

Creatures by Slaughter Margin

By Emil Heide

Book abbreviations:

CotHR: Children of the Horned Rat

LotLL: Lure of the Liche Lord

NDM: Night's Dark Masters

OWB: Old World Bestiary

RotIQ: Realm of the Ice Queen

ToC: Tome of Corruption

WC: The WFRP Companion

This is a fan material document made for Warhammer Fantasy Roleplay 2nd Edition (WFRP2). It lists all WFRP2 creatures by slaughter margin, provided that they have a slaughter margin and are from books published by Black Industries or Fantasy Flight Games.

Slaughter margin is a system introduced in Old World Bestiary. It is used to track combat difficulty.

I would like to point out a few things about the lists.

- There are two lists. The first one, *Alphabetical*, lists creatures alphabetically under each slaughter margin. The other one, *Categorical*, further divides the creatures under each slaughter margin by different categories, like Chaos and Undead.
- Only generic creatures are included, not specific individuals. This makes the document spoiler-free.
- If different books have different profiles and/or slaughter margins for a creature with the same name, then a separate reference is made for each one under the appropriate slaughter margins, and their names are marked in [blue](#). If the creature has the same profile and slaughter margin in several books, then all the books are mentioned in one entry, without them being coloured blue. Ex: Chaos Fury (OWB, 88 ; ToC, 234)
- Creatures with more than one difficulty (such as Amoebae and ethereal creatures) are listed under all those difficulties. These are marked in [red](#).
- When 'with magic' or 'without magic' is mentioned, it concerns the PCs access to magic (magic items or spells), not the creature's access to, or use of, magic. Ethereal creatures have different slaughter margins depending on the characters access to magic or lack thereof, which is also why they are marked in [red](#) as mentioned above. The Glimmer from RotIQ is only Average in the book but can still become ethereal and impossible to kill without magic, so I have put Glimmer under both Average and Impossible and marked it in [red](#).

This is the first draft, and all feedback is welcome. Contact me by emil_heide@hotmail.com.

Alphabetical

Very Easy

Fire Bird (RotIQ, 135)
Pony (OWB, 123)
Riding Horse (OWB, 123)
Scuttling Hand (NDM, 139)
Small Prey Animal (OWB, 124)
Small Raptor (OWB, 124)
Snake (OWB, 124)
Snotling (OWB, 109)
Wraithwisp (NDM, 141)

Easy

Amoebae (WC, 120)
Giant Leech (WC, 122)
Giant Rat (OWB, 95)
Goblin (OWB, 97)
Large Prey Animal (OWB, 124)
Night Goblin (OWB, 97)
Nipper (RotIQ, 138)
Oblast Elk (RotIQ, 138)
Spite (WC, 125)
Undead Dwarf (LotLL, 104)
Zombie (OWB, 120)

Routine

Amoebae (WC, 120)
Bloodsedge (WC, 120)
Bonechewer (CotHR, 111)
Bray (OWB, 84)

Catalogue Daemon (ToC, 84)
Cavity Worm (ToC, 113)
Clan Moulder Packmaster (OWB, 107)
Clan Pestilens Plague Monk (OWB, 107)
Clanrat (OWB, 106)
Destrier (OWB, 122)
Fungus Zombie (WC, 126)
Giant Rat (CotHR, 113)
Giant Wolf (OWB, 96)
Hobgoblin (OWB, 99)
Lashworm (ToC, 118)
Lifekiss (ToC, 119)
Light Warhorse (OWB, 122)
Mummified Zombie (LotLL, 103)
Mutant (OWB, 102)
Night Goblin Fanatic (OWB, 98)
Nightmare (LotLL, 104 ; OWB, 123)
Nurgling (ToC, 226)
Poltergeist (with magic) (OWB, 109)
Rat Ogre (CotHR, 115)
Silkens (ToC, 119)
Skeleton (OWB, 108)
Sorrow Swarm (ToC, 120)
Sunworm (ToC, 121)
Tuskgor (ToC, 105)
Ungor (OWB, 84)
Warhound of Chaos (ToC, 106)
Warp Bat (CotHR, 117)

Average

Amoebae (WC, 120)

Amphisbaena (ToC, 111)
Cave Viper (CotHR, 112)
Chameleoleech (WC, 121)
Chaos Dwarf (OWB, 85)
Chaos Marauder (OWB, 86)
Chaos Steed (OWB, 121)
Clan Eshin Night Runner (OWB, 106)
Clan Skryre Skirmisher (OWB, 107)
Common Orc (OWB, 104)
Dire Wolf (OWB, 91)
Doom Wolf (NDM, 137)
Elven Corsair (OWB, 93)
Elven Steed (OWB, 122)
Geckamand (CotHR, 113)
Ghost (with magic) (OWB, 109)
Ghoul (OWB, 94)
Glimmer (with magic) (RotIQ, 136)
Gor (OWB, 83)
Grave Grass (NDM, 138)
Harpy (OWB, 99)
Imp (ToC, 235)
Indrika (RotIQ, 137)
Plague Rat (CotHR, 114)
Rat Mother (CotHR, 114)
Rat Wolf (CotHR, 115)
Reik Eel (WC, 124)
Residue (with magic) (LotLL, 116)
Savage Orc (OWB, 104)
Skeleton Soldier (LotLL, 101)
Warhawk (OWB, 117)

Wild Boar (OWB, 119)

Challenging

Amoebae (WC, 120)

Banshee (with magic) (OWB, 82)
Basilisk (ToC, 112)
Bastethi (LotLL, 100)
Bestigor (OWB, 82)
Black Orc (OWB, 103)
Blue Horror (ToC, 233)
Bull Centaur (OWB, 86)
Cavern Coral (CotHR, 112)
Centigor (OWB, 83)
Chaos Fury (OWB, 88 ; ToC, 234)
Chaos Slime (ToC, 115)
Chaos Warrior (OWB, 87)
Child of Ulric (OWB, 118)
Cave Bear (RotIQ, 134)
Common Bear (RotIQ, 134)
Daemonic Mount (OWB, 121)
Daemonic Mount (ToC, 234)
Disc of Tzeentch (ToC, 231)
Doppelganger (WC, 122)
Eyeless One (RotIQ, 135)
Fen Worm (ToC, 117)
Flesh Hound (ToC, 224)
Greater Bastethi (LotLL, 100)
Imprisoned (LotLL, 115)
Juggernaut (ToC, 224)
Lantern Worm (CotHR, 113)
Mermaid (WC, 123)
Minotaur (OWB, 101)

Patchwork Man (WC, 124)
Pegasus (OWB, 105)
Screamer (ToC, 232)
Shiner (NDM, 139)
Squig (OWB, 108)
Steed of Slaanesh (ToC, 229)
Tomb Guard (LotLL, 102)
Tomb Squig (LotLL, 119)
Tree Kin (WC, 126)
Tunnel Rusher (CotHR, 116)
Unholy Blade (NDM, 139)
Unicorn (OWB, 113)
Vampire Bat (OWB, 113)
Were (OWB, 118)
Wicker Man (NDM, 140)
Wight (OWB, 118)

Hard

Amalgamation Beast (ToC, 112)
Amoebae (WC, 120)
Beast of Nurgle (ToC, 227)
Bloodletter (OWB, 88 ; ToC, 225)
Carstein Vampire (OWB, 115)
Chaos Troll (OWB, 112)
Common Troll (OWB, 111)
Daemonette (OWB, 88 ; ToC, 230)
Dragon Ogre (OWB, 92 ; ToC, 116)
Dryad (OWB, 92)
Elven Wight (LotLL, 114)
Fenbeast (OWB, 94)
Fiend of Slaanesh (ToC, 229)
Flamer (ToC, 231)

Frostfiend (RotIQ, 136)
Giant Spider (OWB, 96)
Great Eagle (OWB, 98)
Hippogriff (OWB, 99)
Horror (OWB, 89)
Ice Bear (RotIQ, 134)
Ice Troll (RotIQ, 139)
Imprisoned (LotLL, 115)
Lahmian Vampire (OWB, 116)
Mummy (OWB, 101)
Mummy (LotLL, 103)
Naiad (WC, 123)
Ogre (OWB, 103)
Pink Horror (ToC, 233)
Plaguebearer (OWB, 90 ; ToC, 228)
Rat Ogre (OWB, 105)
Rat Swarm (CotHR, 115)
River Troll (OWB, 112)
Rune Guardian (LotLL, 117)
Sacrificed (with magic) (LotLL, 118)
Spectre (with magic) (OWB, 110)
Stirpike (WC, 125)
Stone Troll (OWB, 113)
Strigoi Vampire (OWB, 117)
Tregara (CotHR, 116)
Ushabti (LotLL, 103)
Wight General (LotLL, 104)
Wraith (with magic) (OWB, 119)

Very Hard

Blood Dragon Vampire (OWB, 114)
Bog Octopi (WC, 121)
Chimera (ToC, 115)
Dragon Ogre Shaggoth (ToC, 117)
Giant (OWB, 94)
Griffon (OWB, 98)
Hydra (OWB, 100)
Jabberwock (ToC, 118)
Manticore (OWB, 101)
Necrarch Vampire (OWB, 116)
Promethean (WC, 124)
Treeman (OWB, 110)
Warpslime (CotHR, 117)
Winged Nightmare (NDM, 140)
Wyvern (OWB, 120)

Impossible

Banshee (without magic) (OWB, 82)
Behemoth (WC, 120)
Bloodthirster (ToC, 242)
Chaos Dragon (ToC, 114)
Dragon (OWB, 91)
Ghost (without magic) (OWB, 109)
Glimmer (with magic) (RotIQ, 136)
Great Unclean One (ToC, 244)
Keeper of Secrets (ToC, 246)
Lord of Change (ToC, 247)
Poltergeist (without magic) (OWB, 109)
Sacrificed (without magic) (LotLL, 118)
Residue (without magic) (LotLL, 116)
Spectre (without magic) (OWB, 110)
Triton (WC, 126)
Wraith (without magic) (OWB, 119)
Zombie Dragon (NDM, 141)

Categorical

Categories:

- **Chaos:** Any creature who is aligned with Chaos, or who is physically and/or mentally affected by Chaos in a significant way, including Chaos followers, daemons and beastmen. This includes creatures with the Chaos Mutations special rule (excluding squigs), the Dark Lore (Chaos, or god-specific) talent or creatures whose entries and/or profiles in other ways strongly imply their relationship to chaos. All creatures from the Tome of Corruption that have fixed characteristics are in this category.
- **Constructs:** Any creature with the Construct, Sorcerous Construct or Rune Construct special rule.
- **Greenskins:** All goblins, hobgoblins, orcs, snotlings, squigs and trolls.
- **Others:** Creatures that do not fit any other category.
- **Nature:** Nature-related creatures and spirits, including animals but not undead animals. This includes animals *touched* by chaos (like Giant Rats), but not animal-like creatures *made of* chaos (like Daemonic Mounts and Steeds of Slaanesh).
- **Skaven:** Skaven and creatures closely associated with their society.
- **Undead:** Any creature with the Undead talent/trait. Ghouls are included due to their close association with undead creatures, even though they are not undead themselves.

Creatures that fit several categories (like Chaos Trolls (Chaos/Greenskins)) are listed under all appropriate categories. Remember that the *other* category only includes creatures that do not fit in any other category.

Very Easy

Greenskins

Snotling (OWB, 109)

Nature

Fire Bird (RotIQ, 135)

Pony (OWB, 123)

Riding Horse (OWB, 123)

Small Prey Animal (OWB, 124)

Small Raptor (OWB, 124)

Snake (OWB, 124)

Undead

Scuttling Hand (NDM, 139)

Wraithwisp (NDM, 141)

Easy

Greenskins

Goblin (OWB, 97)

Night Goblin (OWB, 97)

Nature

Amoebae (WC, 120)

Giant Leech (WC, 122)

Giant Rat (OWB, 95)

Large Prey Animal (OWB, 124)

Nipper (RotIQ, 138)

Oblast Elk (RotIQ, 138)

Spite (WC, 125)

Skaven

Giant Rat (OWB, 95)

Undead

Undead Dwarf (LotLL, 104)

Zombie (OWB, 120)

Routine

Chaos

Bray (OWB, 84)

Catalogue Daemon (ToC, 84)

Cavity Worm (ToC, 113)

Lashworm (ToC, 118)

Lifekiss (ToC, 119)

Mutant (OWB, 102)

Nurgling (ToC, 226)

Silkens (ToC, 119)

Sorrow Swarm (ToC, 120)

Sunworm (ToC, 121)

Tuskgor (ToC, 105)

Ungor (OWB, 84)

Warhound of Chaos (ToC, 106)

Warp Bat (CoTHR, 117)

Greenskins

Hobgoblin (OWB, 99)

Night Goblin Fanatic (OWB, 98)

Nature

Amoebae (WC, 120)

Bloodsedge (WC, 120)

Bonechewer (CotHR, 111)

Destrier (OWB, 122)

Giant Rat (CotHR, 113)

Giant Wolf (OWB, 96)

Light Warhorse (OWB, 122)

Tuskgor (ToC, 105)

Warhound of Chaos (ToC, 106)

Warp Bat (CotHR, 117)

Skaven

Bonechewer (CotHR, 111)

Clan Moulder Packmaster (OWB, 107)

Clan Pestilens Plague Monk (OWB, 107)

Clanrat (OWB, 106)

Giant Rat (CotHR, 113)

Rat Ogre (CotHR, 115)

Warp Bat (CotHR, 117)

Undead

Fungus Zombie (WC, 126)

Mummified Zombie (LotLL, 103)

Nightmare (LotLL, 104 ; OWB, 123)

Poltergeist (with magic) (OWB, 109)

Skeleton (OWB, 108)

Average

Chaos

Amphisbaena (ToC, 111)

Chaos Dwarf (OWB, 85)

Chaos Marauder (OWB, 86)

Chaos Steed (OWB, 121)

Gor (OWB, 83)

Imp (ToC, 235)

Greenskins

Common Orc (OWB, 104)

Savage Orc (OWB, 104)

Nature

Amoebae (WC, 120)

Cave Viper (CotHR, 112)

Chameleoleech (WC, 121)

Elven Steed (OWB, 122)

Geckamand (CotHR, 113)

Grave Grass (NDM, 138)

Indrika (RotIQ, 137)

Reik Eel (WC, 124)

Warhawk (OWB, 117)

Wild Boar (OWB, 119)

Others

Elven Corsair (OWB, 93)

Harpy (OWB, 99)

Skaven

Clan Eshin Night Runner (OWB, 106)
Clan Skryre Skirmisher (OWB, 107)
Plague Rat (CotHR, 114)
Rat Mother (CotHR, 114)
Rat Wolf (CotHR, 115)

Undead

Dire Wolf (OWB, 91)
Doom Wolf (NDM, 137)
Ghost (with magic) (OWB, 109)
Glimmer (with magic) (RotIQ, 136)
Ghoul (OWB, 94)
Residue (with magic) (LotLL, 116)
Skeleton Soldier (LotLL, 101)

Challenging

Chaos

Basilisk (ToC, 112)
Bestigor (OWB, 82)
Blue Horror (ToC, 233)
Bull Centaur (OWB, 86)
Centigor (OWB, 83)
Chaos Fury (OWB, 88 ; ToC, 234)
Chaos Slime (ToC, 115)
Chaos Warrior (OWB, 87)
Daemonic Mount (OWB, 121)
Daemonic Mount (ToC, 234)
Disc of Tzeentch (ToC, 231)
Fen Worm (ToC, 117)
Flesh Hound (ToC, 224)
Juggernaut (ToC, 224)

Minotaur (OWB, 101)
Screamer (ToC, 232)
Steed of Slaanesh (ToC, 229)
Were (OWB, 118)

Constructs

Wicker Man (NDM, 140)

Greenskins

Black Orc (OWB, 103)
Squig (OWB, 108)
Tomb Squig (LotLL, 119)

Nature

Amoebae (WC, 120)
Cavern Coral (CotHR, 112)
Cave Bear (RotIQ, 134)
Common Bear (RotIQ, 134)
Lantern Worm (CotHR, 113)
Mermaid (WC, 123)
Pegasus (OWB, 105)
Shiner (NDM, 139)
Tree Kin (WC, 126)
Unicorn (OWB, 113)

Others

Child of Ulric (OWB, 118)
Doppelganger (WC, 122)
Unholy Blade (NDM, 139)

Skaven

Tunnel Rusher (CotHR, 116)

Undead

Banshee (with magic) (OWB, 82)

Bastethi (LotLL, 100)

Eyeless One (RotIQ, 135)

Greater Bastethi (LotLL, 100)

Imprisoned (LotLL, 115)

Patchwork Man (WC, 124)

Tomb Guard (LotLL, 102)

Wight (OWB, 118)

Vampire Bat (OWB, 113)

Hard

Chaos

Amalgamation Beast (ToC, 112)

Beast of Nurgle (ToC, 227)

Bloodletter (OWB, 88 ; ToC, 225)

Chaos Troll (OWB, 112)

Daemonette (OWB, 88 ; ToC, 230)

Dragon Ogre (OWB, 92 ; ToC, 116)

Fiend of Slaanesh (ToC, 229)

Flamer (ToC, 231)

Horror (OWB, 89)

Pink Horror (ToC, 233)

Plaguebearer (OWB, 90 ; ToC, 228)

Stirpike (WC, 125)

Constructs

Fenbeast (OWB, 94)

Rune Guardian (LotLL, 117)

Greenskins

Chaos Troll (OWB, 112)

Common Troll (OWB, 111)

Ice Troll (RotIQ, 139)

River Troll (OWB, 112)

Stone Troll (OWB, 113)

Nature

Amoebae (WC, 120)

Dryad (OWB, 92)

Frostfiend (RotIQ, 136)

Giant Spider (OWB, 96)

Great Eagle (OWB, 98)

Hippogriff (OWB, 99)

Ice Bear (RotIQ, 134)

Naiad (WC, 123)

Rat Swarm (CotHR, 115)

Tregara (CotHR, 116)

Others

Ogre (OWB, 103)

Skaven

Rat Ogre (OWB, 105)

Rat Swarm (CotHR, 115)

Undead

Carstein Vampire (OWB, 115)

Elven Wight (LotLL, 114)

Imprisoned (LotLL, 115)

Lahmian Vampire (OWB, 116)

Mummy (OWB, 101)

Mummy (LotLL, 103)

Sacrificed (with magic) (LotLL, 118)

Spectre (with magic) (OWB, 110)

Strigoi Vampire (OWB, 117)

Ushabti (LotLL, 103)

Wight General (LotLL, 104)

Wraith (with magic) (OWB, 119)

Very Hard

Chaos

Chimera (ToC, 115)

Dragon Ogre Shaggoth (ToC, 117)

Jabberwock (ToC, 118)

Manticore (OWB, 101)

Warpslime (CotHR, 117)

Nature

Bog Octopi (WC, 121)

Griffon (OWB, 98)

Promethean (WC, 124)

Treeman (OWB, 110)

Others

Giant (OWB, 94)

Hydra (OWB, 100)

Wyvern (OWB, 120)

Undead

Blood Dragon Vampire (OWB, 114)

Necrarch Vampire (OWB, 116)

Winged Nightmare (NDM, 140)

Impossible

Chaos

Bloodthirster (ToC, 242)

Chaos Dragon (ToC, 114)

Great Unclean One (ToC, 244)

Keeper of Secrets (ToC, 246)

Lord of Change (ToC, 247)

Nature

Behemoth (WC, 120)

Glimmer (with magic) (RotIQ, 136)

Triton (WC, 126)

Others

Dragon (OWB, 91)

Undead

Banshee (without magic) (OWB, 82)

Ghost (without magic) (OWB, 109)

Poltergeist (without magic) (OWB, 109)

Sacrificed (without magic) (LotLL, 118)

Residue (without magic) (LotLL, 116)

Spectre (without magic) (OWB, 110)

Wraith (without magic) (OWB, 119)

Zombie Dragon (NDM, 141)