

A Discourse on

# Champions of Law

Who They Are and What it is Said They Can Do

Researched by John Brown

The inspiration and some text for this work came from GW's "Realm of Chaos" supplements. Other parts of this text came from "Warhammer Fantasy Roleplay." These parts are the Copyright of Games Workshop LTD. The rest is Copyright ©1996 by myself, John B. Brown, Jr. GM's may use the parts not covered by Games Workshop LTD's copyright in their home campaigns only. Any comments would be welcome. Send to: [JBrown7386@aol.com](mailto:JBrown7386@aol.com)

## Contents

|  |           |
|--|-----------|
| <b>Contents .....</b>                      | <b>3</b>  |
| <b>The Mark of Law.....</b>                | <b>4</b>  |
| <b>Serving Law .....</b>                   | <b>4</b>  |
| <b>The Champion's Fate .....</b>           | <b>4</b>  |
| <b>Followers.....</b>                      | <b>5</b>  |
| Retinue Table .....                        | 5         |
| <b>Champion of Law Rewards Table .....</b> | <b>6</b>  |
| <b>The Seraph.....</b>                     | <b>10</b> |
| Becoming a Seraph.....                     | 11        |
| <b>Angels.....</b>                         | <b>12</b> |
| <b>Archangels .....</b>                    | <b>13</b> |

# Champions of Law

The Champion of Law can be anyone who serves well one of the four known Gods of Law: Alluminas, Master of Light; Solkan, Master of Vengeance; Daora, Patron of Ultimate Wisdom and Enlightenment; and Arianka, Mistress of the Moon and the Chaos Hunt. The ordinary, unadventurous inhabitants of the Old World know either very little about the Lords of Law or fear and distrust their worshippers as much as they fear and distrust Chaos worshippers. They see them as two sides of the same coin, which technically, they are. To some, namely the spirited and righteous, Law offers hope in an increasingly chaotic world where justice is rare and suffering runs rampant. To these few adventurers, Law gives aid so that they may correct the ills brought about upon humans and others by the Powers of Chaos.

## The Mark of Law

The road to stability, order, and enlightenment begins by offering body and spirit to one of the Lords of Law. Not all who choose to dedicate themselves in this way are accepted. This, coupled with the fact that so few are worshippers of the Lords of Law, explains why there are so few Champions of Law and why Chaos seems to be stronger in the Old World. Often it takes a spectacular deed of courage to attract the attention of the Law Gods. If the Law Patron accepts the candidate, he receives the *Mark of Law*. This is the Patron's own Mark. Each Patron has his unique Mark conferring some beneficial ability or characteristic. Roll once on the *Champion of Law Rewards Table* to determine the result of receiving such Mark. In addition to this Mark, all Champions of Law are immune to all fear and terror generated by minions of Chaos of less than Demon Prince status.

Note, that becoming a Champion of Law is **not** a career change, it is a status. One can be a Witch-Hunting Champion of Law, a Judicial Champion of Law, a Clerical Champion of Law, a Wizardly Champion of Law, etc. One can still change careers as long as the particular career is compatible with being a Champion of Law. One cannot continue to be a Highwayman and a Champion of Law because when one does what a Highwayman is supposed to do, one is committing an illegal act. In the case of a Highwayman, Thief, etc., converting to Law and becoming a Champion of Law, the character should immediately change to a more compatible career.

## Serving Law

The Patron communicates with his Law Champion by means of dreams, visions, portents, or divination. The link between the Champion and his Patron, due to the irregularities in the warp, is tenuous and irregular, so it is rare for Patrons to give direct orders. The Law Gods use their Champions to further their own aims and desires in the Warhammer World. Sometimes these gods send Champions of Law to foil Champions of Chaos, recover stolen or lost artefacts, destroy lairs, covens, or temples of Chaos worshippers, or simply to gain new or rediscover lost knowledge. The Champion's life becomes an endless series of quests, crusades, and raids against the forces of Chaos.

## The Champion's Fate

A successful Champion will attract the attention of his Patron who will then reward him in a suitable way. Rewards can include an enhanced profile, fabulous weapons or armour, a few lawful *Followers*, or a few uncanny superhuman abilities. The rewards are largely advantageous and none of them are harmful.

If a Champion is true to his God's ideals and very successful in furthering them, he will receive enough rewards so that one day the Patron will reward him with the ultimate gift of all -- immortality! The Champion becomes an immortal Seraph and enters the Realm of Law to sit alongside his Patron. The new Seraph leaves the mortal world but his *Followers* still continue to revere and respect him, but now as the powerful immortal that he has become. The former Champion may even grant aid to his old band of adventurers and *Followers*, and might recommend to his Lord those deserving of being elevated to the status of Champion of Law.

Few Champions are pious or fortunate enough to attain Seraph status. For some, the bloody end comes all too soon at the hands of Chaos. For others, the power of Chaos corrupts even these defenders of justice and stability.

### **Followers**

The Champion of Law's greatest assets in the war against Chaos are those that support him and aid him in his quest to bring order and stability in an otherwise chaotic world.

Every time the Champion receives a further reward from his Patron, the player may roll for more lawful *Followers* as well. Roll a D10 and consult the following table:

#### **D10    Result**

- |      |  |
|------|--|
| 1-5  | No new <i>Followers</i> join the Champion at this time.  |
| 6-8  | New <i>Followers</i> join the Champion's retinue. Roll once on the <i>Retinue Table</i> .                        |
| 9-10 | Many new <i>Followers</i> join the Champion's retinue. Roll twice on the <i>Retinue Table</i> to determine them. |

#### **Retinue Table**

Use the Retinue Table to establish the type and number of *Followers* joining a Champion of Law in his fight against Chaos. When the Champion gains new *Followers*, roll a D10 to determine the result. In some cases you will need to re-roll to determine the exact background of those that join the Champion's retinue.

#### **1-5    2D4 Human Mercenary Band and Captain**

A group of 2D4 Human Mercenaries plus their Captain joins the Champion. At least one of the regular mercenaries (not the Captain) will actually be a Mercenary Sergeant. They are equipped with a basic hand weapon, missile weapon, chain armour and shield. The Captain will have at least a +1 hand weapon and normal plate armour in addition to his shield and missile weapon. At the GM's discretion, they can be a cavalry unit or an infantry unit.

#### **6-7    1D3 Wood Elves**

1D3 Wood Elves who have recently had a particularly nasty encounter with Chaos join the Champion. They now understand the horrors that Chaos represents to the world in general and not just to their woods. They are equipped with chain armour, a hand weapon, and an elf bow.

#### **8-9    1D3 Dwarven Refugees**

1D3 Dwarven Refugees, who have recently been driven from their mountain stronghold by a horde of beastmen or some other appropriate Chaos-foe, join the Champion. They are equipped with plate armour, a pistol with 10 shots, a bomb, a crossbow, and a hand weapon. Their main motivation will be to get the Champion to help free their stronghold if at all possible. Should the Champion agree to do so and is successful, the Dwarves will continue follow the Champion until the death of either the Champion or the Dwarf. Use the Mercenary Sergeant career to determine a Dwarf's profile.

#### **10    1 Human Wizard or Cleric**

Chaos corrupted the Wizard's master recently resulting in the master's career change to Demonologist. The master tried to sacrifice the Wizard but he escaped and now wants to join the Champion and seek out practitioners of evil magic wherever they reside and destroy them. The Cleric's God charged him with spreading the Word and the Cleric figures adventuring with the Champion will be one of the best ways to do it. The Wizard or Cleric is equipped with D6 magical items. Roll a D6 on the following table to determine the power level of the Wizard or Cleric:

#### **D6    Result**

- 1-2 Level 1 Wizard with at least 4 petty spells and 3 level 1 Battle Magic spells. The GM should determine the exact spells randomly or deliberately if he so desires.
- 3-4 Level 2 Wizard with at least 4 petty spells, 3 level 1 Battle Magic spells, and 2 level 2 Battle Magic spells. Determine spells as above.
- 5 Level 2 Cleric with at least 3 level 1 spells and at least 2 level 2 spells. Spells should be appropriate for the particular God of Law.
- 6 Special. Roll a D6 on the chart below.

**D6 Special Result**

- 1-2 Level 2 Elementalist with at least 4 petty spells, 3 level 1 Battle Magic spells, 2 level 2 Battle Magic spells, 2 level 1 Elementalist spells, and 1 level 2 Elementalist spell. Determine spells randomly or deliberately.
- 3-4 Level 2 Illusionist with at least 4 petty spells, 3 level 1 Battle Magic spells, 2 level 2 Battle Magic spells, 2 level 1 Illusionist spells, and 1 level 2 Illusionist spell. Determine spells as above.
- 5 Level 3 Wizard with at least 5 petty spells, 4 level 1 Battle Magic spells, 3 level 2 Battle Magic spells, and 2 level 3 Battle Magic spells. Determine spells as above.
- 6 Level 3 Cleric with at least 4 level 1 spells, 3 level 2 spells, and 2 level 3 spells. Spells should be appropriate for the particular God of Law.

The *Luck* skill may be used to modify any roll on the above table as they are not granted by the Champion's God. It is the Champion himself that attracts *Followers*.

### **Champion of Law Rewards Table**

The Champion of Law Rewards Table gives rewards to a Champion of Law in the same way as the Chaos Rewards Table gives rewards to Champions of Chaos. Champion of Law rewards are not divided into gifts and attributes -- in effect all of these rewards are gifts as none are harmful and most are beneficial.

If a Champion gains a reward for a second or subsequent time, he can pass it on to one of his *Followers*. He does not have to pass the reward on if he can use it himself. *Sword Master* and *Marksman*, for example, can be applied several times until the Champion's characteristics reach their maximum. If the Champion passes on rewards to *Followers*, he does **not** get to count those rewards on an *Apotheosis* result and those *Followers* will gradually become more like the Champion himself. This represents the spreading of the untainted power of the Gods of Law through the minds of the Champion's *Followers*, driving out the dangerous and unbalanced mental processes that are associated with the Chaos Powers.

A Champion of Law must spend 500 experience points each time he desires to roll on the following table:

#### **01-10 Sword Master**

This reward enhances the Champion's martial powers. It increases his **WS** and **I** by +10 each and his **A** by +1. Neither **WS** nor **I** may advance past 100, nor may the number of **A** exceed 10. If the Champion's characteristics have already reached these maximums then he receives no benefit, but the reward still counts towards an *Apotheosis* result.

### 11-20 Marksman

The Champion has mastered the use of shooting weapons. He is uncannily accurate with all such weapons, including thrown weapons such as axes and daggers.

The Champion increases his **BS** by +10 each time he receives this reward up to a maximum level of 100. In addition, he increases the range of any shooting weapon by 10% rounding up to the nearest whole yard.

This extra range may also be added several times if the Champion receives more than one *Marksman* result in which case a further 10% of the original range is added each time. The maximum range increases even if the maximum **BS** has previously been reached. This may mean a Champion can fire over a much longer range than a character using the same weapon, as is only appropriate for a hero with such a steady hand and super-humanly keen eye. However, this range cannot exceed more than twice the weapon's original range and does not apply to thrown weapons such as axes and daggers. Should the Champion reach his maximum **BS** and range increase, this reward provides no benefit but it counts toward an *Apotheosis* result.

### 21-30 Endurance

The Champion becomes able to endure incredible amounts of damage by a combination of luck, sheer stubbornness, and physical power. Although horribly wounded he will fight on, championing his cause with his final breath if need be!

The Champion gains a +1 to **T** and an extra D6+1 to **W**. The Champion may receive this reward several times so that his endurance becomes very great indeed. There is no upper limit on the number of **W** the Champion may have but his **T** may reach a maximum of 10.

### 31-40 Intellectual

The Champion must not only master his physical skills, he must also master his mental skills. This allows him to think clearly in stressful situations as well as in non-stressful ones.

This reward increases the Champion's **Int**, **CI**, and **WP** by +10 each time this reward is given up to a maximum of 100 in each. When the Champion reaches 100 in each characteristic, he receives no benefit should the *Intellectual* reward be given further but the reward still counts towards an *Apotheosis* result.

### 41-50 Leader

The Champion must also set a good example and he must master the way he deals with others for the Champion's greatest strength is his use of co-operation within well-organised groups. Never did the phrase "United we stand, divided we fall" have more meaning than for a Champion of Law.

This reward increases the Champion's **Ld** and **Fel** by +10 each time it is rolled. Neither characteristic can be raised higher than 100. If the Champion has already reached the maximum in each, further *Leader* results counts only as rewards towards an *Apotheosis* result.

### 51-60 Athletic

As the Champion's mind falls increasingly in tune with that of his Patron, so his body becomes increasingly perfect. This allows him to move with the prowess of an athlete, to leap over vast distances, to run faster than one would think possible, and lift incredibly heavy objects with astonishing ease.

This reward increases the Champion's **M** and **S** by +1 and his **Dex** by +10 each time it is rolled up to a maximum of 10 for **M** and **S** and 100 for **Dex**. He can also ignore the penalty for any kind of terrain except for totally impassable terrain, which remains impassable. Once the Champion has reached his maximum potential in these three characteristics, further *Athletic* results count only as rewards towards an *Apotheosis* result.

### 61-70 Magic Weapon

This reward allows the Champion to choose to gain a gromril weapon<sup>1</sup> or have his current weapon transmuted to gromril (keeping all current enchantments). He may, instead, elect to raise a weapon's

---

<sup>1</sup> A gromril weapon given as a result of this reward counts as a magical weapon for the purposes of hitting creatures only affected by magic weapons.

damage bonus by +1 (up to a maximum of +4) or roll for one ability on the Weapon Magical Abilities Chart in the “Warhammer Fantasy Roleplay” volume. In the case of bows, he may choose to roll for one ability on the Magical Abilities For Bows chart in the “Warhammer Companion.” The GM should use common sense when determining the appropriateness of an ability rolled on these charts. The GM may also wish to improvise and grant an ability of his own design.

### **71-80 Magic Armour or Shield**

This reward allows the Champion to choose to gain a gromril shield or gromril suit of plate armour or have his current shield or armour transmuted to gromril (keeping all current enchantments). He may, instead, elect to raise a shield’s or suit’s armour bonus by +1 (up to a maximum of +4) or roll for one ability on the Magical Abilities Charts for Shields or Armour in the “Apocrypha Now” supplement. The GM should use common sense when determining the appropriateness of an ability rolled on these charts. The GM may also wish to improvise and grant an ability of his own making.

Champions of Law who roll this result and are Wizards or Clerics have the option of gaining 4D4 or 2D8 magic points respectively instead.

### **81-83 Demon Slayer**

The appropriate Law Deity passes a little of its own power into the Champion, allowing him to channel that power against demonic foes in hand-to-hand combat. All hand-to-hand combat attacks are effective against Demons and automatically cause at least D6 wounds per hit even if the hit would not normally get through the Demon’s combined toughness and armour or other protection. Thus if a Demon’s combined toughness and armour equalled 14 and the damage done by a Champion with this reward was 14, the Champion would get to roll D6 wounds to the Demon anyway. If the Champion in the above example had done 15 wounds originally, 1 wound would get through to the Demon and the Champion would not get to roll the D6 instead. Should the Champion have to rely on the reward and roll a 6 on the D6, he does not get to roll again for additional damage. Further *Demon Slayer* results count only as rewards towards and *Apotheosis* result.

### **84-86 Protector**

The Champion of Law acts as a focus for the protective powers of his patron God of Law -- powers that naturally help preserve his followers. Any member of the Champion’s adventuring party within 6 yards of the Champion may retake any failed saving throw once. This applies to any save, be it a dodge against a magic missile, a dodge against a hand-to-hand attack, a parry, a magic test, etc. The Champion himself also benefits from this second saving throw. Further *Protector* results count only as rewards towards an *Apotheosis* result.

### **87-89 Rescuer**

If any friendly character within 6 yards of the Champion falls casualty, the Champion attempts to save his comrade. He does this immediately even if it is the enemy’s turn. He cannot choose to not make this attempt -- his protective nature makes it impossible for him to ignore the plight of one of his comrades.

The Champion either shouts a warning at the last moment or else he pushes the victim out of the way of a shot, or he distracts a hand-to-hand opponent with some clever trick. A player may invent any suitable explanation. Whatever the explanation, the Champion’s position on the battleground does not change. If his part involves some action then he manages to recover his original position by a heroic effort. Even if he engages in hand-to-hand combat, he manages to reach his comrade whilst fighting off his own attacker and then return to the fight.

Determine the result of the rescue as follows. Roll a D6 and consult the following chart.

#### **D6     Result**

- |          |  |
|----------|--|
| <b>1</b> | <b>Fail.</b> The Champion fails to rescue his comrade. His failure strikes him so that he may not move, shoot, throw, or attack in hand-to-hand combat until the end of the next round. He may defend himself in hand-to-hand combat and may use Champion of Law rewards normally. |
|----------|--|



**2 Close Call.** The Champion is successful and saves the character. However, the Champion himself is knocked to the ground or thrown off balance to his disadvantage. He may not move, shoot, throw, or attack in hand-to-hand combat until the end of the next round. He may defend himself in hand-to-hand combat and may use any Champion of Law rewards normally.

**3-6 Save.** The Champion saves the character and returns immediately to whatever he was doing.

A Champion must attempt to rescue all friendly casualties within 6 yards and so may have to attempt several rescues during the course of the round. Further *Rescuer* results count only as rewards towards an *Apotheosis* result.

### 90-92 Never Kills

The Champion can never intentionally take a life. Therefore, anyone the Champion kills actually counts as being unconscious and out of the fight. Once the fight is over, the characters are alive and return from whence they came or are captured depending on the circumstances.

Although the Champion never kills, this does not apply to creatures that are not actually alive -- for example undead creatures or demons. These creatures can be slaughtered without any moral qualms as they are -- after all -- not real living creatures. Further *Never Kills* results count only as rewards towards an *Apotheosis* result.

### 93-95 Redeemer

Even the Champion's foes admire his example of heroic bravery and idealism. If the Champion slays an enemy of Hero status, including any Champion of Chaos, then the Champion player can choose to spare him. If the Champion has the *Never Kills* reward, then he must spare the individual anyway! In either case, remove the foe from the battle as he is unconscious but otherwise unharmed. The character takes no further part in the battle but after the battle's finish he is alive and unharmed.

The enemy is so awe-struck by this display of mercy that he is tempted to renounce his former allegiance and become a *Follower* of the Champion. The player and the GM should roll a D6 on behalf of each character. If the enemy character is a Chaos Champion, double his dice score. If the Champion's score is greater than that of his enemy then the enemy renounces his former allegiance and joins the Champion's adventurer band.

In the rare event of a Champion of Chaos renouncing his Patron, the Gods of Law immediately remove any Chaos attributes or Chaos gifts. Redeemed characters are individuals who have seen the light of Law and now dedicate themselves to the destruction of their former masters. Further *Redeemer* results count only as rewards towards an *Apotheosis* result.

Champions of Solkan should re-roll this result.

### 96-00 Apotheosis

The Patron Deity recognises the deeds of the Champion and examines him more closely. If the Champion has 10 or more rewards already, the Deity draws the Champion into the warp to join him. His mortal form vanishes and he turns into a demi-god known as a Seraph. As such he practically plays no further part in the game.

If the Champion has fewer than 10 rewards already, he is not yet ready to join his Patron. Instead he receives a reward of an enhanced profile, increasing his number of **A** by +1 and **W** by +D6. The maximum number of **A** is 10. If the Champion has never had this experience and is not ready to join his Patron, he immediately becomes aware of the history and objectives of the Deity. He is also aware of all the other Patron's Champions as well as their aims and objectives.

This reward does **not** count towards a later *Apotheosis* result.

The expenditure of experience points should **not** be construed as the only way to roll on the above table. The GM may allow a roll for a reward should the circumstances warrant it.

Finally, as these rewards are gifts from the Champion's God, the *Luck* skill cannot be used to modify any rolls on this table except for any rescue attempts rolled on the *Rescuer* reward chart.

### **The Seraph**

Just as a successful Champion of Chaos can become a Demon Prince, so the valiant Champion of Law can become a Seraph -- the equivalent to a Demon Prince of the particular God of Law. This happens automatically if the Champion rolls an *Apotheosis* result on the Champion of Law Rewards Table and already has 10 or more Champion of Law rewards. The Champion vanishes from the material universe as his Patron draws his spirit into the warp and absorbs it. However, the Champion's individual mind and personality are not destroyed -- it can emerge from the God at any time and manifest itself as a Seraph. The Seraph looks just like the Champion it evolved from. In fact, the Seraph can return to the material universe, assume normal stature, and walk around quite unnoticed, visiting old friends and speaking with them if he wishes. However, a Seraph would only do this if his mortal friends were in some kind of danger.

Because the Seraph retains a strong emotional attachment to his old comrades, he can intervene to help his old band of *Followers* during a battle. Once, during a battle, and before making any dice roll, one *Follower* may declare he is petitioning the Seraph for help. The *Follower* then rolls a D6 and may add +D6 to the result (or deduct the same amount if preferred). If a character, who was a member of the Seraph's old adventuring group, wishes to summon the Seraph, he must declare he is calling for help in much the same way a *Follower* does except he does not get the benefit of adding +D6 to or subtracting +D6 from the result. That is not to say a member of the Seraph's old adventuring group can't be a *Follower*. The character must have been a member of the Seraph's religion and must have acknowledged the Seraph as his leader. If these conditions were met, he may add +D6 to or subtract +D6 from the dice result.

Consult the following summoning chart for the result of the call.

#### **D6     Result**

- 1-2     The connection between the warp and the material world is too tenuous or irregular. The Seraph has failed to hear the petition and no help arrives. Sorry.
  
- 3-4     The connection between the warp and the material world is just strong enough for the Seraph to hear the petition and send minimal aid consisting of D3 Lesser Demons of Law called Angels.
  
- 5        The connection between the warp and the material world is solid and the Seraph hears the petition and sends aid in the form of 2D3 Angels.
  
- 6        The petition deeply moves the Seraph and the being appears himself to grant personal aid to his summoner. The Seraph appears and fights alongside the petitioner for the entire battle. Should the Seraph be "killed," he cannot reappear in the material world for a number of years equal to the number of wounds he sustained during the fight. If someone calls for his aid and rolls this result during this resting period, the Seraph sends a Greater Demon of Law called an Archangel to help instead.

### **Becoming a Seraph**

A Champion of Law can reach the status of Seraph in one way: as the result of 'succeeding' when evaluated using the standards included in the *Apotheosis* result on the *Champion of Law Rewards Table*.

When a Champion of Law apotheosises he retains all rewards his God has given him while a Champion of Law. Additionally, he sprouts at least one pair of wings and his true form's height doubles to at least 10 feet and his profile is modified in the following way:

| M | WS | BS | S  | T  | W  | I   | A  | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|----|----|----|-----|----|-----|----|-----|----|----|-----|
|   |    |    | +2 | +2 | x2 | +20 | +2 |     |    |     |    |    |     |

**S**, **T**, and **A** cannot exceed 10 and **I** cannot exceed 100. There is no upper limit to the number of **W** a Seraph may have.

In addition to the above benefits, all Seraphim have the following powers:

- **Invulnerability to Normal Weapons.** Seraphim cannot be harmed except by magic weapon attacks. All magical weapons and spells have full effect. Seraphim can be harmed by attacks from other Demons of Chaos and Chaos creatures and elementals. *Chill* attacks from Vampires and other ethereal creatures can also harm them.

- **Magical Attacks.** All of a Seraph's attacks are *magical*, regardless of any weapon it wields. A Seraph's attacks fully affect creatures that can only be affected by magical weapons, such as ethereal creatures and other Demons.

- **Psychology.** Seraphim only suffer *psychological* effects caused by gods. Seraphim can ignore the *psychological* effects of their equal or lower ranked fellows.

- **Fear and Terror.** Seraphim cause *fear* in any living creature under 10 feet tall and *terror* in any Chaotic or Evil Demon or Chaos creature below the rank of Greater Demon. Seraphim cause *fear* in Greater Demons of Chaos.

- **Shapechange.** Seraphim can reduce their heights to what it was when they were a Champion of Law whenever they desire. They can also decide to appear with or without their wings.

- **Spell Casting.** Some Seraphim were spellcasters during their mortal life and retain all spells they knew then. They also know the special spells of their God, if any, they did not learn during their time as a Champion of Law. If a Champion of Law was not a spellcaster in his mortal life, he does not become one in his new life.

Once a Champion of Law has become a Seraph he no longer receives rewards for his services, nor does he retain any of his *Followers*.

The new Seraph can still be used in battles as the commander of a unit of angelic troops, or the leader of a band of Champions of Law.

## Angels

Angels are the most common of the Lesser Demons of Law. They are the rank-and-file members of their own societies, used as soldiers, workers, messengers, or whatever else their ruling deities may command. As with all Demons, it is impossible to particularise about their nature although all are under 10 feet tall. Each Law God commands a specific variety of Angel and each individual of a specific variety is identical to any other individual of that variety.

**Physique:** Variable from variety to variety although they generally appear as perfectly proportioned, beautiful humanoid males or females. They are all under 10 feet tall and some varieties may have shining plate armour or wings. Those with wings fly as *swoopers*; **M** is given for ground movement. All carry a weapon of the type favoured by their ruling deity.

**Alignment:** Lawful.

**Psychological Traits:** Angels cause *fear* in all living creatures that are not of Good or Lawful alignment and under 10 feet tall. They themselves are immune to psychological effects except those caused by Greater Demons, Demon Princes, and Gods.

**Special Rules:** GMs should design their own Demons and invent whatever special rules that seem appropriate. Use the Basic Profile below to work from when designing a specific variety. The Basic Profile is just a suggestion of about how powerful a Lesser Demon of Law should be and each variety's statistics may differ in some minor way from another variety. An Angel of Solkan may have 3 or 4 attacks instead of 2 for example. Normal weapons affect them and their attacks are normal, non-magical attacks. They are **not** subject to instability once they appear in the material world.

### Basic Profile

| M | WS | BS | S | T | W | I  | A | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|---|----|---|-----|----|-----|----|----|-----|
| 4 | 50 | 42 | 4 | 3 | 5 | 60 | 2 | 89  | 89 | 89  | 89 | 89 | --- |

## Archangels

Archangels are the most powerful of their kind. In their own realms they are inferior in power only to the Gods of Law and Seraphim and have authority over all other Angels. These entities tend to be proud and haughty and only the very powerful or desperate attempt to summon them. It is impossible to particularise further except that all are over 10 feet tall. The Gods and Goddesses of Law have their own variety of Archangels and each individual of a specific variety is identical to any other individual of that variety.

**Physique:** Variable from variety to variety although they appear as perfectly formed male and female humanoids whose voices sound like waterfalls or crowds speaking in unison. Each Archangel radiates an aura of light that is almost blinding to mere mortal eyes. Archangels can also appear in shining plate armour or with wings and robes. All Archangels carry large flaming weapons that do extra fire (+D4) damage to all targets including those normally immune to fire. These weapons do an additional +D8 damage to flammable targets.

**Alignment:** Lawful

**Psychological Traits:** Archangels cause *fear* in all non-good or non-lawful living creatures under 10 feet tall and they cause *terror* in Chaotic or Evil Demons and Chaos creatures.

**Special Rules:** Obviously, GMs are free to create their own Archangels and invent whatever special rules that seem appropriate. The profile given below is for an average Archangel. Those Archangels with wings fly as *swoopers*; **M** given is for ground movement. They are immune to normal weapons whereas all attacks from an Archangel count as *magical* and can affect creatures that are invulnerable to non-magical weapons. Greater Demons of Law can act as leaders over units of Angels or living troops of Law. They are **not** subject to *instability* once they appear in the material world.

### Basic Profile

| M | WS | BS | S | T | W  | I   | A  | Dex | Ld | Int | Cl | WP | Fel |
|---|----|----|---|---|----|-----|----|-----|----|-----|----|----|-----|
| 6 | 90 | 93 | 7 | 7 | 59 | 100 | 10 | 89  | 89 | 89  | 89 | 89 | --- |