

Plague Bringer

22



STR 2
COR 0
DEF 4
SPD 2
WIS 1
HP 22
CAP 8

CAST Plague Beast, Warpspawn

Plaguebringers carry an especially contagious form of the tox. Anyone who touches or eats a Plaguebringer contracts the tox. A gamemaster may require a tox resistance roll for anyone who passes within a mile of a Plaguebringer. It takes a +WIS roll to distinguish a Plaguebringer from an ordinary blighted beast.

Taint DEF: 5 Od, 6Warp

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Plague Bringer

Gilga Spawn

35



STR 6
COR 0
DEF 5
SPD 2
WIS 1
HP 40
CAP 3

CAST Animal, Warpspawn

Gilga Spawn possess an unnatural taste for blood. These creatures kill for pleasure, even when they are not hungry. They nest in warped mountains and hills, and hunt in nearby plains and scrubland. They may fly 8 hours per day.

Taint DEF: 4 OD, 8Warp

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Gilga Spawn

Haskalad Warrior

24



STR 3
COR 2
DEF 4
SPD 1
WIS 1
HP 32
CAP 7

CAST Warp Elf, Warpspawn

Haskalad warriors make up the middle caste of Haskalad Society. Vicious and ambitious, they constantly scheme to raise their status among warp elves. Haskalad warriors have Nightvision and add +4 to perception rolls.

Equipment: Longsword, Buckler, Sling

Taint DEF: 5 Warp

CAS-009 ILLUSTRATION © 1997 MARK POOLE

Haskalad Warrior

BlazeBlood

18



STR 2
COR 1
DEF 3
SPD 2
WIS 2
HP 24
CAP 6

CAST Warp Elf, Warpspawn

Nobles of the Haskalad Empire, Blazebloods rule through tyranny and terror, these arrogant, vain nobles are the only warp elves allowed to learn magic. They may be Necros or Wizards. Equipment: Dagger

Taint DEF: 7 Warp

CAS-004 ILLUSTRATION © 1997 SUSAN VAN CAMP

BlazeBlood

Haskalad Slave

6



STR 0
COR 1
DEF 3
SPD 1
WIS 0
HP 8
CAP 5

CAST Warp Elf, Warpspawn

Haskalad slaves are warp elves who have been sold into slavery. Though treated poorly, they are still warp elves, and may have a chance of rising through the ranks of Haskalad Society. These wretched souls aspire to become mad spawn and frequently have 1 or 2 warp features.

Taint DEF: 3 Warp

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Haskalad Slave

Foxwings Sky Dancer

25



STR 2
COR 4
DEF 4
SPD 2
WIS 1
HP 16
CAP 5

CAST Das Karr

Sky dancers tell stories through spectacular, soaring dances. A grounded narrator usually explains the story of a skydancer to spectators, and gently prods them to show their appreciation with a gold piece or two. Sometimes sky dancers join with Das Karr earth dancers to put on elegant shows. Equipment: Dagger, Cloak, Javelin

CAS-010 ILLUSTRATION © SUSAN VAN CAMP 1999

Foxwings Sky Dancer

Prime Mad Spawn

77



STR 15
COR 3
DEF 7
SPD 1
WIS 2
HP 60
CAP 11

CAST Warpspawn

These creatures are vicious, smart monstrosities who can absorb a lot of punishment. A Prime Mad Spawn can enter a Storm Shield. The creature suffers 2D6 magic damage every round it remains within a shield. A Prime Mad Spawn has at least 3 warp features.

"It's stronger than a dragon, it's bigger than a house, and it answers to me!" Haddoe Nor

CAS-005 ILLUSTRATION © 1998 SUSAN VAN CAMP

Prime Mad Spawn

Skin Stalker

65



STR 7
COR 3
DEF 4
SPD 3
WIS 3
HP 60
CAP 7

CAST Warp Elf, Warpspawn

Haskalad skin stalkers are trained to hunt down shape shifters, witches and their allies. Stalkers gain a bonus of +4 to perception, stealth and scouting. They have nightvision. Their special knowledge of shape shifters allows them to ignore the DEF of shape shifters in form.

Equipment: long sword, shortbow.

Taint DEF: 8 Warp

CAS-008 ILLUSTRATION © SUSAN VAN CAMP 2000

Skin Stalker

Das Karr Earth Dancer

32



STR 1
COR 2
DEF 3
SPD 3
WIS 3
HP 48
CAP 5

CAST Das Karr

Das Karr witches dance themselves into a trance, during which they claim to have visions of the future. The gamemaster decides how accurate a dancer's vision turns out to be. In any case, Das Karr are always mysterious and vague when describing their visions. These spellcasters have 20 to 40 card points in Witchcraft spells.

CAS-011 ILLUSTRATION © SUSAN VAN CAMP 1999

Das Karr Earth Dancer

Das Karr Speaker

16



CAST Das Karr

Das Karr speakers talk to ghosts, learning stories from the dead and repeating these tales for the living. They sometimes blend their tales with dances performed by Das Karr earth dancers. Speakers have 20 to 40 card points in Shaman spells.

"Here's a story you'll like. My grandad told it to me, two years after he died." Helvena Suntail

CAS 012 ILLUSTRATION © SUSAN VAN CAMP 1999

STR 1
COR 1
DEF 4
SPD 1
WIS 2
HP 24
CAP 5

Das Karr Speaker

Cadasheon Mount

63



CAST Warpspawn

Cadasheon are big, fast and mean, and they have an affinity for those who cast necromancy. Cadasheon will sacrifice themselves to save a necromancer. These creatures have nightvision and follow simple orders. Cadasheon are unnaturally resistant to shape shifters and gain a +4 bonus to rolls versus shape shifter and Valarian abilities.

WARP DEF: 9 Warp

CAS-018 ILLUSTRATION © SUSAN VAN CAMP 2000

STR 9
COR 1
DEF 6
SPD 3
WIS 0
HP 74
CAP 22

Cadasheon Mount

Shagwrath

48



CAST Warpspawn, Prime Madspawn

The Shagwrath were brought as mercenaries by the Pylos. They fly and frequently use Flying Kicks. The Shagwrath are only partially in the physical world. They gain a +6 to stealth in the dark. They take half damage from wizardly and shamanism and double damage from witchcraft. They sometimes work for powerful necromancers and speak gennish.

Taint DEF: 12 Warp

CAS-023 ILLUSTRATION © 2006 SUSAN VAN CAMP

STR 6
COR 1
DEF 5
SPD 4
WIS 1
HP 42
CAP 5

Shagwrath

Das Karr

10



CAST Das Karr

Das Karr are charming and opportunistic. They gain a +1 bonus to rolls for persuasion, stealth and thievery. Constant travel throughout the stormlands has toughened them. They tolerate Od and Warp better than most mortals.

Equipment: Belt Pouch, Dagger, Sling
WARP DEF: 2 Od, 2 Warp

CAS 013 ILLUSTRATION © SUSAN VAN CAMP 1998

STR 0
COR 1
DEF 3
SPD 1
WIS 0
HP 10
CAP 5

Das Karr

Killer Bunnies

15



CAST Plague Beast

Killer Bunnies were natural creatures that were warped and survived to create a new species. These nasties have a +2 to perception and stealth. To make matters worse, they fly.

Taint DEF: 8 Warp

CAS-020 ILLUSTRATION © 2006 SUSAN VAN CAMP
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STR 1
COR 0
DEF 3
SPD 3
WIS 0
HP 14
CAP 1

Killer Bunnies

Jikadell's Doll

50



CAST Warpspawn, Ritual Necromancy

A Necromancer can create a doll of themselves from a tiny piece of themselves. The necromancer may operate through themselves or the doll, but not both at once. A doll is limited to 3 independent actions and must be within a day of the operating necromancer. When the doll is ended the card points return to the necromancer.

"Such a nice, safe way to hunt, I love it."
Blackbane

CAS-024 ILLUSTRATION © SUSAN VAN CAMP 2006

STR 6
COR 2
DEF 4
SPD 2
WIS 1
HP 96
CAP 9

Jikadell's Doll

Human Informant

21



CAST Human

Informants live in every Stormlands community. Jeremy here is a typical informant. He gains +3 to rolls involving perception and stealth, and he has contacts at every level of society. Jeremy lives in a warp village and works for Valarians. This card could also represent a necromancer's informant in an Elethay village, or someone who works both sides.

Equipment: Cestus, peasant garb, 2D6 GP

CAS 016 ILLUSTRATION © SUSAN VAN CAMP 2000

STR 2
COR 0
DEF 3
SPD 0
WIS 1
HP 22
CAP 7

Human informant

Enticing Dream Flower

35



CAST Plant Odkin

Success at +WIS of the target falls asleep and has romantic dreams. The plant's area of influence extends 100 feet in all directions. Dreamers will sleep until moved out of the plant's range. Dreamflower petals and pollen are prized as magical components. Magic users of all schools, including necromancers, travel to pristine forests to search for Dreamflowers.

CAS-021 ILLUSTRATION © 2006 SUSAN VAN CAMP
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STR 8
COR 0
DEF 8
SPD -4
WIS 4
HP 96
CAP 1

Enticing Dream Flower

Delethine

68



CAST

The Delethine are an ancient race that dwells in the mountain tops of remote areas. They are known as great Seers and are frequently consulted for advice about the plans of conquest or any dangerous quest. They are wizards and it is said they mentor a special set of wizard spells. If a Delethine becomes warped they can be a very nasty Necromancer or warpspawn.

CAS-025 ILLUSTRATION © SUSAN VAN CAMP 2008

STR 6
COR 2
DEF 4
SPD 2
WIS 4
HP 48
CAP 7

Delethine