

ISSUE 30 - WINTER 2013

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FINAL REPORTS FROM THE HEART OF CORRUPTION



Elves

This issue of *Warpstone* started out as an Elf special. This never came to fruition but a number of articles did emerge. In the meantime however, the *Defenders of the Forest* (www.liberfanatica.net/Elf_Project.html) sourcebook was published. *Warpstone* is proud to present a number of new articles from the authors of *Defenders of the Forest*. We hope these encourage you to check it out if you have not already done so.

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An Elf community and its long war against the Undead. A *Defenders of the Forest* expansion.

153 The Quickening

Elf Fiction in which we see the alien.



Gnomes

A series of articles that may at first appear to be a bad excuse for endless puns about Gnomes. We won't deny that, but also a look at Gnome PCs and perhaps the answer to the oft asked question – "Whatever happened to the Gnomes in WFRP?"*

81 What's in a Gnome? Gnomes Revisited

Background and rules for Gnomes in WFRP2. Includes new careers, spell lore and cult description for Ringil. Also includes the only reference to creative botany in the history of *Warpstone*.

89 Gnomes: Shelter from the Storm

A possible explanation as to the fate of the Gnomes. Yes, it does involve toadstools and fishing rods. And giant rabbits and weasels.

95 Nobody's Gnome

Some more possible explanations as to the fate of the Gnomes.

*"They have all gone Gnome" is not an acceptable answer.

Reviews

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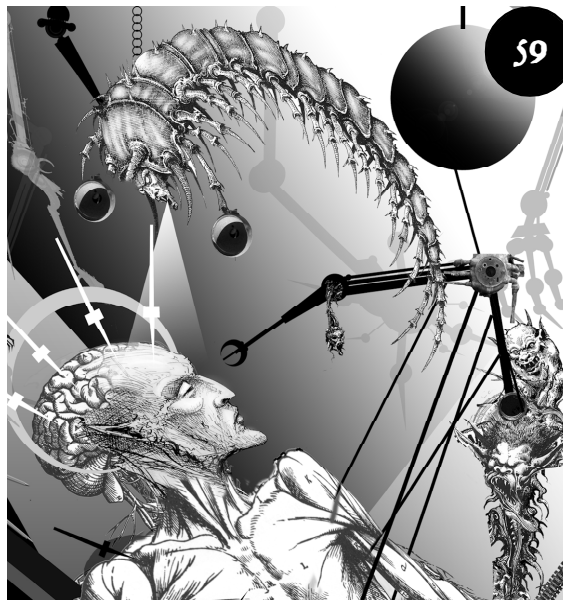
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The turn of the card reveals trouble ahead. A tale that includes intrigue, double dealing, stony-faced opponents and artistic temperaments in Marienburg.

The Evil Ones

Chaos is but one of many enemies. A look at some of those which are just plain bad and various shades in-between.

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Some aspects of the Cult of Morr could be described as Evil. In spirit, this is the last of The Correspondent articles that ran from issue 10 to 23.
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A look at the difficulties of playing evil PCs in WFRP and other RPGs. This article probably caused more discussion among the *Warpstone* team than any other.



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A Monastic Order for Morr, located in the World's Edge Mountains.
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An order of Knights fighting for justice. Some elements may be rather familiar.