

WARHAMMER
FANTASY
ROLE-PLAY

THE WARBAND OF BAYL OF MANY EYES



◆ Perilous Encounters with Followers of the Plague God ◆

CREDITS

Design and Writing: Dave Allen

Cover Illustration: Adrian Smith

Illustration: Sam Manley, Scott Purdy, Adrian Smith

Graphic Design & Layout: Dave Allen

Editors: Dominic McDowell

Production Team: Dave Allen, Emmet Byrne, Alex Cahill, David F Chapman, Walt Ciechanowski, Chris Colston, Josh Corcoran, Zak Dale-Clutterbuck, Runesael Flynn, Elaine Lithgow, TS Luikart, Dominic McDowall, Sam Manley, Pádraig Murphy, Céire O'Donoghue, JG O'Donoghue, Laura Jane Phelan, and Sam Taylor

WFRP 4 Producer: Pádraig Murphy

WFRP 4 Line Developer: Dave Allen

Publisher: Dominic McDowall

Special thanks to Games Workshop

Published by: Cubicle 7 Entertainment Ltd, Unit 6, Block 3, City North Business Campus, Co. Meath, Ireland

Last Edited: 27th September 2022

CONTENTS

Using this Supplement	3
Olde Weirde's Incunabulum	4
Chaos Warrior Advancement Templates	8
Chosen	8
Chaos Knight	8
Forsaken	8
Exalted Hero	8
Chaos Lord	8
Chaos Sorcerer	9
Chaos Sorcerer Lord	9
Basic Chaos Warrior of Nurgle	9
Mounts	9
Seekers of the Liturgus	10
The Mark of Nurgle	10
Disposition of Bayl's Warband	11
The Warband of Bayl of Many Eyes	12
Bayl of Many Eyes — Exalted Hero	12
Dónalegur — Exalted Hero	13
Ryðklumpur — Chosen	14
Tannpina — Chosen	15
Careful What You Vish For	15
A Map to Black Pit	15
The Spite Stealers	15
Racing Mancatchers	15
Encounters with Bayl's Warband	16
Trait and Talent Summary	19



No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Warhammer Fantasy Roleplay 4th Edition © Copyright Games Workshop Limited 2022. Warhammer Fantasy Roleplay 4th Edition, the Warhammer Fantasy Roleplay 4th Edition logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

◆ THE WARBAND OF BAYL ◆ OF MANY EYES



Pillaging bands of Chaos Warriors pose a constant and terrible threat to those living closest to the frozen north. Whilst all these reavers are to be feared, the warriors of Chaos who devote themselves to the Plague God Nurgle are particularly loathsome, for they are not satisfied to merely ravage and kill, but delight in spreading blight and disease in the name of their pestilent deity.

Bayl's Warband have left their homes in the Sarl lands in the troll country and journey towards the south. Bayl is a fierce raider, who has slain many in name of Nurgle, the Plague God, but this is not part of a Chaos Incursion, or even an attempt to spread disease throughout the lands to the south.

The foul marauder has heard a rumour that brings him and his warband south from their troll country homeland. He seeks a hidden library of forbidden tomes detailing diseases forgotten for centuries. Those in his path ought to tremble, for this Exalted Champion of the Plague Lord brings misery and suffering in his wake.



USING THIS SUPPLEMENT

The Tribe of Bayl continues a series describing various tribes, warbands, and groups of roving troublemakers.

Olde Weirde's *Incunabulum* provides an example of how learned people in Altdorf think about worshippers of Nurgle. Whilst Olde Weirde is an eccentric academic whose views may be considered rather too liberal by the followers of Sigmar, he does provide an example of the sort of knowledge that might be available to those interested in researching the subject.

Along with game information for personalities from the warband, you'll also find templates for Chosen and Forsaken Chaos Warriors, Exalted Heroes and Chaos Sorcerers. These can be used to advance any of the basic creature templates found in Chapter 12 of the *Warhammer Fantasy Roleplay Rulebook*. GMs are encouraged to develop them, to give creatures more complexity and provide greater challenges.

To apply these templates, simply add the indicated number of Advances to the base creature's Characteristics and add any Skill Advances, Talents, and Trappings. Some templates also include Options to further customise the creature. For example, if you would like to create a Chosen Chaos Warrior, apply the Chosen template to the Chaos Warrior profile (*WFRP*, page 334). Wounds may also be affected by the templates, so recalculate those after adjusting the creature's S, T, and WP.

We also provide a guide to Bayl's warband, a particular group of Chaos Warriors devoted to Nurgle who are on a mysterious quest, the implications of which even Bayl fails to understand. Ideas for how their mission might result in adventures and encounters are provided, as well as four example members of the warband made using the templates.

Olde Weirde's Incunabulum



I had been spending the morning ensuring that my upcoming series of lectures on the carnivorous flora of Lustria coincided with Professor Pfaff's lessons on the supremacy of Sigmar when I was informed that my efforts had been wasted, as dear old Pfaff had taken a bad dose of the Yellow Ague.

The pious fool is too small-minded to seek the healing hands of Shallya's priests, claiming that the disease had been sent to test his mettle and, I quote his exact words here, 'just as the rebarbative Ironjaw was vanquished in the first battle of Blackfire Pass, when the multifarious goblin coalitions recklessly ranked in league vendetta against our heroic holy founder, so shall I beat this contumacious xanthic ailment'. With that attitude he is sure to be confined to his bed for the whole of the upcoming semester, and no doubt have plenty of time to improve his repertoire of pretentious adjectives.

Now, privately I was heartened to realise Pfaff's illness would spare the scholars of the University fifteen weeks of the same sanctimonious charlatantry any resident of Altdorf can receive for free by attending Festag musters at the Grand Cathedral. However, I did reflect on the loss to the world that might result from the illness or death of a more profound thinker.

It strikes me that Pfaff's attitude towards dealing with the disease – the notion that to suffer it is to embrace a tempering process from which he shall emerge stronger and more resilient – is less typical of the attitudes of true Sigmarites, but has more in common with one of the greatest heresies a person can commit. It has all the appearance of the core beliefs of the Plague God, who delights in the gift of disease and whose followers wholeheartedly believe that which does not kill you somehow also fails to debase, debilitate, and damage you.

Which, of course, is all disease does. And the Cult of Sigmar is wise enough to recognise this and earnestly encourages its congregants to seek solace at the temple of Shallya should they suffer from so much as a runny nose.

The followers of the Plague God are corrupt and their motives insane. Who would condemn themselves to such a loathsome existence? Any creature that has entered his service inevitably becomes host to cankers, agues, parasites, infections, and other afflictions. The corruption of their bodies is plain to see. Thrice-damned adherents of this mad cult are instantly recognised by their scabrous skin, constellations of boils and pox marks, their doomed flesh rent through with weeping lesions and sores.