

GREEN IZ BEST



A WARHAMMER FANTASY ROLEPLAY 4th EDITION UNOFFICIAL SUPPLEMENT



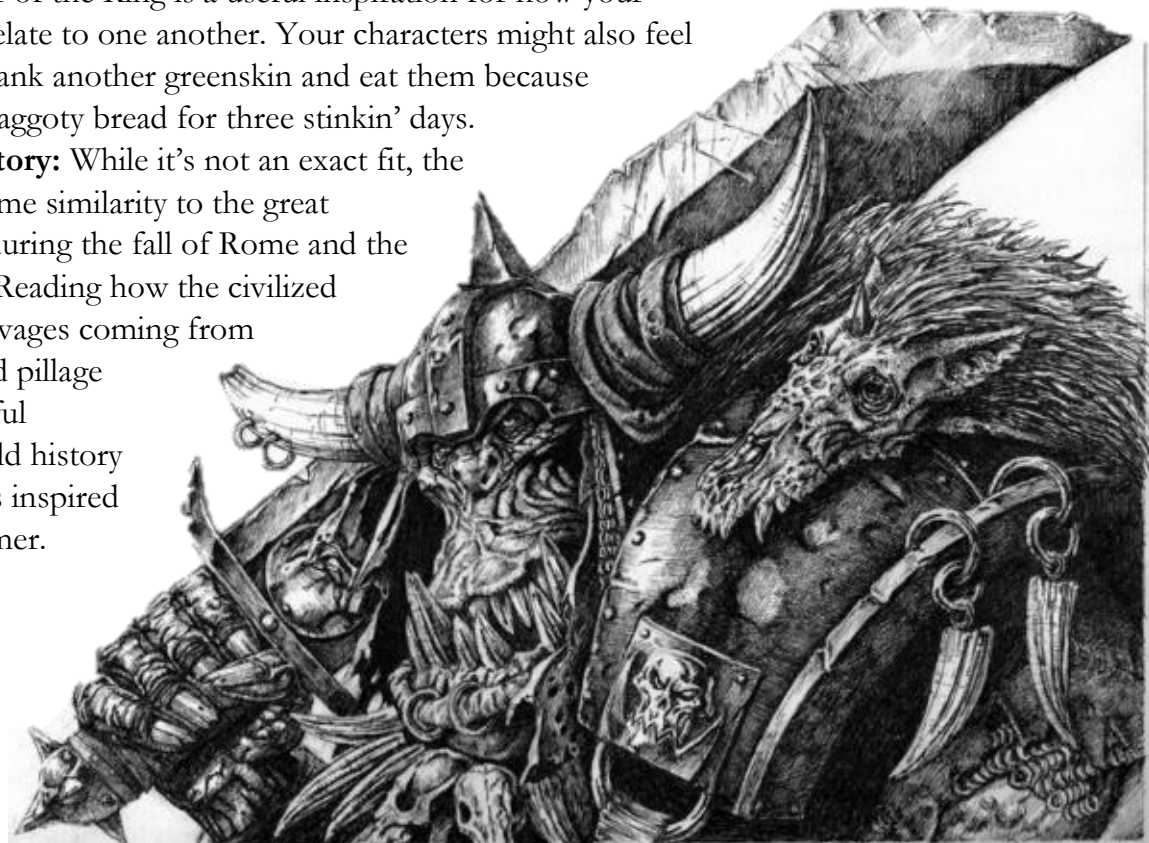
Introduction

So you've decided to stop muckin' about, pick up a choppa and become green and mean. Then this fan made unofficial rules supplement is for you! Within its pages you will find rules to play five of the many breeds of greenskin infesting the Old World in Warhammer Fantasy Roleplay 4th edition. From the untrustworthy Hobgoblin to the fearsome and disciplined Black Orc these five greenskin breeds will allow you to play out the great dramas of "krumpin' those gits an' nickin' their loot." or "Ratbag called youz a squiglicker, get 'im!" that the greenskins experience in their lives. Green iz Best is written around the premise of playing a party of greenskins adventuring in the Old World to stomp gits, burn the cities of the civilized races and show the world who's boss. But as particularly cunning and greedy examples of the greenskins show, like Ruglud and his infamous Armoured Orcs or the Hobgoblins. The greenskins are not without their mercenary characters and rules and suggestions how to play a greenskin among the soft, civilized races will be given alongside the typical style of play. To use this you will need a copy of the Warhammer Fantasy Roleplay 4th edition Rulebook as the books rules are intended as a supplement to those presented in the core rulebook. Furthermore, it is intentionally left sparse in fluff as there is little reason to repeat more than the basics of who and what the Greenskins are. If you're reading this it's likely you already know more than this book will set out to explain. But if you have little experience with the Greenskins we will start off this book with a list of further reading to inspire your own path of WAAAAGH!!!!

The Armybooks: The obvious start. As it is where all things relating to the green mean fighting machines the greenskins are. This supplement uses the 6th, 7th and 8th editions of the armybooks as its base and should be your basis.

Lord of the Rings: While the Orcs & Goblins of Warhammer are a far cry from Tolkiens creations, the relationships and sheer ugliness of the Orcs and Uruks are a good inspiration for their interpersonal relationships. Shagrath and Gorbags dialogue of their plans after the War of the Ring is a useful inspiration for how your characters might relate to one another. Your characters might also feel very inclined to shank another greenskin and eat them because you've only had maggoty bread for three stinkin' days.

Pre-medieval history: While it's not an exact fit, the greenskins bear some similarity to the great barbarian hordes during the fall of Rome and the Migration period. Reading how the civilized peoples saw the savages coming from the east to loot and pillage could serve as useful inspiration, as world history and mythology has inspired much of Warhammer.





THE GREENSKIN RACES

Greenskin characters

Making a greenskin character follows the standard method from the Warhammer Fantasy 4th ed. Rulebook. First you pick or roll for your greenskin breeds and can gain bonus xp as normal. Short descriptions will be provided below with a few opinions on the other races of the Old World.

RANDOM GREENSKIN BREED TABLE	
1d100	Greenskin breed
01-40	Common Orcs
41-50	Black Orcs
51-80	Goblin
81-90	Night Goblin
91-100	Hobgoblin

Common Orcs

Orcs are the largest as well as the toughest, meanest and by far the most dangerous of the greenskins. There are several different kinds of Orc, as we shall see, but the most numerous are just plain Orcs or Common Orcs.

Even the smallest Orc packs a great deal of bone, muscle and bloody-mindedness into a body as tall as a man and substantially broader. Orcs vary a great deal in size and appearance, with the biggest individuals in charge of the rest. The pecking order within each tribe is established by constant fighting, so only the meanest and nastiest Orcs get to the very top of the tribal ladder.

What Orcs all have in undeniable abundance is brute strength, made all the more dangerous by generous lashings of ignorance.

Black Orcs

Black Orcs are the biggest, meanest and strongest of all Orcs. They get their name from their dark green or black skin, although the title is just as much derived from their dour demeanour. Black Orcs are grim and singularly focused on war – an occupation they take extremely seriously. It can truly be said that Black Orcs live to fight. In this regard all Black Orcs treat other greenskins, even the more battle-worthy types, such as Boar Boyz, as little more than frivolous amateurs. This is largely because lesser Orcs, even the hulking Big 'Uns of the Orc tribes, are likely to squabble amongst themselves instead of concentrating on the foe and fight at hand. This lack of discipline is a shortcoming that Black Orcs neither forget nor forgive.





Goblins

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. Clues as to their character may be discerned in their tiny pointed teeth, beady glinting eyes, scrawny, grasping hands and general demeanour of a whipped dog.

Goblins are however very prolific and they exist practically everywhere in the known world. No matter how many die there are still plenty left. Their preferred method of fighting is to shoot their enemy in the back from a good distance. Like all greenskins, Goblins are quarrelsome and fractious. They fight amongst themselves both on and off the battlefield. They feel little sense of loyalty to their own kin let alone anyone else, and will cheerfully maim, kill and even eat their comrades if they can get away with it.

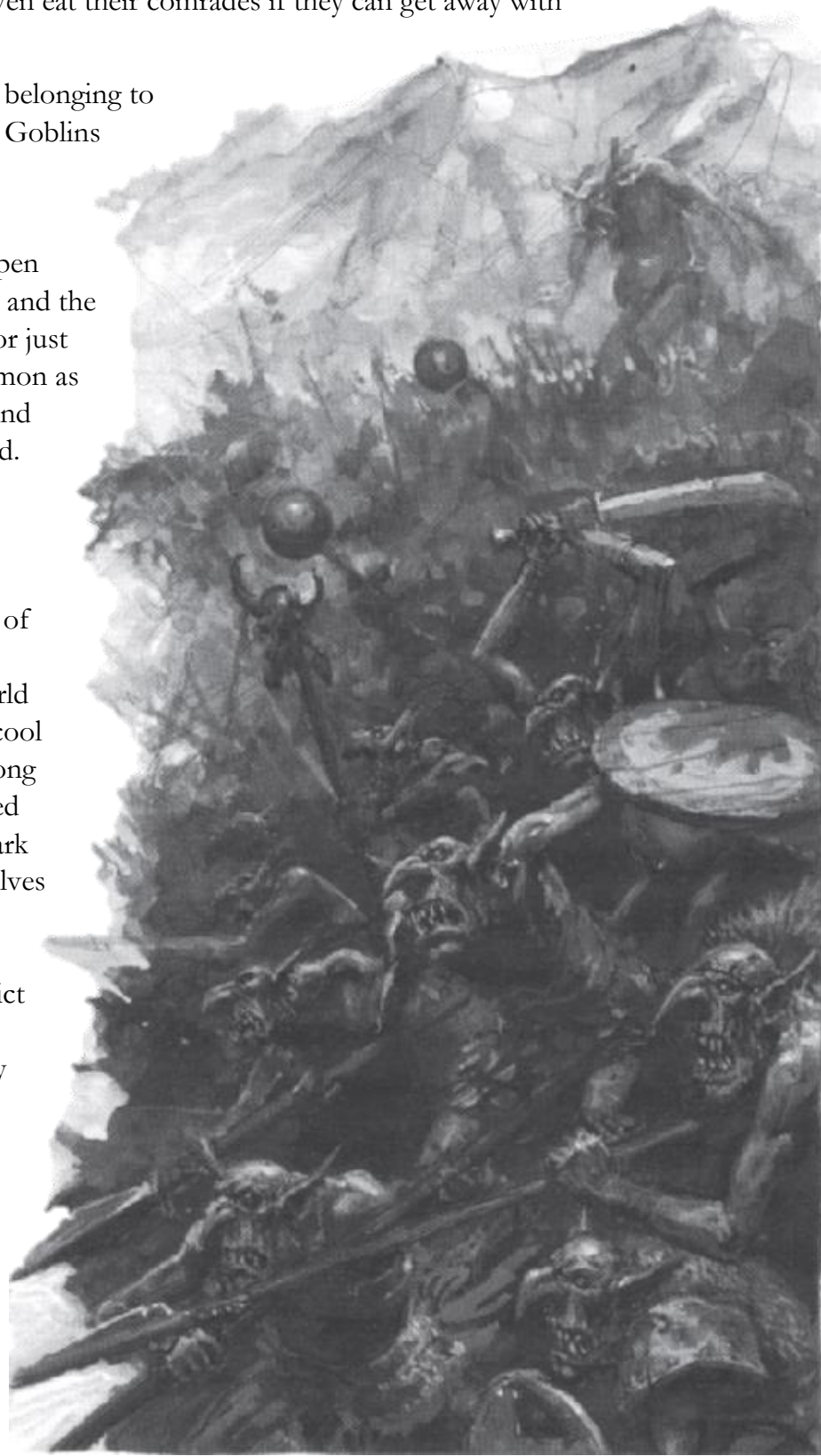
Goblins are generally recognised as belonging to two main breeds, namely Common Goblins and Night Goblins.

Common Goblins

The majority of Goblins living in open areas, most notably in the Badlands and the Dark lands, are Common Goblins or just ordinary Gobbos. They are as common as muck throughout the hills, valleys and plains of the Old World and Beyond.

Night Goblins

Night Goblins are adapted to life underground where they subsist on fungi, Cave Squigs, beetles and bits of each other. They live under the mountains throughout the Old World and Southlands in tunnels that are cool and dark. Night Goblins have a strong aversion to daylight and when forced above ground wear black or very dark enveloping robes to protect themselves from the sun's rays. Naturally, their preferred dwelling places has also led to them being in constant conflict with Skaven and Dwarfs, the latter whom they hate with a ferocity only greenskins can muster.





Hobgoblins

Hobgoblins are one of the rarer greenskin races in the Old World. They are both stronger and taller than Common Goblins. Indeed, the largest among Hobgoblin tribes are as tall as any Orc. Their builds, though, are lean and wiry, unlike the muscled bulk of the Orcs. Hobgoblins ride snarling Great Wolves that they've specifically bred for speed and savagery. They are expert mounted archers, often practising for days on end at hitting small targets while riding past going full tilt. They prefer hit and run tactics to stand up fights, though they will attack if they outnumber their opponents by more than three to one.

Living on the Great Steppes to the East of the Worlds Edge Mountains, where the legendary Hobgobla Khan rules them in their great nomadic hordes as they plunder the civilized peoples of the East.

Opinions

On Reiklander Humans...

"Humies are a bit like big pigs, they squal like 'em too."

- Flabgask, Cook to Warlord Grubnash

"Dumb, easily tricked and with more shinies than yer can shake a stick at. Make for good raidin' or easily duped mooks if yer hirin' out."

- Snikkit, Hobgoblin Mercenary

On Dwarfs...

"Stunties are coarse and gritty, nasty things, best avoided, but they do scream good if yer can be bothered to keep 'em alive when you roast 'em; they'll keep yer goin' if yer can't get nuthin' else."

- Flabgask, Cook to Warlord Grubnash

"Pull off their beards and send 'em back ta 'is mates! Best larf ye'll ever 'ave!"

- Snebber, Night Goblin Squig handler

On Halflings...

"Halflings though, not a lot of eatin' on 'em, yer might think, but that big fat gut makes for great steaks."

- Flabgask, Cook to Warlord Grubnash

"Wots dat? A small, fat humie pup?! Kick it 'til it stops screamin'!"

- Ratbag, Goblin Entertainer





On Elves...

"Elves are a bit strange too, bit of an acquired taste, I like 'em but a lot doesn't."

- Flabgask, Cook to Warlord Grubnash

"They stink funny, walk like pansies an' got their noses up inna air! They aint right, dats wot!"

- Ratbag, Goblin Entertainer

Greenskins Skills and Talents

Common Orcs

Skills: Athletics, Consume Alcohol, Cool, Endurance, Gamble, Lore (Greenskins) Melee (Basic), Melee (Brawling), Ranged (Bow), Intimidate, Speak Language (Goblin Tongue), Perception

Talents: Animosity (Greenskins), Belligerent, Die Hard, 2 Random Talents

Black Orcs

Skills: Athletics, Consume Alcohol, Cool, Endurance, Melee (Basic), Melee (Two handed), Intimidate, Intuition, Lore (Greenskins), Leadership, Speak Language (Goblin Tongue), Perception

Talents: Belligerent, Die Hard, Menacing, Night Vision, Robust *or* Strong Back

Goblin

Skills: Athletics, Climb, Gamble, Gossip, Lore (Greenskins), Melee (Basic), Ranged (Bow), Sleight of Hand, Stealth (Rural), Outdoor Survival, Speak Language (Goblin Tongue), Perception

Talents: Animosity (Greenskins), Afraid (Elves), Night Vision, Small, 1 Random Talent

Night Goblin

Skills: Athletics, Animal Care (Squigs), Climb, Gossip, Lore (Greenskins), Melee (Basic), Ranged (Bow), Sleight of Hand, Stealth (Underground), Outdoor Survival, Speak Language (Goblin Tongue), Perception

Talents: Animosity (Greenskins), Dark Vision, Afraid (Elves), Hatred (Dwarves), Small

Hobgoblin

Skills: Athletics, Animal Care (Great Wolf), Cool, Gamble, Melee (Basic), Ranged (Bow), Ride (Great Wolf), Speak Language (Goblin Tongue), Perception

Talents: Animosity (Greenskins), Cat-tongued, Night Vision, Nose for Trouble, 1 Random Talent

RANDOM TALENTS & CREATURE TRAITS			
Roll	Description	Roll	Description
01-03	Acute Sense (any one)	51-52	Nose for Trouble
04-06	Ambidextrous	53-55	Nimble Fingered
07-09	Animal Affinity	56-58	Orientation
10-12	Big	59-62	Painless
13-15	Carouser	63-65	Resistance (any one)
16-18	Coolheaded	66-68	Rover
19-21	Craftsman (any trade)	69-71	Savvy
22-24	Dirty Fighting	72-74	Sharp
25-28	Fast Hands	75-78	Sixth Sense
29-31	Flee!	79-81	Strong Legs
32-34	Frenzy	82-84	Stone Soup
35-38	Hardy	85-87	Sturdy
39-41	Iron Jaw	88-91	Tenacious
42-44	Lightning Reflexes	92-94	Very Resilient
45-47	Luck	95-97	Very Strong
48-50	Marksman	98-00	Warrior Born



Greenskin Attributes Table				
	Common Orc	Black Orc	Goblins	Hobgoblin
Weapon Skill	2d10+25	2d10+35	2d10+15	2d10+20
Ballistic Skill	2d10+20	2d10+15	2d10+25	2d10+25
Strength	2d10+25	2d10+35	2d10+20	2d10+20
Toughness	2d10+35	2d10+35	2d10+20	2d10+25
Initiative	2d10+10	2d10+10	2d10+10	2d10+20
Agility	2d10+15	2d10+15	2d10+25	2d10+15
Dexterity	2d10+10	2d10+10	2d10+20	2d10+20
Intelligence	2d10+15	2d10+15	2d10+20	2d10+20
Willpower	2d10+20	2d10+25	2d10+10	2d10+20
Fellowship	2d10+10	2d10+10	2d10+10	2d10+15
Wounds	SB+(2xTB)+WPB	SB+(2xTB)+WPB	(2xTB)+WPB	SB+(2xTB)+WPB
Fate	1	0	1	0
Resilience	2	3	1	1
Extra points	2	1	3	2
Movement	4	4	4	4

GREENSKINS RANDOM CLASS AND CAREER TABLE						
Class	Career/Breed	Orc	Black Orc	Goblin	Night Goblin	Hobgoblin
BURGHER	Merchant	-	-	01-03	01-03	01-03
COURTIERS	Servant	-	-	04-10	04-10	-
PEASANTS	Herbalist	-	-	11-15	11-15	04-07
	Hunter	01-05	-	16-20	16-20	08-15
	Miner	06-08	-	21-25	21-25	-
	Scout	09-10	-	26-30	26-30	16-25
	Villager	-	-	31-38	31-38	-
RANGERS	Entertainer	-	-	38-44	38-44	-
	Messenger	-	-	45-50	45-50	26-30
	Pedlar	-	-	51-53	51-53	31-33
RIVERFOLK	Wrecker	10-15	-	54-55	-	34-37
ROGUES	Outlaw	16-20	-	56-59	54-55	38-45
	Thief	-	-	60-63	56-59	46-48
WARRIORS	Cavalryman	-	-	64-69	60-65	49-70
	Guard	21-30	01-21	70-71	66-70	71-74
	Knight	31-40	21-35	72-75	-	75-83
	Pit Fighter	41-45	36-49	76-77	71-75	84-89
	Protagonist	46-49	-	-	-	90-92
	Soldier	50-100	50-100	78-100	75-100	93-100



Greenskin physical details

As you might guess, the greenskins in this supplement all have green skin universally. With only the exact shade varying. Black Orcs notably having very dark green skin. Common Orcs, Goblins, Night Goblins and Hobgoblins all have green skin of varying shade depending on region of the world they are from and their tribe and it's up to you, the player, to decide exactly which.

Age

The average natural lifespan of a greenskin is hard to say, as they all invariably die violently rather than from old age (as is only proper for such a warlike species!). However, they do afford respect to those that have lived long (and often grown larger as a result) and they do show some signs of aging. Use the table below to determine the age of your character.

Orc & Black Orc	Goblin & Night Goblin	Hobgoblin
10+2d10	10+1d10	13+1d10

Eye colour & Hair colour

Greenskins have beady, red eyes that gleam with menace, ill will and savagery. Hair is quite uncommon and if they have it is dark and coarse, generally shades of very dark brown and black. Only Hobgoblins can grow facial hair, which they cultivate into long greasy mustaches and goatees.

Height

Average heights are: Common Orc (6'), Black Orcs (6'5"), Common Goblins and Night Goblins (4') and Hobgoblins (5'6"). There is however great variety in height amongst the greenskins so if you want variety simply roll on the table below. If either die rolls a ten, roll one more and add it to the height total.

Common Orc	Black Orc	Goblins	Hobgoblin
5'3"+2d10	5'11"+2d10	3'5"+1d10	4'5"+2d10





Greenskin names

As a rule, greenskin names are short, simple and to the point. Generally they are descriptive of the individual in question in some way and they take on titles that sound fearsome or intimidating to show how tough they are.

GREENSKIN NAME GENERATOR				
1d10	First component	Orc ending	Goblin Ending	Hobgoblin ending
1	Azh	-zak	-bag	-kit
2	Ghaz	-zag	-ber	-tilla
3	Snik	-bad	-let	-un
4	Gor	-ruk	-bit	-bey
5	Rat	-rath	-git	-his
6	Morg	-grug	-rath	-an
7	Zag	-gutz	-slik	-org
8	Grim	-drod	-lit	-hay
9	Wurr	-lor	-snik	-gis
10	Skar	-gor	-zek	-jin

Titles: Badax, Gutstabba, Irontoof, Gitsnik, Bonespitter, Eyegouge

Roleplaying Greenskins

Greenskins are blunt, to the point, not particularly fond of thinking too hard or overly sophisticated methods. Whatever intelligence they have is better described as a low cunning and those greenskins that are truly gifted with brains are amongst the most dangerous examples of their kind, like Azhag the Slaughterer. However each greenskin race is different and in the following pages you'll have five roleplaying tips for each breed.

Roleplaying tips:

Orcs:

1. You're dumb, blunt and prone to very impulsive behavior if you think it can show how big and tough you are.
2. Getting into a fight is the best thing in the world and when you run away from a fight it's only so you can fight another day!
3. Bigger is better.
4. Violence is fun. Bloody hilarious even.
5. Everything is done better when it's with the other lads. A lonely orc is not a happy orc.

Black Orcs:

1. You're big, which makes you better than other greenskins. But you're also better because you have a quality all other greenskins lack. *Discipline*.
2. You will never shy away from a fight and you'll even fight to certain death if there's a chance to bring glory in the eyes of Gork (or Mork).
3. Other greenskin are a rabble of scum. You don't tolerate their pointless squabbling and have no issue breaking heads to enforce order. Goblins are the absolute worst.
4. You have a Spartan attitude to life and luxury, loot and other shiny things the lesser greenskins squabble about are not things you care much about.
5. Might makes right.



Goblins:

1. You're number one and you obviously deserve to be on top.
2. You resent anyone bigger than you and abuse anyone smaller than you.
3. You're a coward, but very sneaky. Shanking someone in the back is the cleverest way to get ahead.
4. Being bullied by the bigger greenskins means you have a cruel streak that would put a Dark Elf to shame if you encounter anyone weaker or more vulnerable than yourself.
5. Being a hype man for someone bigger than you is a great way to get ahead before you inevitably stab him in the back.

Night Goblins

1. You're nuts. A literal lunatic. But you're frighteningly smart for a greenskin.
2. Gork and Mork has marked you as their foremost followers. Don't disappoint them as they're always watching.
3. Eating mushrooms are the path to talking to Gork and Mork.
4. Gork and Mork wills it!
5. Squigs are vicious, nasty, fleshy balls of teeth. Best pets in the world.

Hobgoblins

1. You're selfish and treacherous to the point other Greenskins think you're untrustworthy.
2. If you're not scheming you're not alive.
3. The best thing in life after scheming is fleet great wolves, loot in your hands and the wind in your hair.
4. Poison is a perfectly acceptable weapon.
5. Gold is gold. While taking it from someone's cold dead hands is preferable, you don't mind being paid to fight and you'll fight for whoever has gold enough to pay you.





GREENSKIN EQUIPMENT



Crude and often beaten together from scrap and battlefield loot. Greenskin equipment is not-pretty, but it is like everything else the greenskin races creates, frighteningly functional. As best exemplified in the Choppa, a crude, heavy blade that is often nothing more than poorly forged and ground pig iron into a vaguely bladed shape. In the hands of an orc it is a brutal cleaving weapon that has claimed uncounted lives across the millennia of warfare the Greenskins have inflicted upon the world. As with everything else the greenskin makes, it is crude, functional and often made by slaves or goblins. As few Orcs find any worth in busying themselves with anything other than the business of war. Though, a few Orcs have been given a knockin' by Gork (or possibly Mork) and have learned to make their own weapons and armour. While a far cry from the skill of the civilized races, the Orcs take pride in that their homemade wargear is "gud 'n' proppa".



WEAPONS						
Weapon	Price	Enc	Availability	Reach/Range	Damage	Qualities and flaws
BASIC						
Choppa	6/	1	Common	Average	+SB+4	Damaging, Tiring, Orcish*
Hobgoblin Scimitar	19/	1	Scarce	Average	+SB+4	Impale
POLEARM						
Squig Prod	15/	2	Scarce	Long	+SB+3	Undamaging, Prod**
*Orcish: This weapon is oversized and awkward to use in non-Orc hands. If it is wielded by a non-Orc, this weapon loses all qualities and gains Slow. **Prod: This weapon is used to control animals and grants +2 SL to Animal Care or Animal Training tests.						

Weapons

Choppa

A big, single edge cleaving weapon made out of pig iron and made to the preference of its Orcish wielders. Unsubtle and brutally dangerous, just like the Orcs that invented them.

Hobgoblin Scimitar

Perhaps the only weapon with any degree fine craftsmanship put into it. The Scimitar of the Hobgoblins is a keenly edged, curved blade with a vicious cut that can cut a head or a limb from a body in a single passing swing. Often well-made and well taken for by their owners, they are lavished with decorations of bone, gemstones and precious metals as signs of status.

Squig Prod

A three pronged and spear sized stick used to handle, guide and otherwise shepherd squigs and to keep the wielder safely away from the Squigs gnashing teeth. More of a tool than a weapon but it can be used to kill in a pinch.



THE GREENSKIN CAMPAIGN

Playing an all greenskin group is the simplest way to use this supplement. You along your GM decide on your party composition and how you will best fill functional roles in the group. Once that's done you just gather the lads together and go on krumpin'. But what sort of adventures do greenskins get on? Much the same as other typical adventuring parties, they just have their own motivations for them. A warboss might send a few of his trusty lads to go find a particular shiny trinket or get it back. Snikgit da Butcha might give you a few stolen shiny coins if you go stab his rival, Ripgit da Slaughterer so that he can corner the market on Squig kabobs. While the armybooks do not emphasize it, greenskins have a society of some sort, even if it is primitive. Below you will find a few adventure premises to get your greenskin campaign going.

Oi! Where's me choppa?!

The warboss lost his favorite choppa on your tribe's last raid in the Reikland and he's not the one to muck about in looking for it. After beating and eating several suspected gobbos for nickin' it he points a huge hand at your mob and tells you to go find it *or else*. With a kick to the backside you're sent out of the tribes' settlement with only the village you've just raided as clue. Are you mean enough to get the Warboss' choppa back without running into Roadwarden patrols and succumbing to infighting?

Not the beard!

After a raucous and violent feast a bragging contest took off on who could shave the most dwarfs. As is encouraged, things escalated to a brawl, but rather than let the lads have it out with choppas the Warboss declared proof of the boasting is needed and it just so happens that a Dwarfen settlement is nearby. The challenge is simple, the boy to get back with the most beards shorn off living dwarfs gets to join the Big 'uns and get as much plundered booze as he can drink. Even the gobbos! Are you a mean enough greenskin to sneak or clobber your way into a dwarf outpost and shave their beards without getting an axe to the skull or your trophy beards stolen by sneakier lads?

Where Wyverns dare

A Wyvern has been spotted roosting nearby and the Warboss fancies himself a new mount, as the boar he's riding is starting to look tastier as a meal than a mount. You happen to be among the unlucky lads within head-butting distance he's given orders to get as many wyvern eggs or whelps you can. Are you a mean enough greenskin to brave the mountains, the other monsters that live there and finally steal the eggs from an angry Wyverns nest?

The Dark Tower

As your mob is out on the prowl in the Reikwald during winter, you find a humie watchtower seemingly abandoned. Greenskins are not a particularly picky sort and shelter is shelter, but something seems *off* about the tower. Like it's not quite right. Whatever made the humies up and leg it is clearly still out there....

Are you a mean enough greenskin to survive whatever killed the troopers manning the tower?



GREENSKIN MERCENARIES

The previous section dealt with how to play greenskin only campaigns and is by far the simplest way to do it. But many GM's and groups will likely want to use this supplement to have a varied group in the same way a Dogs of War army is an eclectic band of greedy swords for hire. So how does one do it? The only greenskins famous for their mercenary work are the Hobgoblins and one warband of Orcs, Rugluds Armoured Orcs. The armybooks present the greenskins as very one note so we simply have to work with what we have and use Ruglud as an example. Rugluds band formed on the basis of "we'll show 'em how it's done" and they get paid in gold, food and loot, which makes sense in the Orcish mind. However, the problem in a WFRP sense comes into the typical mercenary life. Where in the Old World would a greenskin mercenary spend their riches? Orcish settlements are not well described in having economies and it's doubtful the settlements of the civilized races would be very welcoming. So to make it work we'll have to do some mild bending of the fluff. My suggestions are as follows.

1. Black Orcs make for good mercenary fodder. They may be Spartan in their mindset, but they are disciplined and live for war. A Black Orc or group of Black Orcs with Rugluds mindset of "Showing 'em how it's done" would probably be reliably hired as mercenaries for their sheer prowess and the fact that they have discipline unlike other Orcs.
2. Hobgoblins. As noted, hobgoblins are notorious mercenaries already.
3. It's important to remember that greenskins are individuals too and have their own idiosyncrasies and habits that could lead to them taking up a more traditional 'adventurers' life.
4. Using a greenskin in a mixed group almost entirely puts a tone to the campaign as being in the criminal or shady parts of the Old World. Hobgoblins and Goblins in particular could work in criminal enterprises due to their natural inclinations.
5. The setting would likely have to be where greenskins can be tolerated if they behave. They're not liable to be liked anywhere, but they can be tolerated if they have coin and something that passes for manners. For that I would suggest Estalia, Tilea and the Border Princes. As those areas see their fair share of odd and eclectic mercenaries for hire. The Empire would only hire greenskin mercenaries if they can deny it, due to the strictures of the cult of Sigmar and Bretonnia would find it unchivalrous in the extreme.

Using greenskins in typical WFRP campaigns presents its problems but it is possible to work around them with some creative thinking. However, it doesn't mean you should bend rules to the point that you break the setting. Greenskin mercenaries are oddities and exceptions, not the rule. Anyone playing a greenskin in a mixed party should expect bigotry, fear and lynch mobs in many parts of the Old World and especially the Empire and I strongly encourage that a GM uses that to his advantage to shape the narrative of a session or campaign. After all, escaping a lynch mob or trying to convince a town guard that Grugnak Faceripper the Black Orc is not there to loot and pillage but is actually a nice guy and a legitimate sell sword are entertaining roleplaying challenges.

Acknowledgements

This is a fan made supplement and in no way endorsed by Games Workshop or Cubicle 7 all art belong to their respective artists etc. With that out of the way, credits should be given to the anons over at /wfg/ for giving feedback, ideas and suggestions for the various bits of the supplement.

Thanks for reading, I hope you've enjoyed the fan material in the supplement and that it's given you the proper WAAAAAAAAAGGHH!! experience!

- Naggaroth Anon



For questions, email me at naggarothanon@gmail.com

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