



NORSCA
THE GRIM NORTH OF PERILOUS ADVENTURE



NORSCA: WFRP 2nd Edition Rules by Jackdays

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Some text are directly taken from various sources, that probably should be mentioned. Check these from the main document – Norsca.

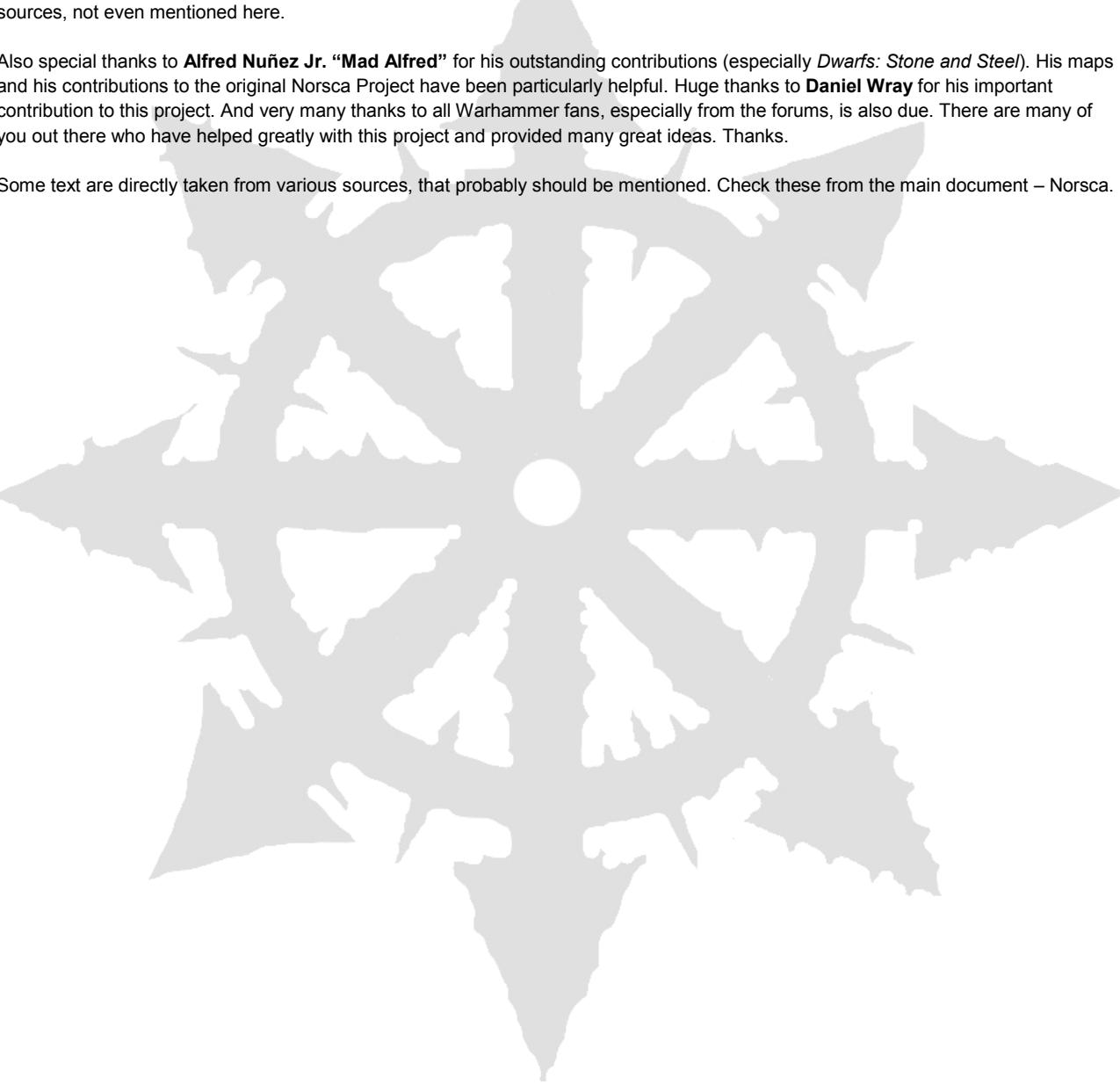




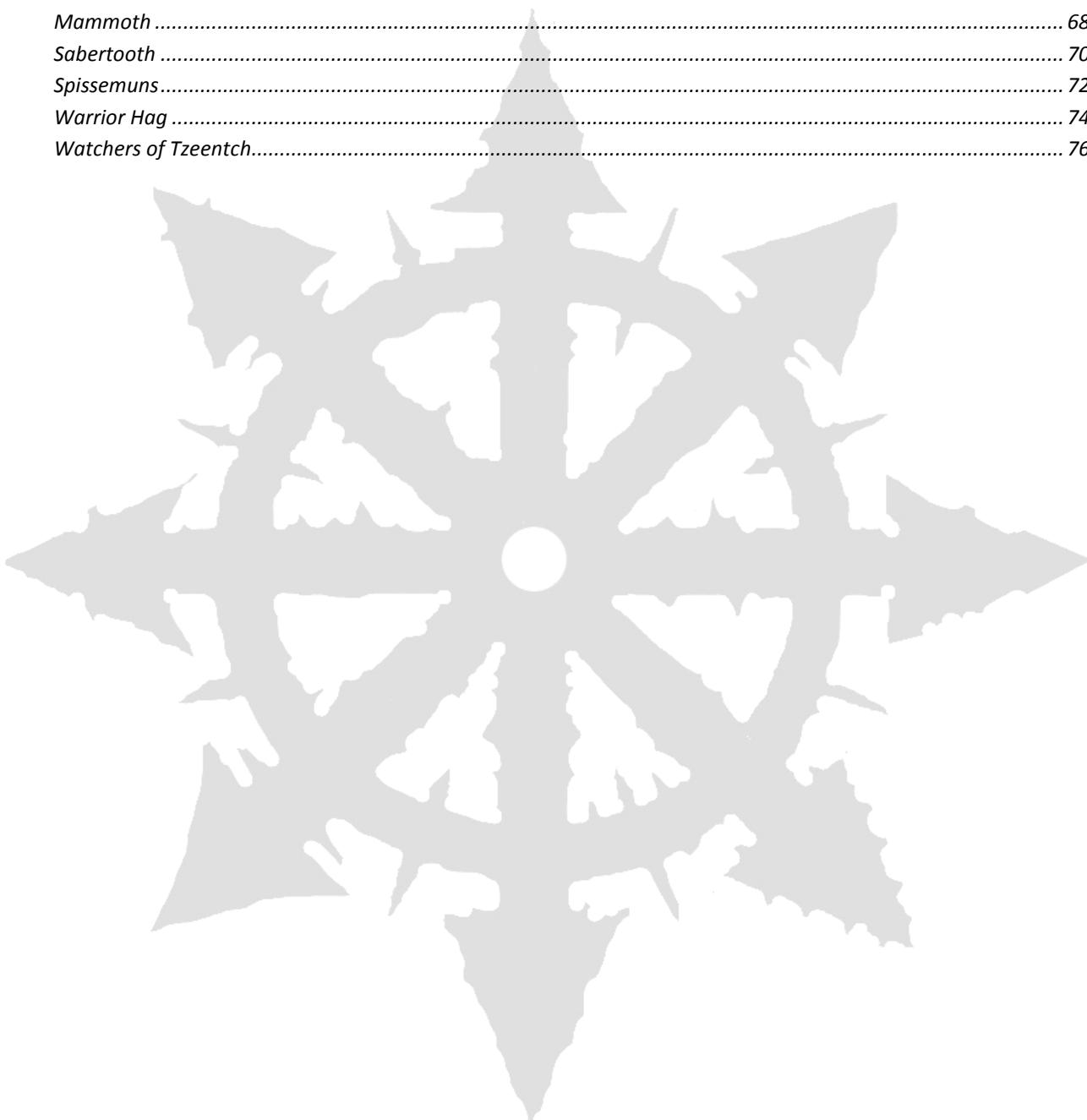
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Chapter I: The Land

ФМИГИХИВФМРНГИХИВ*ФРГИХИХИХИХИВФРГИИЛФМГИХИЛФРХИ

Cold Environment

Cold environment brings many dangers and obstacles to a traveler not prepared to face the deadly northern weather.

Cold Temperature

Most of the time characters must pass a **Average Toughness Test** to avoid damage in the Cold environment. Each failed test imposes the cumulative -10 penalty to all tests and to the Toughness. Also -1 penalty to all Casting Rolls. Should this penalty exceed the characters Toughness Characteristic, the character freezes to death. Also failed test inflicts damage from the frostbite - The character loses 1 Wound for every 10 points by which he failed the Toughness Test. And this loss bypasses any armour or other bonus (for example Toughness bonus). It is possible to gain critical wounds that may cause them to lose limbs. Damage never leads to uncontrollable bleeding, so ignore those aspects of the Critical Effects tables. Also instant death does happen; the cold simply stops the character's heart / the character freezes to death.

For every six hours spent in a warm environment drops cumulative penalty. Warm clothing, fires, and the like are a big help against the cold. Sitting or sleeping around a substantial fire moderates the temperature and avoids the need for Toughness tests. It does not, however, count as a warm environment for the purposes of recovery unless the fire and character are in an enclosed space, such as a house or tent. Sleeping while sharing a blanket with another warm-blooded creature also removes the need to make tents but cannot actually make the character warm.

Also contact with very cold metal may cause Wounds. If character touches cold metal with bare skin in Cold, Very Cold, Extremely Cold or Unearthly Cold environment this causes automatically 1 Wound per round.

For game purposes, air temperature falls into one of the following temperatures in the cold environment. Some rules are given here, but common sense should be used:

Chilly (10 to 0°C / 50 to 32°F)

Autumn and spring temperature.

- ❖ **Minimun Clothing / No Clothing:** A character must pass a Toughness test every hour.
- ❖ **Light Clothing / Light Fur:** A character must pass a Toughness test every three hours.
- ❖ **Travelling Clothing / Average Fur:** Perfect clothing.
- ❖ **Winter Clothing / Arctic Animals:** Too warm clothing.

Freezing (0 to -10°C / 32 to 14°F)

Late autumn and early spring temperature.

- ❖ **Minimum Clothing / No Clothing:** A character must pass a Toughness test every 10 minutes.
- ❖ **Light Clothing / Light Fur:** A character must pass a Toughness test every hour.
- ❖ **Travelling Clothing / Average Fur:** A character must pass a Toughness test every 12 hours, around dawn, and dusk.
- ❖ **Winter Clothing / Arctic Animals:** Clothing can be little too warm.





Cold (-10 to -20°C / 14 to -4°F)

Average winter temperature.

- ❖ **Minimun Clothing / No Clothing:** A character must pass a Toughness test every 5 minutes.
- ❖ **Light Clothing / Light Fur:** A character must pass a Toughness test every 10 minutes.
- ❖ **Travelling Clothing / Average Fur:** A character must pass a Toughness test every six hours, around dawn, noon, dusk, and midnight.
- ❖ **Winter Clothing / Arctic Animals:** A character must pass a Toughness test every 12 hours, around dawn and dusk.

Very Cold (-20 to -30°C / -4 to -22°F)

Middle winter temperature. Commonly only month or two in a year.

- ❖ **Minimun Clothing / No Clothing:** A character must pass a Toughness test every minute.
- ❖ **Light Clothing / Light Fur:** A character must pass a Toughness test every 5 minutes.
- ❖ **Travelling Clothing / Average Fur:** A character must pass a Toughness test every hour.
- ❖ **Winter Clothing / Arctic Animals:** A character must pass a Toughness test every six hours, around dawn, noon, dusk, and midnight.

Extreme Cold (-30 to -45°C / -22 to -50°F)

Very rare winter temperature. Commonly only few weeks in a harsh year.

- ❖ **Minimun Clothing / No Clothing:** A character gains cumulative -10 penalty and 2 Wounds every minute.
- ❖ **Light Clothing / Light Fur:** A character must pass a Toughness test every minute.
- ❖ **Travelling Clothing / Average Fur:** A character must pass a Toughness test every 10 minutes.
- ❖ **Winter Clothing / Arctic Animals:** A character must pass a Toughness test every three hours.
- ❖ **Immunity to Cold:** Find this temperature uncomfortable.

Unearthly Cold (-45°C / -50°F or less)

Extremely rare winter temperature.

- ❖ **Minimun Clothing / No Clothing:** A character gains cumulative -20 penalty and 4 Wounds every minute.
- ❖ **Light Clothing / Light Fur:** A character gains cumulative -10 penalty and 1 Wound every minute.
- ❖ **Travelling Clothing / Average Fur:** A character must pass a Toughness test every 5 minutes.
- ❖ **Winter Clothing / Arctic Animals:** A character must pass a Toughness test every hour.
- ❖ **Immunity to Cold:** Find this temperature uncomfortable (even cold) and try to find cover. Temperature may cause -10% penalty to the tests, but doesn't cause actual damage (or minuses to the Toughness).

Familiarity to Cold

There should be bonuses or penalties to any survival and resistance tests against cold/frost, depending on how adapt character or race is to cold environment. Every year in new environment should lower the penalties by -10. Some races may adapt faster new environments (half a year). These include for example: the Dwarfs, Ogres, Skaven...etc.. Others may never adapt the cold (example the Lizardmen).

Native environment:

- ❖ **Cold:** Those living in the most northern areas of the world. Includes the Chaos Wastes, Norsca, Kislev Oblast, Eastern Steppes, Land of Chill... Should get +10 bonus for tests against cold, because they have adapted the most brutal of cold environments.
- ❖ **Temperate:** Those living Kislev, the Empire, northern Bretonnia, Naggaroth and high mountain ranges of the south. These people do not get bonuses or penalties. They are familiar of the cold environment.
- ❖ **Warm:** Those living areas with mild or even warm winters. Southern Bretonnia, Estalia, Tilea, Border Princes, Badlands, Dark Lands, Northern Araby, Grand Cathay, Ulthuan... These people suffer -10 penalty in cold tests.
- ❖ **Tropical:** These people truly suffer in the cold. Also they have no familiarity to cold (probably have never seen snow). They come from the Lustria, New World, Araby, Southlands, Ind, Khuresh... These people should suffer -20 penalty in any cold tests.





Snow Blindness

Snow blindness results from the sun's burning of eye tissue, making the eyes dry, swelled, irritated, and extremely sensitive to light. Snow blindness can occur when a traveler spends at least an hour on a snowfield, ice sheet, glacier, or similar bright terrain on a clear, sunny day without any eye protection. Protection means a veil, dark lenses, or similar eye covering. Blindness lasts about 1d10/2 hours (minimum 1 hour) or until one hour after the victim enters a shadowed or enclosed area.

Snow

Snow and snowfall will not only slow the movement and make vision more limited. Snow also gives other penalties and bonuses. Snow itself gives bonuses to tracking giving away tracks more easily, but on the other hand snowfall covers tracks fast. Snow itself is good light source during nights when there is clear moonlight. But snow also makes silent movement harder.

- ❖ **Hail:** -1 penalty to Movement. There is also -10 penalty to any hearing based perception tests. Sometimes hail can become so large, that they actually cause damage – In this case roll 1d10 damage (both armour and Toughness should be subtracted).
- ❖ **Light Snow or Sleet:** No Movement penalties. Visibility during the snowfall about 600ft. Sleet easily extinguishes flames and makes clothing wet (this may cause hypothermia).
- ❖ **Medium Snow (6 to 16 inches):** -1 penalty to movement. For smaller creatures (Halflings or smaller) -2 penalty to movement. Large creatures (Ogres or larger) this doesn't cause problems. Visibility during the snowfall is about 200ft. Tracks are lost in half a day. All **Navigation Tests** take a -10 penalty and must be made each hour rather than each day.
- ❖ **Heavy Snow (17 to 30 inches):** -2 penalty to movement. For smaller creatures (Halflings or smaller) -3 penalty to movement (usually movement is impossible). Large creatures (Ogres or larger) this causes only -1 penalty to movement. Any physical action in this deep snow should suffer -10 penalty (including combat). Visibility during the snowfall is about 100ft. Tracks are lost inside few hours. All **Navigation Tests** take a -20 penalty and must be made each hour rather than each day.
- ❖ **Blizzard (3ft to 6ft of snow falls in less than 24 hours):** -3 penalty to movement. For smaller creatures (Halflings or smaller) movement is very hampered, if not impossible. For Large creatures (Ogres or larger) this causes only -2 penalty to movement. Any physical action in this deep snow should suffer -20 penalty (including combat). Visibility during the snowfall is about 10ft. Any tracks are lost in matter of minutes. All **Navigation Tests** take a -30 penalty and must be made each hour rather than each day.

Frozen Water

Cold temperatures can freeze water, whether in pools, lakes, or even oceans. In any case, the effects of freezing can prove to be dangerous or even disastrous. People can move through frozen waters, but there is always risk. Exposure suddenly to the freezing water causes fast hypothermia and also inflicts damage from frostbite. Character must pass a **Toughness Test** to avoid damage in the water every round. Each failed test imposes the cumulative -10 penalty to all tests and to the Toughness. Also -1 to all Casting Rolls. Should this penalty exceed the characters Toughness Characteristic, the character freezes to death. Also failed test inflicts damage from the frostbite - The character loses 1 Wound for every 10 points by which he failed the Toughness Test. This loss bypasses any Armour or Toughness. People do lose limbs to the cold, but the damage never leads to uncontrollable bleeding, so ignore those aspects. Instant death does happen; the cold shock simply stops the character's heart. Remember that character is on water and he/she must succeed on a **Average Swim Test** also every round to remain float, and this can be very difficult with armour and bulky wet winter clothing.

If character is saved from the cold water normal freezing continues, because wet clothing. And metal armour doesn't help. Even people are saved one way or another from the cold water they can easily die after that if they do not get to warm environment.





Ice

Ice can be very slippery and this may cause penalties to the movement and also any physical tests/actions. Slippery ice should cause -10 penalty to all movement based tests and also -1 to Movement. If character must move fast or fight, then **Average Agility Test** is needed every round or character slips and falls.

Moving Ice may cause: Pack-ice, ice flow and crevasse. These irregular openings in the pack ice are caused by currents and shifting wind-flow patterns. They are very common in the sea. If GM wants to give characters dangerous situation, he may rule that ice is moving when they are crossing waters. Sudden crevasses are about 1d5x10 feet deep (deep enough to reach the water below), at least 30 feet long, and anywhere from 5 to 40 feet wide. Also fast moving and narrow ice flow may call characters to jump from ice to another across the cold waters. Avoiding sudden crevasses can be avoided with **Challenging (-10) Agility Test** or **Average Dodge Test**.

If characters drops in the water during the time ice is moving, saving him/her maybe very difficult. Character may drift under the ice and must succeed on **Hard (-20) Swim Tests** to avoid this.

Crevasses can be easily hidden by the snow. Characters need to make **Challenging (-10) Perception Test** to avoid these sudden natural "traps". Difficulty is GM decision.

Sailing in the Ice

First problems is ice-bergs. These could be very deadly menace especially if vision is limited (like sailing in the fog or dark). Make normal **Perception Tests** based on the visibility.

Second problems is Pack-ice that can be more insidious – After sailing through scattered floes for several hours, a crew might suddenly realize that they are trapped in a shifting maze. Several channels presents themselves, but which – if any – offers a way out to clear water? The ice closes in, threatening to lock the ship in for the duration of the Arctic winter. To avoid this or get away make **Challenging (-10) Sailing Test** every hour. Each failed test traps the ship harder, each succeeded test moves ship closer to freedom. With three failed tests ships is finally trapped permanently. With three successful tests ship is finally free.

The Norse ships have flat hulls, and can squeeze onto the surface of the ice rather than having their hulls crushed by it. It might be possible for a few score strong men to drag the ship to the edge of the pack-ice and re-launch it – if the ice doesn't give way under their feet, if fog and snowstorms don't disorient them so they head the wrong way, if they don't die of exposure and frostbite first...

Third problem is icing. As well as ice in the water, there is ice in the air at Arctic latitudes. Freezing water vapor can condense as ice-crystals onto any surface, and ships can pick up so much ice on their masts and rigging that they become top-heavy and capsizes.





Mountain Travel

High altitude can be extremely fatiguing – or something deadly – to creatures that aren't used to it. Cold becomes extreme and the lack of oxygen in the air can wear down even the most hardy of warriors.

Creatures accustomed to high altitude generally fare better than lowlanders. Person can acclimate themselves by living at high altitude for a month. Person who spends more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs and huge creatures could be immune to altitude effects partly or fully.

Altitude zones. In general, mountains present three possible altitude bands:

- ❖ **Low Pass** (lower than 5000ft): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult, but the altitude itself has no penalties.
- ❖ **Low Peak or High Pass** (5000 to 15 000 ft): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. There should be **Average Toughness Tests** every hour or this causes -10 fatigue penalties to all tests (physical and mental), -1 to Movement and -2 to Casting Rolls. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have problems.
- ❖ **High Peak** (more than 15 000ft): The highest mountains exceed 20 000 feet in height. At these elevations, creatures are subject to both high altitude fatigue penalties and altitude sickness, whether or not they're acclimated to high altitudes. There should be **Average Toughness Tests** every hour or this causes -10 fatigue penalties to all tests (physical and mental), -1 to Movement and -2 to Casting Rolls. Altitude sickness represents long-term oxygen deprivation and it affects mental and physical abilities. After each 6-hour period a character spends at this altitude person must succeed on a **Hard (-20) Toughness Test** or take extra -10 penalty to all tests (physical and mental), -1 to Movement and -2 to Casting Rolls. Total penalties -20, -2 and -4 if fatigue test has failed also).

Glazier Terrain

Glaziers are moving masses of ice formed in high mountains and polar regions by the compacting of snow and ice. They are thrust into motion by their sheer, colossal weight. Glaciers come in three categories: Tongue, Valley and Continental.

- ❖ **Tongue** glaciers are narrow sheets of ice formed by frozen streams or rivers that flow down into valleys.
- ❖ **Valley** glaciers are larger sheets of ice that crawl slowly skirting mountains by following valleys.
- ❖ **Continental** glaciers are massive ice sheets that can extend for tens or even hundreds of miles. These grind across the earth, engulfing entire land masses in ice.

Typical dangers in the glaziers are Crevasses (which usually are also covered by a layer of snow and are about 2d10x15 feet deep and at least 30 feet long), slippery ice field/sheet, freezing and running river, rubble (can give even major penalties to movement), and snow fields (soft snow 1d10/2 feet deep).





Avalanches

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10x500 feet downslope by a character that makes **Routine (+10) Perception Test**. If not characters becomes aware automatically when avalanche is half the original distance. It is also possible to hear the avalanche even if you can't see it.

A landslide or avalanche consists of two distinct areas: the Bury Zone (in the direct path of the falling debris) and the Slide Zone (the area the debris spreads out to encompass).

- Characters in the bury zone always take damage from the avalanche: 2d10, subtract only Toughness. Characters are also buried. After this they must make **Average Toughness Test** per minute or fall unconscious. After this **Average Toughness Test** each minute or take extra 1d10/2 damage that bypasses any armour or other bonuses. This until freed or dead. A Character buried in snow loses 5 points from each Characteristic per round, due to cold and suffocation. Use Sudden Death table when Wounds go below zero. You can role 1d10/2 how many successful **Strength Test** it will take for Character to dig out from this trap.
- Characters in the slide zone may be able to get out of the way. Make **Hard (-20) Agility Test**. Success means no damage, failure 1d10 damage, subtract only Toughness. With failure there is 50% chance to get buried. Use rules above in this case.

The typical avalanche has a width of 1d5x100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche full width. Avalanches of snow and ice advance at the speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.





Chapter IV: The Society

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Special Seasons, Events and Magic

There are many unusual occurrences in the far north. In particular the float of Winds of Magic (*Aethyr*) are sometimes stronger in the north. On some special days the *Aethyr* can be felt a lot more strongly by all that are in any way sensitive to magic: those with Magical Sense / Sight ("Witchsight"). Also any magic-using character will get bonuses to any Casting Rolls, and sense that casting seems easier.

While most regions of the north adhere to the normal laws of daily illumination, polar regions (regions within the arctic circle, which virtually cuts Norsca in half) can lie under a blanket of either night or day for months at a time.

Aurora Polaris or Aurora Chaoticus

Imperial: Northern Lights

Norse: Revontulet

This mesmerizing, dynamic display of night light appears on cold, clear nights (or any time during periods of Eternal Twilight). An aurora lasts for 1d10/2 hours and can appear in many different forms: streaks, haloes, pale curtains, pillars, or wisps of vibrating color that continually sway and undulate. Aurora displays are most commonly pink and pale green, but also feature shades of red, yellow, green, blue, and violet. An aurora polaris provides an amount of illumination equivalent to moonlight, but does not significantly increase the amount of light if more than one-quarter of the moon is visible.

It is said, by the scholars of the Old World, that the origin of the Aurora Polaris is the polar reaches of the Chaos Wastes and that they are actually the Winds of Magic in their strongest flow. The part about the Winds of Magic is untrue, but the flow of Aethyr is very strong during the Aurora Polaris. Some also believe that they are part of *Change Storms* that are common in the Chaos Wastes, but those are actually different manifestations of weather.

Dragons love the Aurora Polaris and may even sing when it occurs. Jotun (Norsca Giants) often gather to see them too. Firefoxes are strange animals with fur that shines like the Aurora Polaris (that is why their fur is greatly prized). During the Aurora Polaris their fur shimmers with magical glow. The Norse believe that the Aurora Polaris reflects the souls of the unborn children.

Magical Bonuses: All spellcasters that cast spells within 200 miles of an Aurora Polaris sightings (this is basically any night in Norsca, when there are lights in the sky) should add a +1 bonus to their Casting Rolls.





Day of the Darkness

Imperial: Monstille

Norse: Vinterstille

During the northern winter, the sun never appears above the horizon (see below Eternal Twilight). Vinterstille, the Winter Solstice, marks the beginning of Eternal Twilight (or Kaamos).

This is very commonly a time of celebration in the North (mid-winter festival). The Storblot (Blooding) is held at this time. Storblot is a very important festival.

Eternal Twilight

Norse: Kaamos

During the northern winter, the sun never appears above the horizon. This happens in regions within the Arctic Circle, which virtually cuts Norsca in half. This period of continual darkness lasts about two months (in polar regions three or four months). At all such times, characters without *Night Vision* require a light source to see by. Snow helps, but visual ranges should be 30% from normal.

This time is much feared in Norsca. It is said that the Undead rise during this period and stalk the land. Both Beastmen and Daemons also like to act during this dark time and raid human settlements. This time can also be very depressing to anyone. Madness and suicides are commonplace during the Eternal Twilight (continual darkness is very depressing). Harsh winters and darkness cause easily cabin fever. GM decision people may need to roll once every month **Average Will Power Test** or gain 1 Insanity Point. This insanity will cure after Eternal Twilight.

Everlasting Day

Imperial: Sonnstille

Norse: Sommerstille

During the northern summer the sun never sinks below the horizon, providing natural light for the entire 24-hour period. Marking the mid-point of this period is Sommerstille, the Summer solstice (see below White Nights).

This is a common time for celebration in the North (mid-summer festival). The Storblot (Blooding) is held at this time. Storblot is a very important festival.

Full Moons

Imperial: Hexensnacht & Geheimnisnacht

Norse: Heksdag & Skrekkedag

As in the Empire, the Norse observe both Heksdag (Hexensnacht) and Skrekkedag (Geheimnisnacht) with apprehension. Strange things occur when both Vennligmaan (Mannslieb) and Roedredsel (Morrlieb) are full.

It is said that the spirits of the dead wander the land at these times and Restless Dead rise from their graves to hunt the living. Also the power of the Winds of Magic causes small rifts to grow larger and larger becoming immense, and allowing thousands of Daemons to walk the mortal world for one night of mayhem and destruction. This is especially the case in Norsca. Many in Norsca fear these days, but many also welcome the strange flow of *Aethyr* and pray to the Dark Gods (especially Witches and Sorcerers). Prophesies are performed, fires are burnt to ward evil spirits, and sacrifices are performed for the Gods to protect their servants. The true power of these dates is felt in the Northlands, including Norsca.

Magical Bonuses: Anybody with Magical Sense / Sight ("Witchsight") can detect the strong flow of *Aethyr*. In Norsca users of Arcane Magic add a +2 bonus to their Casting Rolls. Users of *Dhar* (any Dark Magic) add a +3 bonus to their Casting Rolls. During the **Heksdag** users of Necromantic Magic add a +5 bonus to their Casting Rolls. During the **Skrekkedag** users of the Wind of Azyr, the Lore of the Heavens, add a +5 bonus to their Casting Rolls. These times are also celebration time for the God Morr. Any priests of Morr add a +2 bonus to their Casting Rolls. Both of these magical dates also weaken the borders between reality and the Realm of Chaos giving a +5 bonus to any Daemon summoning rituals.





White Nights

During the northern summer the sun never sinks below the horizon, providing natural light for the entire 24-hour period. This period of continual sunlight lasts for over a month in the middle of summer (use a 40 day period). Marking the mid-point of this period is Sommerstille, the Summer solstice (see above Everlasting Day).

Trade

The Norse lands posses a number of riches. Most natural resources remain hidden deep in the Chaos-infested mountain ranges, but there are still many exports that the Norse produce.

Norsca Herbalism

There are many exotic herbs in the Norsca. Mostly due to the influence of the Chaos Wastes. Some of these (including mixtures) are actually very famous (or infamous) in Old World and can be used as exports. Many are illegal drugs.

Berserk Lust

Form: Mushroom (use entire plant).

Availability: Norsca (Average), Kislev (Scarce -10), Northern Empire (Rare -20).

Environment: Deep forests, caves.

Application: Tonic. Mushroom is prepared, crushed and mixed in strong ale.

Market Availability: Rare -20

Cost: 20gc in the Empire (1 sceattas in Norsca)

Effect: When user drinks the tonic prepared from this mushroom he/she will soon enter a berserk rage. The user automatically gains the *Frenzy* trait. User also gain a temporary bonus of +10 to Toughness. The effect lasts for 1d10 hours.

Side Effects: Hyperactivity, Dry Mouth; If eaten raw: Blurred Vision, Intoxication, Nausea, Hallucination.

Bloodroot

Form: Root

Availability: Norsca (Scarce -10), Northern Empire and Kislev (Rare -20).

Environment: Forest, grassland.

Application: Tonic. Thick bloodlike pulp, when root is crushed and usually mixed with a small amount of liquid such like water. Consumed raw.

Market Availability: Very Rare -30

Cost: 25gc in the Empire (3 sceattas in Norsca)

Effect: When user consumes bloodlike liqued taken from these roots (two or so) he/she will soon slip to into a mad and destructive rage without pain. User automatically gains the *Fearless* trait and gains +5 extra Wounds. Specialty for root is, that users eyes also turn to red for the duration of the effect. The effect lasts about 1d10 hours. Usually the shock of wounds after the effect (that user can't feel during the effect) is most deadly and may even cause death. If the user is Heavily- or Critically Wounded he/she must make an **Average Toughness Test** after the effect wears off or fall unconscious immediately. Once the effect wears off Wounds should also be subtracted in the following ways:

- ❖ Lightly Wounded user: -5 (wound points don't go below zero)
- ❖ Heavily Wounded user: -3 (wound points don't go below -2. Roll Sudden Death)
- ❖ Critically Wounded user: -1 (Roll Sudden Death)

Side Effects: Depression, Dry Mouth, Shock.





Daemon Dust

Form: Powder

Availability: -

Environment: -

Application: This is mixture of Berserker Lust mushroom (prepared) and Bloodroot. They are mixed together and powdered. Commonly the powder is inhaled, though sometimes it's mixed with alcohol.

Market Availability: Very Rare -30

Cost: 45gc in the Empire (4 sceattas in Norsca)

Effect: User will soon slip into a mad and destructive rage without pain. User automatically gains *Frenzy* and *Fearless* traits. User also gains temporary +10 to Toughness and +10 extra Wounds. Specialty for the dust is, that users eyes also turn red for the duration of the effect. The effect lasts 1d10 hours. The shock caused by wounds afterwards (the user can't feel during the effect) is often lethal. If user is Heavily- or Critically Wounded he/she must make a **Challenging (-10) Toughness Test** once the effect wears off or fall unconscious immediately. After the effect wears off subtract Wounds in following way:

- ❖ Lightly Wounded user: -10 (wound points don't go below zero.)
- ❖ Heavily Wounded user: -5 (wound points don't go below -2. Roll Sudden Death)
- ❖ Critically Wounded user: -2 (Roll Sudden Death)

Side Effects: Depression, Dry Mouth, Shock.





Chapter VII: Religion

ФМИГИХИВФМРИИГИХИВ+ФР+ГИХИХRFМГИХИИФРГИИЛФМГИХИЛФРХИ

Where & How Do They Worship

The important religious rituals are communal and can be held in a field, in a meadow or clearing near a spring or on a mountain. Often place names are connected to worship and are made up of the name of a God and the suffix -hov (temple), -lund (clearing), -vin (meadow), -grott (cave) or -akr (field).

Temples and Shrines

Temples dedicated to the Gods of Norsca can be found in every town. These temples are rectangular in shape and constructed out of wood, usually oak and ash. Carved images of the Norse Gods and strange runes appear in each temple, as the temple is sacred to the entire pantheon. Only a few of the largest cities actually have stone temples. Temples are called "Hov".

Villages, hamlets, and small settlements maintain either small wooden shrines or just simple caves, burrowed into the side of a hill or mountain, to honor the Gods of Norsca. Wooden shrines are usually called "Horg".

Both shrines and temples (and other holy sites) usually have an altar, bonfires, sacrifices of plunder and mounds of skulls.

Magical Bonuses: Temples and shrines are usually not magical. It is possible that one is blessed by its main God or placed upon a magical nexus point if GM wishes. If so then all spellcasters that cast spells within the temple or the shrine add a +1 bonus to their Casting Rolls. The GM may also rule that this bonus is only received by those that worship the main God of the holy site.

Siedi (or Sieidi)

Another type of special holy site found in different parts of the Norscan continent are called by the Norse as "Siedi". These sites feature strange ancient obelisks, carved with unknown runes, left by some mysterious race (Imperial scholars argue that they must have been erected by the Elves). The Norse believe that the Gods themselves left these stones marking their holiest sites in this way. This is why the Norse consider these sites sacred and worship their Gods in these places. The Norse have found similar obelisks in the Albion where the people call them "Ogham Stones". The truth about Siedi is that they are actually Elven Waystones marking the Leylines.

Siedi are strange sites that channel the Aethyr in a powerful way. Magic-users commonly come to these sites to perform difficult Ritual Magic. Siedi can be sensed from few hundred yards away, by those that are already sensitive to magic – For example those with Magical Sense / Sight ("Witchsight").

Magical Bonuses: All spellcasters that cast spells within 50 feet of a Siedi (Waystone) add a +5 bonus to their Casting Rolls. Some Siedi have been corrupted by the Chaos powers and channel more powerfully *Dhar*. These stones still give the same bonus, but GM may rule that users of the “purest” of magic (High Elves for example) do not get any bonuses and the users of *Dhar* may even get extra +1d10 bonus.





Monoliths

Scattered throughout the Old World are hideous monuments, known as Chaos Monoliths. When a Champion of Chaos evolves into a Daemon Prince, his followers erect these enormous pillars as a testament to their power. The rune of the Champion's patron is commonly carved at the top of the Monolith, and the surface is covered in the deeds, rewards, and boasts of the Champion, recording them for all time. Monoliths can be found almost anywhere in the Old World, but are most common in the Wastes to the north, where Chaos reigns unopposed. Most sane individuals avoid these profane places, and the land that surrounds them is almost always assumed to be cursed and forgotten by the true Gods of the Old World. Some Monoliths serve as the central point of focus for a shrine or temple dedicated to the Gods of Chaos, creating a constant flow of evil energy between the Monoliths and the followers. The presence of a Chaos Monolith warps and defiles the landscape and weather around it. Change Storms are very common around these monuments.

Monoliths to the Great Beast

Monoliths dedicated to pure Chaos come in almost any shape and size. The most common are simple, rough-hewn slabs of granite, carved or painted with the dreaded eight-pointed star of Chaos. While the followers of Khorne defile the Monoliths of Slaanesh, and Nurgle's warriors deface the Monoliths of Tzeentch, all followers of Chaos pay their respects and homage to this representation of Chaos whenever they find one.

Monoliths to Khorne

Khorne's Monoliths are grim affairs, cut from black rock and covered in carvings of skulls and bones, sometimes even spewing fountains of blood. Some are even crafted entirely in the bones and skulls of fallen foes, towering high into the sky like the remains of some terrible, multi-headed beast. On rare occasions, the servants of Khorne create their Monoliths out of metals - iron and brass being the preferred materials – and adorn them with horrible bas-reliefs of Khorne's symbol, stylised skulls, and profane runes. The Monoliths of Chaos Dwarfs are the finest of the lot, often polished to a mirror sheen that can reflect sunlight for miles around. Regardless of the shape, Monoliths dedicated to Khorne are always surrounded by mounds of skulls. No self-respecting Champion of Khorne would dare pass by such a monument without leaving behind a tribute of severed heads and bleached bones. They claim every skull left behind can later be found on Khorne's own Throne of Skulls in his domain in the Realm of Chaos.

Monoliths to Nurgle

The monuments of Nurgle's Champions always look ancient and crumbling, regardless of their actual age. Nurgle cares nothing of appearances, and allows his Monoliths to succumb to the effects of time, weather, and the defilement by others. His Monoliths are typically crafted from shale or slate of dull grey, and are covered in moss, lichen, mould, and slime. Its nooks and crannies serve as the home for disgusting snakes, toads, lizards, slugs, and snails. Clouds of flies swarm about these landmarks. The Champions of Nurgle show their respects by throwing the bodies of their fallen foes at the base of these monoliths, allowing their corpses to rot and moulder in the growing mounds of refuse surrounding them.

Monoliths to Slaanesh

The tumescent Monoliths dedicated to Slaanesh are both beautiful and terrifying to behold, and often appear as glistening rocks thrusting into the sky. They are always crafted from the finest of materials—the most treasured being exotic crystalline rocks with pink or purple streaks and glittering veins of quartz. Rumours abound of large Monoliths crafted from a single, huge gemstone, but they are rarely seen. These monuments are inevitably carved with figures of Daemons, animals, and Humans in unlikely and blasphemous positions. These images are beguiling and repulsive at the same time, conjuring up images of seductive power and pleasure, entrancing music, excessive feasts, and other temptations of Chaos. Graven with verse from long-dead poets, these words can mesmerise and delude the weak-minded, forcing them to relish the careful turn of phrase, to inspect the gentle flow of thought to form and back again, and to spend eternity mulling on the dreams of pleasure and pain evoked by the throbbing stone.





Monoliths to Tzeentch

No two Monoliths dedicated to Tzeentch are alike, and trying to describe them with any consistency is almost impossible. Some may be made from exotic stone like black obsidian or glowing marble, although almost any other substance may be used. Even then, these Monoliths change and warp over the years to suit the whims of Tzeentch and his followers. Tales persist of Monoliths formed in living fire, cascades of water, or columns of solid smoke. A few are even unmoored from the land, floating low in the sky, or inexplicably sitting on the surface of a lake or river.

Change Storms

The weather is unpredictable enough, but the Winds of Chaos sometimes make it horrible and capricious beyond compare. During times when the veil between the Old World and the Realm of Chaos is thin, the weather often heralds terrible times ahead. Change Storms are bizarre manifestations of Chaos in the form of dangerous winds, disgusting rain, and stranger things.

Change Storms are most common in the Chaos Wastes, though strange weather sometimes appears in every part of the Old World. Unholy sites (particularly around Monoliths, tombs, or the Temples of Chaos Gods) sometimes assist in manifesting these storms.

Magical Bonuses: All spellcasters that cast spells within 100 feet of a Monolith add +1d10 to their Casting Rolls. However, using this energy comes with great risk. Any failure to cast a spell results a major Chaos Manifestation / miscast. Any Monolith dedicated to Khorne causes any magic cast in a 100 feet radius to fail and the caster suffers an automatic major Chaos Manifestation / miscast. Also monoliths cause major corruption (possible mutation) to anyone staying too long in its presence – **Average Toughness Test** per day (use mutations found from the *Old World Bestiary* or *Tome of Corruption*). Anyone that reads the blasphemous runes of a Chaos Monolith must make a **Hard (-20) Will Power Test** or gain 1d10/2 Insanity Points.

Dwarfen Stones

Dwarfen Stones are huge sarsen stones around the borders of their lands marked with powerful Master Runes (multiple runes can be inscribed onto these huge stones with difficulty). There are hundreds of these stones and creating them has taken many Dwarfen generations. A single Dwarfen Stone doesn't really have any effect, but multiple stones create a protective field that covers the area bounded by them. This protective field can also have a very high elevation if the stones are (and they often are) situated on mountain tops.

Forces of Corruption have tried to destroy these protective fields many times, but they just cannot destroy all the stones and some are "hidden" (runes have even been inscribed onto stones beneath the earth). Also destroying a few stones won't really weaken a field that is actually cast by hundreds of stones.

Dwarfen Stones are not actually sites of religious worship to the Norse, but they are a little superstitious and fearful of them. They know that they mark Dwarfen territory that should not be crossed lightly (Dwarfs are fierce fighters). They mark the Dwarfs' borders and protect their lands with strange mystical power that comes from the distinctive runes that mark these stones.

Magical Bonuses: There are usually multiple stones with all three types of *Master Runes of Warding*. Details about these Runes below. See more about Runes from the *Realms of Sorcery*.





Master Rune of Warding

New Rune Type:

Construct (Special): Construct runes usually make some construct more powerful, protected, even alive, or create some area effect. These runes are usually inscribed on static objects (doorways, hallways, tunnels, buildings...etc.), but there are exceptions like all animation runes. Unlike smaller artifacts these stationary objects are usually large enough for multiple Master Runes to be inscribed upon them.

Master Rune of Warding

Type: Construct (Special)

Inscription Number: 25

Empowerment: 8

Description (Permanent): This rune affects an area that it protects from one thing that the Runesmith chooses (check Ward Types below). It must be inscribed onto an immobile object. If the object is destroyed or moved the effect ceases. Several objects must be marked with the same rune to create an area of effect between them (three minimum). The size of the area that can be affected by Warding Runes is also determined by the number of runic objects inscribed. Three runes can create a maximum area of effect about equal to a normal sized room; five runes could ward an average sized house; ten runes a huge castle or fortress (or a small village); twenty to thirty runes could ward a town...etc. Large areas that are bounded by warding runes will have many of them so destroying a few of has little effect. Destroyed runes can be replaced and if required the bounded area can be increased by the addition of more warding runes at a later date.

Description (Temporary): As above, but once the rune is activated (a free action), the benefit only lasts for 1 week (8 days).

Ward Types:

- ❖ **Chaos:** Those inside the effect of this rune are protected from the effects of Chaos. They automatically gain a +10 bonus to resist magic tests and other Chaotic manifestations and are also immune to Chaos mutation. This effect also causes a penalty to any magic use in the area. All spellcasters that cast spells within this area suffer a -5 penalty to any Casting Rolls. The only exceptions are those using Runic Magic.
- ❖ **Daemons:** Daemons (including living creatures possessed by Daemons) cannot approach closer than 50 feet to the area unless they succeed on a **Hard (-20) Will Power Test**. If unsuccessful they can try again after one day has passed (24 hours). If a Daemon is summoned inside the warded area it must take this Test. If the Test is unsuccessful it doesn't enter this world and the summoning fails.
- ❖ **Magic:** All creatures that enter this area lose one point from their Magic Characteristic. Magic using characters will regain the lost point from their Magic Characteristic 24 hours after leaving the warded area. The only exceptions are the users of Runic Magic.





Animal Totems

Some Norse tribes keep Animal Totems. The various Gods each have different sacred animals that are engraved onto the appropriate totem or symbol. Totems may feature several animals. The Dark Gods also have their own sacred animals.

If a Norse suffers a mutation that changes some part of his/her body into that of an animal that is the symbol of one of the Gods it is believed by some Norse that this person has been blessed by that God (unless he is the devout servant of totally different God. In this case the mutation maybe considered to be from that God).

If the GM wishes the Gods' may grant their gifts to their loyal servants in the form of minor mutations. Some part of the believer is turned into the shape of a sacred animal (or they become Were that can transform into that animal). Sacred animals of different Gods are given in the description of different Gods.

Magical Bonuses: Totems are not usually magical. It is possible that one is blessed by its' main God or placed at a magical nexus point. If so, then all spellcasters that cast spells within 10 feet of a Totem add a +1 bonus to their Casting Rolls. The GM may also rule that this bonus is only received by those that worship the main God featured in the Totem.

Chaos Warshrine

Warshrines are mounted altars on heavy carriages. They are taken with the raiding parties or armies. The prayers and sacrifices that are offered up from these Warshrines are like sweet nectar to the otherworldly beings of the Realm of Chaos, and the air crackles with power around each shrine when the eye of the gods turns their way. The presence of these mobile altars empowers and emboldens the warriors that fight before them, the blessings of the Gods crackling in a perceivable aura around those nearby.

Though they vary wildly in design, Warshrines are usually pulled into battle by snorting Chaos Steeds. No normal creatures these, for most are more Daemon than animal. Were they not securely chained to the Altar's carriage, they would undoubtedly charge off and wreak a trail of carnage before disappearing back into the wilderness. A Chaos Steed is goaded in the direction of the foe by its handlers, who not only defend the Warshrine from attack but also take those they strike down and sacrifice them upon its altar.

Warshrines may be devoted to the whole pantheon of Chaos Gods, or be dedicated to one patron deity in particular. Warshrines of Khorne are great constructs of brass and blades with rune-etched skulls. Slaanesh's are gilded carriages of scented silk, wax and human flesh, draped in the still-living skins of those whose organs have been offered to the Dark Prince. Nurgle's are fouler still, heaped high with flyblown offal and stinking waste that is host to unimaginable parasites and plagues. The Warshrines consecrated to the Changer of the Ways are the strangest of all, their irregular wheels causing numerous silver bells, caged dragonflies and crystalline bones to tinkle and chime with the music of the spheres as mind-altering incense snakes around it in hypnotic patterns.

Magical Bonuses: Magic-using worshippers (Sorcerers, Witches, Vitki, Magus...etc.) of appropriate God receive a +2 bonus to their Casting Rolls in a 100ft radius of the Shrine, if the Chaos God (or Gods) is pleased by given sacrifices. Main "priest" of the Dark Gods can make a sacrifice and pray for a dark blessing. This is a **Challenging (-10) Will Power Test.** If successful, then there is a +10 bonus to Will Power within a radius of 600ft of the Warshrine (or possibly everyone in the raiding party or army) for 1d10 hours.





Darksouls

When the Shadowlord (L'oki in Norsca) descended on Mordheim, his presence attracted the most despicable men and women in the Empire, people willing to sacrifice their very souls for the promise of real power. By pledging their service to the Ruinous Powers, these individuals had their souls blasted away and becoming something else, something far darker and sinister. They become Darksouls. Once so possessed, they gained incredible power fuelled by the Daemonic energies coursing within them, but they were sanity-blasted by the experience of having their souls devoured by the hostile presence within. Strangely, the Daemons did not remain and left these individuals as empty, insane husks who want nothing more than to kill.

The terrible method of creating Darksouls has survived over the centuries, continued by the savage peoples of Norsca and the Eastern Steppe. Through a perverse ritual, they bind the mortal inside a summoning circle where the victim serves as the conduit for a conjured Daemon. Once the ritual is complete, instead of producing the Daemon bodily, it manifests within the mortal.

Darksouls appear as ordinary Humans, but looking closely at their dilated eyes and listening to the endless blasphemies spilling from their mouths dispels any doubts about their nature. Older Darksouls are barely recognisable; their bodies are scarred and disfigured by the terrible energies of the Daemons that once possessed them. Interestingly, the Daemons never remain long enough to mutate the host—only to drive them mad. Most Darksouls look like wild and untamed warriors, smeared with blood, dirt, and excrement, wielding jagged weapons and dressing in vile skins (sometimes Human) and rusted armour. Some Darksouls wear Daemonic masks and armour to remind them of their beloved masters.

Darksouls no longer house the essence of the Daemon, but are deeply scarred by the experience. The Hung and Kurgan regularly subject captured slaves to terrifying rituals in which they bind a Daemon into their captive, letting it work its evil on the mortal form just long enough to destroy whatever good remained. Once the Daemon has done its work, they banish the creature and welcome the newly born Darksoul into their midst.

Magical Bonuses: Darksoul ritual is special ritual spell. Those who become Darksouls are forever changed, their Humanity stripped from them for all time. They become wild and crazed creatures, retaining their Human form but being of an utterly inhuman mind. If a Character is subjected to possession in this manner, he must succeed on a **Challenging (-10) Will Power Test** each day or gain 1 insanity Point. Every two days, he must succeed on a **Challenging (-10) Toughness Test** or gain one mutation. When the victim reaches six mutations, he automatically becomes a Chaos Spawn. But if he gains permanent insanity, the Daemon leaves. Once freed from the possessing spirit, he gains **Fearless** Trait and modifies his Statistics on the Main Profile as follows:

Main Profile									Secondary Profile								
WS	BS	S	T	Ag	Int	WP	Fel		A	W	SB	TH	M	Mag	IP	FP	
-10	-20	+10	+20	-	-20	+20	-10	-	-	-	-	-	-	-	-	-	





Table: Southern Tribes Starting Careers

Baerson:	Bjorn:	Sarl:	Skae:	Career:	Social Level*:	Where to find:
01-02	01-03	01-02	01-03	Norse Beastmaster	Peasant / Warrior**	This document
03-19	04-13	03-13	04-13	Norse Berserker	Warrior	WFRP2 & This document
20-21	14-15	14-15	14-15	Bodyguard	Warrior	WFRP2
22-26	16-18	16-19	16-18	Bondsman	Peasant / Warrior**	This document (ToC)
-	19	20	19-20	Burgher	Peasant	WFRP2
27	20	21	21	Entertainer	Thrall / Peasant**	WFRP2
28-32	21-30	22-31	22-30	Fisherman	Peasant	WFRP2
33-45	31-35	32-39	31-35	Hunter	Peasant / Warrior**	WFRP2
46-65	35-50	40-48	36-50	Marauder	Warrior	This document (ToC)
66-75	51-65	49-53	51-60	Mercenary	Warrior	WFRP2
76	66	54	61	Miner	Thrall / Peasant**	WFRP2
77	67	55	62	Outlaw	Special***	WFRP2
78-80	68-70	56-58	63-65	Peasant	Thrall / Peasant**	WFRP2
81-85	71-72	59-61	66-67	Pit Fighter	Thrall / Warrior**	WFRP2
86-89	73-79	62-76	68-77	Reaver	Warrior	This document (ToC)
-	80-82	77-81	78-80	Seaman	Warrior	WFRP2
90	83	82	81	Seer	Holyman	This document (ToC)
91	84	83	82	Servant	Thrall	WFRP2
92	85-87	84-85	83-85	Skald	Peasant / Warrior**	This document (ToC)
93-96	88-92	86-89	86-90	Tradesman	Peasant / Warrior**	WFRP2
97-99	93-95	90-99	91-95	Whaler	Warrior	This document (ToC)
00	96-00	00	96-00	Woodsman	Peasant / Warrior**	WFRP2

* Note that this is the standard social level for careers. For example Jarls come from some warrior career, but can be anything from Hunters to Berserkers, and not all Holymen are actually Seers (they can also be Chaos Sorcerers...etc).

** These are case by case situations. People could be from any of the social levels. Many start in the worst one and may eventually earn their place in a better one at the GM's discretion. Example: A Bondsman may be a loyal fighter, but his background makes him a member of a peasant family. But if he serves his Jarl well, he may be rewarded by being made a Freeholder and rise into the Warrior class.

*** Outlaws are commonly former Warriors exiled by their own people. They could be considered as low as Thralls if they return to their own lands, but other clans may view them as Warriors.

WFRP2 = Warhammer Fantasy Roleplay 2nd Edition Core Rulebook

ToC = Tome of Corruption (also Career Compendium)

RoS2 = Realms of Sorcery 2nd Edition





Northern Norse Tribes

A Norseman character gains the following skills, talents and traits based on the tribe. If the campaign takes place primarily in the Empire, you may replace one of your starting career skills with Speak Language (Reikspiel). You may buy the replaced skill through normal means with experience points earned through play, and you must do so to complete your starting career. Imperial characters joining a primarily Norse campaign may use this rule to acquire Speak Language (Norse).

Aeslings

A Aesling character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Outdoor Survival, Sail or Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Inured to Chaos*, Provincial Expertise (Aeslings)*, Warrior Born

Mutations: There is a 30% chance Aesling begin play with a mutation. If you begin play with a mutation, there's a 10% chance the character is an Ulfwerenar instead of Human. See Ulfwerenar for details.

* This trait can be found in this document – See Bestiary for new Talents & Traits.

Graelings

A Graeling character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Outdoor Survival, Sail or Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Inured to Chaos*, Provincial Expertise (Graelings)*, Very Resilient

Mutations: There is a 20% chance Graeling begin play with a mutation. If you begin play with a mutation, there's a 10% chance the character is an Ulfwerenar instead of Human. See Ulfwerenar for details.

* This trait can be found in this document – See Bestiary for new Talents & Traits.

Vargs

A Varg character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol or Animal Training, Outdoor Survival, Drive or Ride, Speak Language (Norse)

Talents & Traits: Inured to Chaos*, Provincial Expertise (Vargs)*, Very Resilient

Mutations: There is a 30% chance Varg begin play with a mutation. If you begin play with a mutation, there's a 10% chance the character is an Ulfwerenar instead of Human. See Ulfwerenar for details.

* This trait can be found in this document – See Bestiary for new Talents & Traits.





Table: Northern Tribes Starting Careers

Aeslings:	Graelings	Vargs:	Career:	Social Level*:	Where to find:
01-03	01-02	01-06	Norse Beastmaster	Peasant / Warrior**	This document
04-16	03-13	07-18	Norse Berserker	Warrior	WFRP2 & This document
17-19	14-15	19-20	Bodyguard	Warrior	WFRP2
20-22	16-18	21-25	Bondsman	Peasant / Warrior**	This document (ToC)
-	19	-	Burgher	Peasant	WFRP2
23	20	26	Entertainer	Thrall / Peasant**	WFRP2
24-30	21-30	27-32	Fisherman	Peasant	WFRP2
31-37	31-35	33-48	Hunter	Peasant / Warrior**	WFRP2
38-62	35-50	49-68	Marauder	Warrior	This document (ToC)
63-67	51-65	69-73	Mercenary	Warrior	WFRP2
68	66	74	Miner	Thrall / Peasant**	WFRP2
69	67	75	Outlaw	Special***	WFRP2
70-72	68-70	76-78	Peasant	Thrall / Peasant**	WFRP2
73-77	71-72	79-82	Pit Fighter	Thrall / Warrior**	WFRP2
78-87	73-79	83-87	Reaver	Warrior	This document (ToC)
88	80-82	-	Seaman	Warrior	WFRP2
89	83	88	Seer	Holyman	This document (ToC)
90	84	89	Servant	Thrall	WFRP2
91	85-87	91	Skald	Peasant / Warrior**	This document (ToC)
92-95	88-92	92-95	Tradesman	Peasant / Warrior**	WFRP2
96-98	93-95	96-99	Whaler	Warrior	This document (ToC)
99-00	96-00	00	Woodsman	Peasant / Warrior**	WFRP2

* Note that this is the standard social level for careers. For example Jarls come from some warrior career, but can be anything from Hunters to Berserkers, and not all Holymen are actually Seers (they can also be Chaos Sorcerers...etc).

** These are case by case situations. People could be from any of the social levels. Many start in the worst one and may eventually earn their place in a better one at the GM's discretion. Example: A Bondsman may be a loyal fighter, but his background makes him a member of a peasant family. But if he serves his Jarl well, he may be rewarded by being made a Freeholder and rise into the Warrior class.

*** Outlaws are commonly former Warriors exiled by their own people. They could be considered as low as Thralls if they return to their own lands, but other clans may view them as Warriors.

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RoS2 = Realms of Sorcery 2nd Edition





Other Norse Tribes

A Norseman character gains the following skills, talents and traits based on the tribe.

Kuldevind Islands

A Kuldevind character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol or Common Knowledge (Chaos Wastes), Outdoor Survival, Sail, Speak Language (Norse)

Talents & Traits: Inured to Chaos*, Provincial Expertise (Kuldevind)*, Orientation

Mutations: There is a 20% chance Kuldevind character begin play with a mutation. If you begin play with a mutation, there's a 5% chance the character is an Ulfwerenar instead of Human. See Ulfwerenar for details.

* This trait can be found in this document – See Bestiary for new Talents & Traits.

Skeggi

A Skeggi character gains the following skills, talents and traits:

Skills: Common Knowledge (New World), Outdoor Survival, Sail, Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Inured to Chaos*, Provincial Expertise (Skeggi)*, Resistance to Disease

Mutations: There is a 2% chance Skeggi begin play with a mutation. If you begin play with a mutation, there's a 1% chance the character is an Ulfwerenar instead of Human. See Ulfwerenar for details.

* This trait can be found in this document – See Bestiary for new Talents & Traits.

Byttigen

A Byttigen character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Concealment, Outdoor Survival, Scale Sheer Surfaces, Speak Language (Norse)

Talents & Traits: Resistance to Disease, Rover

Mutations: Every Byttigen starts with three (3) mutations. There is also 30% chance that they will gain a new mutation for each complete decade of their lives. This doesn't even take into account any other exposure to Chaos that might cause mutations. If you have *Tome of Corruption* then you can use the Mutations of Nurgle table for all mutations, because Byttigen have long been influenced by and worshipped Nurgle. Chaos Spawn are very common among their kind.

* This trait can be found in this document – See Bestiary for new Talents & Traits.

Norse Dwarfs

Norse Dwarfs are particularly suited for campaigns taking place in or around Norsca. Those encountered outside of Norsca are almost always exiles (i.e. Troll Slayers). Dwarfs are famous for resisting the lure of Chaos, so it's unlikely, though possible, for these Dwarfs to openly worship the Dark Gods. It's more likely for these Dwarfs to revere aspects of the Dwarf Gods, evolved in a way that emphasises warfare, cold, and ice.

Norse Dwarf

Norse Dwarf character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Speak Language (Khazalid), Speak Language (Norscan), Trade (Miner, Smith, or Stoneworker)

Talents & Traits: Dwarfcraft, Grudge-born Fury, Inured to Chaos*, Provincial Expertise (per Hold)*, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Mutations: There is a 5% chance Norse Dwarf character begin play with a mutation.

* This trait can be found in this document – See Bestiary for new Talents & Traits.





Table: Other Tribes & Norse Dwarfs Starting Careers

Byttingen:	Kuldevind:	Skeggi:	Dwarf:	Career:	Social Level*:	Where to find:
01-02	01	01-02	-	Norse Beastmaster	Peasant / Warrior**	This document
03-18	02-07	03-11	01-10	Norse Berserker	Warrior	WFRP2 & This document
19	08-09	12-13	11-15	Bodyguard	Warrior	WFRP2
20-24	10-13	14-16	16-20	Bondsman	Peasant / Warrior**	This document (ToC)
-	14	17	21-24	Burgher	Peasant	WFRP2
-	15	18-19	25	Entertainer	Thrall / Peasant**	WFRP2
-	16-31	20-29	-	Fisherman	Peasant	WFRP2
25-44	-	30-33	26-28	Hunter	Peasant / Warrior**	WFRP2
45-64	32-41	34-55	-	Marauder	Warrior	This document (ToC)
-	42-46	56-70	29-40	Mercenary	Warrior	WFRP2
-	-	-	41-45	Militiaman	Warrior	WFRP2
-	-	-	46-55	Miner	Thrall / Peasant**	WFRP2
65	47	71	56	Outlaw	Special***	WFRP2
66-70	48-51	72-76	-	Peasant	Thrall / Peasant**	WFRP2
71-75	52	77-78	57-58	Pit Fighter	Thrall / Warrior**	WFRP2
-	53-67	79-85	59	Reaver	Warrior	This document (ToC)
-	-	-	60	Apprentice Runesmith	Holyman	RoS2
-	68-82	86	61	Seaman	Warrior	WFRP2
76	83	87	-	Seer	Holyman	This document (ToC)
77-81	84-87	88	62	Servant	Thrall	WFRP2
-	-	-	63-67	Shieldbreaker	Warrior	WFRP2
86-90	88	89-90	68-70	Skald	Peasant / Warrior**	This document (ToC)
-	-	-	71-80	Soldier	Warrior	WFRP2
91-99	89-91	91-95	81-90	Tradesman	Peasant / Warrior**	WFRP2
-	-	-	91-00	Troll Slayer	Warrior	WFRP2
-	92-00	96-98	-	Whaler	Warrior	This document (ToC)
00	-	99-00	-	Woodsman	Peasant / Warrior**	WFRP2

* Note that this is the standard social level for careers. For example Jarls come from some warrior career, but can be anything from Hunters to Berserkers, and not all Holymen are actually Seers (they can also be Chaos Sorcerers...etc).

** These are case by case situations. People could be from any of the social levels. Many start in the worst one and may eventually earn their place in a better one at the GM's discretion. Example: A Bondsman may be a loyal fighter, but his background makes him a member of a peasant family. But if he serves his Jarl well, he may be rewarded by being made a Freeholder and rise into the Warrior class.

*** Outlaws are commonly former Warriors exiled by their own people. They could be considered as low as Thralls if they return to their own lands, but other clans may view them as Warriors.

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Norse Careers

These are character careers special to the Norsemen. Careers found here are marked with *, other sourcebooks are given by name. Otherwise career is found from the WFRP2 Core Rulebook.



The Bondsman is a warrior in service to a particular Jarl. He is expected to live in the Jarl's Hall, share the Jarl's food, and be steadfastly loyal. In exchange for his pledge of loyalty, the Jarl rewards service with gifts, such as weapons and armour, and to the very best, land and title. The worth of the gift is never measured in actual value, but rather the prestige it bestows on the Bondsman. It's important to remember such gifts do not make the Bondsman a mercenary; rather, it is a reward for constant and loyal service.

Special: -

Career Entries: Mercenary, Norse Berserker*, Norse Thrall*, Pit Fighter

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	+5	+5	+5	+5	-	+5	-	+1	+2	-	-	-	-	-	-

Skills: Consume Alcohol, Gamble, Gossip, Intimidate

Talents: Coolheaded or Savvy, Menancing, Quick Draw or Specialist Weapon Group (Two-handed), Stout-hearted, Strike Mighty Blow

Trappings: Hand Weapon and Shield or Great Weapon, Medium Armour (Full Leather and Mail Shirt), Skin of Ale, three Gifts (each worth 1d10/2 sceattas)

Career Exits: Bodyguard, Freeholder*, Marauder*, Mercenary, Norse Berserker*, Norse Beastmaster*, Reaver*, Skald*, Veteran, Warleader





Chaos Champion – Chaos Warrior (Advanced)

Tome of Corruption

The Champion of Chaos is almost always a warrior who serves a Chaos Power. Counted among their numbers are the Chaos Wizards, the Warlocks, and others who wield sorcery instead of steel. In exchange for their service, the Dark Gods offer power and glory. Such service provides a chance to visit justice on an unjust world. For you see, in the lands of Men, wealth and comfort are luxuries afforded only to the wealthy. The Ruinous Powers care nothing for birth or station and offer their rewards based on merit alone. To serve Chaos, one must offer up one's body and soul to the Dark Gods, though usually just to a single God. Not all who offer their lives are accepted. In fact, it takes a spectacular deed of courage or wickedness to attract the attentions of a Ruinous Power. If accepted, the candidate receives a Mark unique to his patron, conferring some beneficial reward. In addition to the Mark, the Champion gains a Chaos Mutation of some kind. Mutations can be beneficial or detrimental, as is fitting to the nature of these fickle masters.

- ❖ **Champions of Khorne:** Champions of Khorne are varied in appearance, hailing from many different lands and cultures. Still, all of Khorne's chosen share certain similar qualities. For these Warriors, they must prove themselves in battle, tithing skulls to their bloody master. They wield great swords or massive cudgels to crush their foes. They don armour that heightens their savage appearance, decorated with trophies taken from their battles. These Champions are terrifying sights to behold, and they are reckless in their thirst for death.
- ❖ **Champions of Nurgle:** Nurgle's Champions include some of the most foul and disgusting of Chaos' servants. Their bodies are riddled with vermin and disease, their skin a sallow hue and always surrounded by a great stink of their rotting that attracts only the swarms of flies indicative of Nurgle's foul will. These men and women often wear heavy suits of armour to aid in retaining their forms. The disease that infects them soon works on their bones, converting them into bags of slippery flesh. Such foulness leaks out from the joints of their armour, spilling onto the ground behind them, leaving trails akin to that left in the wake of a snail's passage.
- ❖ **Champions of Slaanesh:** The Champions of Slaanesh are every bit as decadent as their cultist kin in the south. These individuals exult in their transforming forms, wearing armour that accentuates the most grotesque of their changes. Despite their grotesque appearance, they retain something of their sensual qualities, and those who see them are equally repulsed as they are attracted. Like all Chaos Champions, these individuals gather a warband to better serve Slaanesh. Instead of moving from battle to battle, they are content to exploit each other in foul orgies of flesh and fluid. Such gatherings can last for weeks, the members dying from exhaustion. They can only tear themselves away from their disgusting gatherings long enough to respond to an external threat. Woe be to the survivor of their attackers, for these bands see any captive as a new toy with which they act out their darkest fantasies.
- ❖ **Champions of Tzeentch:** These spectacular knights are bizarre Champions of Chaos, even by the normal standards of Champions. Their armour is decorated in dazzling colours, inlaid with bands of gold and bluish-silver and constructed from strangely curving components. In some ways, these warriors resemble giant insects, crabs, or scorpions, emphasised by their elaborate headdresses and insect helmets. Though the Champions of Tzeentch are brightly adorned, with crests and elaborate capes and panoply, it is their individual uniqueness that identifies them as slaves of the Lord of Change.

Special: To become a Chaos Warrior, the Character must have at least one mutation. Also character must be strongly dedicated to Chaos (GM decision). To advance even further character needs to gain *Rewards of Chaos*. See *Tome of Corruption*.

Career Entries: Any career

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	-	+10	+10	+10	-	+10	-	+1	+4	-	-	-	-	-	-

Skills: Animal Care, Command, Common Knowledge (Chaos Wastes), Follow Trail, Intimidate, Navigation, Outdoor Survival, Perception, Ride, Search, Speak Language (Norse, Kurgan or Hung)

Talents: Orientation, Specialist Weapon Group (any one), Strike Mighty Blow, Strike to Injure

Trappings: Heavy Armour (Full Plate), Flail, Great Weapon or Hand Weapon and Shield

Career Exits: Chaos Knight (*Tome of Corruption*)





Chaos Sorcerer - Maledictor (Advanced)

Tome of Corruption

The Sorcerers of Chaos are powerful spellcasters who use the raw Winds of Magic to cast spells. Masters of Dark Magic, there is little beyond their might. They can transport themselves over vast distances, call upon the fires of Tzeentch, slaughter men by the scores, and more. But such magic comes at a terrible price. As they tap the energies of Chaos, their sanity withers whilst their bodies twist and mutate with the invoked energies.

Chaos Sorcerers may be found amongst the savage tribes of the north, serving as oracles and counsellors, but many also come from the lands of the Empire and beyond. These individuals, finding the limitations on magic within the Colleges too restrictive, and lured by the power to be held by dabbling in Daemonology, drift north to bring themselves closer to the source of their magic, learning through trial and error. What separates Chaos Sorcerers from other spellcasters, namely the Magisters of the Empire, Witches, and Warlocks, is that these individuals derive their power directly from their Gods. So, only servants of Nurgle, Slaanesh, and Tzeentch may become Chaos Sorcerers. Khorne abhors magic. The Chaos Sorcerer must gain a certain number of rewards prior to advancing in the esteem of his God. Rewards are granted after he performs some courageous deed or overcomes his enemies. As he does so, he gains the Eye of his God, and when the mad orb settles on the mortal, great rewards or equal punishment may result. But for the great rewards, the risk is worth it.

Maledictors are Shamans and Witch Doctors, minor spellcasters at best. They dabble in the dark arts, but have little understanding of what it is that they do. A few join a warband in the hopes of gaining a better understanding of the nature of Chaos.

Special: To become a Maledictor, the Character must have at least one mutation. Also character must be strongly dedicated to Chaos (GM decision). To advance even further character needs to gain *Rewards of Chaos*. See *Tome of Corruption*.

Career Entries: Any career with a Magic Characteristic of 1 or higher

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
-	-	-	-	+5	+10	+15	+5	-	+2	-	-	-	+1	-	-

Skills: Academic Knowledge (Daemonology), Academic Knowledge (Magic), Channelling, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Daemonic), Speak Language (any one)

Talents: Aethyric Attunement or Fast Hands, Petty Magic (Chaos), Savvy or Very Resilient

Trappings: Backpack, Grimoire, Quarter Staff

Career Exits: Doomweaver (*Tome of Corruption*)





Freeholder (Basic)

Tome of Corruption, Career Compendium

One of the greatest rewards a Jarl may grant to his Bondsmen and loyal Peasants is land. Upon gaining property, these men and women are accorded a special status. For those who were not warriors, they have the same status as Bondsmen. For those who were once warriors, land is usually a gift given in exchange for lengthy and valued service. Many Freeholders eventually become Jarls if selected by their King. Otherwise, they gain a piece of land and a number of Thralls to work it.

Special: -

Career Entries: Bondsman*, Burgher, Fisherman, Norse Beastmaster*, Skald*, Whaler*, Tradesman

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	+10	-	-	+10	+5	+10	+10	-	+3	-	-	-	-	-	-

Skills: Animal Care, Command, Common Knowledge (Norsca), Drive, Evaluate, Gossip, Haggle, Speak Language (any one), Trade (any one)

Talents: Dealmaker, Public Speaking, Savvy, Schemer, Suave

Trappings: Longhouse and at least 1 Acre of Land, 1d10 Thralls, Livestock

Career Exits: Artisan, Innkeeper, Marauder*, Merchant, Slaver*



Marauder (Basic)

Tome of Corruption, Career Compendium

Most Norsemen are great warriors, blessed with strength at arms and fierce demeanours, but it is the dream of nearly every Norsemen to join the ranks of the greatest warriors, to become Champions of Chaos and bear the marks of their Gods' favour. Until they can prove their value to the Dark Gods, they are simply Marauders. Most Marauders are the core of the Chaos Hordes. They flock to the banners of their Champions, throwing their weight behind any cause, whether it's the bidding of their Gods or the call to battle. When not part of a great army, they spend their time raiding villages of the Empire. Natural fighters, they are hardened by the bleak land and bred for battle. They hold all others in contempt.

Special: The Norse are rarely horsemen, but this is possible (especially among the Varg tribe). The Marauder career is open also to the Kurgan and Hung. They are generally horsemen, hence this career allows for Marauders that serve as horsemen. For details on these people see *Tome of Corruption*.

Career Entries: Bondsman*, Cult Acolyte (*Tome of Corruption*), Freeholder*, Norse Berserker*, Norse Beastmaster*, Reaver*, Skald*, Whaler* or Any career with at least one mutation with GM's permission

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	-	+5	+5	+10	-	+10	-	+1	+2	-	-	-	-	-	-

Skills: Animal Care, Consume Alcohol, Follow Trail, Navigation, Perception, Ride or Sail, Search

Talents: Orientation, Specialist Weapon Group (Cavalry, Flail or Two-handed), Strike to Injury

Trappings: Dagger or 2 Javelins, Flail, Great Weapon or Demilance, Hand Weapon, Light Armour (Helmet and Leather Leggins), Shield, Tattoos

Career Exits: Mercenary, Reaver*, Slaver*, Warleader*





Norse Beastmaster (Basic)

New

The Norse are not a particularly accomplished race when it comes to farming or animal husbandry, but what they are good at is hunting. There is a small group of men in each settlement that devotes their entire lives to training beasts for hunting. Wolfhounds, wolves and even bears are most common animals trained for use whilst hunting or in battle. Beastmasters may also train more powerful creatures like Snow Trolls and even Ymir. Still, the most wanted animal is the mighty Hronjir – The Mammoth. The bravest Beastmasters sometimes train them to become War Mammoths. More exotic creatures could even be Chaos mutated monsters, Chaos Spawn and Sabretooth Tigers, but these are rare and training them is hazardous.

Special: See more info about training animals (especially Bears) from the *Realm of the Ice Queen*. Most dedicated Beastmaster usually become Animal Trainers. More info about Animal Trainers in the *Career Compendium*.

Career Entries: Bear Tamer (*Realm of the Ice Queen, Career Compendium*), Bondsman*, Hunter

Main Profile									Secondary Profile								
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP		
+5	+5	+5	+5	+5	+10	-	+10	-	+2	-	-	-	-	-	-	-	

Skills: Animal Care, Animal Training, Charm Animal, Perception, Ride or Scale Sheer Surfaces, Silent Move

Talents: Beastmaster**, Coolheaded, Lighting Reflexes, Specialist Weapon Group (Entangling)

Trappings: Hand Weapon, Collar with 10 yard Rope or Chain, Light Armour (Full Leather Armour), Whip

Career Exits: Animal Trainer (*Career Compendium*), Bear Tamer (*Realm of the Ice Queen, Career Compendium*), Bondsman*, Freeholder*, Hunter, Marauder*, Scout, Vagabond

** This trait can be found in this document – See Bestiary for new Talents & Traits.



Norse Berserker (Basic)

WFRP2, Career Compendium

Norsca is a grim northern land, full of fell beasts such as Ice Trolls and Chaos Spawn, and it breeds tough fighters. The berserkers are a rightly feared warrior cult. Its members go into battle without armour to prove they have no fear. They work themselves into an incredible rage, often biting on their own shields. Their feasts fill the sagas and loom large in the stories of those Imperial soldiers that have faced them. Some few berserkers make their way to the Empire because they've been exiled or simply have a desire to see more of the world. They rarely stay in one place for long, since no Watchman wants a frothing lunatic disturbing the peace. Berserkers are highly prized mercenaries, however, due to their rarity and effectiveness.

Special: Most Norse Berserkers do not use armour (except shields) or wear only few pieces. Many use herbs (like *Berserker Lust*, check Chapter IV: The Society for details). Most Ulfwerenar (shapeshifters) are also Berserkers.

Career Entries: Bondsman*, Skald*

Main Profile									Secondary Profile								
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP		
+15	-	+10	+10	-	-	+10	-	-	+2	-	-	-	-	-	-	-	

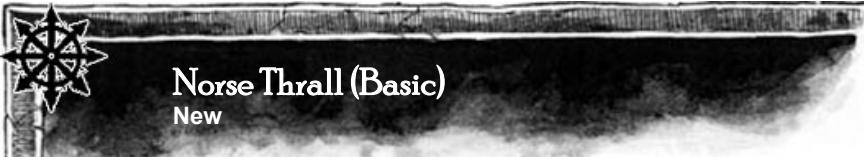
Skills: Common Knowledge (Norsca), Consume Alcohol, Intimidate, Performer (Storyteller), Speak Language (Norse), Swim

Talents: Frenzy, Menancing, Quick Draw, Specialist Weapon Group (Two-handed)

Trappings: Bottle of Spirits, Great Weapon, Shield

Career Exits: Bondsman*, Marauder*, Mercenary, Pit Fighter, Reaver*, Seaman, Sergeant, Veteran





Norse Thrall (Basic)

New

Thralls – The most wretched existence facing any is a life of forced servitude. Each raid against the other races sees more and more people captured and brought back to be forced into a life of endless toil and service to their masters. Such thralls are not limited to just the women and children abducted, but also includes warriors captured on the field of battle. The life of a thrall varies depending upon their captors. Mostly thralls are used as labor, building longships or working in the frozen fields. Some Thralls are taken as fourth or fifth wives, selected for their appearance rather than their station. But for most, their fate is to be sacrificed to curry the favor of the Dark Gods. Many rituals require the taking of lives.

Special: This career is based on the Slave career found from the *Children of the Horned Rat* and *Career Compendium*. Unlike all the other careers, any race can automatically enter this career. It costs no experience points to enter, merely the circumstances of enslavement. Any character enslaved by the Norse must succeed on an **Average Will Power Test** each month of enslavement, or immediately exit their current career and assume this one. Non-Norse Thralls must stay in this career until they somehow find a way to escape captivity or at the GMs discretion may rise one level higher in Norscan society. After this the Thrall can either resume its previous career or continue to a new one found in their Career Exits.

Career Entries: Any career

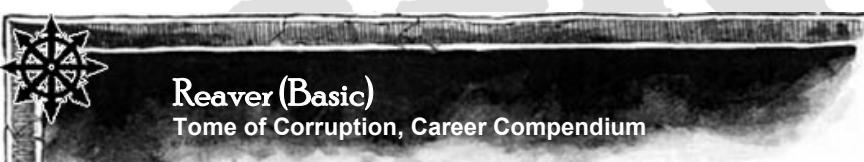
Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	-	+5	+5	+5	-	+5	-	-	+4	-	-	-	-	-	-

Skills: Common Knowledge (Norsca), Concealment, Outdoor Survival, Perception, Search, Speak Language (Norse), Trade (Farming) or Trade (Miner) or Trade (Shipwright)

Talents: Acute Hearing or Excellent Vision, Flee! or Hardy

Trappings: None

Career Exits: Bondsman*, Peasant, Pit Fighter, Servant or Any (see Special)



Reaver (Basic)

Tome of Corruption, Career Compendium

The seas of the Old World are full of terrors, some Human, others subhuman. Among the most feared mariners are the Norse Reavers, brutal warriors who plunder the coastlines in search of foodstuffs, gold, and slaves. They are a merciless lot, hardened from their frequent battles with Imperial sailors and the feeble militias that stand against them. Reavers sail the seas to bring booty back to their settlements in their frozen lands. Others sell their souls to the Ruinous Powers, hoping to attract the attention of their uncaring Gods, and gain the power they so crave.

Special: -

Career Entries: Bondsman*, Marauder*, Norse Berserker*, Seaman, Skald*, Warleader*, Whaler*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	-	+10	+5	+10	-	-	-	+1	+2	-	-	-	-	-	-

Skills: Common Knowledge (Bretonnia, the Empire, Lustria, Norsca, Southlands, Tilea or the Wasteland), Consume Alcohol, Dodge Blow, Row, Sail, Scale Sheer Surfaces, Speak Language (Breton, Estalian, Reikspiel or Tilean), Swim

Talents: Hardy or Street Fighting, Menancing or Strike Mighty Blow, Seasoned Traveller

Trappings: Hand Weapon, Medium Armour (Mail Shirt, Full Leather and Helmet), Shield, Tattoos

Career Exits: Marine, Marauder*, Mate, Mercenary, Navigator, Slaver*, Veteran, Warleader*, Whaler*





Sometimes Norse Seers are referred as Shamans (also Vólva or Völva). Seers are self-appointed authorities on all matters involving the spiritual world. They can be found in marketplaces of any town, proclaiming their latest revelation to anyone who will listen. Since Seers operate outside the bounds of sanctioned religious laws, and purport to understand the will of the Gods, they are easy targets for persecutions by Witch Hunters, who don't draw a line of distinction between the authentic seers and the charlatans. In Norsca, however, Seers are valued members of a Jarl's entourage, reading the signs and portents in the entrails of their sacrifice or translating the flickers of fire to divine some glimpse of future events.

Special: Norse Holymen.

Career Entries: Hedge Wizard, Skald*, Strigany Mystic (*Nights Dark Masters, Career Compendium*)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	-	+5	-	+5	+10	+5	+10	-	+2	-	-	-	-	-	-

Skills: Blather or Speak Arcane Language (Daemonic or Magick)

Talents: Hedge Magic or Keen Senses, Luck or Petty Magic (Hedge), Public Speaking

Trappings: Instruments of Divination (dice, cards, a chicken...etc.)

Career Exits: Agitator, Charlatan, Vagabond, Vitki*, Witch (*Realms of Sorcery, Career Compendium*); It is common to choose the Chaos Sorcerer – Maledictor career after this career.



Skalds are the keepers of lore, the chroniclers of the histories of the Norse. Part entertainer, part warrior, these individuals are held in high esteem for their wisdom and knowledge. All Kings keep Skalds in their retinues, as do most Jarls. When the call for war is sounded, the Skald bears the banner and marches to battle with his comrades.

Special: -

Career Entries: Bondsman*, Entertainer

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	-	+5	-	+5	+10	+5	+10	-	+2	-	-	-	-	-	-

Skills: Academic Knowledge (History), Blather, Charm, Common Knowledge (Norsca), Common Knowledge (Chaos Wastes), Gossip, Perception, Performer (any two), Speak Language (Norse), Speak Language (any two) or Ventriloquism

Talents: Mimic, Public Speaking, Savvy, Suave

Trappings: Hand Weapon, Shield, Light Armour (Leather Jack and Leather Skullcap), Banner, Several Scrolls Recounting the Histories of the Character's Tribe

Career Exits: Agitator, Burgher, Freeholder*, Marauder*, Mercenary, Norse Berserker*, Reaver*, Rogue, Seer*





Slaver (Advanced)

Tome of Corruption, Career Compendium

In the past, slavery was quite common in the Old World. The practice is as old as Humanity, originating in the ancient empire of Khemri, and continued through the various civilisations that rose and fell in the intervening years, leading to the present day. In an evolving economy, slavery is simply impractical. In places like Bretonnia, serfs perform all the work and live lives little better than slaves, but in the Empire, men and women, whilst Peasants, are in charge of their own destinies. Of course, in some remote corners of the Old World, the practice flourishes. Araby is famed for its flesh markets as is Sartosa and even some dark corners in Marienburg. The Norsemen take slaves as well, either from surrendered adversaries or as plunder from one of their raids. Occasionally, they have reason to traffic with unsavoury flesh dealers, and some enterprising Norsemen take up the profession.

Special: -

Career Entries: Freeholder, Marauder*, Merchant, Reaver*

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+20	+20	+20	-	+10	-	+10	-	-	+4	-	-	-	-	-	-

Skills: Common Knowledge (Bretonnia, the Empire or Tilea), Drive, Evaluate, Follow Trail, Haggle, Intimidate, Ride, Speak Language (any three), Torture

Talents: Dealmaker, Menancing, Public Speaking, Seasoned Traveller or Streetwise, Specialist Weapon Group (Entangling) or Strike to Stun

Trappings: Hand Weapon, Horse and Cart, Horse with Saddle and Harness, three Pairs of Manacles, 10 Yards of Rope, 1d10 Thralls

Career Exits: Captain, Outlaw Chief, Seaman



Vitki (Advanced)

Tome of Corruption

Sometimes Vitki are referred as Shamans (also Vólva or Völv). Admittedly, most Norseman spellcasters are Sorcerers, Witches, and Warlocks. All of these mystics draw their power from the Dark Gods, channelling *Dhar* to suit their needs. Still, in some parts of Norsca, an older tradition remains: one placing emphasis on divination, healing, and prophecy. Whilst most include them in the pantheon of corrupt Daemonologists, Vitki are not blatant servants of the Ruinous Powers, and instead work their magic to aid their people.

Special: Norse Holymen.

Career Entries: Hedge Wizard, Seer*, Witch (*Realms of Sorcery, Career Compendium*)

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+15	+10	+10	+10	+10	+15	+25	+20	+1	+5	-	-	-	+2	-	-

Skills: Animal Training, Channelling, Hypnotism, Intimidate, Magical Sense, Outdoor Survival, Perception, Performer (Storyteller)

Talents: Dark Magic, Lesser Magic (any two), Master Orator, Meditation, Menancing, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue), Witchcraft**

Trappings: Dagger, Filthy Hides, A Bag of Entrails

Career Exits: Warlock (*Realms of Sorcery, Career Compendium*); It is common to choose the Chaos Sorcerer – Maledictor career after this career.

** This trait can be found in this document – See Bestiary for new Talents & Traits.





Warleader (Advanced)

Tome of Corruption, Career Compendium

Warleaders are proven Norsemen warriors who've seen countless battles and are entrusted by their Jarls and Kings to lead detachments of other warriors and Marauders against their enemies. Typically, Warleaders bear many strange tattoos, ritual scars, and most, if not all, have one or more mutations, showing they have the favour of the Gods.

Special: -

Career Entries: Bondsman*, Marauder*, Reaver*

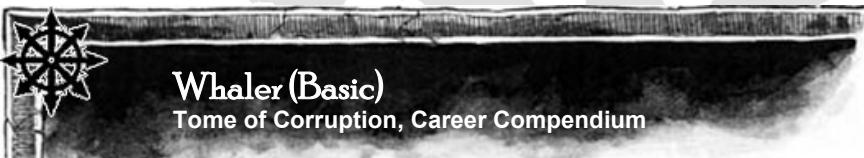
Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+20	-	+20	+20	+10	+5	+10	+10	+2	+5	-	-	-	-	-	-

Skills: Command, Consume Alcohol, Dodge Blow, Intimidate, Perception

Talents: Fearless, Strike Mighty Blow, Strike to Injure, Specialist Weapon Group (Two-handed), Unsettling, Very Resilient or Very Strong

Trappings: Hand Weapon and Shield or Great Weapon, Medium Armour (Sleeved Mail Shir, Mail Coif and Full Leather Armour), Warband of 2d10 Marauders

Career Exits: Captain, Champion, Reaver*, Veteran



Whaler (Basic)

Tome of Corruption, Career Compendium

Whaling is an important trade for Norsca, and Whalers are respected even among the warriors. Swimming through the dark currents of the Sea of Chaos are massive whales, many of which bear strange markings, and odd colouration, twisted and warped as they are by the power of Chaos. These monsters can capsize ships and swallow hundreds of men in a single gulp. Thus, Whalers must be made of sterner stuff than ordinary fishermen.

Special: -

Career Entries: Fisherman, Reaver*, Seaman

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	+10	+10	+10	+10	-	-	-	-	+2	-	-	-	-	-	-

Skills: Consume Alcohol, Navigation, Perception, Row, Sail, Swim

Talents: Coolheaded, Excellent Vision, Hardy, Seasoned Traveller, Very Strong

Trappings: Dagger, Lantern with four pints of Whale Oil, Light Armour (Leather Jack), Pipe, Spear, Bottle of Good Spirits, Lucky Charm (Scrimshaw Talisman or Tattoos, see WFRP page 123)

Career Exits: Freeholder*, Marauder*, Navigation, Reaver*, Veteran





Ulfwerenar

If GM allows Were/Ulfwerenar mutations is possible option to player characters.

No one denies the Norsemen's ferocity in battle, but there are whispers of some men transforming into horrifying beasts in the thick of battle. In Human form, they are indistinguishable from other Norsemen, but in the heat of battle, they lose control and gain the characteristics of wolf, badger, or bear.

The Ulfwerenar, as they are known, can learn to control their tainted lives and can bring on the transformation themselves. Many of them live perfectly normal lives, and the most experienced and oldest can even resist the change when Morrslieb shines full.

The War Chiefs of the Norse hold great respect for the Ulfwerenar, and they are considered partly blessed by their kin. It has also been known for the children of an Ulfwerenar to inherit the taint, and some Norse noble families have a strong tradition of being Ulfwerenar. In battle the Ulfwerenar take to the field in their human form and as the battle progresses their blood runs faster and the scent of the enemy fills them with a thirst for blood. When the change would be most devastating they take on their animal form and charge in, tearing into the enemy with reckless ferocity.

Those that shapeshift into wolves are considered to carry a special heritage and are called Olricsbarn. Those who shapeshift into bears are considered to be blessed by the God Urson (most commonly believed amongst the Baersonlings). Other Weres have no special mythology. There is also dark-side among the Weres however. Some Weres pray to the Dark Gods and believe that they have been touched by them when they gain shapeshifting ability. Even if they change to wolves or bears these Chaos worshippers are not considered to be Olricsbarn or blessed by the Urson. It is said that the truly blessed ones can actually detect these Morkewerenars ("Dark Weres"). Other common names in Norsca for Ulfwerenar are also: Werekin, Werefolk, Shapestrong, Shapestruck, Bearstuck, Wolfstruck...etc. Also the most powerful of the Weres are called Ulfjarls - "the princes of the Ulfwerenar".

Truth is that even the Norse consider this shapeshifting as a blessing from one of their Gods it is truly a Chaos caused mutations that can be gained from anywhere in the world. It just seems that in the Warpstone tainted Norsca these are more common mutations. Imperial scholars call them just Weres.





Following Rules are expansion to Were (Ulfwerenar) rules found from the *Tome of Corruption: A Catalogue of Change*.

Were or Ulfwerenar

Fear 1/2/5

Type: Single

Description: Ulfwerenar can change their form into a beast-Human hybrid (usually a wolf or bear). They gain the *Frenzy* trait. Whenever Ulfwerenar enters a frenzy, it transforms to a beast (Were form). This changes both Profiles, Skills, Talents and Traits. Change remains for as long as Ulfwerenar is in the frenzied state. Also Ulfwerenar transform automatically during the full Morrslieb if they fail in **Hard (-20) Will Power Test**. This transform will happen around midnight and will last 1d10/2 +1 hours. Ulfwerenar will feel the urge during the day of the full moon. Many will not fight the transform and don't need to make Will Power test.

Rule Expansion: If Were person has following Skills and Talents those remain when they turn to Were-Beast: Dodge Blow, *Inured to Chaos*, *Strike Mighty Blow*, *Strike to Injure*. Also Were-Beast gains always 1 Fear Point (rules found in *Tome of Corruption*) and this gives *Menacing* Talent. Also:

- ❖ If Were-Beast form has both **Strength** and **Toughness** Characteristics 50+ and **Wounds** 15+ it gains 2 Fear Points, which gives *Unsettling* Trait.
- ❖ If both **Strength** and **Toughness** are 60+ and **Wounds** 20+ then it gains 5 Fear Points and *Frightening* Trait. Then the Were-Beast form is truly huge and monstrous.

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	-	+10	+10	+20	-10	-10	-20	+1	+5	-	-	+1	-	-	-

Skills: Concealment, Follow Trail, Perception, Silent Move, Swim

Talents & Traits: Keen Senses, Natural Weapons (Fangs & Claws), Night Vision





Chapter IX: Norsca Bestiary

ÞMÍGÍTÍXÍBÍMRÍMÍTÍTÍXÍBÍFRÍTÍTÍXÍXRFMÍTÍXÍFÍRÍMÍAÍFÍMÍTÍXÍAÍFRÍXÍ

The lands of Norsca also host number of unique creatures and information about some of them are given here. Each features various calling names and also following stats.

Type:

- ❖ Animal
- ❖ Construct
- ❖ Daemon, Lesser or Greater (Construct / Humanoid / Insect / Monster / Monstrous Humanoid / Ooze / Plant)
- ❖ Elemental
- ❖ Humanoid
- ❖ Insect
- ❖ Monster
- ❖ Monstrous Humanoid
- ❖ Ooze
- ❖ Plant
- ❖ Undead (Corporal / Ethereal)

Size:

- ❖ Minimun (Insects...)
- ❖ Tiny (Snotling...)
- ❖ Small (Goblin, Halfling...)
- ❖ Medium (Human, Dwarf...)
- ❖ Large (Black Orc, Centigor, Minotaur...)
- ❖ Very Large (Ogre, Rat Ogre, Troll...)
- ❖ Huge (Griffon, Manticore, Wyvern...)
- ❖ Gigantic (Dragon, Giant, Hydra...)

Habitat: Living areas

Range: Lands were to be found

Special: Any special notable powers / traits.

Threat Level: WFRP3 (with WFRP2 Slaughter Margin) style of a challenge rating to give idea how powerful the creature is. The Thread Level is something to compare to other creatures and give some idea of challenge for GM. For challenge ratings we also compare creature to experienced Human Warrior with good weaponry and armour.

💀 (Very Easy): Minor opponent. The Warrior should be able to kill the creature in a round or two, without injury.

💀💀 (Easy-Routine): Average opponent for a average person. The Warrior definitely has the upper hand, but may gain injury.

💀💀💀 (Routine-Average): Dangerous, possibly well-trained opponent. The Warrior faces and opponent on par with his own skill, or one that has unusual abilities that make up for less martial prowess.

💀💀💀💀 (Challenging-Hard): Powerful opponent. The creature has the edge on the Warrior, but the Warrior can still win.

💀💀💀💀💀 (Hard): Very dangerous opponent. The creature is likely to kill the Warrior in few rounds. It is barely possible that the Warrior can hold his own.

💀💀💀💀💀 (Very Hard): Mighty opponent. The creature will almost certainly gut the Warrior with just a few blows. The Warrior has barely a one-in-a-thousand chance of defeating such an enemy.

💀💀💀💀💀 (Impossible): Extreme opponent. The creature in question is immune to the Warrior's attacks or the thought that a single Warrior could kill it is just laughable.

💀💀💀💀💀+ (Impossible+): Almost demi-god like opponent. Defeating opponent like this needs almost as powerful creature.

(💀💀💀): This is special bonus for creatures with certain special abilities. This is usually something that requires magic, magical weapons or other special powers to actually cause damage to the creature. For example Ethereal creature.





Talents & Traits, Part 1

The following talents & traits are used in this document. Most new, but some are taken from various sourcebooks. Talents & traits presented here are marked ♦ in the bestiary stats.

Animal Survival Instinct [Trait]

Description: Animals are naturally good in some skills. Survivor instinct. This special rule gives +20 bonus to Follow Trail, Navigation, Outdoor Survival and Perception Tests.

Beastmaster [Talent]

Description: You are an expert at training different monstrous beasts (including primitive humanoids, like Trolls, Beastmen, Ymir, but also creatures from Basiliks to Mammooth...etc.). When trying to train these monsters you gain a +20 bonus to Animal Training Tests and +10 bonus to Animal Care and Charm Animal Tests.

Bear Hug [Talent]

Description: You can pin large opponents with your massive bulk and powerful strength. You gain a +10 bonus on Grapple Tests and a total of +20 bonus on tests made to maintain the grapple and to damage the grappled opponent. Finally, your Strength Bonus counts as one higher when dealing damage on a grapple.

Daemonic Aura [Trait]

Description: Daemons (and other similar creatures) are made of the very stuff of magic and this protects them when they are in the mortal world. Any time a non-magical weapon hits a Daemon (or similar creature), the Creatures **Toughness Bonus** is treated as though it were increased by +2. Additionally, the Daemon's own attacks are considered to be magical. Lastly, these creatures are completely immune to the effects of poison and suffocation.

Ethereal [Trait]

Description: An ethereal creature is insubstantial and weightless. It can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only pass through them. An ethereal creature partially hidden inside an object gains a +30 bonus on Concealment Tests. An ethereal creature that wishes to be completely silent doesn't need to make Silent Move Tests. An ethereal creature is also immune to normal weapons, which simply pass through its body as if it wasn't there. Daemons, spells, other ethereal creatures, and an opponents armed with magic weapons may all injure ethereal normally. An ethereal creature can't normally affect the mortal world, and thus can't damage non-ethereal opponents unless it has a suitable special Trait or Talent.

Expert Climber [Trait]

Description: Creatures with this trait may use the Scale Sheer Surfaces skill as a half action. They may also use this skill as a Full Action to climb a number of yards equal to their Movement Characteristic for each successful test.

Hideous Strength [Trait]

Description: All the attacks done by these creatures count as having the Armour Piercing and Impact Qualities.

Ice-Blooded [Trait]

Description: A creature with this trait are so at home with the frozen north that they are immune to any effects from cold, including magically created cold effects.





Talents & Traits, Part 2

The following talents & traits are used in this document. Most new, but some are taken from various sourcebooks. Talents & traits presented here are marked ♦ in the bestiary stats.

Instability [Trait]

Description: These creatures are not so solidly linked to the Old World as mortals are and may sometimes be forced back from whence they came if a battle goes against them. On any round in which this creature is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a **Average Will Power Test** or be banished back to its original realm.

Inured to Chaos [Trait]

Description: If you have a mutation, you gain a +10 bonus to tests made to resist gaining additional mutations.

Natural Magic [Trait]

Description: Some rare creatures are just naturally extremely sensitive to the Winds of Magic and can easily, or with little help, learn the full use of magic. They get automatically Channelling and Magic Sense skills, as also *Aethyric Attunement* talent. Any other magical skills or talents must be learned and bought separately. Creatures with *Natural Magic* trait may buy their Magic Characteristic up to 4. They may also buy Petty Magic, Lesser Magic, Lore and Rituals (these must be bought in right order, first one Petty Magic, then Lore...etc.). Petty Magic, Lesser Magic and Lore spells can be learned without the skills Speak Arcane Language or Academic Knowledge (Magic), because creature can basically learn just to manipulate the winds directly, rather than learn basics of some spells from some magical tomes. Rituals are created effects that usually need Speak Arcane Language. Creature can still learn these skills if it so chooses and also Rituals. It is GM decision how fast can Naturally Magical creature actually can learn to manipulate the winds, what magic it may learn, and even the extend of creatures learning (GM may rule that this kind of creature will never learn to use more than Petty Magic).

Note: Some creatures like this may still never learn the use of magic. Yet they are very sensitive to it, even never wield the magic themselves. But this special Trait should be extremely rare ability, and this level of natural magical use can never be used by most of the humanoid races inhabiting the Warhammer World.

Provincial Expertise [Talent]

Description: You are deeply familiar with your homeland. Select a province or region within your native country. You receive a +10 bonus to all related Common Knowledge Tests.

Regeneration [Trait]

Description: At the start of its turn each round, and creature regenerates 1d10 Wounds. Wounds caused by fire cannot be regenerated. This ability ceases to function if the creature dies.

Scales [Trait]

Description: The creature has tough scales that protect it like armour. This trait provides the creature with a number of Armour Points on all locations equal to the number noted in parenthesis.

Speed of Attack [Trait]

Description: The creature has so many ways to attack – teeth, claws, tail even wings – that it can attack twice with the standard attack action instead of the normal once.





Talents & Traits, Part 3

The following talents & traits are used in this document. Most new, but some are taken from various sourcebooks. Talents & traits presented here are marked ♦ in the bestiary stats.

Thick Skin [Trait]

Description: Due to their unusually thick skin, reduce the Critical Values of Critical Hits against them by 1.

Topsy [Trait]

Description: A giant creatures with this trait is fond of drink and are often drunk in battle, leading them to fall over at unexpected moments. Whenever a creature charges or takes more than 5 Wounds in a single hit, it must make an Agility Test or fall over and lose 2 Wounds regardless of Toughness Bonus or Armour. Anyone fighting the creature in melee combat must make a **Challenging (-10) Agility Test** or take a Damage 7 hit from the falling creature.

Tracker [Trait]

Description: These creatures are breed or naturally good to hunt down and track prey. Their ability to track is superior. +20 bonus to any Follow Trail or Perception Tests to track.

Unstoppable Blows [Trait]

Description: A creature with this Trait is so large and strong that its attacks are incredibly difficult to parry. Opponents take a -30 penalty to parry attempts.

Will of Iron [Trait]

Description: A creature with this trait is immune to fear and terror, as well as the effects of the Intimidate skill and the *Unsettling* Talent.

Witchcraft [Talent]

Description: You have managed to survive the perils of hedge wizardry and teach yourself more powerful techniques of magic use. This gives you access to spells beyond Petty Magic, but since you must figure out each spell on your own, your progress is slower than that of a Sorcerer. Witchcraft allows you to learn any spell from an Arcane Lore with a Casting Number of 15 or less, but you must pay 200 xp for each one. You can cast these spells without having the Speak Arcane Language (Magick) Skill. However, you must roll an extra d10 when casting one of these spells. This does not add into your Casting Roll but does count for the purposes of Tzeentch's Curse. Once you learn an Arcane Language and an Arcane Lore, you no longer have to roll the extra die.





Common View

"Northern bears are the biggest and deadliest. We run to one accidentally in a cave when traveling in the Goromadny Mountains. Now that one was fierce and angry. Killed two of my men. It was the size of those white bears of north, but still different breed. Norse guide told us that these bears are the pets of their God Ursun."

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

"There are mighty white bears that live in the icy sea and huge brown bears that you call Grizzly. But the most fearsome and aggressive is the cave bear. These we do not train. Too frenzied. Best to leave alone."

- Lars Hronjirson, Varg Beastmaster



Cave Bears are basically remains from the cold era when many mighty creatures lived. After the coming of warmer climate many of these creatures disappeared or became very rare living in the colder regions of the world. Cave Bear is very much similar in size as Northern Grizzly or Polar Bear, but more fierce.

Type: Animal

Size: Very Large (Ogre, Rat Ogre, Troll...)

Habitat: Tundra, mountainous area

Range: Norsca, World Edge Mountains, Troll Country

Threat Level: ☠☠☠

- Cave Bear Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	0	60 (6)	50 (5)	30	14	35	0

Skills: Concealment (Ag +20), Follow Trail (Int), Intimidate (S +10), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S), Swim (S +20)

Talents: Bear Hug ♦, Frenzy, Strike Mighty Blow*, Strike to Injure**

Traits: Animal Survival Instinct ♦, Fearless, Frenzy, Frightening, Ice-Blooded ♦, Keen Senses, Natural Weapons (Claws), Thick Skin*** ♦

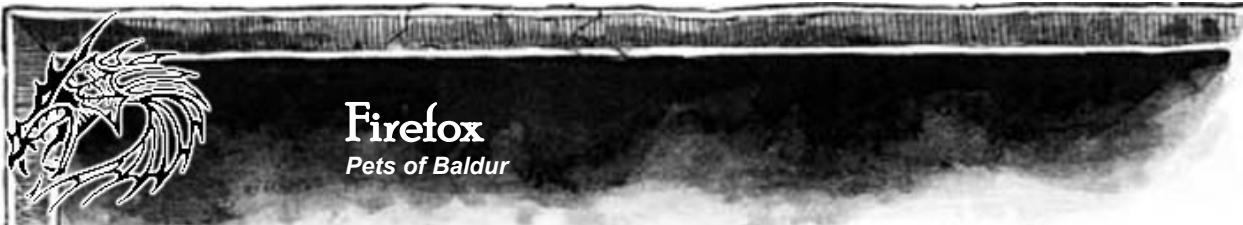
Combat

Attacks: 2; **Movement:** 4; **Wounds:** 28

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Claws (1d10+7*, CV+1**)





Firefox

Pets of Baldur

Common View

"We were looking these strange winter lights in the sky one night in the Troll Country. My friend Pieter said they were called the Aurora-something... I don't remember. Our Magister said they were the Winds of Magic, but our Norse guide said they were the lights created by the true Gods. Either way, then we saw strange and beautiful creature. I first thought it was fox, but its hide shined in the most beautiful way. It was just watching those strange lights in the night sky and its hide was shining with the lights."

- Hans the Axe, Mercenary Sergeant

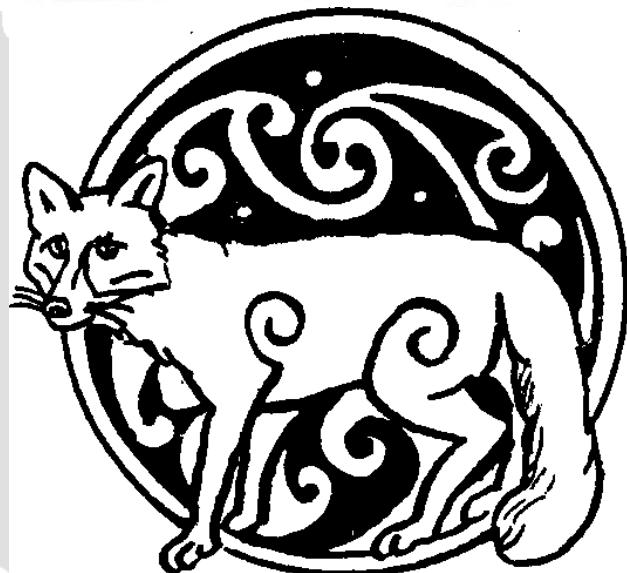
The Scholar's Eye

"These are one of the most beautiful creatures I have ever seen. First time I saw hide of a Firefox was in the Nuln. Very rich merchant had bought one and came to Countess party dressed to that beautiful thing. Rumors said that Countess bought the hide paying 1000gc. Few other hides have appeared to the Nuln after this. This has caused attention of witch hunters also. These creatures come from the lands of north, close to the effects of the dreaded Chaos Wastes. The question is: Are these creatures originally foxes changed by the mutating energies of Chaos? For they are not known anywhere else than in the lands of Norsca. What ever the truth is, these rare creatures are still one of the most beautiful I have ever seen, but any hunter should be careful. For they are not normal foxes. And trust me on this..."

- Pieter Schmidt, Famous Scholar and Explorer from Nuln

Firefox are mysterious northern creatures found only from the Norsca and sometimes from the Troll Country. They look very much like fox, but have strange ability to control electricity and have a beautiful hide. It is said that they are the pets of God Hvedhrungr, also known as Baldur, and that Hvedhrungr uses them also messengers, even these creatures are not known to speak. Northern sagas also tell many stories involving these creatures. Fathers are known to promise their daughters hand to the warrior who will bring the hide of Firefox...etc.

Firefox are legendary and extremely rare creatures. Their hides are very valuable and prized possessions. Many Jarls pay good money (or thralls) for these hides. Common price in the Norsca is 3 Sceattas or male thrall. They are even known in the Old World and prized even more. Hunting for these creatures is difficult. First, they are extremely rare. Then they are intelligent and dangerous using their powers to manipulate electricity charges.





Firefox seem to love the strange phenomena of the north – The Aurora Polaris. They just gather high points to watch the lights. These skylights make Firefox hide glow even brighter and more beatifull. It's like Firefox gathers the energy created by the lights. Their power to feel and control electricity seem to give them strange ability to navigate and feel the polar north.

Type: Animal

Size: Tiny (Snotling...)

Habitat: Woodland, mountains, grassland

Range: Norsca, Troll Country

Threat Level: ☠☠

- Firefox Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	18 (1)	25 (2)	40	14	45	5

Skills: Concealment (ag +10), Dodge Blow (Ag), Follow Trail (Int), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (Int +20)

Talents: Orientation, Rover

Traits: Animal Survival Instinct ♦, Fearless, Fleet!, Ice-Blooded ♦, Inured to Chaos ♦, Keen Senses, Mutations (Brightly Patterned Skin, Electrical Touch), Natural Weapons (Fangs & Claws), Night Vision, Resistance to Magic

Combat

Attacks: 1; **Movement:** 6; **Wounds:** 10

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

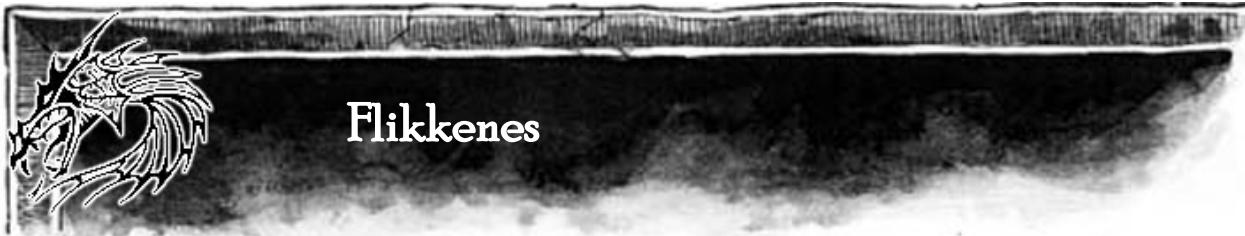
Weapons: Fangs & Claws (1d10+1; Electrical Touch)

Mutations

All Firefox gain the *Brightly Patterned Skin (Tiger Stripes)* and *Electrical Touch* mutations.

- ❖ **Brightly Patterned Skin:** Firefox hide is very beautiful changing color as needed. When Firefox is hiding color may become darker and makes concealment easier. When Firefox moves openly its hide is extremely beautiful changing brightly colors. The highlight point is the moments of Aurora Polaris in the north. These skylights make Firefox hide glow even brighter. Norse bay 3 Sceattas or male Thrall for these hides. In the Old World these strange hides can easily been sold as much as 1d10x50gc (they are very rare). It's another matter what witch hunters might think about these strange hides.
- ❖ **Electrical Touch:** Raw electricity sparks from Firefox attacks. When Firefox makes normal attack with Electricity it causes first normal Fangs & Claws damage and then extra Damage 3 hit (Damage 5 hit for opponents wearing metal armour) that ignores all Armour Points. Once this attack is used it can be used again after 1d10 rounds.





Flikkenes

Common View

"The bigger the troll, the smaller the brain."

- Norse Proverb

The Scholar's Eye

"Troll-kin, but small. Don't get fooled by the size of these creatures. They maybe like smallest of the Goblin-kin, but they are still Trolls. Dangerous and troublesome creatures. And clever they are also."

- Vilhajmur Trollhand, Norse Vitki



In the remote Norsca Troll-kin is very common and comes in many different shapes and forms. Common Trolls are usually larger and stronger than their southern (Old World) cousins, but then there are smaller variations like small Flikkenes.

Flikkenes are similar to normal Troll, but they are only about 10 inches to 3 feet in height. They have thick skin like Trolls and may have some body hair. This would be black to greenish-brown to orange with greasy texture. Flikkenes are probably some Chaos mutated variation from original Troll and are never seen southern than the Troll Country. They are very susceptible to Chaos mutations. Also they have similar digestive system as Trolls. Because this they can easily eat anything, preferring fresh meat and carrion above all else. Normally, they consume small prey like rabbits, rats, and birds. Given the chance they will capture and consume small domestic animals and human children (even adults if they can win them).

Flikkenes live in a tribal society and are normally found in small settlements on the borders of the Troll Country and isolated locations in the Norsca Mountains. Even though they may even trade with the other races, Flikkenes favor to live as far away from the Norse and other races as possible. It makes getting along with one's neighbors so much easier. Far more intelligent than Trolls, Flikkenes are unskilled craftsmen by trade. They can make and repair items such as shoes, belts, leather packs, ceramic bowls, and clothing without much difficulty. More skilled crafts like smithing, lapidary, and weaving fine garments are beyond the Flikkenes. Some Flikkenes, however, would rather obtain goods through stealing from others (even unsuspecting travelers). Their favorite means is to waylay victims when they least expect it. Flikkenes also have a limited command and understanding of Norse, which they use when trading. Unlike Trolls, Flikkenes may protect themselves by wearing Armour (mostly Leather). In combat, Flikkenes use small hand weapons (usually daggers and hatchets) or attack with their small claws.





Type: Humanoid

Size: Tiny (Snotling...)

Habitat: Any, usually mountains

Range: Norsca, Troll Country

Threat Level: ☠☠

- Flikkenes Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	30	25 (2)	35 (3)	25	25	30	15

Skills: Common Knowledge (Trolls) (Int), Concealment (Ag +10), Dodge Blow (Ag), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Speak Language (Goblin, Norse) (Int)

Talents: -

Traits: Chaos Mutations, Claws, Fearless of Trolls, Night Vision, Regeneration ♦, Vomit

Combat

Attacks: 1; **Movement:** 3; **Wounds:** 6

Armour (Light): Leather Jack (Head 0, Arms 1, Body 1, Legs 0)

Weapons: Claws (1d10) or Hand Weapon (Short Sword or Hand Axe) (1d10+2)

Claws

The Flikkenes Claws cause SB-2 damage.

Fearless of Trolls

Flikkenes are not subject to fear caused when confronting a Troll. Needless to say, Flikkenes do not willingly stick around whenever large Troll appears (as their larger cousin might even eat them). But sometimes Flikkenes move with larger Trolls.

Mutations

There is a 50% chance of a Flikkenes has a single Mutation. Use tables found from *Old World Bestiary* or more expanded tables of *Tome of Corruption*.

Vomit

An Flikkenes can take a full action to vomit a corrosive, ill-smelling substance out of its belly. The vomit attack hits a melee opponent if Flikkenen succeeds on **Easy (+20) Ballistic Skill Test**. If attack succeeds then the opponent is covered in the foulest of digestive juices which deal 1d10 damage that ignores armour. The vomit may be dodged, but not parried.





Common View

"First the Gods brought us, the Jotun, to the Real World from the Raenisheim. But we weren't scared of the Gods and didn't worship them as they liked. Then the mighty Dragons came. They left the Raenisheim using the great gates to enter the Real World. The Dragons also liked the place and stayed. But they were also a powerful race like us. So Gods were left alone again. They just had to make weaker race. And so the men were created."

- Vipunen, Ancient Jotun

The Scholar's Eye

"Dragons have many calling names – Draco, Drage, Drake, Drakk, Lung, Wyrm. Ancient Elven knowledge tells that Dragons were the masters of the forests and the mountain tops before the Elves and the Dwarfs. The Dragons come in many colours and types depending on where they live. For example Dragons of the north, those living mostly in the mountains of Norsca breath deadly chill that can freeze its target to death. And their mighty scales are white-grayish, sometimes even like ice. Unfortunately many of these mighty beasts have been corrupted by the close influence of the Chaos Wastes."

- Pieter Schmidt, Famous Scholar and Explorer from Nuln

In the cold and dark north, and in the highest of peaks, lives Dragons that love the coldness found from those places. They are comfortable in the places where most of the races would die for cold. Frost Dragons try to stay above the snowline during the warm summer months, but in the winter they descend even to the sea level, if it is cold enough. Frost Dragons are known to be seen in the drifting Icebergs on the northern seas. Frost Dragons love the Aurora Polaris, which are common sight in the northern winter sky. They seem to be mesmerized by the sight of these lights and gather to watch this phenomenon.

Dragon Features

Colour: Pure white with bluish-white to a white-grayish like sluggish snow. Some have rough ice-looking scales, some more mirror-like gleaming and very polished scales.

Nature: Manipulative, cunning and cruel. "Cold as frozen north" is common saying among the people of Kislev and also the Norse, about the Dragons of North. Yet, they are slow to anger, presumably a result of their own chill nature being combined with cold-blooded physiology. Some may become more neutral and have even become loyal steeds for the Elves in their battles against evil and Chaos (even still manipulative and cunning). Very intelligent and like contest of wits and knowledge (riddles).



Paul Spurrier 03





NOTE! Only Old Frost Dragon stats are given here. Younger Dragons are smaller and weaker, and even older wyrms bigger and powerful. More info and WFRP2 rules about Dragons can be found from my site.

Type: Monster

Size: Old - Gigantic (Dragon, Giant, Hydra...)

Habitat: Mountain Peaks (above snowline), Tundra

Range: Chaos Wastes, Eastern Steppes, Kislev, Norsca, Ogre Kingdoms, Old World, Ulthuan

Threat Level: ☠☠☠☠☠☠☠

- Dragon, Old Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
59	0	65 (6)	68 (6)	30	47	89	34

Skills: Academic Knowledge (Daemonology, History, Magic) (Int +20), Channelling (WP +20), Charm (Fel +10), Command (Fel +20), Common Knowledge (Chaos Wastes, Dragons, Dwarfs, Elves, Norsca, any one) (Int +20), Concealment (Ag +20), Dodge Blow (Ag +20), Evaluate (Int +20), Follow Trail (Int +20), Gossip (Fel), Intimidate (S +20), Magical Sense (WP +20), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +20), Scale Sheer Surfaces (S +20), Search (Int +10), Silent Move (Ag +10), Speak Arcane Language (Daemonic, Magic, Any one) (Int +20), Speak Language (Khazalid, Kurgan, Norse, any one) (Int +20), Swim (S +20)

Talents: Aethyric Attunement, Orientation, Resistance to Disease, Resistance to Poison, Seasoned Traveller, Strike Mighty Blow*, Strike to Injure**, Strike to Stun, Strong-minded

Traits: Breath Attack (Chill/Frost), Excellent Vision, Flier, Hideous Strength ♦, Inured to Chaos ♦, Keen Senses, Natural Magic ♦, Natural Weapons (Claws, Fangs, Horns, Tail, Wings), Night Vision, Scales (5) ♦, Speed of Attack ♦, Terrifying, Thick Skin*** ♦, Unstoppable Blows ♦, Will of Iron ♦

Combat

Attacks: 6; **Movement:** 7 / Swim 4 / Fly 11; **Wounds:** 55

Magic: 0 or 4; Petty Magic (Ice+) or Petty Magic (Arcane) or Petty Magic (Chaos++) or Petty Magic (Hedge); Lesser Magic (Any Four); Witch Lore (Ice+) or Arcane Lore (Any one) or Dark Lore (Any one) & Dark Magic; Ritual (Any Four)
+ Can be found from the *Realm of the Ice Queen*

++ Can be found from the *Tome of Corruption*

Armour: Natural Scales (Head 5, Arms/Legs 5, Body 5, Legs 5, Wings 5; CV-1***)

Weapons: Natural Weapons (1d10+7*; CV+1**; Armour Piercing, Impact), Breath Attack (1d10+Damage below; Special), Tail Sweep (1d10+5*; CV+1**; Impact, Special)

Breath Attack

A creature can breathe deadly breath as a full action. This can be done every 1d5 rounds (or every second round. GM decision) and creature usually uses it as first attack. This attack ignores any armour points. The Breath attack hits automatically, yet it can be dodged (difficulty varies from the size, check below Size of the Breath Attack), but not parried. Breath Weapon may be in various types, which will feature the actual damage and even cause extra damage which is featured in the creatures' template. Also Breath Weapons size depends on the size of the creature, this is mentioned in the creatures' template, but here is comparison table and difficulty to avoid attack.

- ❖ **Chill/Frost:** A burst of milky white sub-zero mist filled with tiny fragments of solid ice. This easily causes cold damage including even deadly frostbites. Metal is dangerous when it becomes too cold and touched by pale skin. Also some materials may suffer from extreme cold. Everyone affected also must make **Challenging (-10) Toughness Test** or they are frozen. This causes anyone to move slowly. First round they cannot do anything. Then following 1D5 rounds this causes -10 to all actions. Uses Average Cone template. Causes Damage 8.

- ❖ **Avoiding a Breath Attack (Dragon size compared to the victim size):**

- **Gigantic:** Victims are extremely small (under one tenth in size or 10%) compared to the attacker. Also the Breath Weapon is large and very difficult to avoid. Make **Very Hard (-30) Dodge Test**. Victims also take possible extra damage to every Hit Location. Example Medium (Human, Dwarf) compared to Gigantic (Dragon, Giant, Hydra) creature.



- **Huge:** Victims are very small (less than one fourth or 25%) compared to the attacker. Also the Breath Weapon is large and very difficult to avoid. Make **Hard (-20) Dodge Test**. Victims also take possible extra damage to every Hit Location. Example Medium (Human, Dwarf) compared to Huge (Griffon, Manticore, Wyvern) creature.
- **Very Large:** Victims are small (less than half or 50%) compared to the attacker. Also the Breath Weapon is large and very difficult to avoid. Make **Challenging (-10) Dodge Test**. Victims also take possible extra damage to four different Hit Locations. Example Medium (Human, Dwarf) compared to Very Large (Ogre, Rat Ogre, Troll) creature.
- **Large:** Victims are smaller (from 90% to 50%) compared to the attacker. Also the Breath Weapon is large and very difficult to avoid. Make **Average Dodge Test**. Victims also take possible extra damage to two different Hit Locations. Example Medium (Human, Dwarf) compared to Large (Black Orc, Centigor, Minotaur) creature.
- **Average or Smaller:** Victims are about same sized, or larger, compared to the attacker. Also that is why the Breath Weapon is smaller and easier to avoid. Make **Average Dodge Test**. Victims will take possible extra damage to one Hit Location.

❖ **Size of the Breath Attack:** **Average Cone:** 16 yards (8 squares) long and roughly 1 yard wide at its starting point and 5 yards widest point.

❖ **Critical Hit from Breath Weapon:** If Breath Weapon causes Critical Hit to a limb, then roll Sudden Death is the limb lost (amputated because frostbite). If the hit is to the Head or Body, roll Sudden Death. Failure means that character dies. Fate Point can always be used.

Dragon Flight

Even there is speculation that Dragon's ability to fly is partly magical, truth is that they truly can fly. A Dragon weight much less than a terrestrial creature of the same size and its muscles are exceptionally strong, giving the Dragon's wings enough power to lift the Dragon into the air. In air Dragons are very fast fliers. A Dragon's biggest problem in flight is just getting aloft.

Even older Dragon become slower and less agile they are still masters of skies, when they fly. If any maneuverability tests in the air is needed and based on the **Agility** Characteristic with a +40 bonus.

Dragon Senses

Dragon has, like any predatory creature, acute senses. These senses become even better as a Dragon grows and ages, mostly because a Dragon's mind becomes ever more perceptive as the centuries pass. Only when Dragon enters Departure state and becomes Venerable its senses lose their touch. Venerable Dragons may become almost blind or deaf.

Dragons have vision superbly adapted to hunting. They enjoy excellent depth perception, which allows them to judge distances with great accuracy, and they have outstanding peripheral vision as well. Dragon eyes adapt quickly to harsh light and glare. A Dragon can stare at the sun on a clear summer day and suffer no loss of vision. Birds of Prey can perform similar visual feats, but often have poor night vision. Dragons have perfect Night Vision and see in the dim light as well as they can in sunlight. Dragons can even see with no light at all.

A Dragon's sense of smell and taste are nearly as well developed as its vision. This refined sense of smell is only partly dependent on the Dragon's sensitive nose; it also uses its forked tongue to sample the air, just as a snake does. Dragons can note the slightest variations in the taste of water or food.

Dragon's hearing is very similar as humans. They can recognize important sounds for what they are and filter out background noise and focus on significant sounds.

Because Dragons heightened senses and its Magical Sense, Dragons can more easily sense things that are not seen by normal vision (Ghosts, persons hidden by magic, Illusions...etc.). If there are penalties to sense unseen creature you should divide these penalties to half.



Tail Sweep

A creature with long, agile and powerful tail can use it for a Sweep attack. This attack does lesser damage, but knocks smaller enemies off their feet (even throws them for a short distance). Sweep attack is a full action. Sweep causes -2 to normal Damage, but victims are thrown to ground and loose next round. If Sweep hits victims head, then it causes same effect as *Strike to Stun* Talent.

Size of the Tail Sweep Attack (Dragon size compared to the victim size):

- ❖ **Gigantic:** Victims are extremely small (under one tenth in size or 10%) compared to the attacker. Sweep is very wide and very difficult to avoid. It hits 1d10 enemies. Make **Challenging (-10) Dodge Test or Very Hard (-30) Agility Test** to avoid. Victims are thrown 2d10 yards. Example Medium (Human, Dwarf) compared to Gigantic (Dragon, Giant, Hydra) creature.
- ❖ **Huge:** Victims are very small (less than one fourth or 25%) compared to the attacker. Sweep is wide and difficult to avoid. It hits 1d10/2 enemies. Make **Average Dodge Test or Hard (-20) Agility Test** to avoid. Victims are thrown 1d10 yards. Example Medium (Human, Dwarf) compared to Huge (Griffon, Manticore, Wyvern) creature.
- ❖ **Very Large:** Victims are small (less than half or 50%) compared to the attacker. Sweep is challenging to avoid. It hits 1d10/3 enemies. Make **Routine (+10) Dodge Test or Challenging (-10) Agility Test** to avoid. Example Medium (Human, Dwarf) compared to Very Large (Ogre, Rat Ogre, Troll) creature.
- ❖ **Large:** Victims are smaller (from 90% to 50%) compared to the attacker. It hits 1 enemy. Make **Easy (+20) Dodge Test or Average Agility Test** to avoid. Example Medium (Human, Dwarf) compared to Large (Black Orc, Centigor, Minotaur) creature.
- ❖ **Average or Smaller:** Victims are about same sized, or larger, compared to the attacker. It hits 1 enemy. Make **Very Easy (+30) Dodge Test or Easy (+10) Agility Test** to avoid.





Great White Wolf

Winter Wolf, Pets of Olric

Common View

"And I taught Giant Wolves that Greenskins use are big – Their nothing I'll tell you! These northern wolves are fearsome! First came their horrifying howl. Then came the wolves. They were huge!"

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

"They are the largest of the wolf-kind that comes from the frozen valleys of north. Great White Wolves are the pets of God Olric himself. Are you scared of pack of hungry wolves? You haven't witnessed the fury of hungry Great White Wolf. Mighty and intelligent beings they are. Jotuns train them for their pets as we train smaller wolves."

- Lars Hronjirson, Varg Beastmaster



Great White Wolves are white colored monstrous beasts much bigger than mighty Giant Wolves. The Norse call these creatures as the pets of God Olric. Great White Wolves are intelligent creatures and totally immune to the coldness of the north. They also possess strange ability to create deadly Frost Breath that they use to freeze their enemies and then eat them.

Great White Wolves are very rare, almost legendary. Even many imperial scholars think they are product of Chaos, they probably have existed before the coming of the Chaos. It could be that their race just mutated during the times after the first Great War Against Chaos like mighty Jotuns.

Even these huge wolves are rare there are still some living in the highest and isolated corners of Norsca. Some are known to travel in the Chaos Wastes time to time (these usually mutate even further). Mighty Jotuns have trained these wolves like humans train normal wolves. Because Great White Wolves are very intelligent they make very loyal allies.



Type: Animal

Size: Very Large (Ogre, Rat Ogre, Troll...)

Habitat: Any

Range: Chaos Wastes, Norsca

Threat Level: ☠☠☠☠

- Great White Wolf Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46	0	50 (5)	52 (5)	36	20	45	10

Skills: Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag), Swim (Int +10)

Talents: Strike Mighty Blow*, Strike to Injure**

Traits: Animal Survival Instinct ♦, Frightening, Ice-Blooded ♦, Keen Senses, Mutations (Breathe Frost), Natural Weapons (Fangs & Claws), Night Vision, Thick Skin*** ♦, Tracker ♦, Will of Iron ♦

Combat

Attacks: 3; **Movement:** 6; **Wounds:** 36

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

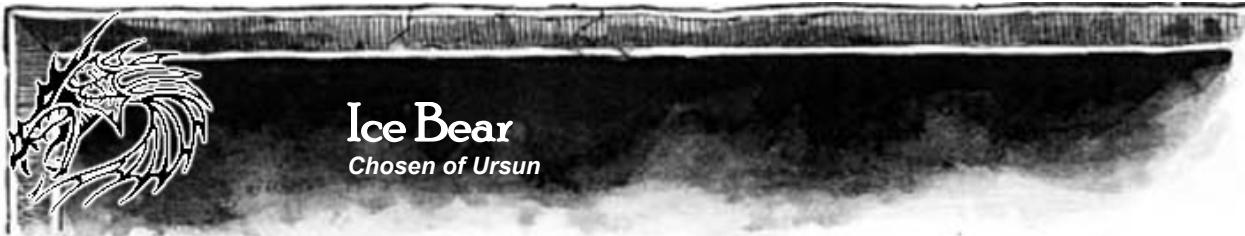
Weapons: Fangs & Claws (1d10+6*, CV+1**)

Mutations

All Great White Wolves gain the *Breathe Frost* mutation.

- ❖ **Breathe Frost:** Frost Breath is similar to *Breathe Fire - Three* (*Tome of Corruption*), but causes freezing hit against its targets. Great White Wolf can create once every 1d10 rounds as a half action a Frost Breath spew in a cone area front of it. Use the cone template. The breath hits automatically for a Damage 4 hit and ignores all Armour Points. This breath may be dodged but not parried.





Common View

“Two bears in the north are worth of mention – The Cave Bear and those white Bears they call Ice Bears. Those white ones, Chosen of Ursun – as they call them, are more rare. They are powerful swimmers and I have seen them in the Frozen Sea along the drifting ice. Not as frenzied as Cave Bears, but they are still as dangerous.”

- Hans the Axe, Mercenary Sergeant

The Scholar’s Eye

“As mighty as Hulebjorn, but unlike them, these we train.”

- Lars Hronjirson, Varg Beastmaster



In the far north live the enormous Ice Bears. These creatures use their white fur to hunt invisibly on the tundra. They are frequently man-eaters and can smell such prey from miles away. To hunt and slay an Ice Bear is a deed worthy of many songs; To tame one is deed of legend. Some Ice Bears living in the Chaos Wastes during the summer months may carry mutations.

Type: Animal

Size: Very Large (Ogre, Rat Ogre, Troll...)

Habitat: Tundra, Sea

Range: Norsca, Troll Country, Frozen Sea

Threat Level: ☠☠☠

- Ice Bear Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	0	59 (5)	53 (5)	30	12	35	0

Skills: Concealment (Ag +20), Follow Trail (Int), Intimidate (S +10), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S), Swim (S +20)

Talents: Bear Hug ♦, Frenzy, Strike Mighty Blow*, Strike to Injure**

Traits: Animal Survival Instinct ♦, Frightening, Ice-Blooded ♦, Keen Senses, Natural Weapons (Claws), Thick Skin*** ♦

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 28

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Claws (1d10+6*; CV+1**)





Common View

"Normal Trolls, River Trolls, Stone Trolls and those Chaos Trolls... And in the north they have those small Trolls with funny names... Ou, and then they have Ice Trolls also."

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

"There are many Troll-kin in our lands. These are one of the bigger ones. They are like the northern climate – Frozen to the core! I have seen Frostjotunir use it's breath against them without effect. Sometimes our Beastmasters capture one of them and try to train it as War Troll to our armies."

- Vilihajmur Trollhand, Norse Vitki



LYON

At the peaks of the mountains in Norsca there are many creatures that rarely ever venture below the snow line. Of these, one of the most common types is the Ice Troll. Ice Trolls are excellent trackers and can follow their prey for hundreds of miles if necessary. They do not carry weapons of any kind, and instead they rely on their wickedly barbed claws to slice through their prey with a single sweep of their long arms. Some of the Norse settlements deeper within the mountains actually have small communities of these simple creatures. The Ice Trolls appreciate the warlike tendencies of the Norse, and realise it is much easier to have someone bring your food to you than to run after it for hours before eating. The Norse bring the Ice Trolls with them to battle, and the special handlers point them at the enemy and try to stop them doing anything completely stupid. Once in combat Ice Trolls are devastating opponents, felling foes all around them.





Type: Humanoid

Size: Very Large (Ogre, Rat Ogre, Troll...)

Habitat: Any, usually mountains

Range: Norsca, World Edge Mountains, Troll Country

Threat Level: ☠☠☠☠

- Ice Troll Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	15	52 (5)	49 (4)	22	18	27	10

Skills: Common Knowledge (Trolls) (Int), Intimidate (S), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +10), Speak Language (Goblin, Norse) (Int)

Talents: Specialist Weapon Group (Two-handed)

Traits: Fearless, Frightening, Ice-blooded ♦, Mutations, Natural Weapons (Claws), Night Vision, Regeneration ♦, Stoopid, Vomit

Combat

Attacks: 3; **Movement:** 6; **Wounds:** 32

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Claws (1d10+5) or Great Weapon (Club) (1d10+5; Impact, Slow)

Mutations

There is a 50% chance of a Ice Troll has a single Mutation. Use tables found from *Old World Bestiary* or more expanded tables of *Tome of Corruption*.

Stoopid

Ice Trolls are quite dim and often forget what they are doing. Any time an Ice Troll encounters something that might distract it (a fresh carcass, a ripe smell) it must make an **Average Intelligence Test** or stop whatever it is doing to engage with this new distraction (eat the carcass, investigate the smell). If the Ice Troll is being attacked, this test becomes **Easy (+20) Intelligence Test**.

Vomit

An Ice Troll can take a full action to vomit a corrosive, ill-smelling substance out of its belly. The vomit attack hits a melee opponent, automatically covering them in the foulest of digestive juices and dealing 1d10+5 damage that ignores armour. The vomit may be dodged, but not parried.





Jotuns

Jotunir, Norse Giant

Common View

“Ja, generations ago my people attacked mighty Jotuns in the mountains to please our God Tchar. Our Vitki said this was the will of the Tchar. Jotuns revenged. Army of Jotuns came down from the mountains. With them were great White Wolves and lesser Giants. Our Vitki was full of the power of our God, but Jotun mage was even more powerful and destroyed our Vitki. Then they destroyed our villages and farmsteads, killed most of the warriors and took many of the people as slaves. They even ate our children for revenge. Since then we have left them alone and even sacrificed to please them. Yet, there are many sagas of mighty treasures in the mountains for those that dare to challenge the wrath of Jotuns. So, do we go there?”

- Arnvid Olafson, Norse Adventurer

The Scholar's Eye

“Norse see the Jotuns almost as Gods themselves. Their sagas tell that Jotuns came originally from the realm of the Gods. This I do not know and I don't even dare to speculate thing like that. But I very much believe these Giants are one of the oldest races in the World. They are probably as old as the Elves and the Dwarfs. There are old legends of mighty Titans among many races and nations. It could be that these were actually the ancient Jotuns which were much more numerous race once and lived many mountain ranges of the world. But during the millenniums something happened and now their race can only be found from the mountain ranges of Norsca. I also believe that normal Giants are actually primitive version of Jotun race and that Jotuns are northern cousins of incredibly rare Bonegrinder Giants.”

- Pieter Schmidt, Famous Scholar and Explorer from Nuln

The Jotuns are now the rarest of the Giant races that can still be found in the World. They are also the largest and most intelligent (if such a word can be applied) of the Giants. They are believed to be northern cousins to the rare Bonegrinder Giants. Commonly normal Giants are considered to be more primitive version of Jotuns. Also so called Sky Titans might have been ancient Jotuns actually. Very much knowledge of the ancient Jotuns was lost after the coming of Chaos, as were their settlements. After Jotuns fall to the forces of Chaos thousands of years ago (when the Chaos came first time), the surviving Jotuns divided into two (rather loosely organized) clans or sub-races: the *Frostjotunir* (Frost Giants) and *Uvaerjotunir* (Storm Giants).





Frost Giants live in the forests and caves along the coastal mountains of Northern Norsca where access to the sea away from the Humans and the Dwarfs is available. These Jotuns spend many hours (and days) alone at sea fishing for their favorite prey: Whales, Krakens, the occasional Sea Dragon, and other monsters of the deep. Even there's only enough room for them and their catch, a Frost Giant's fishing vessel rivals the Norse longships in size. In lean times (such as winter), isolated fishing villages may be a more appealing (and easier) source of a meal. Most Frost Giants are found in the Ejsgard area and the mountains of Nordlig. Some are also found in the Frosheim Mountains.

Storm Giants can be found in caves and hidden valleys throughout the Gianthome (Jotunheim) Mountains and the northernmost portion of the Worlds Edge Mountains. Some also live in the Mountains of Thjazi where many of their settlements originally (before the humans) were. Normally, Storm Giants hunt the great beasts of the North for food and other essentials. At times, these Jotuns may choose smaller game like the Humans and the Dwarfs (the few scattered tribes of Goblins are too spindly to even make a worthwhile snack). Small settlements, such as isolated farmsteads and mining camps are very susceptible to the Storm Giant predations. Like other Giants, the Storm Giants are solitary by nature and rarely travel with others of their kind (normally the exception is a female with offspring).

Jotuns look like the Norse of old, only much larger. Also, they tend to have a more stout build than their southern cousins. Frost Giants tend to be very light in complexion (this is because mutations that have changed their line since the coming of the Chaos) and reach a height of 18 feet. In contrast, Storm Giants have a ruddier complexion and grow to a height of 24 feet. It is actually the Storm Giants that have basically remained same as their ancestors since times before the Chaos. It is the Frost Giants that were changed. Both clans are still subject of mutations, like normal Giants, even they do resist the changing energies better.

Jotuns dress in leather made from the hides of the great woolly beasts that roam the frozen tundra and northern forests of Norsca, Kislev, and the Troll Country. While the majority are armed with clubs (tree trunks), some Jotuns use the great weapons wielded by their ancestors from the time before the coming of Chaos. Most of these weapons are monstrous axes, mallets, and maces. Ancient Jotuns were great inventors and smiths. With magic they actually were said to forge even magical weaponry (some say they were rune weapons similar to Dwarfen runes). Now days they are only few smiths among the Jotuns, which use ancient forges in the high mountains. But there are legends that some of these can actually still forge magical weaponry (and other items). These could be just legends.

Jotuns can use the Winds of Magic similar way as humans. They usually learn only one Wind and risk of insanity and mental break-down if try to master more. Also, like humans, they can become easily corrupted by the Dark Magic and many magic-using Jotuns have become servants of the Dark Gods eventually. Originally Jotuns were powerful magic-users who used Winds of *Chamon* (Metal), *Ghur* (Beasts) and *Ghyran* (Life). Stories tell that it was the Elves that taught them the use of Winds. Some rumors tell that there is still Jotun Wizard (or few) high in the Jotunheims or the Mountains of Thjazi. These masters teach other Jotuns in the use of the Winds, so the knowledge would still pass. Mostly Jotuns are just Hedge Wizards that have minor powers.

Jotuns do not have priests, but they do worship the same Gods as the Norse and some worship even the Dark Gods. The Norse humans fear and respect the Jotuns very much. Some of the Norse may even worship them as Demi-Gods. In their stories these mighty creatures have lived since days when the Gods walked in the face of the world. The Norse also believe that Jotuns actually came originally from the Raenisheim (realm where the Gods roam) and were the first ones to inhabit the Real World. The Norse Dwarfs had high respect to the Jotuns in the ancient times, but after the coming of Chaos Jotun race changed and this relationship changed also. The Dwarfs still remember that these mighty giants were in the Norsca before them.





Table: Giant Characteristics

Characteristics	Frostjotunir	Uvaerjotunir	Bonegrinder	Normal Giant
Weapon Skill (WS)	20+2d10	20+2d10	20+2d10	20+2d10
Ballistic Skil (BS)	20+2d10	20+2d10	20+2d10	20+2d10
Strenght (S)	60+2d10	70+2d10	70+2d10	60+2d10
Toughness (T)	60+2d10	70+2d10	60+2d10	55+2d10
Agility (Ag)	10+2d10	10+2d10	10+2d10	10+2d10
Intelligence (Int)	20+2d10	20+2d10	10+2d10	10+2d10
Will Power (WP)	20+2d10	20+2d10	15+2d10	15+2d10
Fellowship (Fel)	15+2d10	20+2d10	10+2d10	10+2d10
Attacks (A)	5	5	6	5
Wounds (W)	Below	Below	Below	Below
Strenght Bonus (SB)	First digit of S			
Toughness Bonus (TB)	First digit of T			
Movement (M)	7	8	10	6
Magic (Mag)	0	0	0	0
Insanity Points (IP)	0	0	0	0
Starting Wounds (1d10):				
1-3	40	40	44	40
4-6	48	48	52	48
7-9	56	56	60	56
10	64	64	68	64
Starting Fate Points (1d10):				
1-4	0	0	0	0
5-7	0	0	0	0
8-9	0	0	0	0
10	1	1	1	1

Jotunir Features:

Height - Frostjotunir: 11ft+1d10ft (Female), 13ft+1d10ft (Male)

Height - Uvaerjotunir: 16ft+1d10ft (Female), 18ft+1d10ft (Male)

Weight - Frostjotunir: 2000lbs+1d10*400lbs (Female), 3000lbs+1d10*400lbs (Male)

Weight - Uvaerjotunir: 4000lbs+1d10*500lbs (Female), 5000lbs+1d10*500lbs (Male)

Hair (both): 1-2: White, 3-4: Blue, 5-6: Blue Black, 7-8: Black, 9-10: Grey

Eye Color (both): 1-2: Pale Grey, 3-4: Blue, 5-6: Silver, 7-8: Grey Blue, 9-10: Black

Age in Years (both): Jotuns live couple of hundred years, very similar to the Dwarfs. But Jotuns do not have Living Ancestors, like the Dwarfs. Even so, there are few Jotuns that have actually lived 500 to even 1000 years (example famous Vipunen). These have always been powerful users of the Winds of Magic, which seem to extend sometimes life.

Careers (both): Apprentice Wizard, Brute, Chief, Hedge Wizard, Hunter, Marauder, Norse Beastmaster, Norse Berserker, Peasant, Scribe, Skald, Sneak, Tradesman, Vagabond, Whaler, Woodsman





Frostjotunir

A Frostjotunir (Frost Giant) character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Intimidate, Outdoor Survival, Perception, Scale Sheer Surfaces, Speak Language (Grumbarth, Norsca)

Talents: Lighting Parry, Strike Mighty Blow, Strike to Injure, Strike to Stun

Traits: Hideous Strength ♦, Ice-Blooded ♦, Inured to Chaos ♦, Natural Weapons (Unarmed), Terrifying, Tipsy ♦, Unstoppable Blows ♦, Will of Iron ♦

Mutations: All Frostjotunir gain automatically the *Bizarre Coloration: Blue or White (Entire Body)* mutation. There is also a 50% chance for *Breathe Frost* mutation, which is similar to *Breathe Fire (Tome of Corruption)*, but causes freezing hit against its targets. Frostjotunir gain commonly few other mutations in time because they live mostly in the northern parts of Norsca and very close to Chaos Wastes. Use tables found from *Old World Bestiary* or more expanded tables of *Tome of Corruption*.

Type: Humanoid

Size: Gigantic (Dragon, Giant, Hydra...)

Habitat: Any, but usually mountain ranges

Range: Norsca

Threat Level:

- Frostjotunir (Frost Giant) Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	33	70 (7)	70 (7)	20	30	30	25

Skills: Common Knowledge (Norsca) (Int), Consume Alcohol (T), Intimidate (S), Outdoor Survival (Int), Perception (Int), Scale Sheer Surfaces (S), Speak Language (Grumbarth, Norsca) (Int)

Talents: Lighting Parry, Strike Mighty Blow*, Strike to Injure**, Strike to Stun

Traits: Hideous Strength ♦, Ice-Blooded ♦, Inured to Chaos ♦, Mutations (Bizarre Coloration, Breathe Frost), Natural Weapons (Unarmed), Terrifying, Tipsy ♦, Unstoppable Blows ♦, Will of Iron ♦

Combat

Attacks: 5; **Movement:** 7; **Wounds:** 48

Armour (Light): Leather Jerkin, Leather Leggins (Head 0, Arms 1, Body 1, Legs 1)

Weapons: Unarmed Strike (1d10+8*; CV+1**; Impact), Giant-sized Hand Weapon (Mace, Mallet, Warhammer) (SB+1; 1d10+9*; CV+1**; Impact)

Mutations

All Frostjotunir gain the *Bizarre Coloration: Blue or White (Entire Body)* mutation. There is also a 50% chance for *Breathe Frost* mutation.

- ❖ **Bizarre Coloration:** Giants skin pigment is unnatural. Entire body is either blue or totally white. During the northern winter (with snow) both can give a +10 bonus to any Concealment Tests if Giant is mostly naked.
- ❖ **Breathe Frost:** Frost Breath is very common mutation amongs the Frostjotunir. It is similar to *Breathe Fire - Three (Tome of Corruption)*, but causes freezing hit against its targets. Frostjotunir can create once every 1d10 rounds as a half action a Frost Breath spew in a cone area front of it. Use the cone template. The breath hits automatically for a Damage 4 hit and ignores all Armour Points. This breath may be dodged but not parried.





Uvaerjotunir

A Uvaerjotunir (Storm Giant) character gains the following skills, talents and traits:

Skills: Common Knowledge (Norsca), Consume Alcohol, Intimidate, Outdoor Survival, Perception, Scale Sheer Surfaces, Speak Language (Grumbarth, Norsca)

Talents: Lighting Parry, Strike Mighty Blow, Strike to Injure, Strike to Stun

Traits: Hideous Strength ♦, Ice-Blooded ♦, Inured to Chaos ♦, Natural Weapons (Unarmed), Terrifying, Tipsy ♦, Unstoppable Blows ♦, Will of Iron ♦

Type: Humanoid

Size: Gigantic (Dragon, Giant, Hydra...)

Habitat: Any, but usually mountain ranges

Range: Norsca

Threat Level:

- Uvaerjotunir (Storm Giant) Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	33	80 (8)	80 (8)	20	30	30	30

Skills: Common Knowledge (Norsca) (Int), Consume Alcohol (T), Intimidate (S), Outdoor Survival (Int), Perception (Int), Scale Sheer Surfaces (S), Speak Language (Grumbarth, Norsca) (Int)

Talents: Lighting Parry, Strike Mighty Blow*, Strike to Injure**, Strike to Stun

Traits: Hideous Strength ♦, Ice-Blooded ♦, Inured to Chaos ♦, Natural Weapons (Unarmed), Terrifying, Tipsy ♦, Unstoppable Blows ♦, Will of Iron ♦

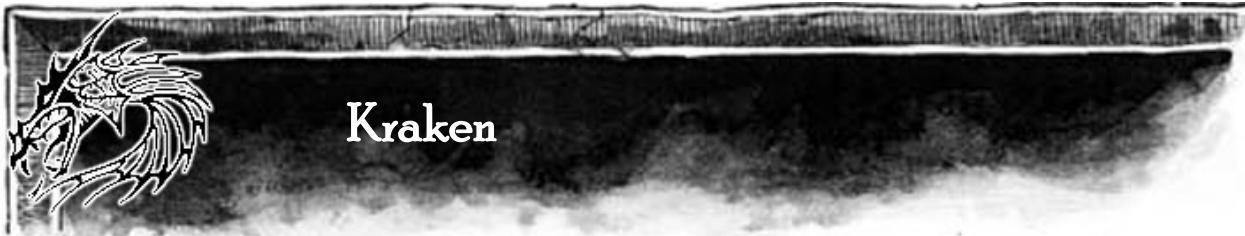
Combat

Attacks: 5; **Movement:** 8; **Wounds:** 48

Armour (Light): Leather Jerkin, Leather Leggins (Head 0, Arms 1, Body 1, Legs 1)

Weapons: Unarmed Strike (1d10+9*; CV+1**; Impact), Giant-sized Hand Weapon (Mace, Mallet, Warhammer) (SB+1; 1d10+10*; CV+1**; Impact)





Kraken

Common View

"Bigest sea-monster that I have seen in the Sea of Claws? Well, once huge tentacled monster attacked our second ship. Captain just rised our sails and we fled. We could do nothing for them. Monster teared down the ship in minutes. They all died. I have never seen bigger creature ever in the seas. It looked like Squid, yet different. Many Chaos creatures live in these northern seas, but this one was like huge seaborne Daemon. Norse reaver ones told me story that creatures just like this are more common in some part of Sea of Chaos. I hope not."

- Koos van Weele, Marienburg Sailor

The Scholar's Eye

"Ja, it is dangerous to hunt down the gretes of sea creatures, like Whales, but they are easy compared to the true horrors that lurk in the deeps. I have traveled to the other side of Norsca. Deep in the northern seas. We call that part of Sea of Chaos the Kraken Sea. In there lives the true monsters. Maybe they were ones tentacled monsters you call Squids, but they were changed by the Dark Gods. They are no longer children of Malor. Now they serve Stromfels and hunt down us. They are the Kraken."

- Knut Whalerider, Norse Whaler



Aggressive, cruel, and highly intelligent sea monsters. Many think they are seaborne relatives to Bog Octopus. Actually their origin maybe in Chaos twisted Squids. But unlike Squids, which normally travel in the deeps, Kraken hunt near surface searching for the ships to attack. They have keen senses and hunt also during the winter. They travel closely under the ice listening any sounds. When they find prey, people or animals, crossing the ice, they use their massive strength to crush the ice and attack the prey. They may attack any sized groups, ships even coastal villages (if they can reach them). They are big enough to attack also any other seaborne creatures like whales. They are even seen to fight mighty creatures like Behemoth.

Kraken usually grow to about 15 to 20 feet across at the body (even larger ones have been seen), with tentacles that extend outwards for 50 to 60 feet or even more. This creature seemst to get bigger and bigger as it ages. Very old Kraken can be many times larger. Kraken has two eyes, hideously human, but the size of an ox. Blubbery flesh, commonly grey, but possibly any coloured (many change colour little like chameleonts). They also have hundreds of plate-sized drooling beaks spanning in the tentacles which tear the targets. Kraken has also Huge bird-like drooling and hissing mouth with numerous sharp teeth in its sides.





Type: Monster

Size: Gigantic (Dragon, Giant, Hydra...)

Habitat: Oceanic

Range: Sea of Claws, Sea of Chaos, The Great Ocean, The Frozen Sea

Threat Level: ☠☠☠☠☠☠

- Kraken Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
65	0	84 (8)	76 (7)	50	16	56	0

Skills: Navigation (Int +10), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

Talents: Orientation, Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct ♦, Aquatic, Colossal, Drowner, Fear of Fire, Grappler, Ice-Blooded ♦, Ink Cloud, Keen Senses, Mutations (Brightly Patterned Skin), Natural Weapons (Tentacles), Speed of Attack ♦, Swimmer, Tentacles, Thick Skin*** ♦, Terrifying, Unstoppable Blows ♦, Will of Iron ♦

Combat

Attacks: 10; **Movement:** Swim 12; **Wounds:** 42

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Tentacles (1d10+9**; CV+1*)

Aquatic

Underwater is natural environment to these creatures. They can breathe underwater and cannot drown, but do not survive long outside water. Also these creatures have good underwater movement and there is no penalty in underwater movement (they do not halve their statistics) while swimming.

Colossal

This creature seems to get bigger and bigger as it ages. Very old versions, which are rare, can be many times larger than average member. If GM decides to make old version of this creature add a +5 bonuses to Weapon Skill and Will Power also creature gains a +10 bonuses to Strength and Toughness and add 1d10+10 bonus to Wounds. GM may decide the creature actual size, but it should be triple to even ten times the normal size.

Drowner

If a Kraken successfully grapples a victim, it tries to drown him. If the victim fails an Opposed Strength Test, he is dragged under any available water. See the *Core Rulebook* or *WFRP Companion* for rules for drowning. The Kraken releases the victim if the grappling tentacle takes 1 Wound of more.

Fear of Fire

Even tough Kraken have the *Will of Iron* Talent, they still make Fear Tests when confronted with large fire. The GM may make a judgement call regarding the effects of any given fire relative to the size of the Kraken. For instance, a guttering torch might be too small to cause Fear to a larger specimen, but might be enough to convince it to retreat. Also when Kraken is hit with a fire-based attack, any Wounds suffered are doubled. This is calculated after any deduction for Toughness Bonus or possible armour.

Grappler

Any successful grapple attempt does not render a Kraken incapable of taking actions as normal, nor does it confer +20 Weapon Skill bonuses to other outside attackers. Further, the Kraken need only spend a half action to maintain or cause damage to all grappled opponents, instead of a full action. However, a Kraken does lose 1 Attack from its profile per grappled victim.

Ink Cloud

Creature can spray an ink cloud into the water. Ink covers a 1d10x10 foot radius. Everyone in that radius will be blinded for the duration of that ink. Ink dissipates in 1d10+2 minutes.





Mutations

There is a 50% chance of a *Brightly Patterned Skin* mutation. Roll 1d10 to determine the number of other mutations 1-5=1 mutation, 6-10=2 mutations. Use tables found from *Old World Bestiary* or more expanded tables of *Tome of Corruption*. GM should rule what mutations are most suitable for Aquatic environment.

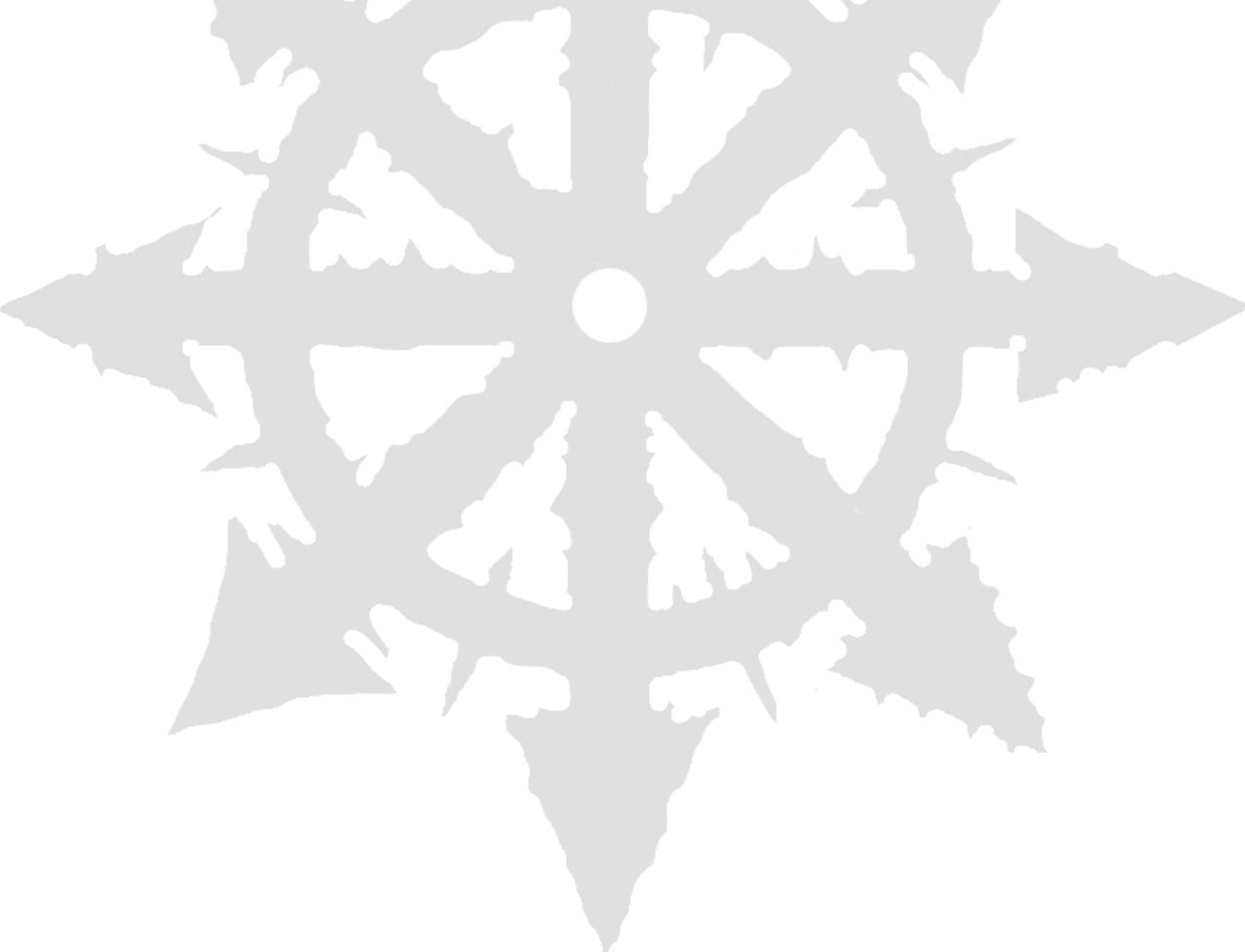
- ❖ **Brightly Patterned Skin:** Small creatures burrow into your skin and die. Their carcasses glow in a hideous pattern of clashing colours (choose couple) and in strange patterns (sing-coloured spots, stripes, camouflage pattern...etc.). More information and random table can be found from *Tome of Corruption*.

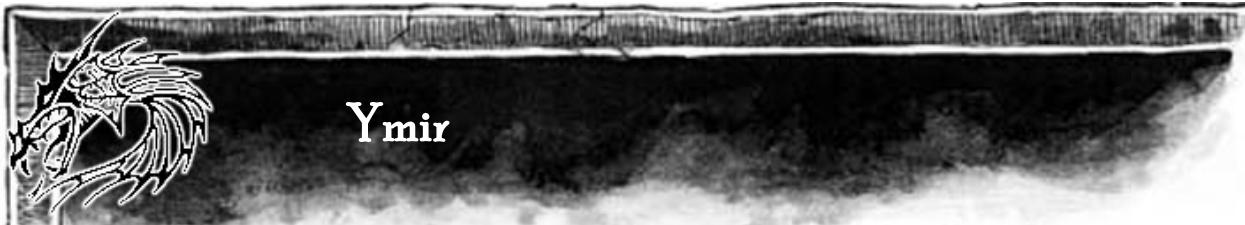
Swimmer

These creatures are natural swimmers. This trait gives +20 bonus to Swim Tests.

Tentacles

All hand-to-hand strikes against a Kraken are considered to hit its tentacles unless the attacker uses a half action to make an Average Agility Test to reach the head/body. A Critical Effect 1-4 on the tentacles results in the loss of 1 of the Krakens Attacks next round. A Critical Effect of 5+ cuts a tentacle off entirely, resulting in a permanent loss of 1 Attack. Tentacle Critical Effects cannot kill a Kraken.





Ymir

Common View

“Yhetees? They are fierce! We had little encounter with them back in the Norsca... What do you mean they were not them?”

- Hans the Axe, Mercenary Sergeant

The Scholar’s Eye

“Even these creature are very much similar as white furred monsters called Yhetee, they are not the same. Ymir are probably some offshoot race of Beastmen. They are very common in the Norsca, but not in the other lands.”

- Pieter Schmidt, Famous Scholar and Explorer from Nuln



The Ymir are believed to be an offshoot race of Beastmen. Savage and bestial, they are cunning hunters who prey exclusively on Humans. Unlike the Beastmen, Ymir are generally solitary creatures, only meeting with another to produce a few whelps. They have no formal language, communicating in guttural growls and grunts. An Ymir stands just over seven-foot tall and weighs over 300 pounds. Its entire body is covered in thick, shaggy, white hair that gains a yellowish hue towards its lower body. They have an unpleasant smell, stinking of sour milk and rotten flesh. Most Ymir have frozen chunks of blood and flesh caught in their fur, which they pry off to eat when hunting is scarce.

Some Norse tribes have rites of passages for young warriors that sends candidates armed only with a spear to hunt down beasts like Ymir. Also some Norse Beastmasters are brave enough to try to capture and train these creatures as slaves for war.





Type: Monstrous Humanoid

Size: Large (Black Orc, Centigor, Minotaur...)

Habitat: Any, usually mountains

Range: Norsca, Troll Country

Threat Level: 🧟🧟🧟

- Ymir Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	12	38 (3)	47 (4)	31	23	28	18

Skills: Common Knowledge (Norsca) (Int), Concealment (Ag +10), Follow Trail (Int +20), Intimidate (S), Outdoor Survival (Int +20), Perception (Int), Shadowing (Int), Silent Move (Ag), Speak Language (Dark Tongue) (Int)

Talents: Rover

Traits: Expert Climber ♦, Keen Senses, Frightening, Mutations (Albino, Bestial Appearance, Claws, Thick Fur), Natural Weapons (Claws), Night Vision

Combat

Attacks: 2; **Movement:** 5; **Wounds:** 14

Armour: Thick Fur (Head 1, Arms 1, Body 1, Legs 1)

Weapons: Claws (1d10+3)

Mutations

Ymir has *Albino*, *Bestial Appearance*, *Claws* and *Thick White Fur* mutations. There is a 25% chance of a Ymir will have additional mutation. Use tables found from *Old World Bestiary* or more expanded tables of *Tome of Corruption*.

- ❖ **Albino:** Ymir skin/fur is stark white, and eyes red. Ymir will take a -5 penalty to vision-based Perception Tests in areas of bright light.
- ❖ **Bestial Appearance:** Will have head of a particular animal, but also gains *Keen Senses* trait.
- ❖ **Claws:** Natural Weapons
- ❖ **Thick Fur:** A dense fur grows all over Ymir body giving 1 Armour Point to all locations.





Mammoth

Hronjir

Common View

"I have fought for over two decades and most of the time in the north: The northern Empire, Kislev and even Norsca. I know what creature you mean. It's no Daemon. It is Hronjir. Mammoth they call them back home. I once asked from my scholar friend Pieter Schmidt. He knows everything. Pieter told me that far south, Araby and even beyond, there are similar animals that are used same way. In war and manual labor. These are just huge animals that live only in the north. Ay, I have faced those creatures in the battlefields. Norse train them. They cover them with armour and then use them when they make war in open fields. Horses fear these animals and even one these beasts is extremely deadly against cavalry. The Norse like to use them against Kislev riders."

- Hans the Axe, Mercenary Sergeant



The Scholar's Eye

"Ja, they call me son of mammoth because I have been with those animals since I was youngling. My father trained them and so did his father. Our clan has hunted and captured these animals many generations in the northern tundra of Norsca. We know how to find and train the meanest and the biggest of these animals when they are still young. Those that are mutated and have grown far larger than normal mammoths. And when they are trained finally there is no Jarl in the Norsca that wouldn't buy them for War."

- Lars Hronjirson, Varg Beastmaster



Mammoths were once common creatures in the Warhammer world, before the Slann brought the planet closer to the sun, warming the climate and driving back the frozen wastes. Today, only a few of these huge and majestic monstrosities survive to roam in the northern world. The Mammoth is one of the largest land bound creatures in the World. Descended from the truly huge Maakil of the time before the Elves, Mammoths are terrifying monsters to fight against.

In Norsca, Mammoths are occasionally hunted and their mighty tusks presented in tribute to awestruck ambassadors. More impressive still are the War Mammoths of Norsca. Creatures captured as infants and raised by the Norsemen to serve them in times of war. Norse call Mammoths Hronjir, but with that name they actually mean largest of the Mammoth kin. It is said that the changing energies of the Chaos Wastes (and actually Warpstone of the Norsca) have made some of these creatures even larger than average member of their race (check Chaos Mutations below for details). It is usually these that are sought for War Mammoths. Both Norse and Norse Dwarfs are known to train these beasts and use as War Mammoths.





Most of the Mammoths live in the open icy tundra of Ejsgard, which is the top of the Norsca. Some travel time to time in the Norscveg Plains in the Varg lands. And sometimes few may travel to the Dwarfen and the Aesling lands also. During the winter, when the Frozen Sea freezes, Mammoths travel even further especially in the Chaos Wastes. There are Mammoths in Chaos Wastes also. Many are mutated. Both Kurgan and Hung mainly use these creatures as for food source.

In the Old World Mammoths exists only within menageries and circuses, where they attract huge crowds. The crew of a war mammoth frequently work as its stable hands during peace time, earning a considerable sum by their association with Norsca's many rhubarb growers, by supplying "fertilizer".

Type: Animal

Size: Gigantic (Dragon, Giant, Hydra...)

Habitat: Open tundra

Range: Chaos Wastes, Norsca

Threat Level:

- Mammoth Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45	0	75 (7)	75 (7)	10 (20)	14	29	10

Skills: Outdoor Survival (Int +20), Perception (Int), Swim (S)

Talents: Strike Mighty Blow*, Sturdy – Revised

Traits: Animal Survival Instinct ♦, Dray Animal, Flee!, Frightening, Ice-Blooded ♦, Keen Senses, Mutations (Growth), Natural Weapons (Tusks, Trample), Thick Skin** ♦, Trunk, Unstoppable Blows ♦, Will of Iron ♦

Combat

Attacks: 1; **Movement:** 8; **Wounds:** 32

Armour (Medium): Partial Mail Barding (Head 3, Arms 0, Body 3, Legs 0; -10 Ag; CV-1**)

Weapons: Tusks (SB+2; 1d10+10*; Armour Piercing, Impact), Trample (1d10+8*, Impact)

Dray Animal

Used usually as dray animal. They can carry this way 4125pts (1500pts) Encumbrance.

Natural Weapons

Even Mammoth has only 1 attack it can do Trample against multiple smaller sized enemies. With this attack it can try to hit 1d10 smaller targets per attack (this is full action or optional you may rule this is Charge attack) if these are in a close group. This attack may be dodged but not parried. Mammoths Tusk attack is actually more deadly (SB+2), but can be directed to only one enemy.

Mutations

If GM chooses, then there is a 50% chance of a *Growth* mutation (the true Hronjir).

- ❖ **Growth:** Mammoth is much larger than average Mammoth. Truly a great beast. Add a +1d10 bonus to Strength and Toughness, a +1 bonus to Movement and a +1d10 bonus to Wounds. Also add -1d10 penalty to Agility.

Sturdy – Revised

You have a rawny physique. You are used to move in armour. Halve the armour encumbrance values while wearing them. This doesn't negate Agility minuses caused by Medium Armour.

Trunk

Mammoth can use it's trunk for pick up and carry objects up to 1000pts Encumbrance for short distance. With trunk Mammoth can actually survive under water by using its prehensile trunk to breathe like a snorkel (upto 18ft deep). Alone trunk strike causes SB-2 damage (no Armour Piercing and Impact Quality).





Common View

“Fearsome cats they have in the north too. Bigger than those we have in our forests.”

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

“Sabertooth Tiger. These are rare race of large felines in the North. They are as big as Tigers of Ind, even bigger, and I used to believe Tigers were the biggest felines in the world. It seems these northern Tigers come in few different sized sub-races, because some are very much smaller than others.”

- Pieter Schmidt, Famous Scholar and Explorer from Nuln



Sabertooth are basically remains from the cold era when many mighty creatures lived. After the coming of warmer climate many of these creatures disappeared or became very rare living in the colder regions of the world.

Sabertooth are very much similar in size and look as Lions and Tigers of the south, but more fierce and survive in the extreme cold climate. They come in few different sizes (sub-races). In this document they are divided in two categories. The Large ones are biggest felines in the world.

Type: Animal

Size: Small Sabertooth - Large (Black Orc, Centigor, Minotaur...)

Habitat: Woodland, mountains

Range: Norsca, Troll Country, World Edge Mountains

Threat Level: Small ☠ ☠ ☠

- Sabertooth, Small Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	0	40 (4)	40 (4)	40	12	30	0

Skills: Concealment (Ag), Dodge Blow (Ag), Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Shadowing (Ag +10), Silent Move (Ag +20), Swim (S +10)

Talents: Rover, Strike Mighty Blow*, Strike to Injure**

Traits: Animal Survival Instinct ♦, Burst of Speed, Claw Rake, Climber, Expert Climber ♦, Ice-Blooded ♦, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter, Unsettling

Combat

Attacks: 3; **Movement:** 8; **Wounds:** 18

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+5*; CV+1**)





Type: Animal

Size: Large Sabertooth - Very Large (Ogre, Rat Ogre, Troll...)

Habitat: Woodland, mountains

Range: Norsca, Troll Country, World Edge Mountains

Threat Level: Large

- Sabertooth, Large Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42	0	55 (5)	50 (5)	40	12	30	0

Skills: Concealment (Ag), Dodge Blow (Ag), Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Shadowing (Ag +10), Silent Move (Ag +20), Swim (S +10)

Talents: Rover, Strike Mighty Blow*, Strike to Injure**

Traits: Animal Survival Instinct ♦, Burst of Speed, Claw Rake, Climber, Expert Climber ♦, Fearless, Frightening, Ice-Blooded ♦, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter

Combat

Attacks: 3; **Movement:** 8; **Wounds:** 26

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Fangs & Claws (1d10+6*; CV+1**)

Burst of Speed

Once per combat, an animal can double its Movement until the end of its next turn.

Claw Rake

If an animal hits with at least 2 attacks when taking the Swift Attack action, it automatically deals an additional 1d10 damage.

Climber

These creatures are natural climbers. +20 bonus to any Scale Sheer Surfaces Tests.

Peerless Hunter

In areas of underbrush, forest, or any other type of natural growth, animal gains a +10 bonus on Concealment Tests.





Spissemuns

Common View

"When they attacked our caravan in the Sarl lands I taught they were mutated Norse, but our guide told us that they were actually Trolls. Never seen so small Trolls, but our guide also told us that there are even smaller ones. Those smaller ones had also strange name... Flikk... Fikke... Something like that."

- Lukyan Chzov, Kislevian Merchant

The Scholar's Eye

"There are many Troll-kin in our lands. Southern people usually think that Spissemuns are Beastmen or Norse-people that are blessed by the Dark Gods. This is not true. Spissemuns are Troll-kin. Just smaller ones."

- Vilhajmur Trollhand, Norse Vitki



In the remote Norsca Troll-kin is very common and comes in many different shapes and forms. Common Trolls are usually larger and stronger than their southern cousins, but then there are smaller variations like Spissemuns.

Spissemuns are similar to normal Troll, but they are generally about 4 to 7 feet in height. They have thick skin like Trolls and may have some body hair. This would be matted and dirty with coloration from grayish-black to green. Spissemuns are probably some Chaos mutated variation from original Troll and are never seen southern than Troll Country. They are very susceptible to Chaos mutations. Also they have similar digestive system as Trolls. Because this they can easily eat anything, preferring fresh meat and carrion above all else. While occasionally taking down prey such as deer and bear, the Spissemuns favor slower prey like Humans and Dwarfs.

Spissemuns are more intelligent and cunning than normal Trolls. Also they are more active hunters. They are normally solitary and may single-mindedly stalk a prey for days before striking from ambush. At times, six to eight Spissemuns are known to band together and attack groups of travelers or small settlements. Spissemuns also have a very limited command and understanding of Norse, which they sometimes use to ambush travelers. Additionally, Spissemuns use a simple language of clicks, whistles, and grunts to communicate with one another when hunting as a pack. Unlike Trolls, Spissemuns may protect themselves by wearing Armour (commonly Leather). In combat, Spissemuns use hand weapons (usually swords and axes) or attack with their claws.



Type: Humanoid

Size: Medium (Human, Dwarf...)

Habitat: Any, usually mountains

Range: Norsca, Troll Country

Threat Level:

- Spissmuns Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	25	35 (3)	40 (4)	25	23	27	15

Skills: Common Knowledge (Trolls) (Int), Concealment (Ag +10), Intimidate (S), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +10), Secret Language (Ranger Tongue +20) (Int), Silent Move (Ag), Speak Language (Goblin, Norse) (Int)

Talents: Menancing

Traits: Fearless, Mutations, Natural Weapons (Claws), Night Vision, Regeneration ♦, Vomit

Combat

Attacks: 1; **Movement:** 4; **Wounds:** 11

Armour (Light): Leather Jack (Head 0, Arms 1, Body 1, Legs 0)

Weapons: Claws (1d10+3) or Hand Weapon (Sword or Axe) (1d10+3)

Mutations

There is a 50% chance of a Spissmuns has a single Mutation. Use tables found from *Old World Bestiary* or more expanded tables of *Tome of Corruption*.

Vomit

A Spissmuns can take a full action to vomit a corrosive, ill-smelling substance out of its belly. The vomit attack hits a melee opponent if Spissmuns succeeds on **Very Easy (+30) Ballistic Skill Test**. If attack succeeds then the opponent is covered in the foulest of digestive juices which deal 1d10+2 damage that ignores armour. The vomit may be dodged, but not parried.





Warrior Hag

Valkyrie, Dísir

Common View

"I don't know where the Norse summoned those undead spirits, but their power was horrible in the battle. Even our priest was scared and prayed Sigmar on his knees before I dragged him with me to safety."

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

"Servants of Tuoni send back to Real World when we need powerful help. But you should always be aware of the Valkyries. They do travel the land in the darkest of hours, like Eternal Twilight and may take with them any soul they meet."

- Vilihajmur Trollhand, Norse Vitki



Warrior Hags (Valkyries) are the collector of souls slain in battle. These spiritual beings, mounted on their unworldly warsteeds, are sent from Gods to aid the Norse warriors in war, help the Einherjars to fulfil their purpose and to guide those who have fallen with honour home to the hall of the Gods.

The Valkyries when not helping their mortal friends inhabits the kingdom of the God, Helenir, or whom is believed to also be a god under the name, Morr. Helenir is the Norse god of the dead, and ruler of Doedigard. This land of the dead has nine levels of which the top one, Kregnihalla is ruled by Olric (instead of Helenir) and populated with the souls of warriors killed in battle. The other eight levels are populated with souls of the deceased based upon their deeds (or misdeeds) in life as judged by Helenir. The souls of criminals are consigned to the lowest level, Nidroedheim, where they suffer eternally in a vast, icy wasteland.

A brooding deity, Helenir is not worshipped as other Raenir. He has no holy days, or celebrations in his honour. Rather, Helenir is only invoked whenever someone is dying or has died. It is to him that prayers for fair judgement and safe passage for the souls of the deceased are directed. Also, Helenir is called upon to protect the innocent whenever some evil-being raises the dead from their rest and sends them to harm the living. Helenir's response is often to send his Warrior Hags (Valkyries) to his worshippers' aid.

Their demi-god status is sometimes referred to as Dísirs, a race of divine status. Although there are many different groups of Dísirs, the two most commonly known are the mentioned Warrior Hags (Valkyries) and the other is the guardians of the Nornes, Herjans.

When the Valkyries take to the battlefield, they are an awesome sight to behold. Born aloft on their dark feathered wings, they soar above the armies of the Norse, swiftly striking down on the enemy with their spears in an unmatched display of deadly skill.





Type: Undead (Ethereal)

Size: Medium (Human, Dwarf...)

Habitat: Any

Range: Any (has been seen only in the Norsca)

Threat Level: ☠☠☠☠☠(☠☠☠)

- Warrior Hag Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40	30	40 (4)	40 (4/6)	40	30	40	30

Skills: Academic Knowledge (Necromancy, Religion) (Int +20), Common Knowledge (Norsca, any one) (Int +20), Concealment (Ag), Dodge Blow (Ag +10), Intimidate (S +20), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag), Speak Arcane Language (Daemonic) (Int +20), Speak Language (Norse, any one) (Int)

Talents: Ambidextrous

Traits: Chilling Touch – Revised & Ethereal Blade, Daemonic Aura ♦, Ethereal ♦, Flier, Instability ♦, Night Vision, Not All There, Terrifying, Undead – Revised, Will of Iron ♦

Combat

Attacks: 3; **Movement:** 5 or fly 7; **Wounds:** 20

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Chilling Touch (1d10+4; Special) or Ethereal Blade (Sword or Axe) (1d10+6)

Chilling Touch – Revised & Ethereal Blade

Unlike most Spirits, a Warrior Hag can injure an opponent with its touch alone. This causes same Damage as creatures or persons Strength Bonus. Attack ignores all Armour Points (including natural Armour); it can be dodged, but not parried. Furthermore, a Warrior Hag that hits its opponent also paralyzes him with horror for 1 round unless a successful

Average Will Power Test is made. This paralysis effect applies whether or not the Warrior Hag's touch inflicts any damage. Paralyzed characters can take no actions and are considered to be helpless. A Warrior Hag must become visible for the round to use this ability. Ethereal Blade has previous qualities, but causes SB+2 damage.

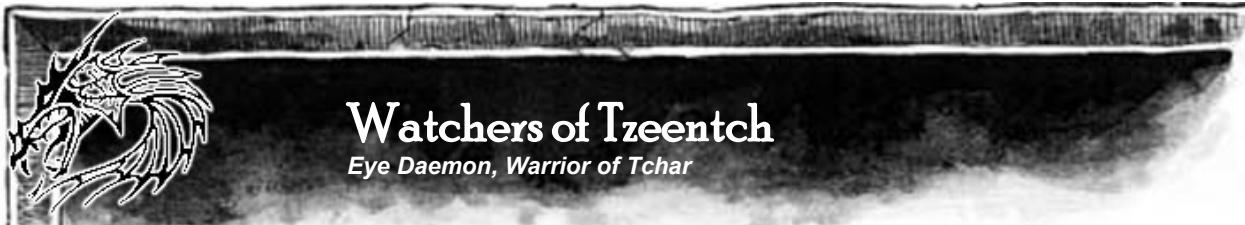
Not All There

The creature is incomplete or does not have a normal anatomy. Use rules for Sudden Death Critical Hits to see if the Undead just collapses. But if you want to use variant Criticals, then check hit location also before the Sudden Death. If it is Head or Body, then Undead just collapses. If it Arm or Leg, then Undead loses that limb.

Undead - Revised

A Warrior Hag's are creatures of undeath, hideously reanimated by divine necromantic power. They are immune to Fear, Terror, stunning, poison, disease, suffocation/drowning and all spells, skills, and effects that involve the manipulation of emotions and the mind. Also undead missing all or most of their insides (skeletons, zombies or ethereal) see without eyes. They "feel" the living and surroundings in a about 100ft range. Most of these undead cannot speak, because they do not have working lungs, tongues...etc.. But it is possible that the spirit, keeping the remains alive, may speak depending on magic used to create the Undead.





Watchers of Tzeentch

Eye Daemon, Warrior of Tchar

Common View

"I have fought for over two decades and most of the time in the north: Northern Empire, Kislev and even in the Norsca. I have seen so many horrible creatures of Chaos that most men would be already in Asylum even hearing my stories about those horrors. But most dreaded creatures of Chaos are the Daemon Hordes. I was young lad when huge armies of Chaos were on the gates of Praag, and I was there when that Archaon brought down his armies decades later. I have fought Daemons summoned by vile sorcerers so many times that I recognize them probably better than some witch hunters. But these Daemons were new to me. They were guarding the unholy temple of Tzeentch when our mercenary group attacked it. First we didn't even notice them. Then suddenly they appeared from nowhere. They had those eyes all over their scaled bodies and they were winged. Cut down many of our young ones. Clad that we had Battle Wizard with us. Never seen those before, but I call them Eye Daemons."

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

"Watchers are rare Daemons. Not many know about them. But they are there. They are loyal servants of The Changer of Ways. They are the warriors of Tzeentch. They are actually probably the most powerful minor Daemons that you can try to summon. Tough fighters that can challenge even the Khorne Daemons in normal fight. Better be careful if you wish to summon them. They won't take orders easily. But if you succeed then they make great minions - A lot more stable than those Pink Horrors that change their shape all the time. Also less dangerous than the Flamers, which burn everything around them. And best of guardians, because their ability turn almost invisible."

- van Haagen, Daemonologist

Even Watchers are Tzeentch's Lesser Daemons they are still very powerful and intimidating. Watchers seem to be more stable than most of the Tzeentch Daemons, but they may come with many different mutations. Common shape is huge scaled and winged humanoid covered with eyes. Watchers are large and physically powerful Daemons.





Commonly Watchers are Tzeentch scouts, guardians and warriors. They are also summoned to either scout work, which they can perform easily using their wings and Invisibility power; or either they are summoned to become guardians in some place dedicated to the Lord of Chance. Invisibility is deadly power all the Watchers have and they use it to surprise their victims. Commonly Watcher uses Invisibility only few rounds, because in mortal realm they risk for Instability. Using instability power makes it's body to slip more and more back into the *Aethyr*. And this causes tests to resist against instability.

Among the Norse especially powerful magic-users of the Graeling tribe like to summon Watchers (or Eye Daemons as they like to call them).

Type: Lesser Daemon of Tzeentch (Monstrous Humanoid)

Size: Very Large (Ogre, Rat Ogre, Troll...)

Habitat: Any

Range: Any (mostly seen in the northlands)

Threat Level: 

- Watchers of Tzeentch Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50	40	50 (5)	50(5/7)	40	40	55	35

Skills: Dodge Blow (Ag), Intimidate (S +20), Outdoor Survival (Int +10), Perception (Int +10), Speak Arcane Language (Daemonic, Magick) (Int), Speak Language (Dark Tongue, Any two) (Int), Torture (Fel +20)

Talents: Ambidextrous, Strike Mighty Blow*, Very Strong, Very Resilient

Traits: Daemonic Aura ♦, Flier, Frightening, Instability ♦, Mutations & Daemon Appearance (Animalistic Legs, Beast with Thousand Eyes, Claws, Invisibility, Scales, Size, Wings), Natural Weapons (Claws), Night Vision, Scales (3) ♦, Will of Iron ♦

Combat

Attacks: 3; **Movement:** 6 or fly 8; **Wounds:** 30

Armour: Natural Scales (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Claws (1d10+6*)

Mutations & Daemon Appearance

Animalistic Legs (Bird), Beast with Thousand Eyes, Claws, Invisibility, Scales (3), Size (Very Large), Wings (Large); Roll 1d10-6 (minimum 0) to determine the number of additional mutations. Use tables found from Old World Bestiary or more expanded tables of Tome of Corruption - Mutations of Tzeentch.

- ❖ **Animalistic Legs (Bird):** Daemon has legs similar to birds, even tougher.
- ❖ **Beast With Thousand Eyes:** Daemon has huge number of eyes all over it's body. It cannot be surprised.
- ❖ **Claws:** Daemon gains *Natural Weapons (Claws)* Trait.
- ❖ **Invisibility:** Daemons body is very nearly transparent, and, at times, seem to be smoky and insubstantial, when it chooses to become Invisible. As a half action, Daemon can become invisible. While in this state, it cannot be targeted by ranged attacks or *magic missiles*. Opponents may attempt a **Hard (-20) Perception Test** to locate Daemon if it is within 4 yards (2 squares). If they succeed, they may attack, but at a -30 penalty to Weapon Skill Tests. For as long as Daemon remains invisible, it gains a +20 bonus to Weapon Skill Tests. However, each round it remains in this state, it must succeed on a **Average Toughness Test** or take 1 Wound, ignoring Toughness Bonus or Armour Points, as it's body slips more and more into the *Aethyr*. This causes automatic Instability test also (check above).
- ❖ **Scales (3):** The creature has tough scales that protect it like armour. This trait provides the creature with a number of Armour Points on all locations equal to the number noted in parenthesis.
- ❖ **Size (Very Large):** Daemon is larger than average Daemons in size. This doubles the Wounds.
- ❖ **Wings (Large):** Daemon has a pair of leathery wings. They give Daemon *Flier* Trait.

