



# Manikins – Witch and Warlock Familiars

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## INTRODUCTION

This document is designed to add a bit of flavour to the familiars of Witches and Warlocks and introduces a new class of created familiar for these careers. The Manikin.

In Realms Of Sorcery, the Witch or Warlock career can only have bound familiars. This document expands on the options of the renegade wizard. It reflects a common driving force behind such mages - independence. The form and utility of the Manikins also exhibits the slow but sure descent into the usage of Dhar in the Witches or Warlocks magic. Manikins are more insidious and menacing than more traditional familiars and have usages and drawbacks that their more mainstream cousins often don't have.

## THE MANIKIN

The familiars covered in this document, hereafter named Manikins, are similar to created familiars found in Realms Of Sorcery. However, created familiars are not available to Witches or Warlocks as the highest magic characteristic they can get is 2, not the 3 required in order to gain a created familiar.

So this document is designed to allow Witches and Warlocks to create their own familiars. In order to insure game balance, Manikins use an adjusted form of the rules given for created familiars in Realms Of Sorcery and are of less utility than those familiars covered in the official rules.

## FORM OF THE MANIKIN

Due to the gradual descent of the Witch and Warlock into the more self-serving and harmful use of Dhar, the Manikins forms are all (as suggested) humanoid in form. The Warlock or Witch pours his scorn, self-serving interests and ego into the Manikin. It is made in his own image, the ultimate show of arrogance. Whilst the Manikin (with one exception) is not a miniature version of the caster himself, its humanoid form and the emotions impressed upon it reflect the casters soul at the world. Sometimes it's not a pretty sight.

## CREATING THE MANIKIN

Creating the Manikin follows the rules as set out in Realms Of Sorcery page 184 except as follows.

The components are of one type only, dictated by the type of Manikin being crafted, as well as material from the Warlock or Witch's own body and in some cases organic material from other sources (see below).

The Witch or Warlock's own hand must craft the Manikin using the applicable Trade skill. This is an Average (+/-0%) Trade test. The Intelligence test is then rolled.

The Familiar creation table is not rolled on. The result is always Small Humanoid.

Oddities of form are not rolled for. Any oddities of form are noted in the Manikin descriptions below.

Manikin personality is not rolled randomly. The personality of the Manikin is noted in its description.

Manikins only gain experience points when they are in a 'Motive' state (this is explained below). Whilst in a passive state they do not gain half of the caster's experience point award.

Caster and Manikin only receive the benefits of the Manikins Familiar Abilities (page 191 RoS) when the Manikin is in its motive form. Furthermore, Aethyric Reservoir and Voice Of Reason are not available as Familiar Abilities for Manikins.

Manikins can be created containing the organic material of another humanoid. If this is the case, then the Manikin acts as an Aethyric Link (page 192 RoS) to that humanoid as well as acting as the casters familiar. Spells targeting that humanoid benefit from a +1 to the casters casting roll. Due to the nature of most Manikins (IE Unpleasant), they are more inured to being used this way than standard familiars. They need only make an Average Willpower test to avoid damage to themselves when used as a focus in this way and tend not to get overly upset when used for this purpose.

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More sinister, the Manikin created in this way can be used as a direct conduit for pain to the target. Damage inflicted on the Manikin can be directed towards the target (see the Fetish Manikin ritual below).

## MOTIVE AND PASSIVE STATES

Unlike the created familiars found in Realms Of Sorcery, Manikins are not constantly awake and aware of their surroundings. Upon the magic user completing his crafting of the Manikin it is aware and open to the caster for a number of hours equal to his magic characteristic. However, the Witch's magic is not strong enough to keep the Manikin's spirit locked into this form and aware for the whole time, so once this period is over the Manikin takes its Passive form. This form is mentioned in the individual entries below and corresponds to its type.

To awaken the spirit of his Manikin in future, the caster must cast the new spell Motivate Manikin (see below) each time that he wishes to do so. This returns the Manikin's spirit to wakefulness and he is now Motive. Motivate Manikin can be researched at any time via the Witchcraft talent.

The form of the spirit inhabiting the Manikin can be far more sinister than the awareness inhabiting normally created Familiars and is tied directly to the casters own personality and corruption.

## NEW HEDGE MAGIC SPELL

### Motivate Manikin

**Casting Number:** 11

**Casting Time:** 1 Minute

**Ingredient:** The caster's blood (+2)

**Description:** You perform a short ritual that wakes your Manikin's spirit for a time. This is a Touch spell. The Manikin can now be Motive for a number of hours equal to your magic characteristic. Once the time has expired, the Manikin resumes its passive form (see Manikin description). The ingredient, if used, causes the caster to lose one wound.

## CORRUPTION

As noted above, the sprit that inhabits a created Manikin is a reflection of the caster. As such, many different types of awareness can result, dependant on the casters state of mind. The more corrupt the caster is, the more unpleasant a spirit answers the call. In rare cases, the Manikin is nothing short of a Daemonic Possession.

The casters corruption affects the type of Manikin that best suites him.

**Every insanity the caster has:** 6 Corruption points.

**Insanity points:** Every current Insanity point the caster has gives one corruption point.

**Each Hedge Arcane Mark:** 5 Corruption points.

**Tzeentch's Curse:** 1-10 Dependant on past severity and regularity.

**Dark Magic:** If the caster has the Dark Magic talent, 20 corruption points.

**Dark Lore:** If the caster knows a Dark Lore, 20 corruption points.

**Miscellaneous:** If the GM thinks it apt, then more corruption points can be given for things like mixing with chaos creatures, cult membership or even particularly nasty past acts.

Once the casters corruption score has been calculated, it is added to the roll to determine which Manikin form best suites him as his created Familiar.

## NEW RITUAL

### Fetish Manikin

**Type:** Arcane

**Arcane Language:** None

**Magic:** 2

**XP:** 200

**Ingredients:** The casters Manikin familiar that must contain some organic material from the target creature such as hair or nails (see Creating The Manikin above).

**Conditions:** The target of the ritual must be

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within one mile and the chaos moon Morrslieb must be in the sky. The caster must have a Corruption score of 40 or more. The Manikin must be in a Motive state.

**Consequences:** If you fail your casting roll, then your consciousness and your Manikins are swapped. You now inhabit the body of your Manikin and your familiar's spirit inhabits your body. Once the Manikin becomes passive, the casters spirit dies and his body is forever inhabited by his Manikin's spirit.

**Casting Number:** 14

**Casting Time:** 2 Hours

**Description:** You are able to transmit the damage you inflict on your Manikin familiar to the linked target. This translates as a Damage 2 hit that bypasses armour and the victims Toughness bonus. This damage takes the form of that inflicted on the Manikin; therefore if it is set alight, the victim is set alight also. If it is stabbed with a pin, then the victim is invisibly impaled as well. The victim also gains 1d10/2 Insanity Points from the shock of receiving wounds from thin air. The casters Manikin will take a like amount of damage, but if it makes a Toughness test, then it may subtract its TB from the damage that it takes itself.

Due to the Corruption of the caster and the likely disposition of his Manikin, this Ritual does not harm the bond between the caster and his familiar, even though the Manikin suffers great pain through the process. The spirit of the Manikin delights in the pain it brings its victim.

## MANIKIN DESCRIPTIONS

Roll 1d100 to determine which form your studies show are best suited to your magic. Add the casters Corruption score to the result and consult the chart below.

01-10	Coal Porter
11-20	Marble Ballerina
21-30	Self Portrait
31-40	Living Sapling
41-50	Kiln Kindred
51-60	Crystal Servitor
61-70	Toy Soldier
71-80	Mud Man
81-85	Tin Man
86-90	Bronze Figurine
91-100	Straw Dummy
101-105	Rag Doll
106-110	China Doll
111-115	Wicker Man

116-120	Tar Fetch
121-125	Marionette
126-130	Gilded Child
131-135	Talking Head
136+	Razor Fiend

### Coal Porter

**Craft:** Stonemason or Sculptor

**Personality:** Hard Working, quiet or long suffering

**Passive Form:** A stack of worked coals linked by string

**Special Qualities:** Avoids fire. Leaves sooty footprints

**Size:** 12"

**Description:** When motive, this Manikin resembles a stout humanoid with bulging muscles. Two tiny gleams show where it's eyes are. This type of Manikin is best used as a house help or assistant as it normally works tirelessly. When rare anger stirs it, its coals glow red as though it were in a fire.

### Marble Ballerina

**Craft:** Stonemason or Sculptor

**Personality:** Flighty, sweet or artistic temperament

**Passive Form:** A delicate marble sculpture

**Special Qualities:** Dance takes place of Dodge Blow

**Size:** 6"

**Description:** When motive, this Manikin resembles a delicate and beautiful ballerina. Always happy when dancing, this Manikin is especially useful to those Witches/Warlocks that become lonely in their isolation as it lifts spirits with its dancing. Sometimes given as a gift. It stamps its feet and pouts when angry.

### Self Portrait

**Craft:** Painting

**Personality:** One of caster's traits

**Passive Form:** A framed picture of the caster

**Special Qualities:** Highly flammable. Menacing

**Size:** 12"

**Description:** When motive, this representation of the caster crawls from the frame that houses it and resembles the caster in features and habits, however, the features are crude painted representations. This manikin is nothing more than canvas and paint and therefore is highly flammable. It smells faintly of paint. It can look very disconcerting when viewed for the first time.

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### Living Sapling

**Craft:** Herbalism

**Personality:** Patient, sun loving or lazy

**Passive Form:** A sapling in a plant pot

**Special Qualities:** Hide takes place of Dodge Blow as skill available

**Size:** 6"

**Description:** This Manikin is created slightly differently from others. Planting the seed of a plant and pouring magic into it as it is growing creates it. Once created, its motive form resembles a spindly green humanoid with leaves for hair and twiggy arms and legs. Useful for surveillance purposes as it is easily overlooked. Has a mortal fear of beetles and caterpillars.

### Kiln Kindred

**Craft:** Pottery

**Personality:** Fiery, protective or fragile

**Passive Form:** A blocky clay figure

**Special Qualities:** Toughness +10% against fire attacks

**Size:** 12"

**Description:** When motive, these chunky clay Manikins move with purpose and deliberation. Wet eyes look out from the earthenware face and coloured designs may stripe its body. These Manikins make good guards for the caster when he is away for short periods, but often become quite belligerent is left for long periods.

### Crystal Servitor

**Craft:** Gem cutting or Glassblowing

**Personality:** Emotionless, abrupt or cutting

**Passive Form:** A figurine of glass or jewelled figure

**Special Qualities:** 1 AP on all locations

**Size:** 6 – 12"

**Description:** When motive, these often beautiful Manikins move jerkily as their crystalline nature allow. Often mounted on mantelpieces or given as presents, these aloof Manikins are capable of remarkable acts of unpleasantness and give it no thought. On sunny days, these Manikins are quite easily seen as the sun reflects from their bodies.

### Toy Soldier

**Craft:** Carpentry or Metal smith

**Personality:** Disciplined, bloodthirsty or rowdy

**Passive Form:** A toy soldier

**Special Qualities:** None

**Size:** 6"

**Description:** When motive, these wooden or

metal Manikins move quickly and with purpose. They carry out the casters orders to the letter and have no qualms about what those orders may be. Easily overlooked in their passive state, they are sometimes inveigled into households before the Witch/Warlock motivates them.

### Mud Man

**Craft:** Sculptor or None

**Personality:** Unkempt, vindictive or rude

**Passive Form:** A crude form of dried mud

**Special Qualities:** Leaves muddy footprints, Smells. Menacing.

**Size:** 6-12"

**Description:** These Manikins are normally crudely formed and it shows in their manner. The motive Mud Man looks like a hastily created humanoid shape of wet mud, which oozes water. They seem to take delight in living up to their image and will go out of their way to cause harm to others. They take great pains to stay out of the sun, which dries them out.

### Tin Man

**Craft:** Tin Smith

**Personality:** Heartless, rigid or cold

**Passive Form:** A hinged and oiled tin figurine

**Special Qualities:** 1 AP on all locations, Leaks oil, Menacing

**Size:** 6-12"

**Description:** These Manikins can squeak when motive, as their oiled joints rub together. They are a heartless bunch that are as happy wielding the little axes they are supplied with as they are staring coldly at and scaring children. Normally used as guards or enforcers, they carry out their commands with little thought or remorse. They stay out of the rain at any opportunity.

### Bronze Figurine

**Craft:** Copper Smith

**Personality:** Chilly, dispassionate or arrogant

**Passive Form:** A smooth bronze figurine

**Special Qualities:** Hardy, Menacing. Intimidate takes place of Dodge Blow

**Size:** 12"

**Description:** When motive, these Manikins move ponderously, with apparent disdain for their surroundings. The hammer strokes of its forging can be seen on its smooth body. Their often-beautiful shapes give it an arrogant manner. Often they are set the task of scaring or intimidating others; a task they are well suited to.

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### Straw Dummy

**Craft:** Tailor or None

**Personality:** Malicious, scheming or hurtful

**Passive Form:** A cloth dummy stuffed with straw

**Special Qualities:** Highly Flammable, Unsettling, Concealment instead of Dodge Blow

**Size:** 12"

**Description:** When motive, these Manikin's straw features are normally marred by a twisted smile. If it is capable of speech, it often utters high pitched giggles at others misfortune. At home in rural environments where it creeps in the undergrowth, the sight of such a Manikin makes the skin crawl. They are sometimes set up in fields as small scarecrows. They avoid fire at all costs.

### Rag Doll

**Craft:** Toy making or Embroidery

**Personality:** Mischievous, devious and sometimes Murderous

**Passive Form:** A floppy rag doll

**Special Qualities:** Flammable, Unsettling, Move Silently instead of Dodge Blow

**Size:** 12"

**Description:** When motive, the black button eyes of this Manikin shine with inner malice. The Rag Dolls body is capable of swift and silent movement and it delights in scaring small children. The sight of a motive Rag Doll is enough to send sane men running. It is usually used as a scout or infiltrator due to its silence.

### China Doll

**Craft:** Pottery

**Personality:** Vindictive, paranoid and sometimes crazed

**Passive Form:** A painted china doll

**Special Qualities:** Unsettling, Menacing, -10% Toughness, +5% Willpower

**Size:** 6-12"

**Description:** When this Manikin is motive, the pretty painted features of its face screw up into a terrifying visage. The click, click of its slow footsteps send a tingle down the spine and when it appears, often with a knotted piece of string in its hands (a favourite throttling weapon), it would be best to be somewhere else. Sometimes given as a gift prior to being motivated.

### Wicker Man

**Craft:** Farmer or Furniture Maker

**Personality:** Cruel, destructive and murderous

**Passive Form:** A wicker figure containing small

wooden figures within its hollow shell

**Special Qualities:** Frightening, Flammable, -1 Move, -5% Intelligence

**Size:** 12"

**Description:** This Manikin is truly terrifying in its motive state. The thick, bowed wicker body moves ponderously and the little wooden figures inside its hollow shell reach through the Manikin's body beseechingly, crying piteously. The Wicker Man is best used as an instrument of terror as its not too bright. As such, it is very effective.

### Tar Fetch

**Craft:** Shipwright or Carpenter

**Personality:** Angry, discontent and murderous

**Passive Form:** A humanoid shaped lump of solid tar

**Special Qualities:** Leaves sticky tar footprints, 2 AP on each location (weapons pass through it), Frightening

**Size:** 6-12"

**Description:** When motive, this Manikin resembles a sticky, bubbling humanoid shape. It has no distinct facial features but is able to see nonetheless. It delights in catching small animals and drowning them in its body; small animals can be seen poking from its body. These Manikins are normally quite primal and as such have no patience for missions that don't involve pain or suffering to some degree.

### Marionette

**Craft:** Carpentry

**Personality:** Jealous, envious and murderous

**Passive Form:** A jointed and painted wooden puppet

**Special Qualities:** Frightening, -1 Move

**Size:** 12"

**Description:** A true terror for every child the Old World over, a wooden puppet that comes alive. When this Manikin is in its motive state, its painted features become scornful and full of spite, the wooden tapping of its feet send tingles down the spine and sometimes its strings trail behind it. It seeks to take what is not his, whether this is goods or...life. Its master sometimes has to keep a tight reign on this Manikin as it has a somewhat independent nature.

### Gilded Child

**Craft:** Gold smith or Jeweller

**Personality:** Petty, spiteful and murderous

**Passive Form:** A gold figurine of a child or a jewelled figure of a child

**Special Qualities:** 2 AP on all locations, Unset-

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ting, Charm instead of Dodge Blow

**Size:** 6"

**Description:** When motive, these often-beautiful Manikins features tighten and sour with spite as often as they clear with false friendliness. These Manikins are truly manipulative creatures that will work to undermine all of its relationships on the one hand whilst presenting a charming face to the world with the other. They are often used as go-betweens or infiltrators, but the caster must watch these Manikins carefully.

### Talking Head

**Craft:** Jewellery, Sculptor or Metal smith

**Personality:** Conniving, deceitful and malicious

**Passive Form:** A bust of a head or a jewelled cameo

**Special Qualities:** No movement, Frightening, +5% Intelligence, Speech

**Size:** 12" (bust) or 4" (cameo)

**Description:** These Manikins are different in form to the others. These are merely heads; either bronze or alabaster busts or jewelled cameos. Once motive, the heads features come alive and it is capable of speech. Its words and features drip venom and anyone other than the caster who views a Talking Head must make a Willpower test or gain 1 Insanity Point. Casters can generally trust the Talking Head as it has little chance of leaving him.

### Razor Fiend

**Craft:** Weapon smith

**Personality:** Cruel, murderous and controlling

**Passive Form:** A jagged humanoid shape crafted from steel

**Special Qualities:** Terrifying, Natural weapons, Control Master

**Size:** 12"

**Description:** These Manikins serve as the focus of a Daemonic spirit once it is made motive. Its eyes light with an infernal glow and power radiates from its small form. Made to spread mayhem and murder, the trapped daemonic spirit tries to make sure it can do just that. Once during each of its motive states, the Razor Fiend may attempt to manipulate its master into a course of action that the Manikin desires. This is an opposed Willpower test. The caster is nearly always unaware of these promptings, as he is way down the road to ultimate corruption anyhow.