THIRTEEN INFERNAL DEVICES

Steve Darlington

ALIVE AGAIN POTION

Description: This green stinking liquid can be poured over any fresh corpse. Within minutes, the warp-taint of the serum causes the corpse to animate into a zombie.

Powers: When applied to a corpse, the corpse becomes an Undead creature with 3d10% in WS, BS, S, T and Ag. It has no Int, WP or Fel, 1 Attack and a Move of 2. They have the Undead and Frightening Talents, but no other Talents or Skills. The creature is also completely insane and will act randomly – it will certainly not follow the will of its creator. The transformation takes 1d10 rounds.

Malfunction Chance: 30%

Warpstone Requirement: 100 tokens to invent, a further 25 tokens per dose produced

Malfunction Suggestions: The corpse burns away in a cloud of putrid smoke and ash; the serum turns into Warpslime; the transformation happens so quickly that the applier cannot move out of range before the beast attacks

BRAIN BOX

Description: As the name suggests, this is a box-like object with several four-inch spikes attached to it. It is placed on the head of a subject and hammered down hard. This causes a Damage 5 attack to the head. Removing the box kills the wearer.

Powers: While wearing the Brain Box, the subject gains both the Black Hunger and Frenzy Talents, which activate in every combat they enter. The wearer also gains one Insanity Point for each day they wear the box.

Malfunction Chance: 10%

Warpstone Requirement: 8 tokens to create, 2 tokens per day worn

Malfunction Suggestions: Wearer becomes terrified or pacifistic; wearer has a stroke and dies; wearer begins spouting secrets about his superiors or their battle plans

Variations: The masters of Clan Skryre are trying to perfect a mind-control device to use on the surface races as well as their own. So far this is the best they've been able to do. Some more experimental models also provide the wearer with magical ability for a short time, or other Talents.

BURN EYES

Description: These thick goggles of glass and steel, very popular with Warlock Engineers, allow them to actually see the distortions of Dhar coursing around their warpfire experiments. They also let them harness that fire and shoot it out at their enemies.

Powers: The goggles have a Magic Characteristic of 3 and can cast Warp Lighting (TN 11) as a free action. The wearer also gains the Magical Sense Skill at +20%.

Malfunction Chance: 20%

Warpstone Requirement: 37 tokens to build, 9 per hour worn

Malfunction Suggestions: The warpfire burns out the wearer's eyes; the wearer gains an Insanity Point from the constant sight of the Winds of Magic; the wearer's eyes adjust so they can only see through the goggles

Variations: Devices which can cast spells are probably the most valued of any of Skryre's experiments, as Seers simply cannot be everywhere on the battlefield. If they can only gather the resources, Skryre would equip whole armies of skaven with items that projects warpfire. They are also working on a metallic catapult "stone" which summons Warpstorms every round once activated.

DARK-DARK-ARMOUR

Description: This suit of black chainmail uses the warpstone woven through it to project the Armour of Darkness spell in a field around it. The wearer thus gains greater protection and becomes almost invisible.

Powers: Those wearing the armour gain 3 Armour Points to all locations, as usual. In addition, the armour has a Magic Characteristic of 2 and can cast Armour of Darkness (TN 10) once per round as a free action (providing a total of 4 Armour Points to all locations). The wearer also gains the Silent Move skill at +10% (cancelling out the penalty of the armour).

Malfunction Chance: 15%

Warpstone Requirement: 23 tokens to create, 6 tokens per hour worn

Malfunction Suggestions: The wearer becomes completely invisible forever; the armour becomes permanently bonded with the wearer's flesh; the warpfield glows with a bright green light, instantly giving away the wearer's location

Variations: The next step is to incorporate this power into plate mail, or to improve the protection granted by the spell.

DARKTEETH

Description: These huge metal incisors are screwed onto the wearer's own teeth and jaw. Warpsteam pistons pull the jaw down with terrible strength, allowing them to bite through steel.

Powers: The wearer of the teeth may chew through wood and metal as if it were flesh. In addition, if the skaven successfully grapples an opponent, he may make one Damage 3 attack per round, which has the Armour Piercing and Impact Quality.

Malfunction Chance: 10%

Warpstone Requirement: 20 tokens to build, 5 per day worn

Malfunction Suggestions: The teeth lock shut, preventing the wearer from eating; the warpstone pistons shoot upwards, tearing off the wearer's nose; the engine overheats, boiling the tongue and gums

Variations: Clan Skryre is also working on some scissor-claws to make cutting through steel possible with just the paws.

EXPLODE-RAT

Description: A very simple device, affixing a large remote-triggered warpfire explosive to the back of a common brown rat. The rat is partially controlled by the engineer, able to travel 100 yards into an enemy camp, and then exploding on command.

Powers: The Explode-Rat counts as an Engineering weapon with a 50 yard range and doing Damage 3 to everyone within the Large Template. The rat travels at approximately 5 yards per round. If not detonated within 10 rounds (1 minute) it is beyond the range of control and may or may not explode at all.

Malfunction Chance: 50%

Warpstone Requirement: 106 tokens to invent, 27 tokens per device

Malfunction Suggestions: The rat returns to its controller; the rat goes in the wrong direction; the rat explodes too early; the explosion is a dud

Variations: In order to speed up the process and carry larger payloads, Clan Skryre are also experimenting with Explode-Dogs and Explode-Slaves.

FAR-SEE STICK

Description: The Far-See Stick is actually a pole-arm with a wickedly curved blade. The technomancers have fitted it with lenses and wires which spiral around the handle, up the wielder's arm and into a metal cap which runs wires into his skull. This allows the wielder to see through the lenses mounted below the blade. The weapon can be removed but it requires a Trade (Engineering) Skill to do so. Failure causes

the wearer to take a Damage 5 hit to the head, ignoring armour. The connections prevent the halberd from being used like a spear, so it loses the option of the Fast Quality.

Powers: The Skaven can see an extra two yards in the direction the weapon is pointing, including around corners and over barricades. Vision through the weapon counts as if the Skaven had Excellent Vision and Night Vision.

Malfunction Chance: 10%

Warpstone Requirement: 7 tokens to build, 2 tokens per day used

Malfunction Suggestions: Wires tear out of the skull or arm; information burns out the wearer's eyes; images cause wearer to gain an Insanity Point

Variations: The Warlock Engineers have also just unveiled a Far-See Jezzail, with similar stats. There is also the possibility of hooking up such a viewing device so that it transmits via far-squeaker, allowing a skaven to view through the lenses from hundreds of miles away.

JUMP-JUMP STICK

Description: This is a metal pole ending in a spring-device. There are places for a rider to put his hands and feet and then bounce upon the spring. The spring device is fitted with a warpfire piston so that each spring is returned at a greater strength than the one before. The skaven use this to leap over walls and barricades faster than even they can climb.

Powers: Anyone riding on the Jump-Jump Stick may quadruple their jump lengths and heights. However, they must move their full Move every round.

Malfunction Chance: 15%

Warpstone Requirement: 10 tokens to build, 3 per hour's ride

Malfunction Suggestions: The pole shoots up violently into the rider's abdomen; the

rider is fired into the sky at an incredible velocity; the rider remains still while the device flies off in a random direction

Variations: Some warlock engineers are experimenting with fitting these spring-pistons into leg-devices, letting skaven leap like frogs.

MUCH-MUCH HEAR

Description: This strange worm-like device runs down the skaven's ear canal and into their brain, greatly improving their ability to hear, and understand.

Powers: Anyone wearing the Much-Much Hear gains the Perception Skill, and may add +30% to it when hearing is involved. They also gain the following Speak Language skills: Bretonian, Dark Tongue, Goblin Tongue, Grumbarth, Khazalid, Reikspiel and Tilean.

Malfunction Chance: 40%

Warpstone Requirement: 56 to build, 14 per day's use

Malfunction Suggestions: The wearer gains an Insanity Point from the voices in his head; the device amplifies the sound, deafening the wearer; the device shoots warpfire into the wearer's brain, causing them to lose 1d10% of Intelligence.

Variations: Other languages are possible, perhaps even secret or arcane ones. Clan Skryre is also working on the Much-Much Smell which gives great bonuses to Follow Trail and Search rolls.

SPIN-FLY HARNESS

Description: An individual variant on the Dwarfen gyro-copter, this us a five-foot rotating blade attached to a frame that is strapped onto the head and shoulders. Powerful warpstone engines push the blade at a fantastic speed, causing the skaven to rise steadily off the ground.

Powers: The wearer can fly as a Hoverer with a Move of 2.

Malfunction Chance: 10%

Warpstone Requirement: 6 tokens to build, 2 per every ten minutes of flight

Malfunction Suggestions: The wearer's head takes off but not his body; the blade flies off in a random direction, doing terrible damage; the blade slips down onto the wearer's back, blowing them sideways into a wall or mountainside

Variations: The skaven have almost worked out how to make these large enough to support their warmachines, which will be dark news for the surface races.

STEEL-SEEKER CROSSBOW

Description: This crossbow fires fine metallic quarrels. Before launching, warp electricity gives each quarrel a powerful electromagnetic charge, causing them to be drawn strongly towards armoured enemies.

Powers: Anyone shooting the Steel-Seeker gains +30% to his Ballistic Skill and the Mighty Missile Talent against opponents wearing chain or plate mail. Hits with the quarrels have the Impact quality.

Malfunction Chance: 25%

Warpstone Requirement: 27 tokens to build, 7 tokens per shot

Malfunction Suggestions: The polarity reverses, driving the quarrels away from metal; the quarrels loop back and hit the shooter; the quarrels melt from the heat and drip onto the shooter

Variations: The quarrels may be improved so they travel greater distances or do even more damage. There are also hopes to build exploding quarrels in the near future.

STRONG-SHOCK CLAW

Description: This is a long metallic glove that reaches to a skaven's shoulder. It was crafted from human platemail, but has since been affixed with countless wires that run into the skaven's flesh, and innumerable spikes and spurs along the outside. It is large enough to be worn by a human, but once attached the interior hydraulics drive the wires into the flesh; after that, it cannot be removed without amputating the arm.

Powers: When wearing the Claw, the wearer receives +20% to his Strength and +10% to his Weapon Skill. He also receives the Natural Weapons Talent. The weapon also has a Magic Characteristic of 1, and may cast *Crackling Doom* (TN 7) as a free action.

Malfunction Chance: 20%

Warpstone Requirement: 21 tokens to build, 6 tokens per combat

Malfunction Suggestions: The claw curves inwards, snapping the bones in the arm; the electricity surges back into the wearer; the device locks in one position, making fighting impossible

Variations: More Spells and more Talents could be added to the claw, or two could be worn at once. The engineers are also considering leg and tail versions.

WARPHEART

Description: The heart of a skaven is a terribly inefficient device, pumping blood too slowly and prone to weakness in times of stress. Naturally, the Warlock Engineers can improve on nature, and some have volunteered to have their hearts replaced with a warpstone furnace.

Powers: Those equipped with a warpheart gain +3d10% to their Toughness. They also become Unsettling as their furnace hearts are usually visible from without. Finally, they also gain 8 Insanity Points for the installation.

Malfunction Chance: 10%

Warpstone Requirement: 19 tokens to build, 5 tokens per day

Malfunction Suggestions: The heart explodes (treat like a Warpstorm spell, centred on the owner of the heart); the heart gives out, causing instant death; the owner gains 1d10 mutations in rapid succession

Variations: Rumour has it that the warlock engineers are trying to further the success they had with the rat-ogre Boneripper by building a completely working warpfire brain.