

*Children of the Old Ones*

*Lizardman rules for WFRP*

*Part 2 – The Slann*



*By Michael Congreve*

## *History*

### *The Mage Priests*

The Slann are a dying race. First born children of the Old Ones, since the fall of that ancient and noble race, and the coming of the force known as Chaos, there have been no new births, and as each individual is slain, their race heads towards extinction. Those that still exist in the world are millennia old, but they number only a few hundred. Favoured by the Old Ones, the Slann were responsible for constructing many of the ancient wonders of the Old Ones, including the immense Warp Gates which eventually led to the fall and extinction of their masters.

Large, unearthly creatures, the Slann resemble nothing so much as immense toads. Their heads are large to match the immense intellect housed within, and their great, bulbous eyes are all seeing. With the passing of centuries locked in motionless contemplation, their bodies grow more bloated, and their limbs spindly and near useless. They perceive time on a different scale to that of the short lived races, and slip into extended periods of thought and contemplation which can last decades. Endlessly they ponder the meaning of time and the mysteries of the universe. To those who observe them, they seem in a sleep-like trance, the only signs of life limited to the occasional blink; yet in truth, the Slann are more truly aware of the magnitude of the universe than any other being in existence. When the Slann stir from their meditative states, they often declare enigmatic prophecies or proclamations, which their Skink attendants scramble to record. Such statements require careful study and interpretation, for the true meaning may not become apparent for a thousand years.

The Slann understand that the great work of the Old ones was interrupted by the coming of Chaos, and that the great scheme is not yet done. The known world is just a small element in this awesome universal plan, and since the time of the great catastrophe, and the disappearance of the Old Ones, the Slann have religiously attended to their sacred task which they hope to accomplish before their race dies out. No matter what Elves or Dwarves, or Men may think to do, the Slann will serve the Old Ones faithfully until the end of time or until they disappear from the world. The many seemingly random acts of the Lizardmen race are driven to this goal.

To the Slann, Chaos is anathema, it is the force that destroyed the Old Ones, and threatens the order of the grand scheme, and therefore the Slann battle the forces of the Dark Gods whenever they cross.



### *Generations*

All the Slann alive today are the same ones who served the Old Ones, though they were all spawned here after the Old Ones arrival. Those few Slann who existed prior to the Old Ones coming, who travelled with them from across the stars, have long since passed on, with no trace left of their existence, save the Slann's depthless memory.

There were five spawnings of Slann since the coming of the Old Ones to the world, with no more since the great catastrophe.

The Slann of the first spawning died many thousands of years ago, their mummified corpses venerated as holy relics. It was these first Slann which observed the world, inspecting its suitability to the Old Ones desires, and who

created the ancient warp gates which hung over the poles of the world. The Slann of the second spawning were brought forth to aid the Old Ones in the correction of the planets alignment, and to adjust the climate and geography of the world in accordance with the Old Ones plan. It is believed that only five of the second spawning still live, ruling the greatest of the Lustrian Temple cities. These creatures are the most powerful beings left in existence, and they spend their time locked within meditative states.

The third, fourth, and fifth spawning are more numerous than their ancient forebears, and yet are still immeasurably ancient by the reckoning of any other living being. The Slann of the third spawning were brought into being to found the great cities of the Lizardmen, and to observe and influence the spawning of the new races beyond the border of Lustria, those later to become known as Elves, Dwarves, and Humans.

The Slann of the fourth spawning were brought forth in response to warnings of trouble from the great Warp Gates. These Slann attended to the gates, correcting their alignment, and averting potential catastrophe. However, the Gates were to remain a concern, for despite the ministrations of the fourth spawning, the Gates again exhibited signs of trouble. The Slann of the fifth spawning were brought forth to finally correct the problem, but they were to fail, and the Gates crashed down upon the poles of the planet, ending the time of the Old Ones dominion.

### ***True Magic***

The Slann are without doubt the most skilled and powerful magic wielders to walk the face of the planet. Much of their power is purely instinctual, for they are naturally gifted and magical beings, and their grasp on manipulating the Winds of Magic are unparalleled. They are the unmatched masters of the magical arts, indeed, they were its first true practitioners, and it was they who taught the arts of sorcery to the Elves in millennia past.

It is the Slann who constructed some of the most powerful magical artefacts in the world. The Elven fortress of Dawn, which the Elven race use to control shipping around the peninsula of the Southlands is in fact part of a web of immense magical edifices constructed by the Slann to contain the spread of Chaos from the South Polar Rift.

### ***Even the Fallen Fight On***



Slann are very rarely slain in combat, for their magic far outstrips any would-be attacker, and they are always surrounded by a fierce company of Saurus Temple Guard. However, a powerful assailant like one of the greatest of the Daemons of Chaos may cast one down, or the Slann himself may decree that the Old Ones plan is best served with his demise.

The husk-bodies of those who are somehow slain are mummified and entombed beneath the temple cities, and they are venerated as much as ever they were in life. So strong is the consciousness of the Slann, that they are able to hold their spirits within the world. The dead Mage Priests spirit hovers near the dried husk, and magical energy pulses through the air near the corpse. Even with their physical bodies slain, they are still able to influence the world through their arcane powers, as well as communicating with their living Slann brethren, and appearing to the Skink Priests in visions and dreams.

Sheathed in gold and holy bindings, decorated in a manner befitting a being closest of all creatures to the gods themselves, the cadaver's of these dead Slann are extremely holy relics. These bodies are brought forth, both in times of celebration, and times of war, in the latter instance to raise the moral and

fighting spirit of the Lizardmen, and to instil terror in the hearts of the enemy.

## Slann

Slann are the most intelligent of all Lizardmen, and they rule over the others as a caste of Mage Priests. Due to the long periods of motionless contemplation, the Slann's legs have become spindly and near useless, and all but the youngest (by Slann reckoning) are borne into battle upon elaborate palanquins, carried either by four stout Temple Guard or by their own magical intellect.

### Racial Features

All Slann gain the following features.

**Skills:** Academic Knowledge (Magick), Channelling, Command, Common Knowledge (Lustria **or** Southlands), Common Knowledge (Any Two), Magical Sense, Perception, Secret Language (Slann Hieroglyphs), Speak Arcane Language (Magick), Speak Language (Old Slann), Speak Language (Skinkian), Swim +10%.

**Talents:** Frightening, Keen Senses, Night Vision, Resistance to Magic, Resistance to Poison.

**Special Rules:** In addition to their racial features, Slann have the following special abilities.

**Cold Blooded:** All Lizardmen are cold-blooded and naturally slow to react. To outsiders they seem completely incapable of showing emotion. Saurus receive +20% to Will Power Tests to resist any form of psychological effect.

**Shield Of the Old Ones:** The will of the Old Ones grants protection over the Slann and all those in close proximity. Slann count as having 5 Armour Points to all location, which may not be combined with additional armour, and which does not hinder their spellcasting abilities. All Lizardmen within 4 yards of the Slann also receive the benefits of the Shield of the Old Ones.

**Slann Telepathy:** Slann are capable of communicating across vast distances with the power of their minds, and may use this ability to assist another Slann in battle. On a successful Channelling Test, a Slann may choose to 'lend' up to one point of their Magic Characteristic to another Slann within one mile for an unlimited period of time. As a free action, the Slann may end this ability at any time. In addition, a Slann may see through the eyes of any Skink within 48 yards, allowing the Slann to cast spells requiring line of sight using the Skink to target the spell (although range is still determined from the Slann).

**Wisdom of the Old Ones:** The Slann are the greatest spellcasters on the face of the world, and know all the magicks practiced by the young races. A Slann may cast any Arcane Lore, Petty Arcane, Petty Hedge, or Lesser Magic Spell.

## Careers

The Slann form a caste of Mage priests, their position and authority decided by virtue of their age and the order of their spawning. These careers represent the various spawnings of the Slann, and although they are presented as a standard career path, a Slann may never rise above his current career, as they have taken untold millennia to reach their level of power, and it will be millennia more before they can approach the level of strength of the Slann of earlier spawnings.

### *New Slann Careers*

#### **Slann of the Fifth Spawning**

Brought forth by the Old Ones shortly before the collapse of the polar Gates, these Slann are the youngest of this ancient race, and have even been known to move about upon occasion. The most active and vocal of the Slann,

**Table 1:  
Characteristics**

Characteristic	Roll
Weapon Skill	30 + 2d10
Ballistic Skill	20 + 2d10
Strength	20 + 2d10
Toughness	40 + 2d10
Agility	10 + 2d10
Intelligence	50 + 2d10
Will Power	65 + 2d10
Fellowship	40 + 2d10
Attacks	1
Wounds	Table 2
Strength Bonus	-
Toughness Bonus	-
Movement	2
Magic	4
Insanity Points	0
Fate Points	Table 3

**Table 2:  
Wounds**

D10 Roll	Saurus
1-3	22
4-6	26
7-9	30
10	34

**Table 3:  
Fate Points**

D10 Roll	Saurus
1-4	1
5-7	2
8-10	3

they preside over the important Shrines of the Old Ones, or serve under older Slann in the greatest of the temple Cities.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5	-	+5	+5	-	+10	+5	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+2	-	-	-	+1	-	-

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (Magick), Academic Knowledge (Theology), Academic knowledge (Any Two), Channelling, Command, Common Knowledge (Lustria or The Southlands), Common Knowledge (Any Three), Intimidate, Magical Sense, Perception, Read/Write, Speak Arcane Language (Daemonic or Arcane Elf), Speak Arcane Language (Magick).

**Talents:** Aethyric Attunement, Fast Hands or Mighty missile, Intuitive Casting, Luck, Meditation, Stout Hearted, Strong Minded.

**Equipment:** Obsinite Best Craftmanship Mace, 2 Magic Items, 1000 crowns jewellery.

**Career Entries:** None.

**Career Exits:** Slann of the Fourth Spawning.

### Slann of the Fourth Spawning

These Slann were brought forth by the Old Ones to deal with a growing concern over the Polar gates. Although they performed their allotted duty, in time it proved not to be enough. These Slann rule over the smaller temple Cities, or serve as advisors to the greatest and oldest of the Slann. The Slann of the Southlands have much declined, and it is believed that no Slann older than the Fourth Spawning still live upon that continent.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	-	+10	+5	-	+20	+10	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+4	-	-	-	+2	-	-

**Skills:** Academic Knowledge (Astronomy or Theology), Academic Knowledge (Magic), Academic Knowledge (Any Four), Channelling, Charm or Intimidate, Command, Common Knowledge (Lustria or The Southlands), Common Knowledge (Any Four), Magical Sense, Perception, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Daemonic), Speak Arcane language (Magick), Speak Language (Any Two).

**Talents:** Arcane Lore (High), Etiquette or Menacing, Fast Hands or Hardy, Fearless, High Magic, Savvy or Mighty Missile, Sixth Sense.

**Equipment:** 3 Magic Items.

**Career Entries:** Slann of the Fifth Spawning.

**Career Exits:** Slann of the Third Spawning.

### Slann of the Third Spawning

Brought in to being to found the great Lustrian Temple Cities, and to nurture and influence the younger races, the Slann of the Third Spawning are few, and rule over the Great Temple Cities, spending much of their time in contemplation of the Old Ones vast and incomprehensible scheme.

### New Talent: Intuitive Casting

Around you the winds of magic seem almost to mould themselves, and it requires the barest of touches to mould them into whatever you desire. This greatly speeds up the process of casting spells, and even allows you to mould multiple spells at once. All spells cast require half a round less to cast. If this would reduce the casting time to zero, it still requires half a round, but you can take a free Channelling test for the spell. In addition, the caster is not restricted to casting only one spell in a round, meaning that the caster can begin casting another spell in the same round one is cast, and if both are of particularly short duration, it is possible to even cast two spells in a single round.

### New Talents: Arcane Lore (High)

High Magic is the pinnacle of Magical power. When you take this Lore, you gain no new Spell List. Instead, from this point on, you may purchase an already known ritual spell a second time (for the same cost) as a spell of the High Lore. When cast in this manner, the Casting Number is doubled, the Casting time is reduced to a half action per hour of the usual casting time, the Conditions must still be fulfilled, and the ingredients become an optional component that adds +5 to your casting roll. In addition, you only suffer the consequences if you do not meet the Conditions, or if you fail the casting roll and suffer Tzeentch's Curse.

### High Magic

You know how to manipulate Qhaysh, the combined eight winds of magic. Your vast knowledge and mastery of the winds protects you from its worst dangers. After making a Casting Roll, you can nominate one dice which does not count towards the effects of Tzeentch's Curse. You may not use this ability if you have used Dark Magic to cast this spell.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15	+5	+15	+10	+5	+30	+15	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+68	-	-	-	+3	-	-

**Skills:** Academic Knowledge (Any Five), Channelling, Charm **or** Intimidate, Common Knowledge (Any Six), Speak Arcane Language (Any Two), Speak Language (Any Four).

**Talents:** Acute Hearing **or** Excellent Vision, Etiquette **or** Public Speaking, Hardy **or** Suave, Menacing **or** Unsettling, Resistance to Chaos, The Dark Has No Power, Will of Iron.

**Equipment:** 4 Magic Items.

**Career Entries:** Slann of the Fourth Spawning.

**Career Exits:** Slann of the Second Spawning.

### New Talent: The Dark Has No Power

Your perception of the Winds of Magic is so great, that you are able to detect the subtle influence of Chaos before it has chance to fully manifest. Whenever you suffer a Tzeentch's Curse, the severity is reduced by one stage (ie, a Catastrophic Tzeentch's Curse becomes a Major Tzeentch's Curse) to a minimum of a Minor effect.



### Slann of the Second Spawning

Brought forth to make corrections in the planets alignment, and to adjust the climate and geography of the world in accordance with the Old Ones plan, The Slann of the Second Spawning are the oldest of their kind. Only five still live, spending their time locked within meditative states.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20	+10	+20	+15	+10	+40	+25	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+2	+8	-	-	-	+4	-	-

**Skills:** Academic Knowledge (Any Six), Common Knowledge (Any Eight), Speak Arcane Language (Any Two), Speak Language (Any Six).

**Talents:** Acute Hearing, Excellent Vision, Lightning Parry, True Magic.

**Equipment:** 5 Magic Items.

**Career Entries:** Slann of the Third Spawning.

**Career Exits:** None.

### New Talent: True Magic

Your knowledge on how to manipulate the combined winds of magic far surpasses that of other lesser beings. Your mastery of the winds protects you from its worst dangers. After making a Casting Roll, you can nominate one dice which does not count towards the effects of Tzeentch's Curse. This Talent is cumulative with the Talent High Magic.

### Venerable Lord

When a Slann Mage Priest falls in battle, his servants bind his withered husk in ceremonial wraps, and adorn him with gold and jewellery as befitting one of his station. The bodies are revered as objects of great power and significance. Such is the great power of the Slann, that their spirit does not abandon its body, even in death, and can still communicate with its living brethren, and call down mighty magicks upon its enemies.

This is not like a conventional advance scheme – upon the Slann's death, all statistic modifiers are immediately applied to the Slann, and all Talents gained.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
0	0	-	+10	0	+10	+10	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
0	+4	-	-	-	-	-	-

**Talents:** Disembodied, Possession, Terrifying, Undead.

**Equipment:** Ceremonial Death Mask, 5000 crowns jewellery.

**Career Entries:** Death.

**Career Exits:** None.

## Armoury

### **Ceremonial Death Mask**

Placed over the heads of the mummified Slann Mage priests, these items are of incalculable value to treasure hunters across the world, and the Lizardmen will do to extreme lengths to reclaim one stolen from one of their fallen lords.

Although not magical, these items are cursed, and an individual who steal one must pass a **Hard (-20%) Willpower Test** or suffer the effects of The Curse of Ashes (see sidebar). Anyone who subsequently buys (or steals) the Mask from the original thief must also make this Test. The only way to break the Curse is to return the Mask to its rightful owner (which may incur difficulties of its own, as the Lizardmen will be less than charitable towards the thief).

## **New Talents: Disembodied**

Your spirit lingers in the presence of your mortal remains. You may take no physical actions, though you may use mental Skills and Talents (such as Slann Telepathy). You may still cast spells, although your Magic Characteristic counts as half its actual value.

## **Possession**

You may attempt as a full action to project your spirit into the body of a creature within 4 yards of your body. This is resolved as a contested **Will Power Test**. If successful, you take over the targets body. They may attempt to force you out each round on a successful **Hard (-20%) Will Power Test**. If they force you out, or if you fail the initial Test, you may not attempt to possess the same target for 24 hours. Once in control of the targets body, you may move at half their Movement rate, and perform physical actions at -20%. Whilst in possession of another body, you lose the Disembodied Talent. Targets subjected to possession must pass a **Hard (-20%) Will Power Test** or gain an Insanity Point.

## **The Curse Of Ashes**

Two weeks after gaining this curse, the affected character notices that food no longer tastes the same. Initially, he will not be able to tell exactly what is wrong, but a few days later, everything tastes as if it was somewhat rotten. While somewhat disconcerting, it is nothing more than that – the affected character is still able to eat normally.

The flavour of food continues to change over the next month, changing from rotten to tasteless, until everything the character eats tastes like cold ashes. The character becomes to believe he is eating the corpse of the individual he stole the mask from. This feeling is so strong, he will have to succeed on a **Will Power Test** in order to eat; the difficulty of the Test increases to Challenging (-10%) the next week, then Hard (-20%) and finally Very hard (-30%). Eventually the character will refuse to eat of his own volition and actively resist attempts to be force fed, subjecting him to the effects of Starvation (see Rulebook page 114).

Of course, anyone else who tries the food finds it tastes no different from anything else.

## **Credits**

*Written by: Michael Congreve*

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