

to possess great insight, prognosticatory powers, and perhaps even the ability to speak directly to the Gods of Chaos. Cultists of Tzeentch are especially fond of the insane because they believe the warping of the mind to be a direct gift from their God. These cultists kidnap lunatics for study, experimentation and unholy rites. Few survive the adoration.

DISORDERS

The Beast Within

The Old World is a dangerous and terrible place. An adventurer spends most of his life constantly fighting and killing, encountering sights so disturbing they can drive someone mad. For a character with the Beast Within, the brutality of his life has poisoned his mind into believing that concepts such as love, friendship, truth, and authority are meaningless, that people are irrelevant, and the only thing that matters is his own immediate personal gratification.

A character with the Beast Within is also incapable of feeling guilt, ignores the consequences of his actions, and has a reckless disregard for his safety and the safety of others. He is easily bored and has a low tolerance for frustration. Finally, he becomes a masterful, malevolent liar, and use deceit for both profit and pleasure.

In short, he will lie, cheat, steal, torture and murder to get what he wants. The cruel, depraved behaviour this disorder brings about is considered unacceptable by society and the law, and most probably by the other members of the character's adventuring party as well. GMs should be aware that a character with this disorder may cause a great deal of upheaval in his adventuring party. It's also important to point out that while the character doesn't think about the consequences of his actions, the GM should.

The character is sure to become a criminal at some point, double-cross or steal from the wrong person, or kill someone with vengeful allies. He'll probably spend the rest of his life being hunted down by individuals and organisations looking for justice or payback. If he's caught, he could face imprisonment, the hangman's noose or a thousand other gruesome deaths.

Blasphemous Rage

The life of an adventurer has its rewards, such as money, fame, and the satisfaction of defeating the foes of civilisation. But there is a downside. First, there is the constant threat of mutilation or death. Second, the growing knowledge that the forces of Chaos are everywhere, they are horrible to behold and chances are, they will ultimately succeed in destroying the world.

The anxiety created by this downside builds in a character suffering from Blasphemous Rage until it explodes in a wild, uncontrollable fit of wrath and violence. Whenever the character must make a Will Power Test, regardless of the outcome he must then pass an additional Will Power Test or become enraged.

The rage lasts 2d10 rounds, during which time the character suffers a -10% penalty to Weapon Skill, Ballistic Skill, Intelligence, Will Power and Fellowship. During the rage he yells blasphemous obscenities against the Gods while smashing things, and attacks people at random, even his own friends.

A character cannot force himself into a Blasphemous Rage and there are no benefits to being enraged in combat. In fact, the character is so blinded by his overwhelming anger that his actions become erratic, careless and sloppy. Without his level head, he fights like a drunken maniac.

At some point, a character suffering from Blasphemous Rage may find himself on the wrong side of the law. Furthermore, he could be



considered frightening and difficult to trust. And those who loudly slander the Gods or use their names in vain should be careful of who might be listening.

Blasted Brain

Sometimes an adventurer witnesses a scene so monstrously horrible that his mind, in order not to snap like a twig, blocks out the memory of it completely. Such a drastic action has costly consequences, as the character suddenly finds himself unable to recall *any* of his memories, including his past or who he is.

A character suffering from a Blasted Brain undergoes a total memory loss. He can't recall his name, past history or spells. Skills and talents are not lost, but the character doesn't realize he has them until reminded by another.

Once per month the victim of a Blasted Brain may make an Intelligence Test to try and overcome his condition. Should he succeed, he remembers everything about his life except for the events that led to his disorder. If he fails, he immediately gains 1 Insanity Point. Furthermore, when a Blasted Brain tries to recall the specific events that caused his condition, he must first make a Will Power save or gain 1 Insanity Point.

Finally, should a Blasted Brain encounter something or someone that specifically relates to the traumatic moment that triggered his condition, he must immediately make a Will Power Test or gain 1 Insanity Point. However, he is then allowed to make an Intelligence Test to remember more of the details surrounding that moment.

The setbacks of suffering from a Blasted Brain are obvious. But another danger to these individuals is the followers of Tzeentch, who believe that the Blasted Brain is a gift from their hideous God and seek these people out for sinister study.

Body of Rot

An adventurer can spend a great deal of his time crawling about in disgusting places like sewers, mouldering castles, and Goblin caves. Furthermore, he can come into brutal, physical contact quite frequently with the filthy, vile, and unclean minions of Chaos. All of that putrescence the character wallows in... what if it somehow got into his body? Through his skin, his mouth, nose, into his lungs and gut and brain; turning black and rotting, emitting terrible smells, attracting crawling insects, creating blisters and hideous, burning rashes; and perhaps other more serious deformities...

A character driven to believe he possesses a Body of Rot operates under the delusion there is something terribly wrong with his body. In reality, there is absolutely nothing wrong with him at all, unless he's lost a limb or eye, in which case the character often believes that is how the trouble began.

What specifically the character believes is wrong with his body is up to the GM. Some suggestions: noxious odour, rash, blisters, bizarre mole, tumour or growth, imaginary insects living under the skin or in hair, head changing shape, limbs changing shape, or some specific body part rotting or becoming grotesquely large.

The character feels this rebellion by his body is very obvious to others, and suffers a -10% Fellowship penalty in all social situations, and a -20% Fellowship penalty in large gatherings, parties, or meetings with important figures or strangers. Furthermore, when meeting a new person, the character must make a Will Power Test or be unable to resist talking in a disparaging way about his supposedly hideous countenance.

A character with a Body of Rot spends a great deal of time searching for a cure for his imaginary condition. He visits physicians of all sorts,

and despairs of ever returning to normal. Someone who talks of strange things happening to his body will be sure to get the unmerciful attention of Witch Hunters and other Zealots. Finally, there are some followers of Nurgle who are fascinated by this disorder, and seek to kidnap characters who suffer from it for unholy rites.

Delirious Saviour

When a character is driven to become a Delirious Saviour, he operates under the delusion that he's been endowed with special insights or powers. He comes to believe, for example, that he must have survived the attack from the horrible Beastman because some God has chosen him to end human suffering by turning turnips into gold. And if allowed to use his insights or powers, the character is convinced he will be able to perform miraculous deeds for the betterment of the world.

It's up to the GM to determine what special insight or power the character believes he possesses. Some examples of insights include: how to cure all disease, rid the world of poverty, purify mutants, feed the hungry, end war, and abolish money. In these cases the character rambles on about his bizarre, grandiose, impractical and nonsensical insights to the above problems to whoever will listen. He'll also write long, incoherent treatises on his subject and try to get them published.

Examples of powers include: perform all of the above acts by touch, cast spells, use mental powers (mind-reading, pyrokinesis, telepathy), walk on water, fly, become invulnerable to harm, and invent amazing machines. In these cases the character believes he possesses the power innately, and will always behave so even in the face of overwhelming evidence he has no powers at all.

A person who believes he possesses special powers is frequently viewed as mad. So is a person who makes outrageous claims based on incoherent ramblings. Both types often find themselves in dangerous situations as a result of their disorder. However, there are some, mostly other unfortunates whose minds have long snapped, who may follow a Delirious Saviour on his delusional quest.

Desperate and Doomed

The forces of Chaos are everywhere, relentlessly attacking the Old World from the outside and corrupting it from within. Adventurers are in the thick of the fight, in a never-ending and seemingly hopeless battle. There are many who grit their teeth, determined to defend their way of life no matter how bleak the eventual outcome may appear. And then there are those who simply give up.

When a character is driven to become Desperate and Doomed, it's because constant exposure to violence and horror has gradually weakened and then finally snapped his fragile mind. At the moment sanity leaves him forever, he has a delusional epiphany. He believes a powerful God (like Sigmar) finally shows him the truth: the world is coming to an apocalyptic end. There is nothing to be done about it. It's time to repent and die.

Many of the Desperate and Doomed go into hiding, in deep caves or lonely forests. However, there are some who believe they've been anointed as the deity's special messenger, and must preach to the people that their world is coming to an end. These are the ragged and filthy individuals seen in town squares or at crossroads, proselytizing about the final days of the Old World.

A character who is Desperate and Doomed believes he is constantly receiving instructions from his God to spread the word of the end times. Nothing else matters, not earning money, eating food, or washing. How these messages come to the character is up to the GM. Some examples: voices in the head, visions, symbolic dreams, or a combination of all three. The messages are always urgent, powerful and bleak: "The world is ending. Repent for your sins. Purify yourself for the final day."



In order to prepare for the apocalypse, a character who is Desperate and Doomed must not only repent for his sins, but also cleanse his body and mind. To him the best acts of penitence and purification involve self-mutilation, the most popular form being to flay the skin from his body with chains, whips, ropes and studded leather straps. And it is his solemn duty to make sure others join in the atonements.

There are generals, Witch Hunters and warrior Priests who often trick the Desperate and Doomed into fighting for their army in a coming battle. They convince these poor souls that the final conflict is at hand, and feed them promises of a glorious death. In truth, the Desperate and Doomed are often used as cannon fodder, placed on the front lines to harass the enemy before dying gruesomely. They fill the ranks of the Flagellants in particular.

The Fear

There are many things to fear in the Old World, some with good reason. Beastmen, mutants and other followers of Chaos can do great harm to you. A character suffering from The Fear is someone who, after a hard life of violence and exposure to the grotesqueries of Chaos, succumbs to a more irrational fear, like believing he can be harmed by the dark, thunder, snakes, cats, heights, small spaces, crossing over a bridge, and so on.

The Fear is an excessive, debilitating and overwhelming dread of some object or situation. There are many, many things to be afraid of, including specific kinds of animals (i.e. rats, spiders, toads, horses), open or closed spaces, sunlight or darkness, blood, children or people of other races, bodies of water, being alone or in a crowd, hair, fur and clothing, plants, sharp and pointy objects, Wizards, clerics, Physicians, and so on.

A character suffering from The Fear takes steps to avoid the object of his discomfort. Should he wish to force himself into the presence of what he fears, he must make a Will Power Test. If he fails, he must flee from the object of his fear immediately. If he's unable to flee, his Will Power score is halved until he's able to get away. Furthermore, the