

Norse Shaman

45 gc to hire +25 gc upkeep

Even mighty warriors fear the seers of the great Norse tribes. It is said that these seers are mighty soothsayers and can tell when a warrior will meet his death in combat, a knowledge that any warrior dreads to know.

May be hired: Norse and human warbands in Lustria may hire The Norse Shaman.

Rating: The Norse Shaman adds +25 points, plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	2	3	3	1	3	1	8

Skills: The Shaman may choose from the Combat and Academic skill charts, in lieu of a skill, they may roll for an additional Rune (see below). Rolling a duplicate lowers the difficulty as normal for magic spell.

Equipment: The Shaman carries a rune staff and either a sword or an axe.

SPECIAL RULES

The Norse Shaman starts with two ‘Runes’ from the following chart. These

Are treated in the same way as Sigmarite Prayers and can be cast whilst wearing armour. Abilities that give saves against spell, give saves against runes.

1 Howl of the North

Difficulty 9

Icy winds sweep before the Shaman knocking missiles from there path.

The shaman is immune to all missile fire. Roll a dice during the Shaman’s recovery phase. On a roll of 1 or 2 the winds dissipate.

2 Angvar’s Fury Difficulty

Difficulty 7

The Shaman’s howls rouses the anger of the warriors around him to a fever pitch.

All warriors within 8" of the Shaman gains +1 to hit in hand-to-hand combat against the opposing warband. The spell last till the start of the Norse players next turn

3 Elvek’s Cold Spear

Difficulty 7

A razor sharp icicle flies at the Shaman’s foes.

The icicle has a range of 18" and causes one S4 hit. It strikes the first model in its path. Normal armour saves apply.

4 Gift of the Fates

Difficulty 7

The Shaman calls on the three Wyrd Sisters of the Norse legend for a glimpse of the future.

The Shaman may adjust one die roll by +/-1 between a successful casting of this rune & his next recovery phase. A to wound roll adjusted to or from 6 will not cause a critical.

5 Kiss of Frost

Difficulty 6

The Shaman covers the ground of his choosing with slick ice.

A single model within 12" of the Shaman must pass an Initiative test or be knocked down.

6 Bear's Might

Difficulty 9

The Shaman calls upon the spirits of the great Ice Bears of the North to aid him.

The Shaman gains +1 Attack, +2 Strength, +2 Toughness and lose —2 Initiative (to a minimum of 1). Take a Leadership test at the beginning of each turn (both yours and your opponent's). if the test fails, Bear's Might drains away. Bear's Might can only be cast successfully once per game.

