

New Skaven Spells

Summon Children of the Horned Rat

Spell Level: First Skaven

Magic Points: 4

Range: Nearby

Duration: 1 hour

Ingredients: Rat pelt

This spell grants the Grey Seer/ Warlock Engineer/ Cultist Cleric of the Horned Rat the ability to summon and control a pack of either Giant Rats (2d6+4) or swarm of normal rats (100) to attack their enemies. The Children of the Horned Rat appear within 6 yards of the caster and will follow simple instructions (like "Kill" or "Maim").

Summon Servant of the Horned Rat

Spell Level: First Skaven

Magic Points: 3

Range: Not applicable

Duration: 2 hours per level

Ingredients:

This spell grants the Grey Seer/ Warlock Engineer/ Cultist Cleric of the Horned Rat the ability to summon a Demonic Servant of the Horned Rat. The Servant takes up the form of a large wolf-rat with flaming eyes and mouth.

Once summoned, the Servant appears within 6 yards of the caster. If the caster successfully controls the Servant (**WP** test), it will serve for the duration indicated above. Once the spell expires, or the caster is slain, the Servant immediately disappears.

Spread Plague

Spell Level: Second Skaven

Magic Points: 8

Range: Touch

Duration: Instantaneous

Ingredients: Diseased slice of meat

A Grey Seer, Warlock Engineer, or Cultist Cleric of the Horned Rat may cast this spell against any individual whom the caster touches. The form in which the disease manifests can be either Black Plague or Red Pox (**WFRP**, pg 82-83): caster's choice. The victim is allowed a **T** test to resist the effects of the disease. If infected, the victim will feel weak and queasy (-10 to **WS**, **BS**, **Dex**, and **Int**; -1 to **S** and **T**) until the next day when they succumb to the full effects of the

disease. There is also a 10% chance that the victim will pass the disease to anyone in contact with them in the first 24 hours of being infected.

Summon Demon Rat (Lesser Demon of the Horned Rat)

Spell Level: Second Skaven

Magic Points: 5

Range: Not applicable

Duration: 1 hour per level

Ingredients:

This spell grants the caster the ability to summon Lesser Demon of the Horned Rat. Once summoned, the Lesser Demon appears within 6 yards of the caster. If the caster successfully passes a **WP** test, the Lesser Demon will serve for the duration indicated above. Once the spell expires, or the caster is slain, the Lesser Demon immediately disappears.

It should be noted that the caster never really controls the Lesser Demon as the latter only serves the wishes of the Horned Rat. This could include slaying the summoner if that is the deity's desire.

Pestilent Breath

Spell Level: Third Skaven

Magic Points: 8

Range: 20-foot cone shaped area ending in a 5-foot radius.

Duration: Instantaneous

Ingredients:

This spell allows the caster to breathe a noxious cloud of death and disease and cover a cone-shaped area that ends 20 feet from the caster in a 5-foot radius. Anyone caught in this area of effect must take an immediate **T** test. If successful, the victim only sustains a **S3** hit (no reduction for **T** or armour). If the test is failed, then the victim takes 1D3 **S4** hits (no reductions) with a 10% chance of catching either Black Plague or Red Pox (**WERP**, pg 82-83).

Summon Demon Rat Horde

Spell Level: Third Skaven

Magic Points: 9

Range: Not applicable

Duration: 1 hour per level

Ingredients:

This spell grants the caster the ability to summon 2D6 Lesser Demons of the Horned Rat. Once summoned, the Lesser Demons appear within 6 yards. If the caster successfully passes a **WP** test, the Lesser Demons will serve for the duration indicated above. Once the spell expires, or the caster is slain, the Lesser Demons immediately disappear.

It should be noted that the caster never really controls the Lesser Demons as the latter only serve the wishes of the Horned Rat. This could include slaying the summoner if that is the deity's desire.

Summon Vermin Lord

Spell Level: Fourth Skaven

Magic Points: 25

Range: Not applicable

Duration: Until task completed

Ingredients:

This spell grants the caster the ability to summon a Vermin Lord, Greater Demon of the Horned Rat. Once summoned, the Vermin Lord appears within 6 yards. If the caster successfully passes a **WP** test, it may give the Vermin Lord one task to complete. The Vermin Lord remains unless its task is completed, it is dispelled or until it or the caster is slain.

The danger for the caster is obvious. The Vermin Lord may well decide that the Grey Seer is not worthy of the Horned Rat's favour and slay him before setting about on whatever purposes the Skaven deity has sent it.

Refining Warpstone

The process of refining Warpstone is both gruesome and deadly. In fact, the most effective method of refining warpstone is through the use of unwilling victims.

For every pound of raw warpstone force fed to a Skaven subject, ½ pound of partially-refined warpstone can be retrieved. Unfortunately, the Grey Seer refining the warpstone must first wait for the eruption of mutations to subside before searching the bloody remains to find the partially-refined warpstone. Since the Skaven used in refining the warpstone can only handle one pound of warpstone, a large number of Skaven need to be used to refine a substantial quantity. Thankfully, the ability of the Skaven to breed in large numbers ensures that there is never a shortage of warpstone-refining vessels.

Should the Grey Seer wish to take the final refining step, then a new Skaven "volunteer" must be used. As with the first refining step, half the weight of the warpstone will be lost in the second process. While the outbreak of mutations will also occur the second time, it is only 70% fatal. Thus, in 30% of the cases, the Grey Seer will have to wait for the refined warpstone to pass through whatever is left of the victim's digestive tract. Even though the surviving "volunteer" has been reduced to a Chaos Spawn, they have further uses as experimentation subjects by either Clan Moulder or Clan Skryre.

In a pinch, either Beastmen (including mutants) or humans can be used to refine warpstone. Members of these races are inferior refining vessels, however, and have a lesser chance for

converting warpstone to less dangerous states. Beastmen have a base 30% chance of using their digestive tract to refine warpstone with a modifier of +5% of each mutation. Of course, the effects of refining warpstone are just as deadly for them as it is for Skaven and humans.

Humans only have a 5% chance of converting warpstone to any of its refined states. It should be noted that this small chance does not deter determined Grey Seers if they have great need of the refined warpstone.