimstigt or Hxenstagt, for they claim crows gather in impossible numbers and unspeakable things rise from the bog to wreak terror upon the living. 271 X Timeline of the Reikland Being a summary of the major events concerning the history of the Grand Province of Reikland. c. 500 IC The Unobergen tribe of Humans settled the land where Altord now lies, and began fortifying the area. It will be sacked many times by rival tribes, Beastmen, Orcs, Goblins, and other vile creatures. Nevertheless, the site is strategically important at the confluence of the Reik and Talabec, and a mixture of conquest and trade helps the settlement flourish. Soon, scholars claim, the fortified town is known as the rich village, or Reichsdorf. As centuries pass, this becomes Reikdorf, with the surrounding land called the Reikland. c. 30 IC A twin-tailed comet streaks through the sky, heralding the birth of Sigmar to Chief Byn of the Unobergen tribe in Reikdorf. The comet leads a crazed warparty of Orcs to Sigmars birthplace, and his mother, Griselda, is killed in the attack, leaving Sigmar with a life-long hatred of Greenskins. 1 IC The First Battle for Black Fire Pass. The largest battle of the tribal chiefs, as a symbol of their office and as thanks for their sacrifices to end the Goblins Wars. 8 IC After his father dies, Sigmar becomes chief of the Unobergen tribe. 7 IC Sigmar realises the threat the Greenskins pose is far too much for his tribe to take alone, so he starts a campaign to bring all the surrounding Human tribes under his rule. 2 IC After several years of warfare and diplomacy, Sigmar binds twelve of the human tribes under his rule and allies himself with several more. Sigmar kills the Necromancer Morath and takes the Crown of Sorcery. Recognising its evil, Sigmar locks it away beneath Reikdorf. 11 IC Battle of Drakenmoor. The Great Enchanter, Constant Drachenfels, leads an army of Goblins and Daemons against Sigmars new capital and suffers the first defeat of his eternal existence. This shocking loss will haunt him long after he reincorporates several centuries later. 15 IC Battle of the River Reik. Nagash, the Lord of Undeath, gathers a shambling horde of unliving monsters, and attempts to claim the Crown of Sorcery from Sigmar. The Undeath almost overwhelm the Reiklanders and their Dwarf allies, but, after an exhausting battle, Sigmar eventually strikes Nagash down, causing the unliving army to crumble to dust. 50 IC -15 IC A merchant-train from Karaz-a-Karak is ambushed by Orcs, and they capture King Kurgan Ironbeard. Sigmar rescues the king, and in return is named a dawgner, Dwarffriend, and given the kings greatest heirloom, the magical warhammer Ghal-Maraz. c. 7 IC 1 IC The First War Against Chaos. The newly founded Empire is attacked by the forces of Morkar the Uniter, Everchosen of Chaos. The war is desperate, short, and devastating. Eventually, Morkar is slain by Sigmar in a day-long battle that was said to have split the earth and rent the sky. c. 2 IC Sigmar names the twelve tribal chiefs his counts, which modern scholars claim can be sourced in the Classical word counts, meaning companion, for they were his companions on the battlefield against the Greenskins and against the Chaos tribes from the east. Sigmar Siegrich I dies in a hunting accident. After a fraught month, Prince Hedrich of the Unobergens is elected Emperor Hedrich I, bringing the seat of the Empire back to Reikdorf. 69 IC Johann Helstrum arrives in Reikdorf and claims to have holy visions concerning Sigmar. He preaches that he witnessed Sigmars Ascension to Godhood. Such is the love the Unobergens have for their lost emperor, Helstrum is readily believed. 73 IC Johann Helstrum builds a temple to Sigmar in Reikdorf. History will forever remember him as the first Grand Theognist of the Cult of Sigmar, and the first man to recognise Sigmars divinity. c. 100 IC Emperor Hedrich I receives the twelve runeblades from Alaric the Mad that were commissioned 100 years earlier. Each of these Runefangs is a unique weapon of extraordinary power, and they are passed to the tribal chiefs. In time, the Runefangs will become powerful symbols of the Elector Counts. 246 IC A High Temple to Sigmar is completed in Reikdorf, and it acts as the centre of worship for a cult that now extends throughout the Empire. This rapid expansion leads to open conflict with the cults of Ulric and Taal. 1106-1110 IC Rise of the Drakwald: Beastmen and other vile creatures swarm from beneath the twisted bowers of the Drakwald, sacking villages, towns, and fortifications across the Drakwald province. When the last heir to the Drakwald throne is slain in battle with an enormous Bestigor, Emperor Boris I chooses to place the Drakwald Runefang in his Altord palace. Privately, Boris has no intention of ever giving up the magical blade. 1111-1115 IC The Black Plague. Disease sweeps through the Reikland, killing nine in every ten people, and debilitating half of those left alive. Skavens erupt from their under-Empire and attack. When Emperor Boris I dies of the plague in 1115 IC, no-one replaces him in the ensuing anarchy. Emperor Ludwig I, commonly called Ludwig the Fat, grants the Grand Theognist a vote to select the next emperor. Though the Greenskins are still a threat, the Greenskins are now a distant memory. 1115 IC Emperor Ludwig I dies of a heart attack. His son, Emperor Siegmund I, is elected emperor. 1190 IC Emperor Siegmund I dies of a heart attack. His son, Emperor Siegmund II, is elected emperor. 1240 IC Emperor Siegmund II dies of a heart attack. His son, Emperor Siegmund III, is elected emperor. 1240 IC Emperor Siegmund III dies of a heart attack. His son, Emperor Siegmund IV, is elected emperor. 1240 IC Emperor Siegmund IV dies of a heart attack. His son, Emperor Siegmund V, is elected emperor. 1240 IC Emperor Siegmund V dies of a heart attack. His son, Emperor Siegmund VI, is elected emperor. 1240 IC Emperor Siegmund VI dies of a heart attack. His son, Emperor Siegmund VII, is elected emperor. 1240 IC Emperor Siegmund VII dies of a heart attack. His son, Emperor Siegmund VIII, is elected emperor. 1240 IC Emperor Siegmund VIII dies of a heart attack. His son, Emperor Siegmund IX, is elected emperor. 1240 IC Emperor Siegmund IX dies of a heart attack. His son, Emperor Siegmund X, is elected emperor. 1240 IC Emperor Siegmund X dies of a heart attack. His son, Emperor Siegmund XI, is elected emperor. 1240 IC Emperor Siegmund XI dies of a heart attack. His son, Emperor Siegmund XII, is elected emperor. 1240 IC Emperor Siegmund XII dies of a heart attack. His son, Emperor Siegmund XIII, is elected emperor. 1240 IC Emperor Siegmund XIII dies of a heart attack. His son, Emperor Siegmund XIV, is elected emperor. 1240 IC Emperor Siegmund XIV dies of a heart attack. His son, Emperor Siegmund XV, is elected emperor. 1240 IC Emperor Siegmund XV dies of a heart attack. His son, Emperor Siegmund XVI, is elected emperor. 1240 IC Emperor Siegmund XVI dies of a heart attack. His son, Emperor Siegmund XVII, is elected emperor. 1240 IC Emperor Siegmund XVII dies of a heart attack. His son, Emperor Siegmund XVIII, is elected emperor. 1240 IC Emperor Siegmund XVIII dies of a heart attack. His son, Emperor Siegmund XIX, is elected emperor. 1240 IC Emperor Siegmund XIX dies of a heart attack. His son, Emperor Siegmund XX, is elected emperor. 1240 IC Emperor Siegmund XX dies of a heart attack. His son, Emperor Siegmund XXI, is elected emperor. 1240 IC Emperor Siegmund XXI dies of a heart attack. His son, Emperor Siegmund XXII, is elected emperor. 1240 IC Emperor Siegmund XXII dies of a heart attack. His son, Emperor Siegmund XXIII, is elected emperor. 1240 IC Emperor Siegmund XXIII dies of a heart attack. His son, Emperor Siegmund XXIV, is elected emperor. 1240 IC Emperor Siegmund XXIV dies of a heart attack. His son, Emperor Siegmund XXV, is elected emperor. 1240 IC Emperor Siegmund XXV dies of a heart attack. His son, Emperor Siegmund XXVI, is elected emperor. 1240 IC Emperor Siegmund XXVI dies of a heart attack. His son, Emperor Siegmund XXVII, is elected emperor. 1240 IC Emperor Siegmund XXVII dies of a heart attack. His son, Emperor Siegmund XXVIII, is elected emperor. 1240 IC Emperor Siegmund XXVIII dies of a heart attack. His son, Emperor Siegmund XXIX, is elected emperor. 1240 IC Emperor Siegmund XXIX dies of a heart attack. His son, Emperor Siegmund XXX, is elected emperor. 1240 IC Emperor Siegmund XXX dies of a heart attack. His son, Emperor Siegmund XXXI, is elected emperor. 1240 IC Emperor Siegmund XXXI dies of a heart attack. His son, Emperor Siegmund XXXII, is elected emperor. 1240 IC Emperor Siegmund XXXII dies of a heart attack. His son, Emperor Siegmund XXXIII, is elected emperor. 1240 IC Emperor Siegmund XXXIII dies of a heart attack. His son, Emperor Siegmund XXXIV, is elected emperor. 1240 IC Emperor Siegmund XXXIV dies of a heart attack. His son, Emperor Siegmund XXXV, is elected emperor. 1240 IC Emperor Siegmund XXXV dies of a heart attack. His son, Emperor Siegmund XXXVI, is elected emperor. 1240 IC Emperor Siegmund XXXVI dies of a heart attack. His son, Emperor Siegmund XXXVII, is elected emperor. 1240 IC Emperor Siegmund XXXVII dies of a heart attack. His son, Emperor Siegmund XXXVIII, is elected emperor. 1240 IC Emperor Siegmund XXXVIII dies of a heart attack. His son, Emperor Siegmund XXXIX, is elected emperor. 1240 IC Emperor Siegmund XXXIX dies of a heart attack. His son, Emperor Siegmund XL, is elected emperor. 1240 IC Emperor Siegmund XL dies of a heart attack. His son, Emperor Siegmund XLI, is elected emperor. 1240 IC Emperor Siegmund XLI dies of a heart attack. His son, Emperor Siegmund XLII, is elected emperor. 1240 IC Emperor Siegmund XLII dies of a heart attack. His son, Emperor Siegmund XLIII, is elected emperor. 1240 IC Emperor Siegmund XLIII dies of a heart attack. His son, Emperor Siegmund XLIV, is elected emperor. 1240 IC Emperor Siegmund XLIV dies of a heart attack. His son, Emperor Siegmund XLV, is elected emperor. 1240 IC Emperor Siegmund XLV dies of a heart attack. His son, Emperor Siegmund XLVI, is elected emperor. 1240 IC Emperor Siegmund XLVI dies of a heart attack. His son, Emperor Siegmund XLVII, is elected emperor. 1240 IC Emperor Siegmund XLVII dies of a heart attack. His son, Emperor Siegmund XLVIII, is elected emperor. 1240 IC Emperor Siegmund XLVIII dies of a heart attack. His son, Emperor Siegmund XLIX, is elected emperor. 1240 IC Emperor Siegmund XLIX dies of a heart attack. His son, Emperor Siegmund L, is

[illegible]

[illegible]

Warhammer fantasy roleplay core pdf. Warhammer fantasy core rulebook pdf. Warhammer fantasy rpg 4th edition core rulebook pdf. Warhammer fantasy roleplay core rulebook pdf. Warhammer fantasy roleplay first edition core rulebook pdf.

