



CHAPTER THREE

THE BESTIARY

All manner of foul and fearsome creature inhabit the Old World. This bestiary explores some of the more common creatures or adversaries an adventurer may encounter—along with some of the exotic and truly horrific fiends they hope to never face.

The bestiary is organised alphabetically by creature category or general classification, such as “Beastmen” or “Greenskins.” Then individual members of that category are presented alphabetically. The number of skulls following a creature’s name represents its Threat Rating (see page 89 for details). Each section features background and setting information on that type of creature’s role in the Old World, as well as suggestions on how to use the creatures.

After individual entries for each of the members of a category are listed, a number of adventure seeds are presented to spark the GM’s creativity and provide interesting and engaging ways to use these creatures as the focus of an adventure, or weave them into an ongoing campaign.

To get the most out of the information presented here in *The Creature Guide*, players may wish to acquire the *Creature Vault* component boxed set, which includes a variety of new cards, sheets, and components for the Game Master. Some of these resources supplement the content found in other *Warhammer Fantasy Roleplay* products.



BEASTS

The natural beauty of the vast forests and majestic peaks that cover the Empire belie the sinister nature of the creatures found all about this realm. Adventurers wandering through this land of men may encounter dangerous beasts such as ravenous wolf packs, herds of ferocious boars, or lurking spiders of terrifying size. These creatures may also be encountered as the steeds of orcs or goblins, or as attack beasts controlled by the will of a powerful sorcerer. Regardless, they will almost always be on the lookout for an easy meal.

More dangerous creatures lurk in the wild, however. When Chaos first came to the world, magical energy spewed forth across the land, forever changing the world and its inhabitants. Some animals were fused and melded with humans, whilst others became irrevocably mutated, or grew to abnormal sizes. It was from this legacy that many of the most dangerous creatures that inhabit the world were spawned. Deadly beasts such as griffons, chimeras, and manticores are almost certainly a result of this phenomenon, but are thankfully rare.

The Old World is fraught with peril. Chaos marauders carve a swath of destruction across Kislev, the fertile lands of the Empire fixed in their sights. Tribes of barbaric greenskins spill out of the Badlands in search of fresh conquests. The insidious agents of the Ruinous Powers work ceaselessly to corrupt the people of the Empire.

However, all of these threats seem remote to the common peasant. For most of the Empire's citizens, the greatest dangers are the wilderness that lies beyond the village wall and the numerous beasts that prowl it.

In the Old World, even the most mundane creature can prove to be a lethal adversary for an unprepared party of adventurers. Given the rigours and perils of everyday life in a world infested with monstrous creatures and warped by the corrupting influence of Chaos, it is little wonder that only the strongest and most savage beasts survive. Every creature that inhabits the vast and untamed wilds of the Old World faces the same simple choice: kill or be killed.

There is great diversity among the creatures presented here. Some beasts are simply larger and deadlier versions of animals commonly found across the Empire and the lands beyond. Examples of such dire animals include the giant wolf, giant spider, and boar. Other beasts are more strange and terrifying—a bizarre fusion of several normal animals. These fantastical creatures, such as the cockatrice, manticores, and griffon, suggest the warping influence of Chaos. Above all are the mightiest beasts in the entire world—the invincible dragons. These massive, winged reptiles are both ancient and powerful beyond the comprehension of most men.

USING BEASTS

Beasts generally lack the intelligence to formulate complex strategies. GMs can use them with simple, effective tactics – engage and attack the enemy, take down the weak, lame, or unprepared. Once beasts have started to suffer losses or become severely injured, their survival instincts take over, and they may attempt to flee.

Some of the creatures found within this category are commonplace throughout the Old World. Dense and forbidding forests span much of the Empire, and are home to numerous giant spiders and boars. Giant wolves often make their dens in remote forests or on the slopes of the mountains bordering the Empire and are particularly common in the Middle Mountains in the north of Hochland.

Other creatures are more rare. A cockatrice might lurk inside a dank cave or in the long-abandoned ruins of an ancient elf temple. Griffons nest among the peaks of the World's Edge Mountains, and foolish is the traveller who fails to watch the sky when traversing the craggy passes.

In short, if your party of adventurers is making a long-distance trek from one settlement to another in the Empire, pay attention to the terrain through which they'll pass. If you think it is likely that a beast might inhabit such a place, by all means have the party encounter it. This reinforces the sense of perpetual danger that waits outside the encircling walls of a town or settlement.

A party in search of paying work might happen upon a village menaced by some fearsome beast that has staked out its territory in the surrounding environs. This might be one creature or a whole pack led by a large and powerful 'alpha' member of the species. Killing the predator enables the farmers to return to work in the fields or the woodsmen to safely cut lumber in the forest. This makes an excellent introductory episode for a longer adventure, as the characters realise that the prowling beast has been driven from its normal hunting grounds by some darker, more terrible threat not immediately visible.

The more exotic beasts herein require a more carefully thought-out rationale. Cold ones, harpies, and manticores are not indigenous to the Empire. These fearsome beasts are native to Naggaroth, which is far across the Great Ocean. Their presence in the lands of the Empire might hint at a nearby dark elf force. These could be corsairs seeking new slaves for the mines of Hag Graef or a band of raiders recently disembarked from a massive Black Ark. In either

case, news of the incursion will need to be delivered to the nearest authorities as soon as possible, for the dark elves are grim and merciless foes.

Rarer still are fenbeasts. Unlike all other creatures described here, fenbeasts are magical constructs and thus not a naturally occurring species. Use these as guardians or servants of a vile sorcerer who lurks nearby in the marsh where the party encountered the fenbeast.

Dragons must be handled with great care. These are creatures of immense power, and will be a severe challenge to any party. More importantly, however, they hold a special place in the lore of the setting. Dragons are exceedingly rare. For the common man, to simply lay eyes on one would be a once-in-a-lifetime experience. Surviving a battle with such a beast is an act worthy of tales and songs that will be told for decades. A combat encounter with a dragon is an event of monumental significance and indescribable peril, suitable for the climax of an epic storyline.

SPECIAL BEAST RULES

Instinctive: Beasts may use Willpower instead of Intelligence when attempting Observation checks.

BOAR ☠☠☠

Boars are highly aggressive beasts, rippling with muscles and armed with sharp tusks. They vary from the size of a large dog to that of a small horse. Their barrelled chests provide them with strength that few animals their size can match, and a charging boar is easily capable of tossing a fully armoured knight through the air like a rag doll. Boars are extremely territorial and will attack anyone who intrudes on their stomping grounds or threatens their young.

The boar shares many traits with the orc—it is wild and ferocious, with a bad temper and worse smell. Hence, orcs often ride large boars into battle. This union of mindless aggression and violence makes a potent combination. Orc boar riders often graft metal spikes onto their steeds' tusks, making them even more fearsome and dangerous in combat. As a symbol of their status, orcs of high rank sometimes yoke boars to chariots, although such contraptions are extremely difficult to control.

Fast: Boars require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

COCKATRICE ☠☠☠☠

At first glance, the freakish appearance of this rare creature might seem comical. The cockatrice has the body of a scaly reptile with leathery wings, but its talons and head resemble those of a cockerel. This strange fusion suggests that the cockatrice is a by-product of Chaos mutation. A solitary predator, the cockatrice typically makes its lair in a cave or other dark, secluded environments in the wilds. There, it lays eggs that eventually hatch into a brood of young. Reported encounters with these creatures are exceedingly rare, likely because so few have seen a cockatrice and lived to tell the tale.

The cockatrice's sharp beak and hooked talons are more than capable of inflicting a mortal wound, but the beast possesses an even deadlier weapon. By merely meeting the gaze of its prey, the cockatrice can turn a hapless victim into stone! This strange ability allows the cockatrice to defeat creatures twice its size. There is no known cure for this bizarre transformation.

Flight: A cockatrice does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them, unless they can also fly.

Frightening: The cockatrice causes Fear 2.

Petrification: To avoid meeting the creature's gaze, a character may choose to add ♦ to any of his attacks or actions targeting the cockatrice. If the character chooses not to accept this penalty, his attack actions and similar checks targeting the creature gain:

✧ The character is turned to stone!

COLD ONE ☠☠☠☠

Native to the caves and mountains of Naggaroth in the northern reaches of the New World, as well as the jungles of Lustria, cold ones are an ancient race of large, quadruped lizards. Cold ones are deadly predators; their strong jaws are filled with dozens of long, jagged teeth, and their muscular legs are tipped by large claws. Though physically imposing, the great lizards are utterly devoid of intelligence beyond the most basic, primal instincts.

Among the dark elves, there are warriors so confident and skilled that they seek to train cold ones as mounts. This is a dangerous and often fatal endeavour, for the thick, green hides of cold ones are coated in a toxic slime. The large lizards will attack anything that comes near them, but the cunning dark elves have learned how to coat their own armour with this noxious substance so that a cold one perceives its master as a pack mate. The poison numbs the rider's senses, and over time he loses his ability to taste and feel. The sight of a dark elf knight and his mount on the charge is enough to strike terror into the hearts of all but the bravest of people.



But the dark elves are not the only race daring enough to use these creatures. In the steamy jungles of Lustria, mighty Saurus lizardmen have also tamed cold ones. A unit of Saurus cavalry rampaging across the battlefield atop their savage cold ones is a fearsome sight.

Frightening: A cold one causes Fear 2.

Stupid: If a cold one scores a ✨ when making any check, it cannot perform any manoeuvres or actions during its next turn.

Fast: Cold ones require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

DRAGON ☠☠☠☠☠☠☠☠

Save perhaps for the greater daemons of Chaos, there is no more fearsome creature in the Old World than a dragon. These massive, winged wyrms are both ancient and powerful beyond the comprehension of most mortals. A dragon's claw is tipped by talons that are each the size of a full-grown man, and their mighty jaws can snap a thick oak in two. The most feared weapon in the dragon's arsenal is its breath: some dragons spew gouts of searing flame, while others blast their foes with acidic vapours or poisonous fumes. The very wise can tell what a dragon can breathe by the colour of its scales.

Dragons are intelligent as well as brutally strong. Some are noble in spirit, providing aid and protection to those they feel are worthy. Others are hate-filled creatures that revel in mayhem and destruction. Only the most strong-willed individuals can ride such a beast, for dragons are very particular about whom they will bear. The lords of the high elves sometimes ride atop a dragon's back, and

Karl Franz keeps an Imperial Dragon in his menagerie which he sometimes rides to war, but tales also tell of a few rare individuals among the dark elves and wood elves, as well as the vampire counts of Sylvania and the Chaos warriors of the north, who have been known to ride dragons into battle.

Dragons are a proud race and once dominated the skies over the whole of the world. Their glory is now long past its prime, however, and most of the dragons that still live slumber in deep caverns beneath Caledor on the high elves' island home of Ulthuan. Even so, the first sight of one of these legendary beasts is a moment that no man is likely to forget.

Flight: A dragon does not need to perform a manoeuvre to disengage from opponents before moving. It can move away from engaged opponents as if it were not engaged with them unless they can also fly.

Terrifying: Dragons cause Terror 3.

Flaming Retribution: Attacks from characters engaged with or within close range of a dragon gain:

✨ Suffer 1 wound plus 1 additional wound per ☠ as a tongue of flame licks out from the creature's maw.

FENBEAST ☠☠☠☠☠

Fenbeasts are not a species native to any part of the Old World. Rather, they are sorcerous constructs magically assembled by powerful sorcerers from rotting vegetation, swamp mud, and the bones of men who have drowned in marshes. The resulting monstrosity is roughly the size of a troll and vaguely humanoid in form, with two legs, two arms, and a small head atop its hulking body. An unmistakable air of death and decay surrounds these creatures, and the strange ritual magic used to create them is unknown even to the wisest wizards in the Colleges of Magic.

Because fenbeasts are animated constructs, they possess no intellect or will of their own. A fenbeast will carry out whatever commands its master has issued until it succeeds or is destroyed in the attempt. An encounter with a fenbeast carries an added risk: the huge and powerful construct is a dangerous enough adversary on its own, but its presence suggests that a powerful and probably malign sorcerer is somewhere nearby.

Terrifying: A fenbeast has Terror 2.

Fenwalker: A fenbeast may ignore terrain-based manoeuvre penalties and up to two ■■ misfortune dice penalties to movement and actions performed while in marshy terrain.

Regeneration: A fenbeast in marshy terrain recovers 1 normal wound at the end of each of its End of Turn phases. Regeneration does not work during a round when the fenbeast is wounded by fire.

No Will: If a fenbeast is not within extreme range of a controlling sorcerer, it collapses into its component parts and is destroyed.

Emotionless: Fenbeasts are unaffected by fear and terror and might be exempt from other conditions based on psychology at the GM's discretion.





GIANT SPIDER ☠☠☠☠

Arachnids of incredible size, giant spiders are deadly hunters, easily capable of ensnaring and overwhelming a fully-grown man. Their toxic venom is deadly to all but the hardiest victim, and few survive for long once bitten. Some particularly old and powerful giant spiders have been known to grow as large as a house, and forest goblin tribes revere these ancient beasts and even ride them to war.

Giant spiders can be part of a larger brood, often led by a spider queen, but they are often encountered singly or in small numbers. Natural predators, they use their huge, sticky webs to ensnare their prey before feasting on them. Giant spiders are rarely found away from the forest lair or cave where they weave their webs. Forest goblins use the venom of giant spiders to concoct the deadly poisons they smear on their arrowheads and blades, and some even choose to ride these treacherous beasts into battle. Walls and battlements are of no hindrance to these spider riders, making them excellent troops in siege warfare.

Fast: Giant spiders require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.

Wall-crawlers: Giant spiders can move up and down vertical surfaces with ease. They ignore terrain-based manoeuvre penalties and up to two ■■ misfortune dice penalties to movement and actions performed while in any adverse terrain.

Terrifying: Giant spiders cause Terror 1.

Poison: When a giant spider inflicts a critical wound, the target suffers fatigue equal to the severity of the critical wound.

GIANT WOLF ☠☠☠

Giant Wolves have a keen intelligence, setting them apart from other beasts. The size of large hounds, with shaggy black, grey, or white fur and jaws full of long, sharp teeth, giant wolves are dangerous. They are usually found in small packs led by a large, aggressive alpha male. They prefer to hunt herd animals such as deer or domesticated cattle and sheep. Their instinctive pack mentality is their greatest strength. Wolves work together to bring down prey much larger than themselves and will herd their victims toward their waiting pack mates. Lone giant wolves are rarely encountered but tend to be particularly desperate and aggressive if they have been abandoned by the rest of their pack.

Hungry wolves often attack small groups of travellers but will only attack a settlement or a large force of men if compelled by sorcerous means. Goblin raiders often ride giant wolves, making good use of the speed of these creatures to perform deadly hit-and-run attacks. Skilled goblin wolf riders can pepper their enemies with arrows, swiftly wheeling away if threatened themselves. Goblin warlords sometimes shackle wolves to ramshackle chariots from which they lead their forces.

Fast: Giant wolves require only 1 manoeuvre to move between medium range and long range, and 2 manoeuvres to move between long and extreme range.



T'weren't but the barest scratch. Nay, do not tarry about on my account. I'll be just fine. See? The vermin barely nicked me. Got more of my leather jerkin than my... than my skin.

There are more of these foul creatures—and far worse—still lurking deeper within... within... within... Um. Where are we again?

No, no, I'm fine. Just a bit light-headed. I just need to sit down for a second and rest. Yes, just a spot of rest and I'll be just fine.

– Henrich Straussburgh, last words