



FORCES OF THE TROLLBLOODS: NORTHKIN

by Matt Goetz & Douglas Seacat

Descendants of an ancient people who inhabited the cold northern lands since before human civilization, the Northkin are rugged, fearless, and irrepressible. Violence is never far from their lives—the very hammers with which they shape the stones of their fortresslike homes are as readily employed to crush the skulls of their enemies. They sow crops primarily to provide grain for the strongest ales and for distilled *uiske* and *vyatka*, consumed in riotous revelries before these warriors commit to battle. They have a lust for life, leaping into combat with the same abandon with which they celebrate

victories or lament defeats. Joined together in their traditions and the defense of their territories, they intend to carve their destiny by the edge of their blades.

Being a Northkin implies more than simply having knowledge of the forests and mountains where these kin live—the Scarsfell, Nyschatha, Malgur, Wolveswood, the Rimeshaws, and others. It is more than taking comfort in winter, feeling at home trudging across frozen wastes and trackless snow, or howling in answer to bone-chilling winds. To be a Northkin is



to embrace a bold and reckless enthusiasm for peril, to seek out conflict rather than avoid danger, and to laugh at life's ironies with one's dying breath. Many Northkin see their southern kin as pitiful, dour, and humorless saps that hide in their villages, nursing weak drink and bemoaning their mistreatment at the hands of humankind.

Few can claim to squeeze every drop of life from their days on Caen as thoroughly as the trollkin of these kriels. Northern warriors, both male and female, train with weapons and learn

to wage war almost as soon as they emerge from their mothers' wombs. Hoping to die in battle, they glorify those who have fallen before them, immortalizing their greatest heroes by carving their names and stories into stone. Before death claims them, Northkin champions hope to create a mountain of slain enemies and sire a multitude of progeny. With that fight together form unbreakable bonds, as each family member lends another pair of hands to wield an axe and raises their voice against their many foes.

ORIGINS

It is only in recent years that the Northkin have come together in a formal alliance. The decision to form such a pact was influenced by Madrak Ironhide, who approached them when starting to forge his United Kriels. Some northern champions and warbands answered his call, seeing in his desperate mission an opportunity to gain glory and spoils while fighting far-flung enemies of the kin. However, few northern kriels were willing to join their fates to this southern affiliation. Kriel elders saw value in uniting and believed all kin to possess blood ties, but they knew it was not in their best interests to cede leadership to Ironhide. They decided instead to create their own alliance—one composed of and led by northern kin.

While the sworn agreement unifying these kriels is new, the bonds of Northkin culture stretch back to the time before the Molgur, that vast confederation of savage peoples who once spread across western Immoren. There have always been kin in the great northern wilderness, since the mythical days when trollkin were birthed by Dhunia as the first thinking race. As kin migrated and scattered, some preferred the cold north, proud of their ability to survive and prosper amid its pitiless forests and mountains. They shared a passion for life in these

Scrolls preserve lore in a portable form. Sacred scrolls may be rubbings made directly from a krielstone, while others are inscribed from runes taken from multiple stones or other sources.



beautiful but perilous lands. Invading humans, dwarves, and Nyss eventually competed with the kin for this territory, but Northkin were there first. This pride of place persists in the halls and councils of the oldest villages, whose legends, graven on ancient krielstones, number among the first runic writings.

Many Northkin kriels were once part of the Molgur, though they were less closely bound to this group than their southern cousins. Most surviving Molgur legends among the trollkin focus on the southern tribes, especially those of the Wyrmwall Mountains. Nonetheless, there were bands of Northkin warriors who traveled widely to raid alongside others, returning home laden with spoils. Several renowned Northkin heroes supported Horfar Grimm against Priest-King Golivant, returning with tales of their exploits and of Grimm's tragic end.

The shattering of the Molgur had an impact that reached even the Northkin's frozen homelands; many southern kin fled north, seeking respite from Golivant's purging crusades. Some Northkin descend from these displaced kriels.

Even with the Molgur gone, the Menite crusades against trollkin did not end. Priest-King Khardovic also took up fire and sword to purge enemies of his faith. Trollkind was specifically targeted, deemed an embodiment of everything the Menites feared. Ever since, the northern kriels have known the necessity of fighting humankind to keep what is theirs.

Many of the regions the Northkin called home were viewed by humans as too much trouble to tame. The Northkin consolidated their claim on these inhospitable territories by fiercely defending them. The long-time foes fell into a pattern of sporadic bloodshed alternating with mutual avoidance, fighting tooth and nail only where one side intruded on the other. The Northkin shunned heavily settled areas so long as their villages deep in the wilds were left alone.

This uneasy truce coincided with the Dhunian awakening after the Molgur's fall, when worship of the Wurm was set aside in favor of the Great Mother. Despite this religious shift, reverence for the Wurm lingers with the Northkin more than with southern kriels. Dhunia is always given primacy, but Northkin warriors credit their divine father with passing down gifts of hunting prowess, bloodthirstiness, and an appetite for food and drink.

Since the earliest times, the widely scattered kriels of the north formed regional councils, recognizing a need for shared communication and mutual defense. The vast Scarsfell Forest is led by four great councils: Neves Council, around the river of the same name; Irkes Council, banding together the western Scarsfell; Scarsheart Council, uniting the central forest; and Bitterroot Council, the smallest of the four, in the east. The kriels of the Rimeshaws, the Nyschatha Mountains, and the Malgur Forest each have their own councils. The eldest speakers of these councils comprise the core of Northkin leadership.

Northkin share their lands with many perils, including formidable frost drakes.

The strongest Northkin kriels include the Boneblood, Braggmaw, Blomus, Cragfist, Galtor, Jawnel, Lagmoor, Lourdag, Margov, Pelnas, Rumtar, Trustone, and Utlag. Most have fallen into loose matriarchies; the gathered elders are led by the eldest female leader, called a *ketmoder*. A ketmoder's authority is far from absolute, but she has great sway and can call warchiefs to task. The warchiefs are looked to for direction in battle and defense, but it is the ketmoders who collectively make long-term plans for their people and settle disputes. A diverse and stubborn lot, they do not agree on much.

One matter upon which the ketmoders did agree was refusing Madrak Ironhide when he came asking for support in 607 AR. Though many warchiefs were as sympathetic to Ironhide's plight as they were eager to fight, the Northkin elders did not wish to get drawn into battles that were not their own. Instead, they swore solemn oaths to formalize their own alliance at a gathering of ketmoders in 608 AR.

While Northkin resist the idea of following a single leader, certain individuals manage to earn widespread respect. None still living can match the legend of the shaman and warchief Borka Kegslayer, seen by many as an embodiment of the Northkin spirit. His kith and kriel have spawned numerous esteemed heroes, and Ketmoder Jennan, their ancient matriarch, is one of the most feared Northkin elders. Nonetheless, even they cannot claim to speak for all the northern kriels.

Fundamental to the Northkin alliance are the twin notions of respect and strength, by which all kriels and individuals are weighed. While the United Kriels of the south sprang from a need for mutual protection, the Northkin seek more from life. Mere survival is not enough—they seek to win glory by facing down mighty foes. Their warbands are ready to prove they can stand against the greatest armies. They embrace strife, laughing at their rivals' fears and annihilating anyone foolish enough to get in their way.



TRAINING

Northkin have no formalized military training, but all know how to fight by the time they reach maturity. Trollkin resilience lets young warriors learn by being thrown into certain peril with a reasonable expectation of survival. The journey to becoming a great Northkin warrior never ends—each skirmish adds to a lifetime of experience.

Learning begins at an early age, as soon as a young kin can stand upright and hold a weapon. At first this education takes the form of games involving simple sparring. Youths practice wrestling and unarmed combat but are also given wooden weapons and encouraged to become comfortable with them as a form of play. Northkin parents think nothing of allowing the young to batter one another into submission and rarely interfere.

As trollkin reach adolescence, they engage in tests of strength such as hurling stones and felled trees. To foster cooperation, teams face off on either side of a heavy log, pushing in concert to force their opponents back in a variant of tug-of-war. Those who excel earn the acclaim of their peers and may be taken in by older warrior mentors.

Contests are ritualized at certain times of year, often during seasonal festivities. The most celebrated contests include drinking competitions, displays of raw strength, “friendly” duels atop the *kuar* platforms that dominate village centers, and the *grohmat mahkeiri*, a contest of mental fortitude in which participants try to overpower one another through sheer force of will.

Such contests occur notably during the harvest festival of *Mannur* and the hunting season of *Orrem*. Winners of these contests are widely celebrated, earning pride of place and often receiving gifts of food, drink, and prizes. Winners are commonly sought out as mates and often produce offspring with counterparts of similar acclaim.

Hunting is a critical part of martial training, as it demands alertness, stealth, and a keen mind that can exploit varied terrain and changes in the weather. Prolonged hunts teach the young to navigate the wilderness and its varied perils. Hesitation in claiming a life can be lethal on the battlefield; hunting conditions the young to confront this necessity.

As trollkin mature, they join raids and attacks against the kriel’s enemies alongside seasoned fighters. Even those with an aptitude for spiritual matters or useful crafts such as smithing, stonework, or brewing must fight to defend the kriel. Those intended for ancillary roles are soon given leave to remain behind during raids, but lessons learned in battle stay with them.

Novices are grouped in small bands with a more experienced fighter serving as *kithkar*, a familial term that translates to “eldest sibling” and denotes leadership. In time the best kithkar win invitations to join champion bands, each led by even more heroic kithkar. After decades of fighting, some few stand alone as true heroes of the kriel. As warriors grow too old to serve reliably in battle, they take on other roles but still fortify a kriel’s reserves. Many kriel elders were once champions, and a lifetime of experience informs their decisions.



TACTICS

Northkin tactics rely on the resilience and ferocity of their aggressive infantry and generally favor fighting in close quarters over ranged combat. When kriegs battle for territory, warriors on either side rush to seize an early advantage against the enemy line in a ferocious blitz, hoping to swiftly take down the enemy's warchief and greatest heroes. A block of stalwart champions usually occupies the center of an infantry line. Younger defenders meet at the wings to prevent foes from encircling champions already engaged in protracted duels. Warlocks and their powerful trolls, when available, can turn the tide of conflict and are usually at the heart of the fray.

Traditional Northkin tactics are not designed to eradicate a rival's forces. Instead, kriegs seek to overpower enemy forces and break their morale, forcing their opposition to withdraw and opening up a chance to raid vulnerable supplies. Trollkin resilience and their ability to regenerate nonlethal injuries mean that one krieg can soundly beat another without destroying it. A Northkin raiding force is often divided in two, with a larger group of better-armed and more heavily armored warriors fighting to occupy enemy defenders while a swifter, lightly geared force sneaks around defenses to seize spoils.

Only in times of all-out war do Northkin resort to punitive slaughter. The most protracted of such wars occurred in the last few decades against the human Ruscar tribes, who were viciously contesting territories with the Scarsfell kriegs. The Ruscar once sought the annihilation of their trollkin neighbors but nearly suffered that fate themselves after Borka Kegslayer

assembled a warband in retaliation. Kegslayer drove the Ruscar from the Falconbridge River after calling winter trolls to join his forces, securing these lands. Conflicts between the Ruscar and the trollkin periodically flare up, as they remain bitter enemies.

When confronting a more numerous or stronger foe or a well-fortified position, Northkin switch to less direct tactics, depending instead on multiple small bands of skirmishing warriors who coordinate to confuse the enemy. Working in concert, these Northkin bands seek out weak points in defenses, hoping to disorient with multiple waves of attacks, striking quickly and then pulling back. These tactics can whittle away at a larger enemy force and disrupt fortified defenses. When fighting more technologically advanced armies, Northkin utilize combined arms and surprise strikes, with rifle-bearing pygs providing cover for traditional warriors, who lure opponents to overextend their reach and into deadly ambushes.

Against disciplined armies, Northkin use tight phalanxes of warriors moving in formation to make the most of their shields. Backing up the frontline combatants are support elements such as raiders armed with firebombs, who pepper enemies with projectiles. Their heavy cavalry—bison riders—charge to exploit weak points in the enemy line and create breakthroughs, or smash into the flanks and rear of infantry formations.

The Northkin have fewer legendary warlocks than the United Kriels, but warlock-led bands make excellent use of the north's native trolls. These ice-blooded beasts can summon destructive cold to freeze enemies in their tracks. Towering above them are the terrible glacier kings—huge, ancient trolls whose bodies crackle with ice and whose breath swirls like a raging blizzard.



NORTHKIN VILLAGES & HOLDFASTS

Though the Northkin have few traditional military fortifications, every village is a formidable fortress unto itself. Wherever possible Northkin utilize as much stone as is available, and their customary villages are very heavily fortified by human standards. Built to withstand an impressive amount of punishment and stocked with ample stores of food and drink, even a small kriel's village can weather a substantial siege.

A high wall encircles every Northkin village. This wall is most often constructed of stone and ice, though sometimes a wooden wall with stone cladding will suffice, at least until more stone can be secured. In places where it is difficult to quarry, Northkin will go out of their way to locate and gather stone for building, including stealing portions of ruined structures from their rivals or even neighboring kriels.

Built into the outer wall are watchtowers and gatehouses, and the curving rear walls of many houses help to reinforce the defensive perimeter. Northkin avoid angular construction, preferring to build in curvilinear forms. The rounded wall and towers help deflect modern munitions, preventing solid strikes that can penetrate the stones. Even within the encircling wall, Northkin homes are built like rounded towers or are domed, though often featuring thatched roofs and incorporating more wood than is typically the case in some southern trollkin villages. These homes dot the interior space surrounding several shared areas, such as the elevated *kuar* dueling platform common among trollkin, various gathering places for the performance of festival and funerary rites, krielstone sites, and practice fields used by warriors.

An average village will have multiple storehouses filled with grain produced on outlying farms or raided from the kriel's neighbors. These storehouses also have deep cellars dug into the earth to preserve perishable goods. In addition, smokehouses are used for long-term preservation of meat and fish. These stockpiles allow a kriel to maintain supplies when it finds itself besieged. Such sieges are not uncommon in battles between neighboring rivals, especially if the defending force is smaller than the attacking army. Waiting out the aggressors is a viable tactic, especially in months when a harsh storm might arise. Livestock such as goats, chickens, and sheep are either raised on farms or kept by families dwelling within the village walls and can also help trollkin defenders to weather a prolonged siege. Northkin prefer hardier livestock that requires little husbandry, as well as farm animals smart enough to avoid the attention of any full-blood trolls dwelling in the village.

Most of a kriel's population dwells within the protective wall; only a few isolated families will risk building their homes beyond it. Often these outlying buildings, farms, and workshops are collectively owned and are home to only a few dedicated workers at a time. In times of war, these outlying structures are typically abandoned, and their inhabitants return to defend the kriel. Should the need arise, every adult trollkin within the kriel rallies to this mutual defense. Larger villages can have hundreds of battle-ready kin defending the wall, but even the smaller settlements are fortified enough to repel many attacks. Similarly, it is often the case that pygmy trolls living in proximity to a kriel will inhabit a less formidably defended village that can be temporarily abandoned until the enemy threat is driven away.

WHERE DO TROLLS LIVE?

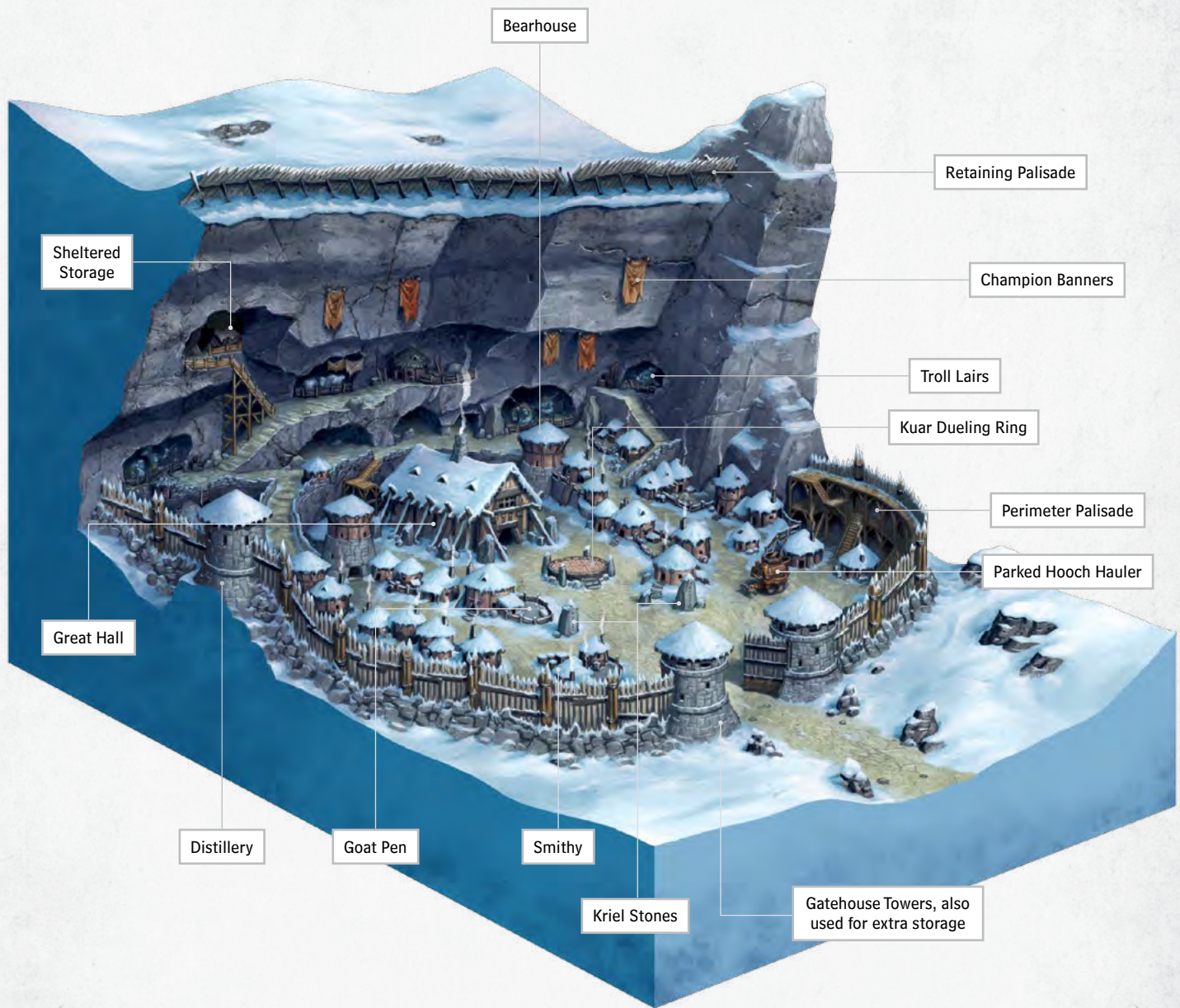
As with many kriels in the south, it is not uncommon for Northkin to allow full-blood trolls to live among them in their communities, where they are treated as valued though somewhat lesser members of the village. Trolls in a village are usually accompanied by one or more kin directing their efforts. They are particularly useful for construction or repair work on walls or buildings, employed as laborers to take advantage of their size and strength.

Trolls are frequently tasked with carrying heavy loads from one place to another and will also join hunting and raiding bands abroad, so long as they can be trusted not to consume fresh kills or spoils. They are kept ready to defend the village in the case of attack, at which point they will be placed where the attack is fiercest, helping defend a breached gateway or a section of the wall that is being assailed. Not all villages with trolls have warlocks at their disposal, but there will generally be one or more kin present who is adept at interacting with the brutes and convincing them to do as bid—a role sometimes falling to a shaman, sorcerer, or fell caller. Offers of food are used to encourage good behavior, and a troll might also be rewarded with trollkin-forged weapons or armor, which they take pride in and readily employ in the kriel's battles.

Though valued, known by name, and capable of rudimentary speech, trolls can be unpredictable and dangerous, especially if hungry or angered. For these reasons, most are given lairs separate from the kin rather than sleeping and eating among them. Many trolls are content to live in a nearby cave or similar excavation, sometimes dug out of a convenient hill or cliffside. In some villages trollkin will carve out tunnels with entrances within the walls to house their trolls. Such an interior entrance is barred and watched so kin can control when the trolls are allowed ingress. Some such tunnels have a separate exit into the wilds that allows trolls to leave and hunt for prey as required—and that can serve as a well-guarded secondary escape route for a village under siege.

While these arrangements are common with both regular and elemental full-blood trolls, dire trolls are rarely allowed into a village for long, beyond the needs of defense against a significant foe. Their appetites and tempers are much fiercer than their smaller cousins, requiring them to be handled with caution. Any dire troll seen in a Northkin village will be under the control of a warlock who has the trust of the kriel's elders. Their lairs are usually more remote, though temporary arrangements might be made closer to the village when its warriors are gearing up for imminent battle.

Anatomy of a Northkin Village



Larger kriel may surround a central village with several holdfasts on the boundaries of their territories. Built like smaller, more fortified villages, Northkin holdfasts house only a few dozen warriors at most. The trollkin dwelling in the holdfast are cycled out from season to season and year to year, so none will remain far from home for long. If an enemy approaches the kriel's territory, the holdfast can ignite signal fires or send messengers to warn the kriel so a larger warband can be gathered to fend them off.

These outposts serve to project a kriel's strength to its neighbors and prevent incursions deeper into its territory, though most often they act as trade posts between a kriel and its neighbors. Northkin warriors eagerly barter for goods that the kriel cannot easily acquire or produce. Human and bogrin traders frequently visit holdfasts. Though little coin trades hands, large exchanges of fur and trollkin liquor for weapons, refined metal, blasting powder, and other amenities are common.

LIFE AMONG THE NORTHKIN

The life of a Northkin warrior has been the same for millennia. The world these warriors inhabit is an unforgiving one in which the weak and timid cannot survive. Northkin are measured by strength and by deed and are expected to defend kith and kriel.

This still holds true under the Northkin alliance, which brought disparate northern kriels and regional councils into a unified confederation. Daily life has changed only in small ways. The idea of unity is new and not beloved by all. Some fear the elimination of interkriel conflicts, which have always kept the Northkin strong. Others embrace this newfound unity, believing it will help them all endure against savage neighbors and the imperialist nation of Khador.

The Northkin cherish independence, and thus some feuding between kriels is still commonplace. Each kriel looks out for its own interests before worrying about others. Wars between kriels sometimes require the intervention of the elder councils. Practices such as raids on neighboring kriels persist, though

the scope has been constrained. Raiding is deeply ingrained in Northkin warrior culture and considered vital to teaching fighting skills. Provided that these conflicts do not threaten the larger collective, Northkin councils ignore them.

The most substantial gain from unity is increased trade between the kriels, which allows them to share resources. Certain kriels have specialized in producing commodities as diverse as grain, smoked meats, weapons, or liquor. Of course, trade deals can also spark fresh conflicts between neighbors when one side accuses the other of not living up to its promises.

When not at war, the Northkin live much as they always have. They harvest limited crops, hunt, tend to what livestock they maintain, build and fortify homes, pray to Dhunia, and enjoy various violent diversions. The line between warrior and skilled worker blurs in Northkin villages, for each adult should be useful in both peace and war. Warriors often pick up a handy skill, and dedicated craftsmen also learn to wield weapons.

Most trollkin villages are in a continual state of upkeep, as are their weapons and tools. There is always work to be done, though these efforts are commonly disrupted by drinking and feasting. All within a village's walls help care for the young.



Parents regularly foist their offspring on neighbors, and the young can then be forced to assist with whatever work their current guardian is engaged in, learning various practical skills in the process.

While on campaign away from their villages, Northkin live as bandits and nomads. Without the protection of the village, they must make do with whatever supplies their beasts of burden and full-blood trolls can haul. When these provisions are exhausted, they hunt, forage, and raid for supplies. The larger the warband, the faster and more frequently it must turn to raiding, which strains already tenuous relationships between Northkin and their neighbors.

A warband may construct large encampments while on the march. Depending on the band's size, these encampments can sprawl up to a mile across, with isolated tents and lean-tos dotting the landscape. Warriors tend to gather with members of their own kith or kriel, or those with whom they have longstanding friendships. Hostilities between different factions in a warband are inevitable. Clever kithkar do not quash these rivalries but rather encourage duels to settle disputes when the warband is encamped. Whether contests of drinking, fighting, or battling wills, these duels relieve tension before it can boil over into greater violence.

These efforts can keep a large warband from devolving into bloody feuds, unless there are multiple warchiefs with their blood up. When disruptive infighting flares, the elder shamans, fell callers, and stone scribes must calm the warchiefs and get them to focus on bigger goals. That said, a Northkin army does not mind arriving at a battlefield a couple of days later than planned in order to resolve disputes between prideful leaders provoked during the journey. Northkin forces are more chaotic and less decisive than those of the United Kriels, but their warchiefs would have it no other way.

Between fights, Northkin like to drink and boast about their past accomplishments, both to increase standing among the warriors gathered and for the benefit of the stone scribes who travel with the warband. These tales can quickly expand beyond the glimmer of truth at their core. Fabrications become elaborate, with the size and strength of an opponent taking on mythical proportions. All Northkin enjoy a good story, however, and these nightly boasts are a competition unto themselves, with the best storyteller earning drinks offered in toast. Braggarts often end up heading off to bed drunk and half-conscious, though this will not keep them from entering battle the next day.

Not all is work, battle, drink, and storytelling. Faith is also a key element of Northkin culture. Their connection to Dhunia is expressed in every aspect of life, even warfare. The way Northkin express faith may seem strange to southerners, as the climate of the north does not have the vibrant shifts in season and the cold winter is long and harsh—a time when most kin



Among the most valued of a veteran warrior's loot and prizes will be an ornamented stein or drinking horn, the latter sometimes carved from the horns of wild goats, satyrs, drakes, or other beasts.

consider the goddess to be slumbering. This only makes the Northkin value her more: since they have their mother's full attention for but a small portion of the year, prayers and feats to earn her blessings become more vital.

Shamans see to the spiritual needs of the warband. Wizen and craggy elder shamans evoke the harsher aspects of the goddess, wielding ice and storm against their enemies. Others evince Dhunia's less warlike qualities, learning divinations and prophecy, consecrating crops and the hunt. Some tend to the wounded between clashes and bless the warriors before they take the field. Younger shamans, selected from among the more pious and introspective kin, learn at the feet of elders. Some feel the calling and demand to be taught Dhunia's wisdom. Those valued few who can bond with full-blood trolls as warlocks may rise to become great warchiefs, bringing Dhunia's favor with them.

Few of Dhunia's blessings are more treasured than the gift of fertility. Mating is casual among the Northkin, particularly in larger warbands, with few of these arrangements treated as permanent. Gatherings between kriels are an opportunity to strengthen and diversify a kriel with outside blood. Parents often keep tabs on distant offspring, feeling a lasting connection even into their adulthood, and bonds between siblings are among the tightest in a kith. With Northkin being notoriously fecund, it's not uncommon for a warrior to have a dozen or more brothers and sisters. Frequently, warbands consist entirely of siblings and cousins. A chief who can march to war with his sons and daughters is considered especially blessed by Dhunia.

Following a campaign, Northkin pillage spoils that they can bring back to their kith. Warriors dole out these tokens in the kriel during long feasts where they share highly embellished stories of their exploits in acquiring the goods. Should a warrior fall in battle, their plunder is solemnly bestowed upon their next closest kin or surviving blood brothers. A chief will sometimes have the gold or silver they loot forged into armbands or other pleasing shapes by a kriel's metalsmiths—as gifts to favored champions to cement their loyalty.

◀ Elders are revered among the Northkin, particularly those like Kolgrima Stonetruth who is thought to have the gift of prophecy.

NORTHKIN UNITS

KRIEL WARRIORS

Kriel warriors make up the bulk of any Northkin warband. Its warriors are a diverse group, and in larger bands they may be drawn from different kriels. Individual members possess a wide range of capabilities and dispositions, from stoic warriors from mountain kriels to savage and tribal fighters from the deep forests. Though they are varied, each is a stalwart combatant ready to battle against all who would threaten their northern lands. Leading them are accomplished kithkar, veterans who have tested their skills against opponents in countless battles and who have earned the right to lead their kin in war.

Kriel warriors wield a variety of hand weapons paired with a round shield. Stronger warriors may carry hefty cabers that they can hurl to crush enemies and break up formations of heavy infantry. Most wear a simple armored cuirass, though wealthier kriel warriors will pair it with hardened leathers, helmets, and other armors.

Northkin warriors have a reputation for wild drunkenness paired with feats of strength and bravery. Fighters armed with little more than axes seldom hesitate to charge headlong into battle, no matter their foe. Whether the Northkin are motivated by drink or courage, their neighbors in the north know not to underestimate the capabilities and daring of even the lowliest members of a warband.



Kriel warriors take great pride in their weapons and armor, and are expected to keep them in good repair, bartering with kriel smiths as required. A warrior's home is often decorated with additional weapons seized in battle and which can be taken up by mate and children if the village is attacked.

CHAMPIONS

Bound together by blood oaths, trollkin champions are the indomitable heart of a Northkin army. They often fight beside the band's warchief at the center of the army's advance. Bands of champions are drawn from the greatest fighters pledged to their warchief, and each has a storied past of battlefield deeds. Upon taking the *kulgat* oath, they are forever obliged to fight on one another's behalf. This bond runs as deep as kinship. Sometimes champions of kriels that were once bitter rivals will be brought together by a warchief and sworn as family through *kulgat* oaths. While such groupings may begin with tensions, in time fighting side by side will cement strong bonds between them.

Northkin champions exemplify their people. While few are chieftains themselves, each commands great respect. Each is a larger-than-life figure known for performing feats of courage and recklessness, making bold boasts, and drinking to heroic degrees. There are countless stories of the boisterous celebrations champions hold following battle to match the feats of strength they demonstrate during those conflicts.

RAIDERS

Raiding, a common activity among Northkin, is any assault where the goal is seizing goods or resources rather than slaughtering adversaries. Mixed bands of warriors join in such raids, but some kin focus on this as their primary task. Raiders specialize in conducting quick strikes before withdrawing. They sometimes act on their own and at other times join more heavily armed warriors who serve as a distraction and can cover their retreat once the raiders have seized the plunder.

Dedicated raiding bands are vital for smaller kriels that rely on their spoils to survive. These skirmishers use ambushes and hit-and-run tactics and prefer to avoid lengthy engagements. Raiders carry firebombs that they use to set buildings ablaze to distract sentries and lure them from storehouses. These bombs prove equally effective against massed infantry and are particularly useful against troops marching through dense forested areas such as the Scarsfell, where terrain forces them to clump together in columns. Raiders wait in ambush along the most likely paths and use their bombs to devastating effect before charging out of the trees to finish off survivors.

When joined to a larger warband, raiding parties act as an advance force. They are sent prowling through dense wilderness to approach an enemy encampment unseen. They also range ahead of the main army to engage patrols or smaller pockets of resistance. While their fighting prowess is valuable, raiding parties are primarily relied on to keep a warband on a march provisioned with the plunder they collect. It is also their job to loot downed foes after a skirmish, a task veteran warriors consider beneath them. Choice spoils are expected to be offered to the warchief.



MODELS

- 1 Kolgrima Stonetruth,
Winter Witch
Warlock
71117
- 2 Dire Troll Brawler
Heavy Warbeast
71118
- 3 Glacier King
Gargantuan
71094
- 4 Rök
Character Heavy Warbeast
71102
- 5 Northkin Raiders
Unit
71110
- 6 Northkin Shaman
Trollkin Solo
71103
- 7 Valka Curseborn,
Chieftain of the North
Character Solo
71116







LONG RIDERS

Driven from their traditional habitats across southern and eastern Khador, long riders have had to adapt. These trollkin have carefully protected and relocated herds of bison, and some long rider bands have entered the strongest trollkin alliances. Many joined Madrak Ironhide on his journey south to Alchiere, but others went north into the Scarsfell and beyond, offering their esteemed fighting prowess to the Northkin. These mounted warriors have been welcomed enthusiastically into northern warbands, bringing the speed and crushing impact of their mounts together with their own martial discipline and skill. Long riders mostly keep to their own company, though some have enjoyed partaking in the wilder revels so common with their northern kin.

What long riders bring as heavy cavalry makes them invaluable—a band of long riders can effortlessly punch through enemy lines, allowing infantry to flood through the gaps they create. While not as swift as the horses or ulk ridden by other peoples, few mounts are as hardy as the long riders' bison. The beasts' thick fur girds them against cold, allowing long riders to travel in conditions few others could endure. The bison have adapted well to the hilly, forested terrain typical of northern regions, though sometimes the kin must work to keep them sufficiently fed, as adequate grazing is sparser in the north.

PYGGS

Numerous tribes of pygmy trolls live alongside the Northkin, as has become common in other regions. Pyggs who live near trollkin inevitably grow closer to the kriel, who find the smaller trolls eager and useful additions to a kriel's martial strength. Their small size allows them to sneak about at the fringes of conflict and lie in wait unseen. They have become extremely adept at setting up ambushes and performing flanking maneuvers, often coordinating with trollkin raiders.

Pyggs make for particularly effective lookouts once they learn to distinguish the markings of a friendly kriel from those of its rivals. The pyggs' natural hardiness and adaptability to the elements lets them stay in the field for an indefinite period, sustaining themselves on roots and whatever game they can capture, and they can even get by on small stones for a time if need be. Their keen eyes—by trollkin standards, anyway—let them spot approaching forces from a great distance, while their size allows them to more easily escape notice.

SHAMANS & STONE SCRIBES

The kin who guard the spiritual and written legacy of the Northkin play an important role both at home and in battle. These individuals are still expected to take up arms when required for kriel defense or in support of major attacks but not on the front line. They enter combat behind the lines, protected by dedicated warriors, as their special talents are too valuable to risk losing to a stray bullet. The powers and skills they possess mean that they are always a part of major battles, for they can greatly magnify the fighting prowess, resilience, and flexibility of larger warbands.

Shamans and sorcerers are those special individuals whom Dhunia has blessed with magic. Shamans commune directly with the goddess and act as healers, sages, and spiritual leaders of the kriel. The raw elemental power of sorcerers often manifests among trollkin as a reflection of their home environment. Northkin sorcerers call upon the freezing winds and deadly frost of their homeland as weapons against their enemies, in contrast to the earth-based runeshapers more common in the south.

Stone scribes carry a different sort of esteem in a warband. Though younger warriors may verbally harass these sagacious kin for taking a passive role, veteran champions know well the value they serve. It is the scribes who observe the deeds of all warriors and judge whether they are worthy to have their accomplishments set down in stone. It is through the scribes' works that heroes are made and remembered, their actions added to a village's krielstones. Those who have fought alongside scribes and krielstone bearers know their dedication and furthermore can appreciate the inspiring sight of a krielstone. Champions and kithkar show their respect to these individuals after a bloody fray by bringing them drinks and asking them to relate the battle as they saw it, for their insight is valued. By this example, younger warriors learn that one may contribute to victory without swinging an axe or sword.

The krielstone itself provides mystical protection to the warband. Runes chiseled into every face imbue the stone with deep mystical power that resonates across the battlefield, filling nearby fighters with strength or protecting them against their foes. In addition to describing heroic deeds, krielstones of the north bear the legacies of the fiercest winters a kriel has endured. Such stones can call on the memories of the kin to project the bitter sting of a winter storm.

BEAR HANDLERS

Some kriel are known for their skill in capturing and training wild northern bears. The bear handlers of these kriel hoard this knowledge, for the powerful beasts are a potent advantage in times of war. While Northkin have tamed several breeds, they favor the great northern white bear for its combination of size, ferocity, and receptivity to training, though these bears have a notable stubborn streak.

Tamed bears quickly learn to attack at their handlers' command. By simple gestures combined with uttered commands, a bear handler can designate specific prey even in the chaos of battle, which the bears will pursue without relenting. The beasts become protective of their trainers and handlers and will lash out at anyone who raises a hand against them, making the bears useful guardians. Some are even trained as beasts of burden, such as those used by the Hearthgut kriel. The sure-footed beasts haul massive hooch wagons over snow and ice with an agility far outstripping bison with their clumsy hooves, and they can fend for themselves against winter argus and wolf packs.

MODELS

- 1 Hoarluk Doomshaper,
Dire Prophet & Scroll Bearers
Warlock Unit
PIP 71090
- 2 Hunters Grim
Warlock Unit
PIP 71070
- 3 Kriel Warriors & Caber Thrower
Trollkin Unit & Weapon Attachment
PIP 71079
- 4 Kriel Warrior Standard & Piper
Trollkin Command Attachment
PIP 71031
- 5 Trollkin Long Riders
Unit
PIP 71080
- 6 Trollkin Runebearer
Solo
PIP 71051
- 7 Troll Whelps
Solo
PIP 71040





- 8 Borka Kegslayer
Northkin Trollkin Warlock &
Northkin Pyg Solo
PIP 71021
- 9 Horgle, The Anvil
Trollkin Warlock
PIP 71107
- 10 Pyre Troll
Light Warbeast
PIP 71067
- 11 Northkin Fire Eaters
Unit
PIP 71088
- 12 Northkin Bear Handler &
Battle Bears
Unit
PIP 71109
- 13 Pyg Lookouts
Northkin Unit
PIP 71111
- 14 Skaldi Bonehammer
Trollkin Northkin
Command Attachment
PIP 71050
- 15 Krielstone Bearer & Stone Scribes
Trollkin Unit
PIP 71091
- 16 Northkin Elder
Trollkin Command Attachment
PIP 71115
- 17 Trollkin Champions
Unit
PIP 71069
- 18 Fell Caller Hero
Trollkin Solo
PIP 71019

LEGENDS OF THE NORTHKIN

SKALDI BONEHAMMER

A sometime ally, sometime rival, and frequent drinking companion of Borka Kegslayer, Skaldi Bonehammer has earned a name for himself in the company of some of the greatest trollkin warriors of the age. His hunger for glory and for vengeance upon those who would harm his people is well known among the kriels. The number of skulls crushed by his great hammer is beyond count, and his very presence inspires his kin in battle.

INTEL: SKALDI

Birth Year, Place:	569 AR, Village on Irkes River
First Notable Kill:	Joroth the Unchained, Champion of Blackcap Peak



When Borka Kegslayer vowed to follow Madrak Ironhide south at the creation of the United Kriels, Skaldi initially balked, claiming there were glories enough to be won in the north. In time, however, stories and inscriptions of the great southern battles reached the Scarsfell. At first Skaldi dismissed these tales as exaggeration, but he was soon forced to acknowledge the truth of the ever-growing war Borka had predicted. To prove himself Kegslayer's equal once more, Skaldi took his warband from the Scarsfell to the embattled southern kriels in order to seek out their greatest warriors and lead them to battle for the sheer joy of strife.



Skaldi has a reputation for going out of his way to antagonize the champions of his rivals, provoking them into duels. He proved to have quite a knack for getting under the skin of anyone he hoped to fight atop a kuar dueling platform. On at least one or two drunken occasions, he found he had bitten off more than he could chew. Even his setbacks became legendary, as it would require multiple opponents working together to knock him from the platform.



Skaldi Bonehammer has tested his strength against all manner of opponents; Cryxian pirates, skorne raiders, and many more have fallen beneath the bone-crushing blows of his great hammer. This weapon has been with him for a decade, bought from smiths of Borka's kriel with a pile of plundered spoils.

Skaldi Bonehammer spent his youth among the kriels of the Scarsfell Forest, alongside trollkin armed to defend themselves against neighboring human tribes, Khadoran patrols, and occasionally enemy kriels. Relishing opportunities to prove his valor, Skaldi welcomed any excuse to feud with rival warbands.

Winter argus fur-lined vest

Barrel of raided uiske

Pewter tankard wrapped in leather

Black bear skull codpiece

KOLGRIMA STONETRUTH, THE WINTER WITCH

Kolgrima Stonetruth is a dangerous, half-mad figure whose motivations are little understood by the Northkin. This mystifying oracle once dwelled in the territory of the Rimeshaw Council, and her voice carried great weight among the elders. Kolgrima then retreated high into the Shard Spires to live as a hermit in the frozen lair of a wild winter troll. The blast of freezing winds was her music, and the creak of the glacial pack drowned out the bickering of elders or the simpering of mortally wounded warriors afraid to die.

Born with the gift of sorcery, this trollkin witch can read the future in entrails and bones, catch glimpses of fate in the whorls of a blizzard, and divine her people's destiny in a patch of frostbite blackening a limb. Her robe is adorned with runic sigils and specially prepared bones laden with mystical energies.

Many petitioners have sought her favor over the years, but never lightly. Kolgrima's words were always honest—even when that candor was cruel, like telling a new mother she would not live to hear her newborn's first words. The oracle could also touch the spiritual essence of trolls as a warlock, bonding to the winter trolls in the mountains where she resided. Sharing the glacial magic within their souls taught her to better wield her own sorcerous powers; she learned to harness the biting cold of the north, earning mastery of the frozen world.

INTEL: KOLGRIMA

Birth Year, Place: 494 AR, Unknown

First Notable Kill: Glynyth, First Hunter of the Voassyr Tribe

Her sorcerous power let Kolgrima save the kin of the Nyschatha Mountains from destruction several decades ago, when an alliance of human and bogrin tribes sought to drive them out. Hundreds attacked the Nyschatha kriegs and would have overwhelmed their defenders had Kolgrima not marched from her mountain lair accompanied by winter trolls. She swept through the attackers like a winter gale before retreating to the mountains once more. Nobody knows why she aided the kin, nor why she left so suddenly.

Augury bones

Robe made from the hides of bears and mountain goats

Uglu, a northern boreal snowy owl

Ceremonial Knife

Hook of the Winter Shepherd

Angry Winter Witch scowl

Kolgrima dependably emerges from her mountain cave whenever enemies threaten the north. Accompanied by her great pack of winter trolls, she might return at any time to the northern trollkin, serving now as a revered war leader rather than an oracle. The Winter Witch does not affiliate herself with any single group, instead showing up as suits her, guided by her visions. Though she occasionally joins the kin's feasts, she sits alone, staring into the shadows or whispering in guttural Molgur to her companion, a clever owl called Uglu that even her trolls dread approaching.

Kolgrima has proven her worth in battle, and her arrivals are usually timely, even if no one truly understands what motivates her. She is more an embodiment of winter than mortal kin, a being whom Northkin fear but also gladly welcome to fight by their side.

LEGENDS OF THE NORTHKIN

BORKA KEGSLAYER

If there is one northern kin whose accomplishments need no embellishment, it is Borka Kegslayer. His name is known in kriels from Scarsfell to Alchiere, and he epitomizes Northkin virtues and virility—a true living legend. Astride his mighty bear with club in hand, he has become a battle-ready ambassador between the Northkin and other far-flung trollkin communities. His countless progeny and his tightly knit family, eager to march against enemies of the north, will carry forward his line and his renown.

For Borka there is no distinction between his deep faith and his love for battle. As a war shaman of Dhunia, he believes the Great Mother loves to see her children emerge victorious in combat. He thinks this was why she blessed the trollkin with resilience and fecundity, letting them endure terrible injuries and yet live and be fruitful enough to ensure their sons and daughters outlast and outnumber the generation before.

Some years ago Borka responded to the call of Madrak Ironhide and left the north to seek battle elsewhere. Many of his immediate kith followed him, but others of his kriel felt betrayed.

Borka did not consider this choice to be turning his back on them but rather an extension of his desire to test his skill and brawn in the fiercest clashes.

He saw that the curse of Rathrok would attract enemies beyond counting, as would be proven true in the following months.

Yet when a resurgence of the human Ruscar—bitter enemies of his kriel—threatened his people, he returned at once. He has reunited with his bear, Arktos, which is now a trusted ally and companion, far more than merely a mount. Though Borka has no particular ambition to lead large armies, this talent comes naturally to him—he is a warchief without equal.

The Northkin's love for Borka Kegslayer is universal; even his fiercest rivals are glad to drink with him and bleed at his side. His warbands, which blend his immediate kith and champions drawn from dozens of kriels, are united primarily by their eagerness for epic battle.

Trauma, decorated with Dhunian prayer bands



Metal spikes set in chin

Warrior tattoos

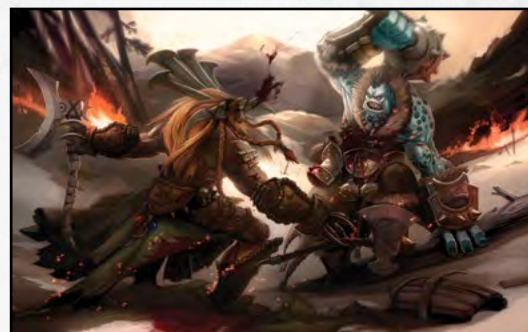
Male Dhunian virility display

Quitari of Borka's kriel

Bombs

INTEL: BORKA

Birth Year, Place:	556 AR, Somewhere in the Scarsfell Forest
First Notable Kill:	Urla One-Eye, Legendary Great Bear



Borka had a brush with death fighting Kromac the Ravenous in the Wyrmwall Mountains, though his famed resilience saw him through. He lost an arm in the clash, which has since regenerated.



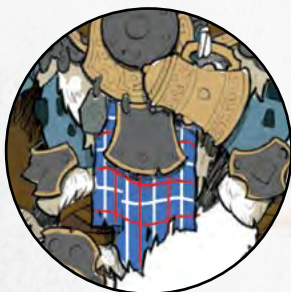
Arktos is a great northern bear that Borka befriended as a young cub in 604 AR. The beast had grown to his full impressive size by the time of Borka's return to his kriel in 609 AR. In the interim Arktos had been trained to serve as a mount by his kin, though he disliked other riders.

VALKA CURSEBORN



Few trollkin carry so black a reputation as the aged and bitter chieftain Valka Curseborn. As skilled in war as he is eager to wage it, Valka had once carved out a great kingdom for himself in the frozen north. Though his kriel is no longer as mighty as it once was, his legend lives on, inspiring fear and dread. His temper is his curse, and it has only soured with age. He seeks a glorious death, yet in every battle death is denied him.

The chieftain was not always feared. In his prime he was a rising hero among the fierce Icetung kriel, a warrior whose enthusiasm for battle embodied their most treasured values. He attracted a loyal host of warriors as bold, aggressive, and fierce as him. Across the western Scarsfell he plundered and raided, seizing spoils and siring offspring, besting the champions of rival kriels and joining their warriors to his own. He became a legendary warchief, and his name was spoken in drunken toasts by the Icetung kriel and in hushed whispers by his enemies—"Valka Axebrother" he was called then.



Upon defeating rival kriels, Valka issued challenges to any surviving chieftains. These duels were fought for the kriel itself—not its fealty or its lands, but its people, who would be forced to join the Icetung kriel and cast off their former quitari. Valka slew countless rivals and replaced the vanquished with Icetung champions.



Helm of the Icetung Chief

Rhulic stein seized in combat outside Hellspass

Armbane

Bloodletter



Steel rondel

Had he died back then, he might yet be remembered as a paragon of Northkin heroism, but that was not to be. Every victory he claimed fueled his desire for more, and in time the darkness of his nature revealed itself. Thirst for battle became a madness in him. Valka would simmer with fury, as if he had poison in his gut.

Even as his mood darkened, so did the fortunes of his kriel. What Valka seized he could not hold; his lands went fallow or were claimed by rivals while he was off raiding. As his territories fell into disorder, one by one his most trusted allies fell in battle, leaving him increasingly alone and friendless. Now, in his advanced years, his kriel is greatly diminished. Few follow the aging warlord and those who do have lost all love for him. They obey him solely out of fear, not admiration.

Valka knows what he has become. He can only redeem his legend by seeking an end worthy of his former greatness. He enters every fray hoping to meet such a fate. At battle's end, he lowers his bloodied axes and surveys the carnage he has unleashed. He desires a hero's death but is too stubborn to die. The foe worthy of claiming his life has yet to challenge him.



Once known as Valka Axebrother, he carries two rune-inscribed axes, one passed down to him from his predecessor, the other won in a duel.



HALLS OF HONOR

These legendary Northkin heroes and champions are among those few who have earned honor and acclaim far beyond their home kriels.

Sturla Winterblood

The foremost champion of her mountain kriel, Sturla Winterblood has for many years dominated the glacial battlefields of the western Nyscatha Mountains, fighting as the right hand of her chieftain, Laut Frostbarren. Sturla's axe has tasted the blood of dozens of other champions in duels. She has bested heroes with long records of victory, including a notable *grohmat mahkeiri* victory against the sage Thorstar Deepheart. Now Winterblood fights for her kin against the ravaging hordes of blighted Nyss and dragonspawn coming down from the Shard Spires.



Veteran kin often wear decorative stone chits. They may be set on weapons, attached to clothing, or collected into jewelry. Chits bearing the names of deceased kith are common in the south, but in the north these markers signify the wearer's legendary deeds or namesake feats.

Guthar Blistertongue

For nearly twenty years the fire-eater Guthar Blistertongue has traveled among the Northkin kriels. He and his family of hooch-swilling, fire-eating trollkin are notorious performers and fierce warriors. Guthar joined in a series of brutal raids against the human Ruscar during a prolonged war between the two peoples. In a battle at Wurmtop Hill, he burned alive the Devourer shaman Leega the Poisoned Moon. Guthar hoisted the shaman's burned corpse as a banner, and the sight of it caused hundreds of Ruscar warriors to quit the field of battle. He was celebrated for his efforts by none other than Borka Kegslayer, who gave the fire-eater enough ale in which to drown himself. Since that victory Guthar Blistertongue retains a banner upon which is drawn the silhouette of a man who is burning and dancing, a sight the Ruscar and other tribal humans have come to loathe and fear.

Vandrad Bearkin

None know the kriel Vandrad Bearkin hails from, nor do they understand where this trollkin calls home. Stories persist that he lives on the shores of the Sea of Blackice, where his only companions are the large and imposing white bears of the north. Vandrad speaks little when he journeys south on the Iceblade River, riding a sizable sled pulled by several of his bears. He is taciturn, sometimes finding words hard to come by after months spent alone in the frozen wastes. He chooses to communicate only with chieftains who take him on as a mercenary of sorts. Once he helps secure victory for a warband, Vandrad and his bears return into the icy expanse they call home, laden with enough supplies and alcohol to last for another season.

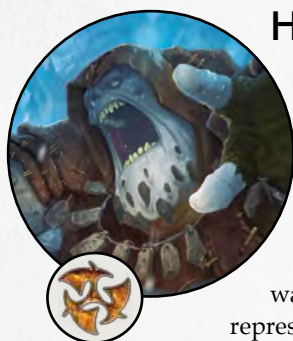
Urdan Vikinbjorn

Loathed by the Khadoran defenders of Uldenfrost and Northkin elders alike, the infamous raider Urdan Vikinbjorn has lived a vagabond's life in the deep wilderness of Khador's far north. His seasonal raiding campaigns have earned him the ire of his neighbors, but some chieftains still respect this trollkin. In the winter of 606 AR, it was Urdan Vikinbjorn's cohort of firebomb-hurling vagabonds who burned down the Winter Guard fort of Viskgard, forcing the human warriors out into the cold. Their frozen bodies would serve as a warning to other Khadorans who tried to push into the kriels' territories.

The western Irkes Council has endeavored to bring Urdan on board to secure him as a warchief and thereby take advantage of his reputation, but the raider has remained aloof. He prefers to follow his own lead and to operate slightly outside the dictates of any authority. This fact has attracted a number of proud and independent warriors to his side, particularly those who distrust the formal alliance.

NOTABLE KIN

While the Northkin mostly look to their own, they do pay respect, albeit often grudgingly, to certain exceptional outsiders.



Hoarluk Doomshaper, Dire Prophet & Rage of Dhunia

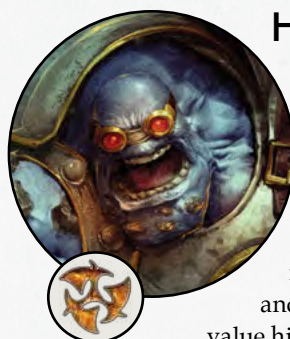
Hoarluk Doomshaper, whose craggy face is recognized across Immoren, addressed Northkin councils in decades past when he was seeking troll lore. A powerful representative for the most violent Gnarl kriel, this shaman is treated with deference and due caution even by those who disagree with him. The Northkin appreciate Hoarluk Doomshaper for awakening the glacier kings, whose might augments their warbands.

Borka Kegslayer once shared company with both Doomshaper and Madrak Ironhide, and was seen as an enthusiastic emissary of the north. When these three were fighting side by side, they represented the greatest warlocks of each major trollkin community united under a single unstoppable banner. Some would like to see them join forces again, but now the trio is separated by even greater distances.



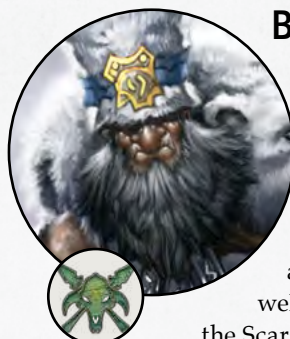
Calandra Truthsayer, Oracle of the Glimmerwood

While there is little contact between northern and southern kin, the wandering Calandra Truthsayer serves as a bridge between them. Unwilling to remain in one place too long, she is among the rare few to periodically make the trek from the frozen north to the sweltering new home of the United Kriels, accompanied by her own formidable warband. Shamans of the north know Calandra to be blessed of Dhunia, and they heed her prophecies and omens.



Horgle Ironstrike, the Anvil

Horgle Ironstrike was born into a Northkin kriel in the southeastern Shard Spires, though he and his mother remained outsiders. That kriel was wiped out, and Horgle never adopted Northkin ways. Still, he retains northern contacts. Northkin champions and warchiefs seeking peerless weapons value his talent for forging immensely. His bitter animosity toward dragonspawn and blighted warriors has led him to risk his life in other kin's wars, including northern ones. He has befriended the Lourdag kriel's fire-eaters, who admire his mastery over flame. While he also helped the United Kriels, Horgle chose to remain in western Immoren when Madrak and his people left to settle Alchiere.



Brun Cragback (& Lug)

While he has earned a reputation as a recluse and loner among his Rhulic kinfolk, Brun Cragback is known to the Northkin and has been embraced as a worthy warrior and kindred spirit by some. The dwarf and his formidable armored ursine companion Lug are welcome in many trollkin villages across the Scarsfell Forest and adjoining territories. Though he expects to be paid for his mercenary services, Cragback is willing to work on the barter system, accepting casks of potent Northkin booze or other valued goods in lieu of coinage. He is on oddly amiable terms with Borka Kegslayer's ketmoder, Jennan, though no one in the kriel knows exactly why.

KRIELS OF RENOWN

Every kriel is proud of its history of glorious deeds and brave champions, but several have truly made a name for themselves, spoken of with fear, respect, or even awe throughout the northern territories. Some of these kriels are among the mightiest of the Northkin, with favored standing in their councils.



"Blood calls to blood."

"What you cannot hold is ours."

"The deep-rooted tree never falls."

BONEBLOD

The warriors of the Boneblod are wild trollkin, thought by some to be nearly animalistic. Some elders suggest that the kriel has never forgotten the time of the Molgur and longs to return to it. Perhaps there is truth to this, for few Northkin kriels love warfare and bloodshed as much as the Boneblod. So great is their longing for war that they have a long tradition of selling their talents as mercenaries to fellow Northkin, taking the field in many wars between the kriels.

BRAGGMAW

Living near the fringes of Uldenfrost, the Braggmaw kriel has a long tradition of raiding their human neighbors and burning their settlements to the ground. The plunder from these raids has made the Braggmaw wealthy by Northkin standards, and they outfit their raiders with weapons and armor of the highest quality. They are seen as a bandit kriel by some neighbors, who resent the attention their raids draw from Khadoran authorities. Braggmaw elders insist that here in the far north, it is they who write the laws, not soft-skinned humans.

CRAFIST

The trollkin of the Cragfist kriel dwell in the southern expanse of the Scarsfell Forest. Once they commanded a great empire, but Khadoran expansionism to secure resources has steadily eroded the territory they control. A number of Cragfist warriors joined their strength to the United Kriels, heeding Ironhide's call, and have since made the exodus to Alchiere, but others refused to relinquish their lands. The Cragfists remaining in the north continue to fight a bitter war against the various descendants of the Khardic Empire and have the most experience battling the Khadoran Army.



"Fire travels where it will."

"A stone never lies."

"Silence is the strongest word."

LOURDAG

Considered a bit of an anomaly even among the Northkin, the Lourdag are nomads who journey from one trollkin village to the next in a constant cycle of walkabout. Known as a kriel of hardy and fearless warrior-storytellers, the Lourdag trade in liquor, stories, and fire. Driving massive caravans of hooch haulers and performing feats of fire-eating, they live the life of itinerant traders, entertainers, and warriors. For a price, their many fire-eaters and fell callers will join up with warbands for a time before wanderlust calls them away again.

TRUSTONE

Few kriels can boast the honored lineage of champions that is the pride of the Trustone. Drawing its legacy from the great war chief Gosta, the Warden of Scarsheart, and after him the mighty leader Oluf Oakenfist and his many sons and daughters, the Trustone kriel is home to numerous legendary warriors any kriel would be privileged to call their own. The Trustone are respected by many other trollkin, and their elders command a strong voice on the Council of Scarsheart.

UTLAG

Hailing from the frigid peaks of the Iceblade Mountains, the Utlag are a stoic band of individualists who have the strongest voice on the Nyschatha council. Considered dour by their more boisterous lowland neighbors, the Utlag lived in proximity to the Nyss and many warlike human tribes for centuries, sometimes hunting great frost drakes among the mountains' glacial peaks and crevasses. The coming of the blighted legion of the dragon Everblight forced many of the Utlag from their life of solitude in the mountains to search for other homes, though several villages led by uncompromising champions still defend their ancestral homeland atop the peaks.

PAINTING NORTHKIN

SWATCH KEY

B: BASE

S: SHADE

H: HIGHLIGHT

QUILLS

● B: SANGUINE BASE

● S: EXILE BLUE

● H: SANGUINE HIGHLIGHT

GOLD

● B: RHULIC GOLD

● S: DEATHLESS METAL

● H: SOLID GOLD

STEEL

● B: PIG IRON

● S: ARMOR WASH

● H: QUICK SILVER

TARTAN

● B: GREATCOAT GREY

● S: GUN CORP BROWN

● H: BOGRIN BROWN

RAIDER

FUR

● B: TROLLBLOOD HIGHLIGHT

● S: GUN CORPS BROWN

● H: MENOTH WHITE HIGHLIGHT

SKIN

● B: TROLLBLOOD BASE + FROSTBITE

● S: TROLLBLOOD BASE + MEREDIUS BLUE

● H: FROSTBITE

LEATHER

● B: GUN CORPS BROWN

● S: BATTLEFIELD BROWN + EXILE BLUE

● H: HAMMERFALL KHAKI

WRAPS

● B: JACK BONE

● S: BASTION GREY

● H: MENOTH WHITE HIGHLIGHT

SKIN TONE VARIANTS

Add character and realism to your units by painting different models in a unit with a variety of skin tones. Use photo reference and experiment to create a unique unit for your force.

NORTHKIN

● B: TROLLBLOOD BASE + FROSTBITE

● S: MEREDIUS BLUE + COAL BLACK

● H: FROSTBITE

BRAGMAW

● B: FROSTBITE

● S: UNDERBELLY BLUE + TROLLBLOOD BASE

● H: MORROW WHITE

LOURDAG

● B: TROLLBLOOD BASE + COAL BLACK

● S: COAL BLACK

● H: TROLLBLOOD BASE

TARTANS

1. To paint your tartan, base the area in your background color. 2. Add broad vertical and horizontal lines over the field. Darken the areas where the lines intersect. 3. Add smaller lines to enhance the effect. Remember, keep the pattern simple and do not overfill any surface.

TARTAN (BORKA)

● GUN CORPS BROWN
● BLOODTRACKER BROWN
● BATTLEFIELD BROWN



TATS

You can add tattoos to your Trolls by mixing Coal Black into your base skin color. Add a touch of Frostbite to the center of your design to give it some depth. Be sure to practice on a bit of paper or on an old mini before committing to get the design right.



POLAR BEAR FUR

A good recipe for polar bear fur is to bisect in Trollblood Highlight. Shade with a 50/50 mix of Trollblood Highlight and Greatcoat Grey. Use pure Greatcoat Grey as a final shade. To highlight, use Menoth White Highlight. By wet blending these colors, you can get quick and effective fur.

KRIELS OF RENOWN



BONEBLOD

- WARPAINT: SKORNE RED
- FUR: TROLLBLOOD HIGHLIGHT
- LEATHER: BEASTHIDE



BRAGGMAW

- SKIN: TROLLBLOOD BASE + COAL BLACK
- FUR: BATTLEFIELD BROWN
- CHIN GROWTHS: COAL BLACK
- QUILLS: EXILE BLUE



CRAFIST

- QUILLS: IRONHULL GREY
- SKIN: FROSTBITE
- FUR: MORROW WHITE
- STEEL: COLD STEEL



LOURDAG

- QUILLS: KHADOR RED HIGHLIGHT
- FUR: EMBER ORANGE
- FUR SPOTS: IRONHULL GREY
- CHIN GROWTHS: BLOODSTONE



TRUSTONE

- SKIN: UNDERBELLY BLUE
- CHIN GROWTHS: IRONHULL GREY
- TATTOOS: IRONHULL GREY + THAMAR BLACK
- FUR: TROLLBLOOD HIGHLIGHT



UTLAG

- CHIN GROWTHS: THAMAR BLACK
- FUR: IRONHULL GREY + THAMAR BLACK
- LEATHER: GREATCOAT GREY
- GOLD: RHULIC GOLD

WINTER'S COLD



SNOW & ICE

To create Ice effects seen on many Northkin models, wet blend Cygnar Blue, Meredius Blue, Morrow White, and Coal Black. Keep the blending smooth and the contrast high. Use pure Morrow White for small reflections. Use Morrow White for snowing. Keep your shadows very subtle by adding small amounts of different blues to give you a dynamic snow effect.

WEAPONS & EQUIPMENT OF THE NORTHKIN

Every capable adult must help defend the kriel in times of war and be prepared to fight alongside their warchief, to whom the kriel's champions are pledged by bonds of fealty or obligation. Warchiefs are themselves beholden to elders, either their kriel's or a regional council's. Elders work with warchiefs to ensure sufficient weapons and armor are stockpiled, and they keep tabs on a community's supply of iron and other metals so smiths can forge such gear. Materials are not freely distributed, however—they must still be bartered for by warriors.

There is no such thing as standard equipment among Northkin. Warriors wield weapons they prefer according to availability; the type and quality can vary greatly from kriel to kriel. Spoils from raids or battles enable veteran warriors to secure the best gear, either seized or negotiated by barter, while youths resort to whatever is on hand or rely on hand-me-downs from seasoned peers. Prosperous warchiefs reinforce loyalty by gifting spoils or better-quality weapons to those sworn to them, often allowing champions first pick. Powerful kriels may have legendary weapons that have been treasured for generations, some boasting Dhunian blessings.

The wealthiest warchiefs sometimes distribute gear to poorer kriels in exchange for fealty. When warriors muster under the banner of a single leader such as Borka Kegslayer, they can expect some provisioning. Starved warriors dressed in tattered leathers reflect poorly upon their chief.

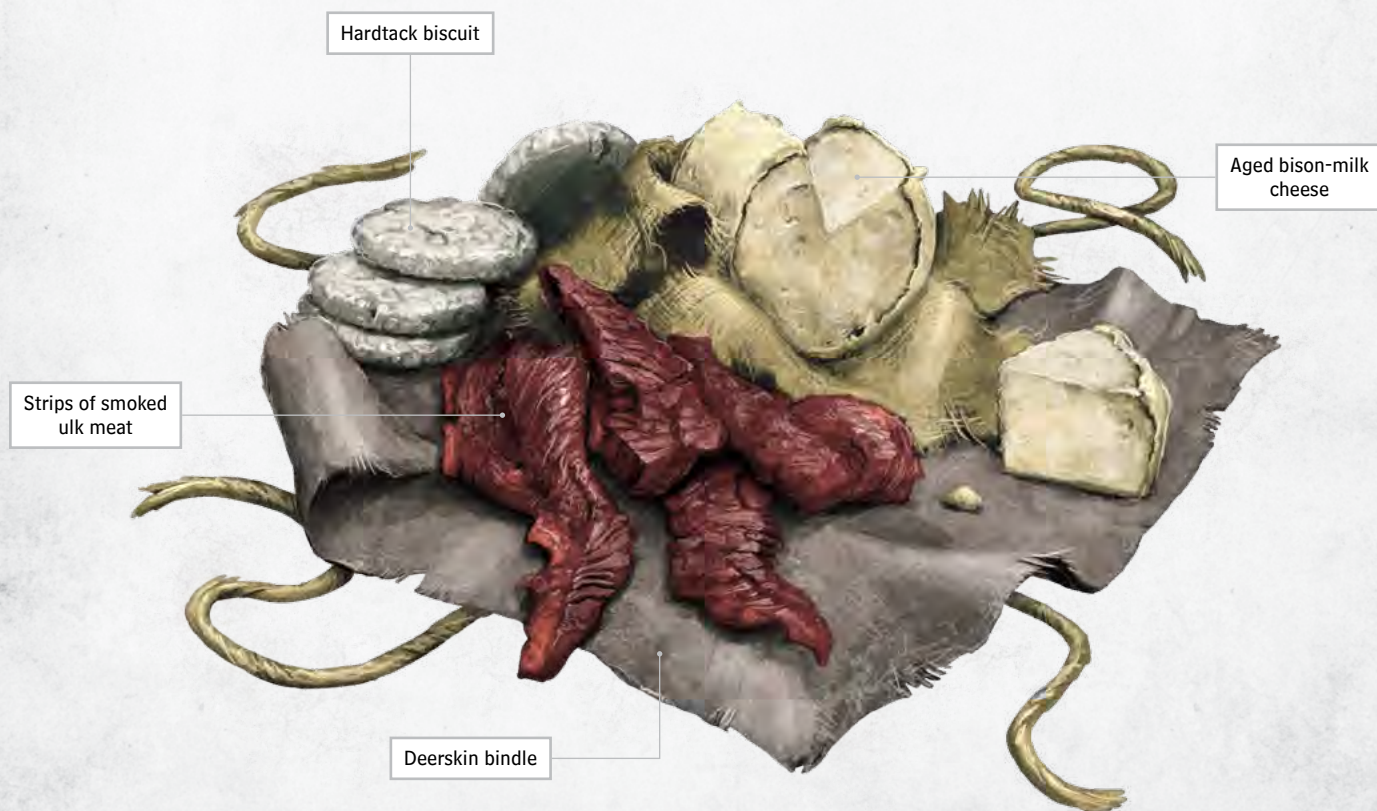
KRIELSTONES

Like other trollkin, Northkin bear rune-inscribed krielstones into battle. The legacies scribed into these stones form a vital part of a kriel's identity, as warriors aspire to earn their place alongside the ancestors memorialized there. Contained within the runes are the powers of the deep winter chill and the biting northern winds. Skilled elders who recount the tales written thereon can stir these forces against the enemies of the north.

PERSONAL EQUIPMENT

While no standards exist for equipment, some items are frequently found among Northkin gear. Many kriels create trail rations from dried meat mixed with roots or dried fruit they forage locally, while others prefer rough bread or hard cheeses. Iron fire starters, tinderboxes, and other fire-making supplies are common, as are whetstones, honing steels, and oil or bear fat to protect metal from rain and snow. On long campaigns, warriors may bring throwing spears or bows for hunting, particularly if they are far from a supply chain.

Both northern and southern trollkin own decorative stone charms but with differing significance. While southern kin wear chits bearing the names of mates or deceased kith, in the north these markers more often record the wearer's greatest deeds, particularly their namesake feats. Such chits, given by kithkar or warchiefs to acknowledge warriors' courage, recall the medals bestowed on human soldiers.





While Northkin wield a variety of weapons, axes are particularly prevalent and can be made of different materials and come in many forms.

MELEE WEAPONS

The Northkin favor more traditional weapons compared to their United Kriels counterparts. Firearms are not unknown in the northern kriels but are considerably rarer, sometimes treated as novelty weapons. Many Northkin openly disdain them, favoring brutal close-combat fighting. Still, even those who would never wield firearms know the damage they can inflict and prepare accordingly. Northkin vanguard warriors, who run the swiftest in heavier armor, typically close with ranged foes and cut them down—a few grazing shots while approaching are to be expected.

Northkin use various weapons, though the axe reigns supreme. With the metal required to make one sword, weaponsmiths can produce two or three axes instead. An axe makes a worthy tool and weapon both; on long marches they can fell trees and split wood for shelters and fires, though Northkin prefer hand axes for such work and typically reserve war axes for bloodshed.

Northin warriors use other traditional weapons such as maces, hammers, and spears, but these are less common. Rather than finding widespread use across an entire kriel, such weapons are most likely to be favored by specific champions, who may prefer crushing adversaries rather than hacking them to pieces.

WARBEASTS

Northkin make use of many different breeds of troll, particularly since Borka Kegslayer returned to the north, bringing with him trained trolls and dire trolls from the United Kriels. But of all warbeasts at the Northkin's disposal, none are so well suited for northern battles as the ice trolls and winter trolls common to the frozen reaches.

Northkin have a greater affinity with elemental trolls than is the case in southern communities. While regular full-blood trolls are more intelligent and easier to deal with than the feral winter trolls, the latter's command over ice and storm makes them valuable weapons. In past generations, bold warlocks would coax one of these intractable beasts from their icy lairs to condition them as warbeasts, though only recently have the Northkin attempted to command them in significant numbers. Since the kin have begun seeking out dire trolls more actively, they have discovered some in the north with adaptations quite distinct from those elsewhere and well suited to fighting alongside raiding kriels.

With great patience, the Northkin have begun to adapt these trolls for battle by refining techniques used to train axers and impalers, for winter trolls fill similar roles. They are sorted by disposition and taught to exploit their innate gifts—to devastating effect.



BOOZE

Alcohol is favored by all trollkin, but it is a much more vital aspect of Northkin culture than it is among other groups. Few can boast of imbibing as often or as deeply as warriors of these northern kriel. They pride themselves on the quality and potency of their alcohol, and few major conflicts occur without the consumption of great volumes of liquor. Warbands may haul hundreds of gallons of booze through deep snow and over rough terrain just to get raucously drunk before and after a large battle. Any worthwhile feast, duel, or negotiation will feature drinking. Such indulgence is not merely entertaining; it has ritual aspects, helping cement communal bonds. Even bitter rivals symbolically put aside differences to drink together before and after campaigns.

Northern kriel use massive wagons carrying thousand-gallon casks to transport their booze long distances. Kriel warriors acquire drink from the wagons when the warband stops to camp—though a few always snag a cask during battle. Most enjoy ale and beer, but the Northkin don't consider these serious drink. Distilled liquor is preferred almost universally, with uiske and dangerously pure vyatka being the favorites. Northkin liquor is notorious for its strength, so some hooch haulers also act as mobile siege weapons. Wagon crews hurl casks of volatile spirits into enemy ranks and then set them ablaze with alcohol-fueled torches.

Just as unusual as these siege engines are the fire-eaters.

These Northkin wanderers travel the Rimeshaws, performing spectacular feats by spewing moonshine into lit torches to produce enormous gouts of flame. Fire-eaters join warbands occasionally for the opportunity to imbibe to their hearts' content, show off, and burn their enemies alive.

ARMOR & BATTLE DRESS

By tradition, Northkin wear garments with quitari patterns to identify their kriel, as do other trollkin. They wear these patterns prominently, usually as all-purpose woolen garments such as kilts or breechcloths.

Northkin dress balances protection from the elements with freedom of movement. A warrior's garments typically consist of leathers, furs, and felted wool, often layered to defend against the cruel northern climate. Bundled in this fashion, warriors can endure even the harshest winter. Natural trollkin hardiness shields Northkin from cold weather that would imperil a human, but even they might succumb to a harsh storm or extended winter gale without the proper attire. Walking unprotected through freezing water or snow drifts can cause even Northkin frostbite. Though they can regrow frostbitten skin or even toes and fingers, that painful experience is best avoided. Tougher mountain kriel wear little in the way of shirts or leggings, but even they don heavy coats and boots trimmed or lined with fur.



A valued commodity, the kin do not take kindly to those who waste booze by breaking barrels or spilling their contents; being drunk is not an excuse and duels have been fought for less.

To outfit pygmy troll lookouts with rifles, kriel may need to trade for weapons and spyglasses, bartering furs, alcohol, or raided plunder. Most of these items are human made, though they may be modified by smiths among the kin.



Spyglass



Rifle

The Northkin also prepare their armor for extreme low temperatures. Steel armor, particularly plate mail, is backed with thick layers of felted wool and fur. This prevents ice-cold steel from freezing to a warrior's flesh while also helping secure the armor and muffle noises from movement. Poorer kriel cannot afford to produce heavy steel armor, and their warriors often make do with thick layers of boiled leather.

Wooden shields are common, typically constructed of laminated layers of hardwood and softwood; the two materials help repel attacks or bind a weapon's edge in soft fibers. Most shields have steel or iron rims to protect and reinforce the edge, as well as a curved or conical central cap to deflect blows away from the supporting wrist. Northkin shields are round, favored for portability and maneuverability. Shields wear out quickly in combat and must be regularly replaced.

FIREARMS & EXPLOSIVES

While many Northkin eschew firearms, some do not, particularly the pygmy trolls who live side by side with the kriel. Like their southern cousins, northern pygs have an unusual affinity and aptitude for human firearms. Most military rifles salvaged from raids on human settlements end up in pyg hands, as they can wield them without extensive modifications.

The eclectic array of manufacturers and models includes many old service weapons and a few newly manufactured ones. Securing ammunition can be a challenge, so trollkin weaponsmiths often recast bullets for the kriel's pyg lookouts. Some rifles or pistols seized as trophies to represent victory over humans are displayed at celebrations even if ammunition is unavailable; such purely symbolic weapons may never be fired.

More commonly seen in trollkin hands are petards and grenades. Filled with blasting compounds harvested from mining operations or salvaged from unneeded ammunition, they are made with cast iron casings and packed with shrapnel like iron nails, grapeshot, and similar langrage. Other explosives use flammable liquid—often hooch—to start roaring fires.

Casings are often made en masse by a kriel's blacksmith, but the trollkin who employ them usually insist on packing their own payloads by hand—each keeps a specific preferred balance of blasting powder, shrapnel, or liquor in mind. Explosives are primed with a thick incendiary fuse that burns down to a volatile packet in the center of the charge. When the packet flares away, it exposes the central pack of binary explosive to the outer layer, mixing them in a smoky, violent blast.



COMPANY OF IRON

Dallas Kemp's Steel Kriel prepare to ambush an unsuspecting Cygnaran warjack shipment.



REQUISITION COSTS

This table gives the requisition costs of the new Northkin models useable in Company of Iron games. The cost for units with a minimum strength and a maximum strength is divided by a slash, with the first number corresponding to minimum cost of the unit and the second number corresponding to the maximum cost.

The requisition cost of weapon attachments is not cumulative; use the cost listed regardless of the number of weapon attachments added to a unit.

Tables for all Factions are updated as new models are released and can be found at privateerpress.com/rules.

Model count adjustment: If your opponent starts the game with at least twice as many models in their army as you have, increase your hand size by one. If your opponent has at least three times as many models, increase your hand size by two.

New Northkin Models

SOLOS	REQUISITION
Valka Curseborn, Chieftain of the North	-1
UNITS	REQUISITION
Northkin Raiders	0/0
Pyg Lookouts	0/0
ATTACHMENTS	REQUISITION
Northkin Elder	0
LIGHT WARBEASTS	REQUISITION
Ice Troll	0
Troll Basher	0


STATE OF WAR: NORTHKIN

The proud warriors of the Northkin relish the chance to prove their strength through combat, regardless of season. While others hide in their strongholds to wait out the vicious winter, Northkin eagerly brave the elements and go to war, though frigid weather and harsh terrain can often be deadlier than the foes they face.

The terrain features described below provide a variety of highly thematic options to use in any narrative game of WARMACHINE and HORDES. The scenarios on the following pages indicate the exact quantity of thematic terrain to use for each scenario. When not using a scenario, discuss with your opponent how many pieces of thematic terrain you wish to use.



Bonfire

Though Northkin are proud of their ability to endure wintry conditions, some extremes are too much for even them to bear. During the harshest of winter storms, Northkin rely on great bonfires to ward off the cold.

Rules: A Bonfire terrain feature is a 3"-diameter obstacle that is considered to be an enemy model to all players. When a model contacts a Bonfire, that model suffers the Fire continuous effect . While within 3" of a Bonfire, models gain Warm. (A model with Warm does not suffer the effects of the Blizzard battlefield condition.)




BATTLEFIELD CONDITION: BLIZZARD

Northern winters frequently give birth to blizzards without warning. These raging storms can last for days or even weeks, leaving the frozen corpses of the unprepared as a warning to never underestimate the north.

Rules: A Blizzard is a battlefield condition rather than a terrain feature. While a Blizzard is active, models without Immunity: Cold  suffer -2 SPD and DEF, and models with Immunity: Cold  suffer -1 SPD and DEF. (The Blizzard battlefield condition is used in Northkin Scenario 2 on page 109.)


Crevasse

Crevasse are deep chasms in the glacial ice. Unwary travelers who fall into them are sure to perish, never to be recovered.

Rules: A Crevasse terrain feature is represented by a wall template but does not provide concealment or cover. Models cannot charge over a Crevasse unless they have Pathfinder  or Flight . If a small- or medium-based model without Flight  contacts a Crevasse, roll a d6. On a roll of 6, the model falls into the Crevasse. Immediately remove the model from play.

Frozen Lake

During a deep freeze, lakes are covered by sheets of ice. Care must be taken while traversing a frozen lake, for it is difficult to gauge the ice's thickness. If it gives way, any atop it are plunged into the freezing waters below.

Rules: A Frozen Lake terrain feature is open terrain but can be represented by a shallow water terrain feature. If any part of an AOE attack's template touches a Frozen Lake, leave the AOE template on the table after the attack is resolved. AOE templates left in play in this way show where the ice has been broken and are treated as impassable terrain by models without Flight . If a model is within the AOE when it is placed, roll a d6. On a roll of 1-4, the model scrambles to safety; the model is pushed the shortest distance required to no longer be within of the AOE. If a model cannot be moved so that it is outside of the AOE, it is removed from play. On a roll of 5 or 6, the model falls into the icy water and is removed from play.

Ice Witch Hut

Born with sorcerous command over ice and cold, ice witches dwelling in the northern wilderness place a high value on their solitude, reserving certain cruel punishments for interlopers who dare approach too close to their homes.

Rules: An Ice Witch Hut is an obstruction and should be no larger than 5" x 5". When a model activates within 5" of an Ice Witch Hut, roll a d6. On a roll of 1, 2, or 3, the model escapes the witch's notice. On a roll of 4, the model suffers -2 SPD that activation. On a roll of 5, it suffers -2 to attack rolls that activation. On a roll of 6, it suffers -2 to damage rolls that activation.

Snow Bank

Shaped by howling winter storms, snow banks are giant mounds of snow often rivalling hills in size.

Rules: A Snow Bank terrain feature is a hill that grants concealment to models completely within its perimeter in addition to elevation.

NORTHKIN SCENARIOS

Northkin go to war for many different reasons and against many different foes, and every trollkin is expected to fight on behalf of kith and kriel. Northkin settle feuds with rival kriels through combat, but much more often they wage war on other wilderness tribes, including humans, Nyss, and ogrun.

These wars are fought for many reasons. Some because of old grudges, such as the enmity between many kriels and the human Ruscar. The Ruscar sought to destroy the northern trollkin, but were driven off by the great war chief Borka Kegslayer. Most wars are waged for simpler reasons, such as territorial dominance or control over a region's resources. The northern lands are unforgiving, and every resource is worth fighting for.

In every generation great champions and war chiefs arise from among the Northkin to lead others in battle, but their skills are also needed in times of peace. These fighters may come together for a greater purpose, like the destruction of singularly deadly predators who threaten the kin.

On the following pages are three narrative scenarios that allow players to experience the harsh realities of Northkin warfare on different battlefields across the wilds of western Immoren.

RAIDING MISSION

by Will Pagani

Perched atop a snow-covered hill, Orlag Frostbone watched as a howling tide of Braggmaw kin smashed into the village's human defenders. The Braggmaw warriors were putting on a good show, bashing their shields with their axes on the approach and making enough noise to shake snow from the pines. Orlag grinned as the men within the village walls rushed to their brothers' aid outside the village's north gate.

He turned to the pack of two-dozen raiders strung along the backside of the slope behind him, bandoliers of firebombs hanging off their chests and mischievous glints in their eyes. "All right," he said. "The warriors did their job. Now, what do you say? Shall we go steal some stuff and light the rest on fire?"

His raiders knew not to cheer—that would run counter to the distraction the warriors had provided for them—but they didn't need to. Looking at their wolfish grins, Orlag knew exactly what they were thinking.

Gameplay Overview

One player is the Attacker, a raiding force intent on taking all the useful goods they can find from a rival village. The other player is the Defender, an Defender that must protect the settlement against the sudden raid. Unknown to the defenders, the frontal assault is a feint, and the true threat is the smaller raiding party attempting to slip in and steal valuable supplies.

Setup

Before the game begins, players agree between themselves or randomly determine who will be the Attacker and the Defender.

Place six to nine pieces of terrain of varied types on the table. No terrain feature can be placed within 3" of another terrain feature with the exception of trench templates.


After terrain is placed and players have chosen table edges, the Defender places three 30 mm Supply Cache tokens completely within 16" of their right-hand table edge, 10" away from their deployment table edge, and not within 4" of each other. These tokens represent the supplies that the Attacker is attempting to steal.

Army Composition

The Attacker player builds a 50-point army with an additional detachment of 20 points that consists only of non-warcaster, non-warlock, non-cavalry models. The Defender player builds a 75-point army normally.

Deployment

The Defender deploys first but is the second player. The Defender deploys their models completely within 10" of their back table edge and completely within 20" of their left-hand table edge.

The Attacker deploys their main army completely within 10" of their back table edge and completely within 20" of their right-hand table edge. The Attacker's additional detachment is deployed completely within 10" of their back table edge and completely within 20" of their left-hand table edge. Models lose Advance Deployment  and Ambush during this deployment.

Special Rules

Supply Caches: An Attacker model can forfeit its action while B2B with a Supply Cache token to pick it up. If it does, place the token on the model's base. The Supply Cache token is dropped if the model holding it is destroyed, removed from the table, or removed from play after the effect that caused the model to be destroyed or removed is completely resolved. When the Supply Cache token is dropped, place it completely within the area of the base of the model that was holding it. A Supply Cache token cannot be dropped voluntarily.

Victory Conditions

The Attacker wins if a model with the Supply Cache token begins its activation within 2" of the Defender's table edge.

The Defender wins if the opponent's warcaster or warlock is destroyed or removed from play or if all three Supply Cache tokens are still on the table at the end of round 7.



BURN THE VILLAGE

by Will Pagani

"If we do not get inside, we die," Dimmok Lakeheart said. Ice formed jagged spines along his brows and jaw, and he had already lost several of his toes to frostbite. One had grown back quickly, only to blacken and fall off again. He pulled his fur closer, but it did little to warm him.

His blood-bound champions agreed. The blizzard was too much for even Northkin to bear. Worse, they could not build fires because the warriors of their rival kriel would quickly discover them. Those rivals were safe and warm within the walls of their village, shielded from the biting wind, and would make quick work of Dimmok's cohort.

"Perhaps there is another way," suggested one of the kin. He was dressed strangely, as was the way with all the wandering fire eaters, and his breath carried fumes of potent liquor to Dimmok's face. "The Gaumgott kriel have enjoyed the warmth of their hearths—perhaps too much. It is time they shared some of that warmth with us. Allow me, and I will build you a bonfire the likes of which you have never seen before."

Dimmok looked at the village in the distance. Its roofs were made of fine thatch, supported by stout timbers. They would offer a fine fire.

Gameplay Overview

One player is the Attacker and the other is the Defender. The Attacker is a party of raiders attempting to convince the Defender, a neighboring tribe, to abandon the region by burning their village to the ground. The elements rage around both forces as a blizzard blows into the area and the huts of the village go up in flames.

Setup

Before the game begins, players agree between themselves or randomly determine who will be the Attacker and the Defender.

Divide the table into two halves with a line from the center of one player's table edge to the center of the other player's table edge. One table half is the village. Place six to eight obstructions in this table half to represent the village buildings. The other table half is a wooded area. Place three or four forests and two or three Snow Bank terrain features in this table half. Additionally, place two Ice Witch Hut terrain features in the wooded area, 16" away from each deployment zone and 12" from the wooded side table edge. No terrain feature can be placed within 3" of another terrain feature with the exception of trench templates.

The Blizzard battlefield condition is active in this scenario.

Army Composition

Both players build a 50-point army. Armies cannot include structures, weapon crews, or cavalry models.

Deployment

The Attacker is the first player and must deploy their models within 16" of the wooded side table edge and within 10" of their back table edge.

The Defender is the second player and must deploy their models within 16" of the village side table edge and within 10" of their back table edge. The Defender then places five Bonfire terrain features on the village half of the table.

Special Rules

Attacker models gain the following special action:

Burn It to the Ground! (★Action) – If this model is B2B with a village building obstruction, add a Smoldering Fire token to the obstruction.

Smoldering Fire: During the Defender's Maintenance Phase, roll a d6 for each obstruction that has a Smoldering Fire token on it. If the roll is equal to or less than the number of Smoldering Fire tokens on the obstruction, the building has been set ablaze! The obstruction gains all the rules of a Bonfire but is still an obstruction.

Victory Conditions

The Attacker wins if all the buildings are set ablaze.

The Defender wins if fewer than three buildings have been set ablaze at the end of round 7.

Additionally, a player wins if they have the only remaining models in play or if the opponent's warcaster or warlock is destroyed or removed from play.

TROPHY KILL

by Will Pagani

The hunters stood on the glacier, each band of champions born from a different kriel. When tales of the great beast had reached them—an enormous and invincible monster destroying whole kriels and consuming all kin within—these champions had come forth. Each desired the honor of felling the mighty creature, and now, finally, it was time.

One scarred champion stepped forward, raised a horn to his lips, and let loose a low, mournful note that carried on the mountain gale. For a moment there was nothing but the horn's fading echo and the wailing of the wind. Then the glacier trembled and cracked, and from a deep crevasse the monster's form emerged.

Amid the battle cries of a half-dozen kriels, the hunters ran forth to glory—or to death.

Gameplay Overview

A monstrous creature has been terrorizing the area, and the most skillful hunters have banded together to destroy it. Players take on the role of these hunting parties. Only by cooperating and combining their efforts will any survive to tell the tale!


Setup

Use any gargantuan model to represent the Monster. Place the Monster in the center of the table, then place up to fourteen pieces of terrain on the table, using only forests, Snow Banks, Frozen Lakes, and Crevasses. No terrain can be placed within 6" of the Monster or within 3" of another terrain feature.

Army Composition

Up to four players can take part in this cooperative scenario. Each player builds a 25-point army without using warcasters, warlocks, warjacks, warbeasts, structures, battle engines, weapon crews, or cavalry models. All models except the Monster are considered friendly to each other.

Deployment

Players roll to determine the order of play. Starting with the first player, each player chooses a corner of the table and deploys within 10" of that corner. Models in this scenario lose Advance Deployment  and the Ambush special rule.

Special Rules

The Monster: The Monster is not controlled by any player. At the end of each round, the Monster moves and attacks as described below. The Monster is not affected by continuous effects and cannot be targeted by free strikes. The Monster ignores all terrain features' special rules and can draw LOS through forests. If the Monster ever has to make an action that is not covered by the rules below and there are multiple ways to resolve the action, the players should resolve the action in the way that is most detrimental to them.

When the Monster takes damage, always apply all damage to column one. Do not use the normal rules for crippled aspects. Instead, when the Monster's Mind is crippled, it gains an additional die on all attack rolls; when its Body is crippled, it gains an additional die on all damage rolls; and when its Spirit is crippled, after performing all its initial attacks as described below, the Monster immediately performs a sweep power attack in each of its firing arcs. The first time the Monster would become disabled, all damage is removed from it regardless of any effect that would prevent this, but all its aspects are still considered to be crippled.

The Beast Slumbers: If the Monster is undamaged, it does not activate during the first round.

Erratic Behavior: At the end of each player's turn, the Monster activates and then behaves according to the following rules. At the start of its activation, it automatically shakes all effects that can be shaken and ignores all effects that would cause it to forfeit its Normal Movement or Combat Action. The Monster then turns in place to find a foe. Use the deviation template to determine the Monster's new facing. Before rolling, direction 1 on the template should point in the direction the monster is facing.

After changing its facing, the Monster immediately charges directly toward the closest model in its LOS. If the charge fails, instead of ending its activation immediately, the Monster makes initial ranged attacks with all its ranged weapons targeting the closest model in its LOS and within the appropriate firing arc for each ranged weapon, then its activation ends. The Monster cannot voluntarily stop its movement before contacting its charge target. If the charge is successful, after the charge attack is resolved the Monster makes the rest of its initial melee attacks targeting models chosen by the player that last damaged it. If the Monster has not yet taken damage, randomly determine which models it targets.

If there are no eligible models to charge, the Monster advances directly toward the closest model in its LOS, then makes all its initial melee attacks using the targeting rules above. If there are no models in its LOS, the Monster advances directly toward the closest enemy model, then makes all its initial melee attacks using the targeting rules above. If the Monster has no models in its melee range after these movements, it makes all its initial ranged attacks using the targeting rules above.

Don't Poke the Monster: If the Monster suffers 10 or more damage points from a single attack, immediately after the attack is resolved the Monster performs a trample power attack. It tramples directly toward the attacking model. It advances as far as necessary to move completely past the attacking model and continues to move until it has performed a legal trample. This means it can trample farther than the normal SPD + 3". The Monster does not stop its trample movement when it contacts a model with a medium or larger base.

Victory Conditions

The players win if the Monster is destroyed or removed from play.

Trollbloods Theme Force

STORM OF THE NORTH

For generations the Northkin have stood as disparate clans, fighting one another as often as they battled the many rivals who surround them. For the first time in centuries, these hardy northern folk now fight for a common purpose. Resilient warriors wage war alongside the legendary warbeasts of the trollkin, while powerful warlocks wield arcane might to enhance the battle prowess of their warbands. All opposition is crushed beneath the Northkin onslaught or is frozen and shattered by the power of winter itself.

ARMY COMPOSITION

An army made using this theme force can include only the following Trollblood models:

- Trollblood warlocks
- Non-character warbeasts
- Rök
- Champion models/units
- Long Rider models/units
- Northkin models/units
- Krielstone Bearer & Stone Scribe units
- Kriel Warrior units
- Fell Caller Hero solos
- Trollkin Runebearer solos
- Troll Whelp solos

SPECIAL RULES

- This army can also include one Minion solo and one Minion unit that will work for Trollbloods. These models can be included even if they have the Partisan [Trollblood] special rule. Minion units in this army can include attachments.
- For every full 20 points of Trollblood units and battle engines in this army, you can add one Trollblood command attachment or medium-based Trollblood solo to the army free of cost. Free models do not count toward the total point value of units in the army when calculating this bonus.
- Non-warlock Trollblood warrior models in this army become Northkin models and gain Immunity: Cold ❄️.
- Warlocks in this army can upkeep spells on friendly Northkin models/units without spending fury.
- Before models are deployed at the start of the game, you can place two 4" AOE snowdrift terrain features anywhere completely within 20" of the rear table edge of your deployment zone. Models without Immunity: Cold ❄️ treat snowdrifts as rough terrain. Models with Immunity: Cold ❄️ gain concealment while completely within a snowdrift.



