

WARHAMMER
FANTASY ROLEPLAY

ZOATS



Defenders of the Wilds



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Zoats: Defenders of the Wilds

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Zoats

GENERAL LORE

Zoats are a rare race in any part of the Known World, but are particularly scarce in the Old World, given its increasing population and deforestation. As a consequence little is known of them. There are a few academic zoological treatises in universities in the Empire and Kislev on their supposed development: given the lack of hard facts on Zoats, some scholars believe they are a 'stable' form of Chaotic centaur.

Others argue that Zoats, being creatures of the forest and moor, see it as their duty to preserve these wild areas of the world from invaders and transgressors. They act alone, however, they will take help from outside agents (e.g. Druids and Elvish scouts) where they think they need it, but Zoats aren't ones to deliberately seek help.

PHYSICAL DESCRIPTION

The Zoats are an ancient race of centaur-like turtle or lizard creatures that have been all but forgotten by most of the races of the world. They are large, thick-skinned quadrupeds the size of a large horse but with the lower body more resembling a rhinoceros (and some are the size of a rhino), with squat cylindrical legs and a tree-trunk-like tail, with a man's upper body emerging from just above the normal location of the animal shoulder and neck, consisting of a thick torso starting just above the waist, and large, gangly arms, all giving the impression of great strength.

Atop the humanoid body sits a decidedly non-human neck and head, resembling that of a turtle, armored with thick bone. The 'scales' on the back and other areas of a Zoaat are nothing more than overlapping layers of thick leathery skin; nonetheless it provides a degree of protection from both physical blows, and the elements. Skin on both centaur and human body areas is black to grey and dark brown and mottled.

Zoats' seemingly lumbering forms are deceptive, as they can gallop, moving with alarming speed, and the result of a Zoaat's charge or trample could be catastrophic.



Zoaat life span was and is unknown, but is believed to be at least several hundred years and possibly thousands, even exceeding the Elves, or they

may possibly be biologically immortal like a rare few other creatures of nature, that are "reborn" after going through a metamorphosis at a certain stage of life.

Because they are not mammals, adult Zoaat females do not possess the typical mammalian sex characteristics of breasts for primate and humanoid creatures, or udders for most other animals. The reproductive organs of the sexes also reside in the folds of a "pocket" of hide near the very end of the underbody, near where the stubby tail extends from the body, so while the chance of meeting a male or female Zoaat are roughly equal, unless non-Zoats have the unlikely sufficient experience dealing with the race to be able to differentiate the sexes by the slightly faster and higher tone of voice of the females, it is impossible to tell which one has stumbled upon, as both males and females are approximately equal in size at each stage of life.

HABITAT AND DISTRIBUTION

Zoats live principally in the upper reaches of the Border Princes, the depths of the Forest of Shadows (in Imperial territory), the wooded foothills of the eastern side of the World's Edge Mountains, and in the New World, where they battle against the depredations of Dark Elves.

Most encounters will either be in their forest environment, or near country trade routes (which are equally used by Goblinoids as routes into the Old World).

CULTURE AND TECHNOLOGY

Zoats are secretive isolationists, living only in the deepest woodlands and avoiding contact with outsiders if at all possible. It is said that some of the zoot race still linger in the primeval forests, slow to wrath but fearsome in battle. As a result of their isolationism, most Zoats tend to be extremely wise and knowing on many subjects, especially nature, though some of their information or understanding of technology and culture may be out-of-date, due to their hermit-like culture.

As their forest homes are destroyed by Man and Orc alike, Zoats grimly move further into the forests, vowing to protect what they are able, but knowing they are ultimately in a losing battle, being far too few to make a significant impact on the damage being done to the natural world. As noted elsewhere in this work, Zoot culture is egalitarian, and the genders break down roughly equal, making it as likely to encounter a male or female in any given situation.



INTERACTION

Although perhaps “ugly” and possibly frightening by some standards, Zoats tend to a calm, amiable manner to the rare few who meet them, though they are naturally suspicious of any other sentient being, as all have a hand, one way or another, in the ever-growing destruction of the wild places, and by extension, their homes.

Their behavior in general is, while awkward due to lack of socialization with other races, nonetheless, surprisingly casual and charismatic.

Native Zoot speech is low, slow, grinding, rumbling tones, unfortunately sometimes taking many seconds for some of their more complex syllables. When speaking languages of other races, Zoats' inflections, terminologies and style will almost always be highly archaic, due to their limited consistent external interactions.

Where destruction of the forests and their homes by others are concerned, Zoats' attitudes range from strict but instructional, to antagonistic, even using guerilla tactics and staff and magic to lay low those greatest threats.

Lizardman and Goblinoid races greatly fear Zoats for unknown reasons.

CAPABILITIES

Zoats easily wield the most powerful of woodland magic, and are possibly the originators of the practice of Druidism, due to their reverence for natural life and the woods, and some hypothesize, also of the magic of Runes, as even the elder races of Elves and Dwarves speak of this ancient race that precede even their own origins, and its customary use of sigils and inscriptions. Zoats may make use only of Petty Magic (Standard), Petty Magic (Hedge), Rune Magic (Zootarr) and the Natural Lore of the Wilds, a mix of arcane and divine lore introduced in this work.

HISTORY

As noted, most known of the Zoot is speculation, as first-hand Zoot meetings are nearly non-existent. There are a few very old, little-known tales passed down from the oldest of the Elves that mention the Zoats alluding to their own arrival from the stars, having escaped brutal slavery at the hands of a race of tyrannical creatures that possessed technology able to unleash unthinkable destruction. Either unwilling or unable to grasp the magnitude of such stories, most scholars focus on slightly more understandable ideas of the Zoot being somehow related to, perhaps genetically or as servants of the Old Ones known as the Slann, spoken of in myth as the possible creators of all sentient life.



TRAPPINGS

Zoats carry “hand” sickles or scythes, which they wield one-handed but which would require two hands for any smaller race, and while they are actually carried to cut back overgrowth, they can be used in combat if necessary. Zoats prefer, however, their Sky Staves, described below.

SKY STAVE

Standard Skystaves are thick, six-foot long hardwood staves topped with a cylinder or large brick of locally-available heavy-duty stone, while the more ornate Skystaves may instead be topped with a black cylindrical stone set into a hollow silver mace head.

Counting as a two-handed mace or great maul for Zoats, other races have great difficulty in mastering its use (half WS), due to the unique balance of the weapon, owing to the creatures' body configuration and weight distribution and innate physical strength and center of gravity.

Weapon: Zoa Skystave

Group: Specialist Weapon Group: Zoa Skystave (2H Mace)

Encumbrance: 250

Range: six foot Reach and Arc when swung, may hit multiple enemies (all in the path of the swing) at once

Damage: 1D10 + SB + 1 (+2 with Rune of Cutting and Smashing)

Price: extremely valuable even without a single Rune; but never seen on market

Availability: Practically Unique, as only a few hundred Zoats are believed to exist in the world, for those even aware of them

Qualities: Impact, Massive Sweep, Runes

Non-Zoa Use Qualities: -20% WS, Slow and Tiring

Massive Sweep: each Attack may target a number of nearby enemies up to the wielder's A score. Hitting two gives -10%, three gives -20% WS penalty to each Attack using Massive Sweep. For each Sweep, damage to each swept enemy after the first for that Sweep is one less than previous. 3 Massive Sweeps (if wielder has A 3) on the same turn may strike up to 9 different enemies.

Runes: many Skystaves are commonly inscribed with up to five Zoa Runes

PROFILES

WFRP2 game profiles for Zoats are given below, starting with the WFRP2 Old World Bestiary format that reflect an average adult Zoa likely to be encountered by adventurers (as likely as any Zoa can be as an encounter).

Following the NPC Zoa profile is a possible PC Profile, that of an Adolescent Zoa, and its Advances and Careers. The GM should carefully consider allowing Zoa PCs, as they present a number of opportunities as well as potential problems.

First, an active PC Zoa would seem to beg the question of why this particular Zoa is out and about, and from there, would make it a very desirable contact or other scholarly and professional subject of various colleges and historians, attempting to remove much of the mystery of the Zoa as a race, as well as making the PC a possible target by nefarious villains or others desiring authentic Zoa organs for spells or hide for leather handbags.

Secondly, this race is very large, from two to three meters long as well as from foot to head, with four legs, making it a formidable foe in the open, but a potential lame duck for adventures not suited to centauroid participants, causing consternation for both player and GM if confronted with a simple flight of stairs, tight tunnel or even need to climb into or out of a well or other vertical opening.

STANDARD ADULT ZOAT

This is your “run of the mill” Zoat, if there can be said to be such a thing, most likely to be encountered, a somewhat experienced adult of the Sojourner career.

- Zoat Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
49%	25%	50%	50%	46%	89%	89%	33%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	20	5	5	7	1	-	-

Skills: Academic Knowledge (Runes), Common Knowledge (Zoat), Common Knowledge (Home Forest), Common Knowledge (Lizardmen and Goblinoid), Follow Trail, Intimidate +10%, Perception, Speak Language (Zoatarr), Speak Language (Elven), Speak Language (Lizardman), Speak Language (Goblin), Outdoor Survival +20%, Magical Sense, Navigation, Trade (Herbalist – Int)

Talents: Aethyric Attunement, Arcane Lore of Life, Divine Lore of Taal, Hardy, Petty Magic (Arcane, Divine and Hedge), Fearless, Cool-Headed, Fleet Footed, Specialist Weapon Group: Sky Stave

Special Rules:

- *Ancient Animosity:* Frightening (Goblinoids and Lizardmen)
- *Eschew Armour:* Due to their bulky natural body armour, Zoats cannot easily wear any other type of protective covering, be it heavily modified humanoid armor or horse barding, and even if such armour were available to them, they would decline to don it, as they are accustomed to open exposure of air and elements on their skin, and the freedom of movement that only a complete lack of armour or clothing provides.
- *Massive:* Unable to fit in tight/narrow areas or ascend/descend very steep angles by climbing (some stairs, ropes, etc.)
- *Power of the Deep Woods:* Within 96 yards (24 squares) of a forest (GM discretion), the user temporarily gains +1 to his Magic and is able to channel natural energies into wieldable magic
- *Shaping the Rune ritual.* See Natural Lore of the Wilds.
- *Skystave Runes:* 63% chance of Zoatarr Runes on the Sky Stave if not already runed. See *Zoatarr Runes*.

Armour: Natural (thick skin plates)

Armour Points: Head 1, Arms 1, Body 2, Legs 2)

Weapons: Sky Stave, Zoat Hand Sickles

Slaughter Margin: Very Hard

ADOLESCENT ZOAT AS PLAYER CHARACTER

The Adolescent Zoat is the best choice for a Player-Character of this creature type, as it is considered relatively “young” and not as significantly powerful or knowledgeable as the older members of the race. By human standards, even the Adolescent is “old”, much as Elves and Dwarves have a much different age scale, so while an Adolescent Zoat may indeed be a “teenager”, it could also be as much as fifty years old, or more.

Instead of the usual profile rolls for a human, elf or dwarf, roll 2d10 for each characteristic and add each of the statistics below to a roll as appropriate. Zoat PCs also have the Racial Talents listed below, as well as a Sky Stave, and must also pay close attention to their Special Rules.

- Adolescent Zoat Player Character Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+30%	+30%	+20%	+20%	+30%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	1d10+13			6	-	-	1

Talents: Fearless, Fleet Footed, Specialist Weapon Group: Sky Stave

Special Rules:

- *Ancient Animosity:* Frightening (Goblinoids and Lizardmen)
- *Eschew Armour:* Due to their bulky natural body armour, Zoats cannot easily wear any other type of protective covering, be it heavily modified humanoid armor or horse barding, and even if such armour were available to them, they would decline to don it, as they are accustomed to open exposure of air and elements on their skin, and the freedom of movement that only a complete lack of armour or clothing provides.
- *Massive:* Unable to fit in tight/narrow areas or climb/descend steep angles (stairs, ropes, etc.)
- *Shaping the Rune ritual.* See Natural Lore of the Wilds.

- *Skystave Rune*: 25% chance of Rune on Sky Stave. See Zoatarr Runes for further instructions.

Armour: Natural Armour (thick skin plates)

Armour Points: Head 1, Arms 1, Body 2, Legs 2)

Weapons: Sky Stave, Zoaat Hand Sickles

CAREERS

Most Zoat have always stayed secluded within their forests, rarely encountering any life besides animals and marauding goblins and similar enemies, but have occasionally kept in at least occasional contact with some Elven communities or Druids, and it is usually through such contact that a rare few individuals have chosen to venture out into the larger world for various reasons, though always related somehow back to their main concern, of preserving and protecting their homes and forests and wildlife.

Though various roles exist in Zoat culture, they are so long-lived that all are fairly proficient in most occupations needed within their culture; however, two primary roles exist that are rarely undertaken by any Zoat, those of the Zoat race's Basic Career of the *Sojourner*, and the Zoat's Advanced Career of *Wildsmage*.

SOJOURNER

The Sojourner is the “usual” and recommended race-specific basic Career for Player-Character Zoats, and represents those individuals who choose to venture out of their cozy forest homes, to experience the world. These will bear a Sky Stave, with a 63% chance of it being inscribed with a Rune, which is randomly determined.

Sojourners are similar to Wandering Monks or other heroic pilgrim types, quiet, calm and non-violent, with a reverence for all life, intent on learning about others and the world around them, but able to take care of themselves or even step into the line of danger if they deem it necessary.

Although they possess Sky Staves and may have an understanding of Runes and magic in general, Sojourners do not possess the intricate knowledge of Wildsmages, relying more on their innate understanding of the natural magic around them in Ghyran, the Green Wind of Life.

- Zoat Sojourner Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+10%	+10%	+5%	+5%	+10%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+3	-	-	+1	-	-	-

Skills: Common Knowledge (Zoat), Common Knowledge (Home Forest), Common Knowledge (Lizardmen and Goblinoid), Hardy, Intimidate or Follow Trail, Magical Sense, Navigation, Outdoor Survival, Perception, Speak Language (Zoatarr), Speak Language (Elven), Speak Language (Reikspiel), Strike Mighty Blow, Sturdy, Trade (Herbalist – Int)

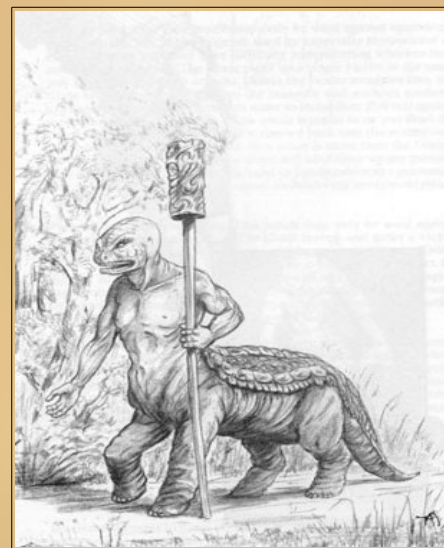
Talents: Cool-Headed or Rover, Petty Magic (Arcane or Hedge), Orientation, Very Strong or Very Resilient, Warrior Born

Special Rules:

- *Power of the Deep Woods*: Within 96 yards (24 squares) of a forest (GM discretion), the user temporarily gains +1 to his Magic and is able to channel natural energies into wieldable magic
- *Shaping the Rune ritual*. See Natural Lore of the Wilds.
- *Skystave Runes*: 63% chance of Zoatarr Runes on the Sky Stave if not already runed. See Zoatarr Runes section for further instructions.

Career Entries: Any/Basic, GM discretion

Career Exits: Wildsmage, GM discretion



WILDSMAGE

The Wildsmage is much more learned in the ways of the nature of magic and nature, the very experienced ones able to make use of Petty, Arcane and Divine magics, as well as being practiced in their own unique method of Runemaking, similar to but different than that of dwarves.

- Zoot Wildsmage Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	-	+5%	+5%	+10%	+15%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	+1	+2	-	-

Skills: Academic Knowledge: History, Academic

Knowledge: Runes, Academic Knowledge: Theology/Religion, Command or Dodge Blow, Common Knowledge: Empire or Nordland (or Border Princes, etc), Common Knowledge: Goblinoids or Lizardmen, Magical Sense, Navigation, Speak Language: Reikspiel, Speak Language: Goblinoid, Speak Language: Lizardman, Speak Arcane Language

Talents: Aethyric Atunement, Naural Lore of the Wilds, Coolheaded or Meditation, Petty Magic (Standard or Hedge), Lesser Magic or Linguistics

Special Rules:

- *Avatar of the Deep Woods:* Within 96 yards (24 squares) of a forest (GM discretion), the user temporarily gains +2 to his Magic and is able to channel natural energies into wieldable magic
- *Shaping the Rune ritual.* See Natural Lore of the Wilds.
- *Skystave Rune:* Sky Stave is runed. See Zoatarr Runes section for further instructions.

Career Entries: Any/Basic, Sojourner, GM discretion

Career Exits: GM discretion

ZOATARR RUNES

Human and dwarven rune magic is fairly well known, and rune creation's basic format and method is recognized if not understood by even many peasants. Zoatarr Runes are created using a different method, known as Runeshaping, involving first a lengthy period of intense meditation to achieve a highly balanced harmony, both within oneself and with their environment and the object into which they the rune will be inscribed.

Once this near trance-like state of mind is obtained, the runeshaper then begins a form of natural, magical metallurgy in which he or she visualizes and invisibly traces a rune onto an object (a sky stave head) with their fingers as they slowly speak in the arcane tongue specific to their ancient race, causing the very stone itself to deform and acquiesce to their wishes, inscribing the powerful sigil into itself.

Adolescent zoats are taught to find all the raw materials and craft their own sky staves upon reaching the age of accountability for their culture, and many have their staves inscribed with its first rune by a relative or other loved one or close acquaintance or if available, a regional elder. Some are further instructed in the very basics of the mystical field of runeshaping, encouraged to shape their own runes as they mature. For many zoats, this is usually preceded by becoming a Sojourner to venture out into the world, possibly as part of an unfathomable component of gaining more knowledge and being exposed to varied "flavors" of nature and magic, in order to successfully develop their own runeshaping.

Due to the effort and level of focus necessary for this runeshaping, zoat runeshaping is rarely performed other than as part of a traditional personal ritual, rather than commonly applied in a human or dwarven temporary or everyday usage. Only five runes may be inscribed upon any object. The reason not all zoats have runed staves is unknown.

Sky Stave Runes

If an Adolescent Zoot's sky stave is runed, it will have 1 rune. If the Standard NPC Zoot or the Sojourner's roll to determine if a stave is runed succeeds, it will have 1d10/3 runes (1-3 = 1, 4-6 = 2, 7-9 = 3, 10 = 4), and a Wildsmage will have 1d5 runes. If a Sojourner or Wildsmage already had a runed staff from a previous career (or from the initial racial choice of Adolescent Zoot) before moving to the current career, he gains 1d2 (1-5 = 1, 6-10 = 2) additional runes (so a Wildsmage could have up to five runes).

If a zoat's sky stave is runed, determine the rune(s) inscribed on it by rolling 1d100 and referring to the Sky Stave Rune Chart and each rune's description in the rune text following the chart.



1d100	Sky Stave Rune	1d100	Rune
01-04	Accuracy	57-60	Extinguishing
05-08	Battle	61-64	Ferocity
09-12	Cutting and Smashing	65-67	First Strike
13-16	Extinguishing	68-70	Fortitude
17-20	Healing	73-75	Fury
21-24	Luck	76-78	Grudge
25-28	Parrying	79-81	Banishment
29-32	Thunderclap	82-84	Dismay
33-36	Warding	85-87	Gresh
37-40	Warning	88-90	Proficiency
41-44	Breaking	91-92	Seeking
45-48	Might	93-95	Trauma
49-52	Deflection	96-98	Animosity
53-56	Destiny	99-00	Player/GM Choice

Rune	Description
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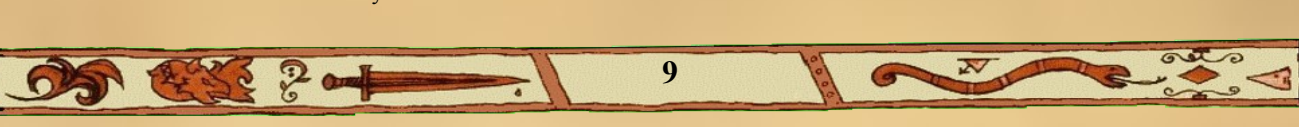
Accuracy:	+10 WS
Animosity::	+10 WS and +2 damage against one specific creature category below:

1d10	Animosity Creature Category
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01-05	Ogres and Trolls
06-10	Physical Undead
11-20	Physical and Ethereal Undead
21-30	Skaven and Ratkin
31-50	Dark Elves, Chaos Dwarves or other "dark" race
51-70	Greenskins (Orcs, Goblins, Hobgoblins, Snotlings)
71-80	Specific Non-Daemonic Chaotics (Goblin, Beastman, etc)
81-90	All Non-Daemonic Chaotics (Warriors, Beastmen, etc)
91-00	Daemons

Banishment:	any ethereal, undead or daemon hit by this immediately makes a WP test (if they have that characteristic) or is banished to their native realm as per Instability tests for daemons. Qualifying foes that aren't from other realms or have no WP take an additional 1d10 Wounds instead, ignoring all armour, Toughness and other defenses.
Battle:	reduces Critical Hits taken by 1
Breaking:	when parried/parrying, both combatants roll Strength; if the wielder gets 3+ DoS, the enemy's mundane weapon is broken (requires 5+ DoS for magic weapons)
Cutting and Smashing:	+1 damage; if the total damage roll causes exactly 1 Wound, it ceases to function for a day.

Deflection:	ranged attackers on the wielder are at -10
Destiny:	allows the the owner to make use of an additional Fate Point if within 48 yards
Dismay:	once per day, wielder may bellow to cause Terror tests to all foes in 48 yards
Extinguishing:	waving the weapon puts out any fires within 24 yards – for large fires, this only extinguishes a specific section
Ferocity:	creates illusory effects that cause Fear tests in any foes under ten feet tall, and works as Unsettling for larger foes
First Strike:	allows wielder to make a non-Charging Standard or Fast Attack first in Initiative
Fortitude:	while holding the weapon, the wielder gains +10 to WP and Toughness and any relevantTB change
Fury:	+1 A for one turn; the rune dims until sunrise if 10+ damage is done in one hit
Gresh:	if this weapon hits and inflicts at least 1 Wound, it then inflicts d5 more Wounds
Grudge:	choose a foe at start of battle, get +20 WS against him for the duration of the battle
Healing:	+2 to caster's Casting Roll to perform any curative spells; may also be used once per day to restore 1d10 Wounds to a recipient
Luck:	modify one roll per day, +1 or -1 for 1d10 rolls, or up to -10 or +10 for 1d100 rolls
Might:	+10 to Strength when using the weapon
Parrying:	as a free action once per round, the user may make a Routine (+10%) parry test before damage is rolled
Player/GM Choice:	rather than a random rune, the player may choose one of the runes listed, with the GM's approval, or the GM may choose to instead assign a suitable rune instead
Proficiency:	re-roll any failed "doubles" WS attack
Seeking:	the weapon orients itself to a chosen melee target and strikes it automatically when the wielder attacks; one use per day
Thunderclap:	adds +4 to damage to an attack at a time chosen by the wielder, once per combat
Trauma:	ignore all AP on a foe
Vulnerability:	treats target's AP as 1 less when attacking
Warding:	+10 to resistance tests against any hostile spell cast at or affecting the wielder, and -1 to any damage taken from magic
Warning:	bestows the Sixth Sense talent



LORE OF THE WILDS

Zoats may take any Petty Magic (Arcane), Petty Magic (Hedge) and Petty Magic (Divine) plus the two Divine Petty Magic spells of Taal, given below. They may also take Rune Magic (Zoatarr) and any Lesser Magic, as well as obtain and use the Lore of the Wilds and *Shaping the Rune* ritual.

Zoats are not traditional spellcasters and though a few dedicated and naturally inclined individuals may develop an actual innate Magic characteristic, they gain their power by their natural affinity with nature, gaining an initial or bonus to their Magic profile score if within 96 yards of a forest or other qualifying span of wilds, by way of the Power of the Deep Woods trait. Adolescent Zoaat do not have this ability until they become Sojourners, when they are able to gain the +1 Magic bonus from this trait. The more well-versed Wildsmage gains +2 using the Advanced Career equivalent, Avatar of the Deep Woods, allowing them to become natural conduits for nature's energy.

On the rare instance of the equivalent of Backlash, a spell-casting zoaat has become distracted and lost his or her connection to the environment and becomes Fatigued, with -10 to all of his characteristics and tests, due to the stress of the cold void of the always-present comfort of his harmony with nature being ripped away from him. He may make a WP test every 8 hours to attempt to "reconnect" with the flow of nature. Until then, the zoaat is not able to use runeshaping or magic of any kind. The meditation talent, if possessed and used, allows +10 to the WP test and decreases the waiting time between tests from 8 to 6 hours.

Petty Magic (Divine)	CN	CT	Range	Dur	Target
Blessing of the Taal	6	HA	24 y	1 min	1 target
Blessing of the Hunter	5	HA	24 y	1 min	1 target

Blessing of the Hunter: +5% to target's Follow Trail and Set Trap
Blessing of Taal: +10% to target's Outdoor Survival and Navigation

Lore of the Wilds Spells

The main body of the Lore of the Wilds is the complete list of the Arcane Lore of Life found in the WFRP 2 core rules, and the additional spells for the same lore found in WFRP's Realms of Sorcery, which are summarized below.

Zoats may "trade" any Arcane Lore of Life spell for one of the spells listed below, which are taken from either the Arcane Lore of Heavens, Light or Metal, except for the single spell created specifically for the Lore of the Wilds – the Tale of Nature, which is identical to the Arcane Lore of Metal's Tale of Metal, except Tale of Nature designates any raw and unworked item, rather than metal.

The Lore of the Wilds may only consist of a maximum of 20 total spells. One of those needs to be the Lore of Light's "Inscription" if the caster is to perform the Shaping the Rune ritual, to inscribe runes onto his Sky Stave.

Spell	CN	CT	Range	Duration	Target
Father of Thorns	14	FA	48 y	Min=Mag	Lrg Tmp
Ferment	4	HA	Touch	24 hours	6+ gallons
Flesh of Clay	24	FA	Self	Min=Mag	Self
Leaf Fall	12	FA	Self	Min=Mag	Self
Track's Tale Told	7	FA	1 track	Indefinite	Self
Tree's Rustle	18	1 hour	Touch	1 hr/1 min	1 tree
Vital Growth	15	2+ A	1 yard	1 hr per FA	seed/plant
Wilds Undisturbed	11	FA	Touch	Special	Tgt=Mag
Wood Shape	16	FA	Touch	Hrs=Mag	1 target
Birdspeak LH	10	FA	48 y	Min=Mag	all birds
Finding Divination LH	21	FA	100 y	6 hours	1 item
Wind Blast LH	14	HA	48 y	Rds=Mag	LrgTmp
Healing of Hysh LL	10	FA	Touch	Instant	1 target
Ill-Bane LL	16	FA	8 y	Instant	Tgh=Mag
Inscription* LM	7	FA	1 y	Permanent	1 object
Tale of Nature** LM	12	2A	Touch	Instant	1 nat. ob.

* as per *Inscription*, but concerning unworked, natural objects

* as per *Tale of Metal*, but concerning unworked, natural objects

Casting Number (CN): must be rolled or exceeded in Casting Roll

Casting Time (CT): HA: Half Action, FA: Full Action, 2A: 2Actions

Duration: X=Mag: rounds, etc. equal to caster's Magic score

Target: Sml Tmp: Small Template

Tgt=Mag: number of targets equal to caster's Mag

LH: Arcane Lore of the Heavens

LL: Arcane Lore of Light

LM: Arcane Lore of Metal

Father of Thorns: thorns burst from the ground in the area of a Large Template. Anyone moving suffers a loss of half their Move.



Ferment: convert even brackish or foul liquids into a mildly fermented beverage of your choice (ale, beer, mead, wine, etc), up to a maximum of the caster's Mag x6. Any remaining liquid reverts to its previous state in 24 hours.

Flesh of Clay: S and T x2, Agl and M halved (round down)

Leaf Fall: swirling leaves give -20% to foes' BS

Track's Tale Told: +20% to any tests (usually Follow Trail) to track or gain information about those who have recently passed through the wild area. The caster may follow a track until it crosses a man-made road or nears cultivated land

Tree's Rustle: after the one hour casting time, the caster then talks with the tree for an hour, though because of the speed at which trees converse, it is only the equivalent of one minute of human speech. The caster may ask a tree what it has seen and heard in the past 24 hours in its area, or, if it is part of a larger copse, wood or forest, what its neighbors know, as trees are constantly in conversation about the activities within their wooded domains. Trees won't lie but aren't quick of wit or speech and may ask favors before answering, or may not cooperate if they see your companions chopping or burning wood.

Vital Growth: while focusing, any designated seed or plant within arm's reach that is in or near appropriate soil, grows at great speed, as if a day has passed for each additional full action spent. A season's crops can be grown in about fifteen minutes, and a tree will show a year's growth in an hour. It is possible to age a plant past its natural span, killing it.

Wilds Undisturbed: if traveling in any "wild lands" such as generally uninhabited wilderness (not cultivated land), the caster and a number of people equal to his Magic can travel up to 100 miles as if crossing the best maintained Empire, or until near man-made structures, roads, cultivated lands or tracks or trails commonly used by intelligent creatures, or any traveler cuts or burns living wood.

Wood Shape a willing creature is transformed into a living tree, able to see and hear normally, but also being vulnerable to a tree's normal dangers.

Birdspeak: caster can speak and understand the language of birds, but they don't have to talk to him

or answer questions. Though they won't lie, they may ask for favors before giving any information, and their opinion of the caster will rely on his behavior and appearance. The caster also gains insight into bird customs and behavior, understanding why a flock is acting a certain way or why a nest is abandoned, etc.

Finding Divination: attempt to find a designated item ("clean water", "my friend's stolen purse", etc). The caster gains a strong sense of the direction (but not distance) of the closest example of such an object. In order to find a specific object, the caster must have examined it or been otherwise well-acquainted with it, or had it described to them in great detail. Multiple divinations are often required to "triangulate" the target's location.

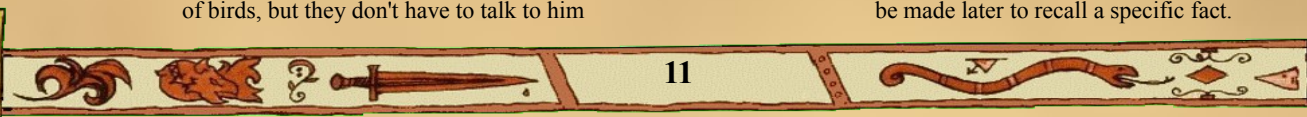
Wind Blast: Choose a location within range for a Large Template; anyone affected are knocked down and must test Toughness test or be stunned for 1 round. Missile weapons cannot be used by or against anyone affected for the duration, melee attacks suffer -20%. and a Strength test must be made to move.


Healing of Hysh: the caster heals an injured character (this includes him) a number of Wounds equal to the caster's Magic.

Ill-Bane: affecting up to a number of characters equal to the caster's Mag within 8 yards, this spell either halves the remaining duration for any diseases or removes and nullifies one poison from each target; the caster must choose whether the spell is working against disease or poison when it is cast.

Inscription: the caster passes his hand over a natural surface such as wood or stone, causing an inscription to appear indeibly. The inscription may be any length that will reasonably fit on the object in question, up to a dozen words – each dozen past the first increases Casting Time by an additional full action. The inscription is in the caster's own handwriting, allowing others familiar with his hand to identify him as the writing's originator.

Tale of Nature: the caster touches an unworked, natural object (wood, stone, plant, etc.) and sees the circumstances of its creation and how it came to be where it is; an Intelligence test can be made later to recall a specific fact.





Ritual: Shaping the Rune
Type: Natural
Arc. Language: Arcane Zoot
Magic: 1+
XP: 200
Ingredients: sky stave stone/object to be inscribed
Conditions: must have succeeded at 4 successive Meditation tests, one every 4 hours, and successfully cast Inscribe onto the stone
Consequences: may not attempt again for a year
Casst Number: 15
Casting Time: 8 hours –1 hour per Channeling DoS
Description: if cast deliberately by a player-character zoot, the player may pick any single Zootarr Rune

Credits and Sources

Wikipedia, official WFRP sources, including 2011 Storm of Magic supplement, two main additional zoot fan sources:

Labyrinth Lord Zoats by Chris Wellings

Zoats by Ashley Southcott