

FIMIR

An Introduction to the Fimir for Second Edition WFRP



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An Introduction to the Fimir for second edition WFRP

To isolated and lonely settlements on fog-shrouded fen and swamp, from the hinterlands of the empire to the edges of far Cathay, the Fimir are a creature of horrific legend made manifest. Cold and cruel and mightier than any man, with a single baleful eye atop a pointed snout bristling with jagged fangs, to some these scaled nightmares are daemons incarnate, but the truth is far stranger and darker.

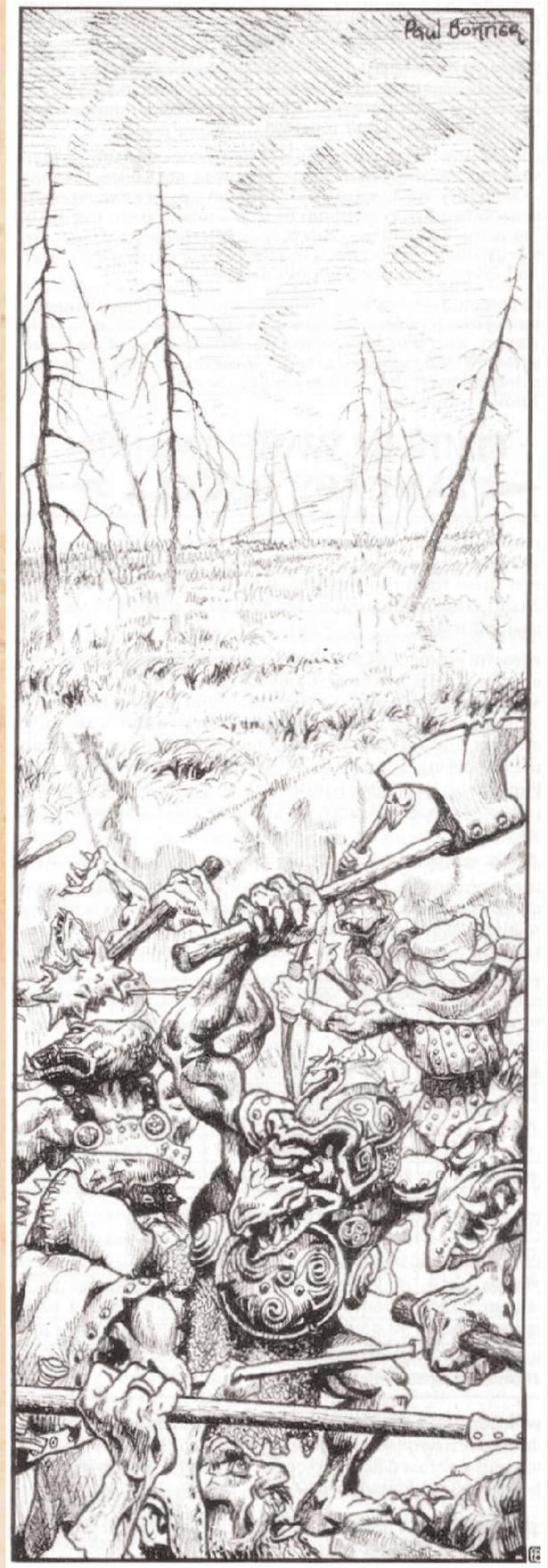
Once when all the world was fog-shrouded and dark, legend has it that these cyclopean fiends ravaged the Old World in mighty warbands, tearing down the cities of the High Elves and struggling in bloody conflict with the wild men who dwelt in the lands that would millennia later become the Empire long before Sigmar arose there. For centuries, they roared the praises of the dark gods of Chaos and many creatures, now long forgotten, were butchered on their gore-splattered altars. Then their time came to end, the world changed and the fickle lords of Chaos abandoned them to a slow lingering death amid their crumbling fortresses and lost glory.

Now the dwindling Fimir, degenerate and malign, are reduced to plotting petty raids with their forlorn strongholds and nursing bitter hatred for those that now rule where once they were masters. Their strongholds are forbidding, craggy piles of rock, crudely built in the semblance of a Human castle and constantly wreathed in mist. Frequently, the Fimir refurbish and occupy the ruins of ancient Human strongholds rather than building their own. Some legends tell of a Fimir capital, a vast castle of obsidian rising from a craggy island surrounded by treacherous rocks and reefs. The location of this island is not known, but some accounts claim that it vanishes from time to time, to appear somewhere else.

Fimir communities are divided into four castes. The lowest caste is that of the Shearl or thralls, a caste of servitors and menials; next are the ranks of the Fimm or warriors, to which the Fimir nobility belongs, and from which the race takes its name. Finally, there are the Dirach or Balefiends, a small but powerful caste of magicians, and, most feared of all, the Meargh or hags, the witch-queens that rule over Fimir strongholds. The Meargh are the only female Fimir.

The caste of the young Fimir is evident from birth, and females are very rare, being born perhaps once a century in any stronghold. When a female is born, it is usually killed, unless the Meargh in charge of the stronghold is old and near death. In these cases, it will be raised by the Meargh as a daughter and successor. When a stronghold becomes overcrowded, its Meargh may raise another Meargh and send her out, with a number of followers, to found a new settlement.

If a Meargh dies without having trained a successor, the stronghold will disband. Each noble takes the Fimm and Shearl of his retinue and sets out on a death-quest. The Dirach from the stronghold will go with the nobles, holding them together for as long as they can in loose alliances fraught with mistrust and suspicion.



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Occasionally, an ambitious, insubordinate or incompetent Fimm noble may be banished from his stronghold, taking all his retainers with him and embarking on a death-quest.

While on a death-quest, Fimir will fight for or against any race, with no thought for the odds or for their personal safety. It is very rare for a death-quest to result in anything but the eventual annihilation of the Fimir involved.

Little is known of the religion and deities of the Fimir; it may be that they worship certain of the more powerful Greater Demons to whom they are allied. At least some groups of Fimir call upon a deity or daemon called Bator, of whom little is known except that he is of immense size, and has one eye; it is said that several Fimir are needed to lift the eyelid, but when the eye is open it has the power to kill every living thing it looks upon.

One common symbol which is found repeated on Fimir banners, armour and equipment is a diamond-shape inside a larger, hollow diamond, with short rays projecting from the sides of the larger diamond. This is rumoured to be a conventional symbol for Bator's death-dealing eye, but, as is invariably the case with Fimir, little is known for certain.

Fimir Warbands

Thick swirling mist always shrouds Fimir strongholds. This weird mist is generated by the Fimir themselves in order to screen them from the sunlight, which they loath. Any Fimir warband ranging far from its lair will be shrouded in such an enchanted mist.

The fearful Fimm raiders are the scourge of human settlements along the coasts or the fenland margins. They come forth seeking human captives for whom a foul and hideous fate awaits and disappear back into the marshes. Large Fimir warbands, that might join forces with other races as allies are the result of the sundering of Fimir clans. Restless and disturbed bands of Fimir (who have been banished from a stronghold) become the allies of other Destruction races such as Orcs and Goblins or Dark Elves.

Only the Warrior Fimm and the elite Fianna Fimm, retainers of the Fimm nobles, are likely to turn up as allies of other races. Such contingents will certainly contain Dirach wizards or possibly even a Meargh, but the wretched Shearls, as the Fimir slave caste is known, perish with the sundering of the clan.

Fimir associate with Daemons and may even worship them. Fimir Witch-Queens are masters of daemonic magic and the Meargh of a Fimir clan will often make pacts with Daemons sealed by bloodthirsty sacrifices. Capturing victims for sacrifice is frequently a motive for Fimir raids on human settlements.

Fimir Profiles

The Fimir are an amphibious humanoid monsters that haunt bogs, fens and desolate moorlands throughout the northern and western Old World. Their strongholds take the form of

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forbidding, craggy piles of rock, crudely built in the semblance of castles of more civilised races. Such dwellings are seldom seen by outsiders, for they are wreathed in thick mist, a miasma which is magically generated by the Fimir to shield their fortresses from prying eyes, and themselves from the harsh glare of the sun.

Long before the rise of Man, the Fimir worshipped the Chaos Gods, and for a time enjoyed their favour. Alas, the Eye of the Gods was swiftly drawn to the more vibrant and amusing race of Man, and the Fimir were abandoned, reduced to seeking boons from bound demons when once they had enjoyed the blessings of the gods. Nowadays, the Fimir are a dwindling and reclusive race, little leaving their swampy fortresses, save for the occasional raid for food and slaves. Only the Fimir sorcerers, known as Dirach or sometimes Balefiends, spend prolonged periods in the lands beyond the mists. Such creatures have but one goal – to destabilise the barrier between the mortal world and the Realm of Chaos, thus aiding the Chaos Gods to their ultimate victory, and so regaining their favour.

NEW LESSER MAGIC SPELL From the Mist

Casting Number: 6

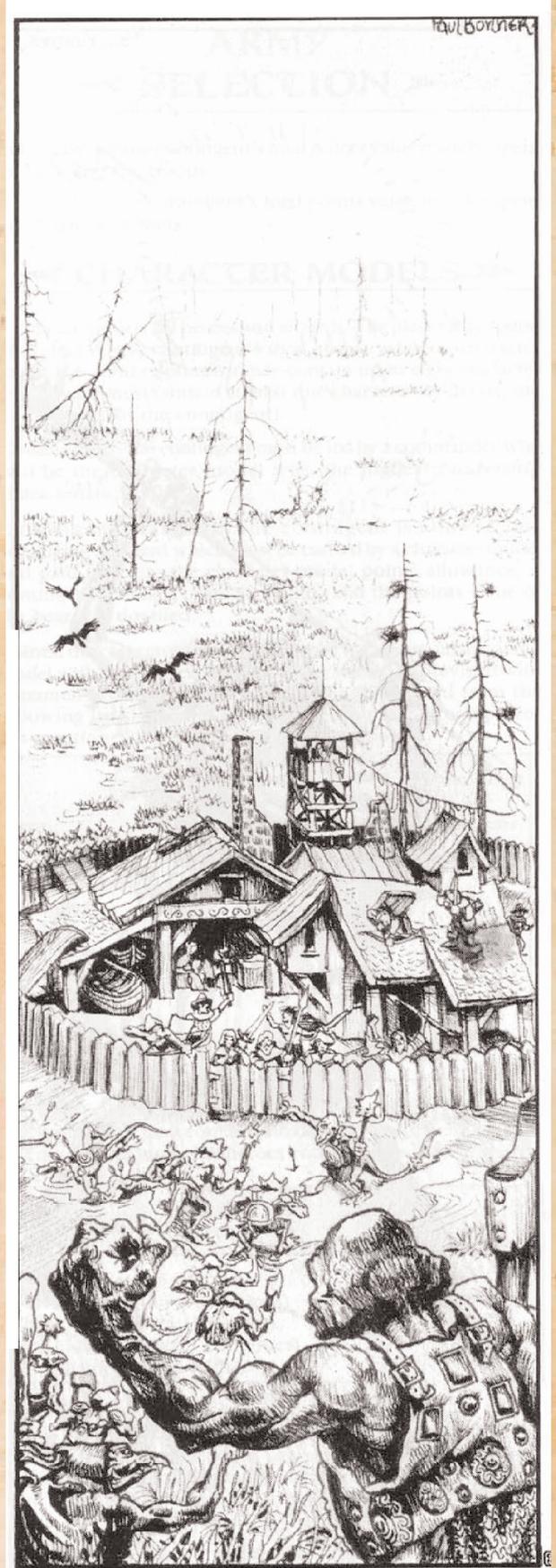
Casting Time: Half Action

Duration: 1 Hour

Range: You

Ingredients: A pint of Brackish Water (+1)

Description: This spell summons a dense mist to conceal the Fimir from the Sun's blinding rays and the sight of the Dark Gods. This spell surrounds the caster with thick fog, protecting him and any other Fimir within 5 yards of him. All ranged attacks against the Fimir suffer a -10% penalty to Ballistic Skill. Creatures attempting to charge a Fimir under the protection of this spell must first make a Challenging (-10%) Perception skill check. If this is failed, they fail to close the distance and waste their turn. Fimir may ignore any penalties created by this spell, even if cast by an enemy spell caster.



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Dirach

Fimir (Dirach) Balefiend

A Balefiend's sorceries seem crude and ritualistic compared to the magic of Elves or even Men, but they are no less potent, for they are woven with power stolen from Daemons. A Balefiend's cyclopean eye can see the ebb and flow of the Winds of Magic in the same way a Man's perceives light and shade, which allows them to make the best use of whatever magical power is available.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	21%	47%	48%	20%	35%	38%	24%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	24	4	4	6	2	0	0

Skills: Academic Knowledge (Daemonology +10%, any One), Channelling +10%, Common Knowledge (Fimir, any Three), Gossip, Heal, Intimidate, Magical Sense, Perception, Search, Silent Move, Speak Arcane Language (Demonic), Speak Language (Dark Tongue, any Two), Swim

Talents: Aethyric Attunement, Arcane Lore (Fire or Shadows), Dark Magic, Fast Hands, Lesser Magic (From the Mist, any One), Petty Magic (Chaos or Hedge), Strike to Injure or Strike to Stun

Traits: Night Vision, Scales (1), Unsettling

SPECIAL RULES:

Cold Blooded: A Fimir's reptilian mind makes it seem calm compared to more hot-blooded races. Whenever an effect would force a Fimir to flee (such as failing a Fear test), the Fimir may make a Will Power test, if this is successful, the Fimir may move normally.

Eye of the Balefiend: A Dirach Balefiend's cyclopean eye can perceive the Wind's of Magic in the same way a man's perceives light and shade. If a Dirach Balefiend uses the Channelling Skill, he adds +6 to his Casting Roll rather than his Magic Characteristic.

Staff of Pain: Counts as a Quarterstaff. This is a Magic Item and can affect creatures invulnerable to mundane attacks.



Combat:

Magic: 2; Arcane Lore (Fire or Shadow), From the Mist, Petty Magic (Chaos or Hedge), any One Lesser Magic Spell

Armour (none): Robes and Scaly Skin

AP: Head 1 (5), Arms 1 (5), Body 1 (5), Legs 1 (5)

Weapons: Staff of Pain (Quarterstaff, 1d10+2, Defensive, Pummelling)

Slaughter Margin: Hard (-20%)

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Fimm

Fimir (Fimm) Fimm Warrior

Larger and more ferocious than their sorcerous Dirach brethren, with tails tipped with bony clubs, the Fimir Fimm are mighty warriors, their deathly yellow-grey flesh all but immune to pain so that each can shrug off blows that would kill a man outright. They now march forth from the few remaining hidden Fimir holds under blankets of fog – summoned and controlled by primitive talismans forged in blood and bronze by the Dirach and their foul matriarchs, their goal to tear the warm-blooded screaming from their shattered homes and holdfasts.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	22%	46%	57%	20%	20%	31%	24%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	25	4	5	6	0	0	0

Skills: Command, Common Knowledge (Fimir), Dodge Blow, Intimidate, Perception, Search, Silent Move, Speak Language (Dark Tongue, any One), Swim

Talents: Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Unsettling

Traits: Night Vision, Scales (1), Unsettling

Special Rules:

Cold Blooded: A Fimir's reptilian mind makes it seem calm compared to more hot-blooded races. Whenever an effect would force a Fimir to flee (such as failing a Fear test), the Fimir may make a Will Power test, if this is successful, the Fimir may move normally.

Tail Attack: Whenever a Fimm Warrior successfully uses Dodge Blow to avoid an enemy melee attack, he may make an immediate tail attack in return. This attack is Damage 5 and has a +10% Bonus to hit.

Combat:

Armour (Heavy): Mail Shirt with Helmet, Belly Plate and Scaly Skin

AP: Head 5 (10), Arms 3 (8), Body 5 (10), Legs 1 (6)

Weapons: Hand Weapon (1d10+5, CV +1), Greatweapon (1d10+5, CV +1, Impact, Slow)

Slaughter Margin: Hard (-20%)

Fianna Fimm

Fimir (Fimm) Brute (ex-Fimm Warrior)

These are the elite retainers of Fimm nobles, and are nearly always led by a noble. They are the noble's personal bodyguard, and the fighting core of his retinue.

The following stat block represents an experienced Fianna Fimm, around halfway through the Brute Career

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
53%	22%	56%	67%	30%	20%	41%	29%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	28	5	6	6	0	0	0

Skills: Command, Common Knowledge (Fimir), Consume Alcohol, Dodge Blow, Intimidate, Perception, Search, Silent Move, Speak Language (Dark Tongue, any One), Swim

Talents: Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Traits: Night Vision, Scales (1), Unsettling

Special Rules:

Cold Blooded: A Fimir's reptilian mind makes it seem calm compared to more hot-blooded races. Whenever an effect would force a Fimir to flee (such as failing a Fear test), the Fimir may make a Will Power test, if this is successful, the Fimir may move normally.

Tail Attack: Whenever a Fianna Fimm successfully uses Dodge Blow to avoid an enemy melee attack, he may make an immediate tail attack in return. This attack is Damage 6 and has a +10% Bonus to hit.

Combat:

Armour (Heavy): Mail Shirt with Helmet, Belly Plate and Scaly Skin

AP: Head 5 (11), Arms 3 (9), Body 5 (11), Legs 1 (7)

Weapons: Hand Weapon (1d10+5, CV +1), Greatweapon (1d10+5, CV +1, Impact, Slow)

Slaughter Margin: Hard (-20%)

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Fimm Noble

Fimir (Fimm) Chief (ex-Fimm Warrior, ex-Brute)

The most powerful of the Fimm are the Nobles, who rule the tribe on behalf of the Meargh. Many nobles have particularly impressive tails, furnished with many spikes or even cleaver-like blades. These tails are a source of much pride for the noble, a visible sign of his prowess.

The following stat block represents a young Fimm Noble who has recently entered the Chief career.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63%	32%	61%	72%	35%	25%	46%	34%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	32	6	7	6	0	0	0

Skills: Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Fimir), Consume Alcohol, Dodge Blow+10%, Intimidate+10%, Perception +10%, Search, Silent Move, Speak Language (Dark Tongue, any One), Swim

Talents: Lightning Parry, Menacing, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Traits: Night Vision, Scales (1), Unsettling

Special Rules:

Cold Blooded: A Fimir's reptilian mind makes it seem calm compared to more hot-blooded races. Whenever an effect would force a Fimir to flee (such as failing a Fear test), the Fimir may make a Will Power test, if this is successful, the Fimir may move normally.

Tail Attack: Whenever a Fimm Noble successfully uses Dodge Blow to avoid an enemy melee attack, he may make an immediate tail attack in return. This attack is Damage 7 and has a +10% Bonus to hit.

Combat:

Armour (Heavy): Mail Shirt with Helmet, Belly Plate and Scaly Skin

AP: Head 5 (12), Arms 3 (10), Body 5 (12), Legs 1 (8)

Weapons: Hand Weapon (1d10+6, CV +1), Greatweapon (1d10+6, CV +1, Impact, Slow)

Slaughter Margin: Very Hard (-30%)

Shearl

Fimir (Shearl) Fimir Thrall

The wretched thrall class of Fimir are smaller than any of the other castes, with smooth tails and no horns.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28%	9%	42%	35%	22%	14%	18%	14%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	4	3	4	0	0	0

Skills: Common Knowledge (Fimir), Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Dark Tongue), Swim, Trade (any One)

Talents: Flee!

Traits: Night Vision, Scales (1)

Special Rules:

Cold Blooded: A Fimir's reptilian mind makes it seem calm compared to more hot-blooded races. Whenever an effect would force a Fimir to flee (such as failing a Fear test), the Fimir may make a Will Power test, if this is successful, the Fimir may move normally.

Combat:

Armour (none): Scaly Skin

AP: Head 1 (4), Arms 1 (4), Body 1 (4), Legs 1 (4)

Weapons: Dagger (1d10+1)

Slaughter Margin: Average (+0%)

AEGIS OF MISTS

Academic Knowledge: Daemonology

Powers: With a successful Will Power test, a Fimm caste Fimir may attempt to use this item cast the From the Mist spell (Lesser Magic) as if he had a Magic Characteristic of 2.

History: The Dirach and Meargh forge these small bronze disks to allow members of the Fimm Warrior caste to summon fog and mist on raids where they are unaccompanied by magical support.

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Meargh

Fimir (Meargh) Witch-Queen

The Meargh differ from other Fimir in that their heads are covered in lank, greasy hair, generally dark green or blue-black. They frequently have horns, although these are smaller than those of the Dirach. Their skin is often heavily wrinkled, indicating the great age to which they can live. Like the Dirach, their tails are smooth.

This profile represents a Meargh at the very start of her rulership, who has probably seen no more than 100 years. Many Meargh are far more powerful.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48%	21%	52%	48%	27%	36%	38%	24%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	26	5	4	6	2	0	0

Skills: Academic Knowledge (Daemonology +10%, any Two), Channelling +10%, Command +20%, Common Knowledge (Fimir +10%, any One), Concealment, Dodge Blow, Hypnotism or Prepare Poison, Intimidate, Magical Sense +10%, Perception +10%, Read/Write, Search, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue), Swim, Torture

Talents: Aethyric Attunement, Dark Lore (Chaos), Dark

Magic, Lesser Magic (From the Mist, any Two), Menacing or Sixth Sense, Petty Magic (Chaos or Hedge), Public Speaking, Schemer,

Traits: Night Vision, Scales (1), Unsettling

Special Rules:

Cold Blooded: A Fimir's reptilian mind makes it seem calm compared to more hot-blooded races. Whenever an effect would force a Fimir to flee (such as failing a Fear test), the Fimir may make a Will Power test, if this is successful, the Fimir may move normally.

Eye of the Witch-Queen: A Meargh Witch-Queen's cyclopean eye can perceive the Winds of Magic in the same way a man's perceives light and shade. If a Meargh Witch-Queen uses the Channelling Skill, she adds +6 to her Casting Roll rather than her Magic Characteristic.

Combat:

Magic: 2; Dark Lore (Chaos), From the Mist, Lesser Magic (any Two), Petty Magic (Chaos or Hedge)

Armour (none): Robes and Scaly Skin

AP: Head 1 (5), Arms 1 (5), Body 1 (5), Legs 1 (5)

Weapons: Dagger (1d10+2)

Slaughter Margin: Hard (-20%)

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Centre:
Fimm noble in full battle
array based on a
contemporary picture of
Fimm Murdaich's Swamp
Scorpion Death-Quest.



- 1. Killing Eye Contingent Banner - Fimm Death-Quest ● 2. Contingent banner of Fimm Skean's Hell-Gate Death-Quest ● 3. Meargh Skattach's personal banner, Rancor Hold ● 4. Chulann's Marsh Hornets - Fianna Fimm ● 5. Fimm Froidach's Mist-Dragon Death-Quest contingent banner ● 6. Killing Eye - Personal banner of Dirach Derghe ● 7. Charnu's Demon-Friends - Fianna Fimm

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There's a One-Eyed Fellow Hiding to the South of Kammendun

This short adventure is set in the Schadensumpf, about 110 miles west of Middenheim. It is designed to introduce characters to the Fimir as a race, but with a little adjustment to the plot, almost any large humanoid monster – such as Ogres or Trolls – can be used instead.

"WHERE ISS HHHE?!! I WANT THHAT BACKSSSTABBER FFFFOUND!! I'LL CUT HHHISS LIVER OUT AND HAVE IT IN A SSSTEW WITH HHHISS EYE FOR A GARNISHHH?"

Bryz of the Fianna Fimm swallowed hard and tried to look briskly efficient and suitably respectful at the same time. He had never seen Mother Skattach in such a rage before – on the other hand, he had to admit, he had never seen anyone plot to kill her before.

"I'LL JAM HHHISS TAIL DOWN HHHISS TIIHHROAT TILL IT COMESSS OUT ATTHIHE OTHHHER END AND THHHEN I'LL GRAB IT AND PULL HHHIM INSSSIDE OUT!!"

"We'll ssset out afffter hbbim immediatelly..." Bryz faltered, discreetly sidestepping a marsh rat that the Meargh had hurled in her rage. It hit the wall with a moist crunch, and slithered down to the floor. Reminded of his presence, Mother Skattach turned on him.

"WHHHATTT ARE YOU DOING SSSTILL HHHIERE, VERMIN? WHHHY AREN'T YOU OUT SSSEARCHHHING FOR THHHAT TRAITOR? BY BATOR'SSS KILLING EYE, I'LL EAT YOUR LIVER IF HHHE ISSSN'T FFFFOUND?!"

"Mmmothbber..." stammered the Prince, *"We know whbbich way hbbe went..."* Mother Skattach turned to continue her furious pacing, and Bryz hopped to avoid her lashing tail. Bator be thanked it wasn't bladed like his own – they would all have been headless by now.

"...Hbbe went off sssouth-eassst," Bryz continued nervously, *"Thbhere's nothbbing thbhat way for daysss..."*

"THHHERE MUSSST BESSSOMETHING, OR HHHE WOULDN'T GO THHHAT WAY, FFFOOLL!"

Bryz narrowed his eye in thought, *"...I did hbhear thbhere wasss a tiny llittle Hbhuman village about thbthree daysss away. Whbhat wasss it called now... Kanunendun?"*

"Taal's beard, what a fog!" Johann Sumpfer peered through the gloom. In a lifetime on the marshes, he had never seen fog like this. It reminded him of the Fimir stories his mother used to tell him as a child, to frighten him into obedience.

As he rowed, the marshy shoreline gave way to crags. A rocky hummock appeared through the fog, and Sumpfer groaned as he realised that he was at the old mine – more than ten miles away from the village.

The light was fading fast. He wouldn't get home tonight, but at least the mine would give him shelter – and perhaps a fire, if he could salvage a couple of ph-props without bringing the place down on his head.

Lighting a torch, Sumpfer picked his way down the minehead. He and his friends had played dares in here as children, and he knew that the passage opened into a broad, low working chamber after a few dozen paces. He was about half way down the passage when he heard the cries. A blend of hiss, bleat and grizzle, they weren't Human, but their meaning was clear. Somewhere in the mine was something very young, and very afraid.

Something moved close beside him as he entered the chamber. He turned too late – pain flared as ribs snapped, and his back grazed the low ceiling as he was hurled across the chamber.

Unconsciousness beckoned as the massive stooping figure loped towards him. *I don't have to be here when it happens,* a whispering voice said in his brain, *just close my eyes and fall into darkness...*

In the light of his fallen and guttering torch, Sumpfer glimpsed strong, three-toed feet, a thick tail and a tapering head with a single eye.

His body screamed with pain as he rolled. The bronze-shod staff hit the floor with a harsh crack where his head had been. Groping hands found the torch, and there was a hissing scream as he thrust it upwards towards the Fimir's face.

The rest was a blur. He was no more than a spectator as his body scrambled out of the mine, pushed his boat out into the lake, and clambered aboard. He had to warn the village, he kept telling himself – *Fimir in the old mine, he had to warn them!*

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Summary

Mother Skattach is the Meargh of a small Fimir stronghold in Schadensumpf, the huge marsh to the west of Middenheim. The Fimir occasionally raid remote Human villages nearby, but the only reaction has been the partial abandonment of the area by Human settlers and a couple of half-hearted expeditions commissioned by Elector Count Boris Todbringer, neither of which has found the Fimir stronghold.

The Fimir are presently recovering from a treacherous attempt on Mother Skattach's life. A female was born recently, and was to have been destroyed since Mother Skattach is still young and strong, and the stronghold is as yet too small to start budding off colonies. But among the Dirach of the hold is one named Gobniu, who saw the birth as an opportunity. He plotted to assassinate the Meargh and replace her with the new young female, whom he would control. Thus, he would effectively rule the stronghold.

Gobniu was discovered, but managed to escape with the youngster, heading southward into the moors beyond the normal raiding and foraging area of the Fimir. He has holed up in a worked out iron-mine across a lake from the Human village of Kammendun, and the other Fimir are combing the moors looking for the two runaways. The village lies right in their path.

Enter Our Heroes

The Schadensumpf is a remote area, so you will need some excuse to draw your characters there. Here are a few ideas:

- Several villages on the edges of the marsh have recently suffered from Fimir raids; the characters could have set out to investigate this, or an appeal for mercenaries and adventurers could have gone out from Graf Boris.
- The characters might be in hot pursuit of a cult leader or other antagonist who escaped them at the end of a prior adventure; this antagonist heads into the marsh, either to lose them or to carry out some dastardly plan.
- The characters might be hired by a Merchant to escort a wagon train through the forest as it heads into the marsh to buy bog-iron.

A Meeting in the Mist

The characters are travelling on a little-used track through the Mirror Moors, heading for the village of Kammendun. It is late afternoon, two or three hours before sunset. The characters follow the trail over the crest of a rise and down into a shallow valley. As they reach the valley floor, a mist begins to form; not unusual for this time of day and this kind of country, as any



characters with Navigation or Outdoor Survival will realise. By the time the characters are halfway up the other side of the valley, the mist has thickened considerably, reducing visibility to a few yards.

If any character expresses concern about this mist (characters with Outdoor Survival or Magic Sense will realise that it is not natural on a successful skill test), make a note, and then have each character make a Perception skill test (at -30% – due to the deadening effect of the mist, everything counts as a soft noise). Characters who have previously expressed surprise or concern over the sudden thickening of the mist have a +20% bonus to the test.

On a successful Perception skill test, the characters will hear sounds of movement – shuffling, faint jingling and clanking. The sound seems to come from all around, but this may be no more than the distorting effect of the mist. Nothing can yet be seen through the mist – even skills like Excellent Vision and Night Vision are useless under these circumstances.

“SSSTOPP, HUMANSSS!” This hissing cry seems to come from everywhere and nowhere; it is in heavily accented Reikspiel, and the voice does not sound Human. Whether or not the party stops, a group of three Fimir emerges from the mist ahead of them. All around, bulky shapes can be seen closing in through the mist – the party is surrounded, by at least two dozen Fimir!

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The Fimir make no move to attack, although they will quite happily kill the characters if they do anything rash. Emphasise the huge size of the Fimir (as big as Ogres, or even taller if they straightened up out of their habitual stoop) and their numbers, so that the players realise that fighting them is not a good idea.

Two of the Fimir step forward – a blade-tailed Fimm noble, and a horned, smooth-tailed Dirach. The Fimm wears a shirt of bronze mail underneath an ornate circular bronze belly-plate, and carries an axe in one hand and a mace in the other. Both weapons would count as two-handed weapons for a Human-sized creature. The Dirach carries a long, gnarled wooden staff.

“Carefffull, Humansss,” hisses the Fimm, his tail lashing warningly as he approaches. He stops about ten feet away from the nearest character. *“It iss runnawayss we llvok ffor, yesss... sssmoothtail like thiss... (indicating the Dirach) ...you sssee?”*

If the characters tell the truth and say that they haven't seen any other Fimir, the Fimm narrows his single eye.

“Well,” he says, *“Onnn we sssearchhh... Hhhhuman village clllose... maybe we kill thbhere... unless we ffind runnawayss beffore...”*

If the characters try to get rid of the Fimir by sending them on a wild goose chase, the Fimm leads his followers off in the direction that the characters indicate, making a similar threat against the Human village as he leaves.

In either case, the Fimir depart, leaving the characters to continue to Kammendun. In addition to the business which brought them to the Mirror Moors, the characters now have a more urgent quest – to warn the people of Kammendun that the Fimir are abroad, and that the village may be in danger.

The Village

The village of Kammendun consists of half-a-dozen shacks by the point where the River Schaumfluss flows westward into the marsh. As well as the homes of its 28 inhabitants, there is a small forge and a wooden shed where boats are laid up to be repaired.

Kammendun is covered by the gazetteer in 'Sigmar's Heirs'. A small village (Wealth 1), its prime sources of income are from fishing and iron-pan mining, and is officially part of the domain of Elector Count Todbringer.

The characters will be courteously received at Kammendun, and the locals will do what they can to see that they have comfortable accommodation. There are few spare places to sleep in the village, but the villagers will happily cut extra rushes for bedding, and so on. The villagers will cooperate with characters who can pay

there way, parties that are broke (or who are obviously outlaws) may have profiles. About half an hour after the characters arrive, a shout goes up from the direction of the small beach. A boat has been sighted in the lake, drifting and apparently empty; it belonged to a villager called Johann Sumpfer, who did not return last night.

A couple of boats put out immediately, and the drifting boat is brought back to shore. Sumpfer is lying in the bottom of the boat, unconscious from exhaustion and blood loss. His clothing is torn and bloodstained, and he has three broken ribs and a concussion. He can be restored to health by a Heal skill test or magical/herbal healing; if none is available, have him regain semi-consciousness as he is lifted out of his boat, as he has an important message to pass on.

“Fimir!” he murmurs weakly, *“Fimir in the old mine! Nearly killed me... got to do something... got to...”* With that, he lapses into unconsciousness again.

If the characters ask where the old mine is, the villagers will point almost due south across the lake – a long way away from where the characters encountered the Fimir search party. This should lead them to the conclusion that the Fimir will find the village before they find the runaways, which will be a very bad thing for all concerned.

At this stage, the characters have two options – they can go to the old mine, recover the runaways, and hope to hand them over to the Fimir search party, or they can stay in the village and help to defend it against the expected Fimir attack, in the best Seven Samurai tradition.

You can handle this any way you like. If the characters want to stay and defend the village, but you want them to go to the mine, then you can have all the villagers grab their valuables and put out in their boats into the middle of the lake until they are sure that the Fimir have gone away. Sumpfer can become semiconscious again and point out that he only saw one Fimir in the mine, and he heard the cry of what must have been an infant Fimir – whereupon Our Heroes find themselves with 28 pairs of expectant eyes upon them.

On the other hand, if you want the characters and villagers to slug it out against the Fimir, you can simply have the search party turn up shortly after the characters arrive at the village, before they get the chance to put any plans into effect. The defence of the village could make an enjoyable Warhammer Fantasy Battle skirmish, and some notes on that subject are given at the end of the adventure.



The Old Mine

If the characters set out in search of the old mine, they should reach it without difficulty. If necessary, one or more of the villagers will row them there. They won't stay around afterwards, however – the best the characters can expect is that they will put out into the lake again and wait and watch from a distance.

The Schadensumpf is an important source of bog-iron, a low-grade iron ore which collects in the saltpan of the marsh bottom. Like most of the small and scattered villages of the area, Kammendun supplements its meagre subsistence from fishing, farming and foraging by extracting and selling bog-iron, and many years ago a Dwarven mercantile concern from Middenheim tried to open a mine in the area. Initial results were encouraging, but the mine was quickly worked out and the merchants concluded that the lifetime's output of a mine in the area did not justify the expense of its construction. Since then, the mine has stood derelict.

Area I – Entrance

The rusting and rotting remains of a cart railway make this passage count as difficult ground. Characters that run or charge in the passage must make an Agility test; failure indicates a severely twisted ankle (loss of 1 wound regardless of TB or Armour and the character may only move at cautious rate for the next 2d10 turns). The clutter and debris also adds a +10% bonus to all Perception skill tests based on hearing made by the Fimir in the mine.

Make three Perception skill tests for the Fimir while the characters are in this area – one when the characters enter the passage, one when they are halfway along and one when they reach the end of the passage. On the first successful test, the youngster will start to cry – a strange blend of hiss, bleat and grizzle, not a Human but clearly the sound of a very young and frightened creature. This noise will alert the Dirach, who will try to destroy the intruders before they reach Area 4.

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Area 2 – Workface

This is the area where the main workings of the mine took place. A few pillars of rock have been left to support the ceiling, and evidence of previous activity can be seen in the form of tools and pit props left lying about. Part of the chamber is flooded – to a depth of less than a foot – and a shallow stream disappears through an inch-wide crack in the wall of the chamber.

If he has time to prepare, the Dirach will use spells such as Sounds and Marsh Lights to draw the characters into the far side of this chamber, to enable him to assess their strength and to give him time to prepare some kind of defences in Area 3. He might, if the party appears to be very strong, throw in a Shadow Knives or even a Universal Confusion spell to soften them up a little, before withdrawing into Area 3.

Area 3 – Prospecting Tunnels

When the main workface was worked out, the miners drove a number of exploratory tunnels out from the main chamber, in the hope of encountering a fresh band of high-grade iron ore. They encountered nothing but underground water and part of a flooded cave system, but their tunnels now form the Dirach's main line of defence. His intention is to lead the characters round in a circle through the passages, where he can come on them from behind and pick off the hindmost if the opportunity arises. He will always leave himself a clear line of escape to Area 4 in case the fight goes against him.

The pool connecting Areas 3 and 4 will be difficult to cross; the curtain of rock between the two chambers reaches almost to water level, and a successful Search test is required to spot the entrance to Area 4, even with the young Fimir's almost-continuous wailing. Having located the chamber, the only way between the two is to wade across the pool and duck under the rock wall.

Fimir can do this with no trouble, but characters must make a Swim skill test (-20% is wearing medium armour, -40% if wearing heavy, +10% bonus if the character is under 5ft tall); a failed test means that the character surfaces spluttering and choking in one chamber or the other (decide which randomly), counting as Helpless for a round.

Area 4 – Cave

This cavern is where the Dirach has hidden himself and the youngster, and he will withdraw here to make a last stand if necessary. He will make the most of his advantage when the characters are still in the water, and may even wade in and try to drown a few of them. This can be resolved using the Grappling and Suffocation rules. Alternatively, it may be quicker to resolve with

opposed Strength tests: If the character succeeds and the Fimir fails the character can make it out of the pool into either chamber (player's choice); if both succeed or fail nothing happens either way; and if the Fimir succeeds and the character fails the character loses 1 W due to a combination of strangulation and drowning.

The Dirach will only fight to the death if escape is impossible; if hard pressed, he will take any opportunity to grab the youngster, duck under the water and flee the mine, casting Shroud of Invisibility or Shadowsteed (see Realms of Sorcery), hoping to get as far away as possible.

Concluding the Adventure

This adventure can end in one of two ways – either the characters capture the renegade Dirach and the youngster, or they allow them to escape. In either case, what happens next depends on how mean you're feeling.

The Fimir search party will arrive at the mine shortly after the characters emerge. If the runaways escape but the party has acquitted itself well and you are feeling generous, you might decide that the characters chase the runaways straight into the waiting search party; the Fimir capture them and take them back to the stronghold for execution, forgetting all about the Humans. If the characters kill the runaways, they can hand the bodies over to the search party, which will take them back to the stronghold. All that remains is to reckon the experience point awards.

If the party fumbles things or never really gets to grips with the adventure, the runaways might get clean away. Then the search party will attack the village; allow the characters to escape from the mine into the waiting boats of the villagers before the search party arrives, and give them an hour or so to organise the villagers and prepare a defence. The plan of the village will be helpful here. If you are feeling particularly mean, the search party might attack the village even if the characters kill the two runaways and hand their bodies over; they may have been under sentence of death anyway, but their death at the hands of mere Humans (Elves, Dwarfs, whatever) is an insult to the Fimir race which can only be washed out in blood.

The attacking Fimir should be balanced to give the characters and villagers at least an even chance of survival – one Fimir noble, a dozen or so Fimir warriors and a Dirach should be quite enough to give them a run for their money.

The defence of the village could also make an enjoyable Warhammer Fantasy Battle skirmish; some notes on this are given at the end of the adventure.

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Experience Point Awards

This adventure has only one objective – finding and killing or capturing the two runaway Fimir. This objective is worth 50 experience points to each participating character. Additionally, you should award up to 50 points to each character for good play, bright ideas and other contributions to an enjoyable game.

Information

The more imaginative and intelligent players may attempt to capture the Dirach in order to question him about the Fimir. Capturing him should be difficult, since his first priority is to escape with the youngster and he will fight to the death rather than allowing himself to be captured and handed over to the search party. However, if the characters come up with an effective plan to capture the Dirach, you should not prevent it from succeeding.

If captured, the Dirach will try to bargain for his life and freedom by offering the characters information. He will willingly give the characters the general information on Fimir society and motivations at the beginning of this document, but will be unwilling to give the location of the stronghold in the Schadensumpf – although he is a renegade under sentence of death, he will not willingly betray his own race to mere Humans. However, a successful Interrogation test, threats against the youngster's life, and/or convincing threats to hand him over to the search party might change his mind. To make the most of this possibility, play the interrogation out in full, and have the players coax information out of him piece by piece.



Extending the Adventure

The possibility of a Seven Samurai style defence of the village has already been mentioned; another possibility for expanding this adventure is an expedition against the Fimir stronghold itself. This will not be easy, though, and is only recommended if your party is very strong and well equipped and/or if they can persuade Boris Todbringer to provide them with some troops to help eradicate the stronghold once and for all.

A Warhammer Fantasy Battle Skirmish

It is possible to develop an enjoyable Warhammer Fantasy Battle skirmish from the situation in this short role-playing adventure. The plan of the village and its immediate surroundings can be used to set up your wargames table; you may prefer to use fewer buildings in the village than are shown on the map – this is fine, and probably more practical for wargaming. The shallow stream counts as an obstacle, and the soft sand of the beach counts as difficult ground.

Using the rules in Storm of Magic and Monstrous Arcanum, make a force of a Dirach and a dozen or so Fimir Warriors. You could also add some typical Fimir allies, such as Orcs, Goblins or even Gnoblar according to the models you have available – of course, you can use Ogres, Trolls or any other race if you prefer.

Then, using the Empire Army Book put together a defending force of equal Points Value. A unit of 20 or so Free Company Militia could represent the villagers themselves. The rest of the force could be Middenland or Middenheim forces sent by Elector Count Todbringer, Wood Elves who have befriended the villagers, Dwarfs who have been opening up an iron-mine or trading for ore in the area – or anything else you like, according to the figures you have available.

The defenders may set up inside the hedge that surround the village, or outside the hedge but not more than 12" away from it. The attacking Fimir set up within 12" of the opposite table edge.

Victory conditions are simple – a side wins if all the models of the opposing side are killed and/or driven off the table.

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Adventure Profiles

Typical Villager

Fishermen

Most of the villagers of Kammendun make their living gathering fish or bog iron from the Schadensumpf marshlands.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	25%	32%	36%	30%	29%	29%	29%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (The Empire), Consume Alcohol or Haggle, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Reikspiel), Swim

Talents: Hardy, Orientation

Combat:

Armour (none): Sturdy Clothing

AP: Head 0 (3), Arms 0 (3), Body 0 (3), Legs 0 (3)

Weapons: Spear (1d10+3, Fast), Dagger (1d10+0) or Short Sword (Hand Weapon, 1d10+3)

Trappings: Fishhook and Line, Nets, Small Boat, Purse (with 2d10 pence)

The Fimir Search Party

Use the profile for the Dirach, Fimm Warriors and Fimm Noble for the Fimir Profiles section of this document. The Search party Dirach utilises the Lore of Fire and the Noble is armed with an Axe and Club (Good Craftsmanship Hand Weapons).

Gobniu, Renegade Dirach

Fimir (Dirach) Sneak (ex-Balefiend)

Ambitious, treacherous and downright murderous, the Dirach Gobniu plans to supplant Mother Skattach with the Young Female Fimir he has stolen. He utilises his Shadow Magic to confuse and confound his enemies.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55%	41%	57%	58%	40%	45%	53%	14%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	28	5	5	6	3	0	0

Skills: Academic Knowledge (Astronomy, Daemonology +10%), Channelling +10%, Command, Common Knowledge (The Empire, Fimir, Orcs, the Wasteland), Concealment, Dodge Blow, Follow Trail, Gossip, Heal, Intimidate, Magical Sense, Navigation, Outdoor Survival, Perception, Ride, Search, Shadowing, Silent Move +10%, Speak Arcane Language (Demonic), Speak Language (Dark Tongue, Goblin Tongue, Reikspiel), Swim

Talents: Additional Spell (Marsh Lights, Sounds), Aethyric Attunement, Arcane Lore (Shadows), Dark Magic, Fast Hands, Lesser Magic (Dispel, From the Mist), Orientation, Petty Magic (Hedge), Rover, Sharpshooter, Specialist Weapon Group (Throwing), Strike to Injure, Sure Shot, Tunnel Rat

Traits: Scales (1), Unsettling

Special Rules:

Cold Blooded: A Fimir's reptilian mind makes it seem calm compared to more hot-blooded races. Whenever an effect would force a Fimir to flee (such as failing a Fear test), the Fimir may make a Will Power test, if this is successful, the Fimir may move normally.

Eye of the Balefiend: A Dirach Balefiend's cyclopean eye can perceive the Wind's of Magic in the same way a man's perceives light and shade. If a Dirach Balefiend uses the Channelling Skill, he adds +6 to his Casting Roll rather than his Magic Characteristic.

Staff of Pain: Counts as a Quarterstaff. This is a Magic Item and can affect creatures invulnerable to mundane attacks.

Combat:

Magic: 2; Dispel, Arcane Lore (Shadow), From the Mist, Marsh Lights, Petty Magic (Hedge), Sounds

Armour (none): Robes and Scaly Skin

AP: Head 1 (6), Arms 1 (6), Body 1 (6), Legs 1 (6)

Weapons: Staff of Pain (Quarterstaff, 1d10+3, CV+1, Defensive, Pummelling), four Throwing Daggers (1d10+2, Range 6/12, Reload Free)

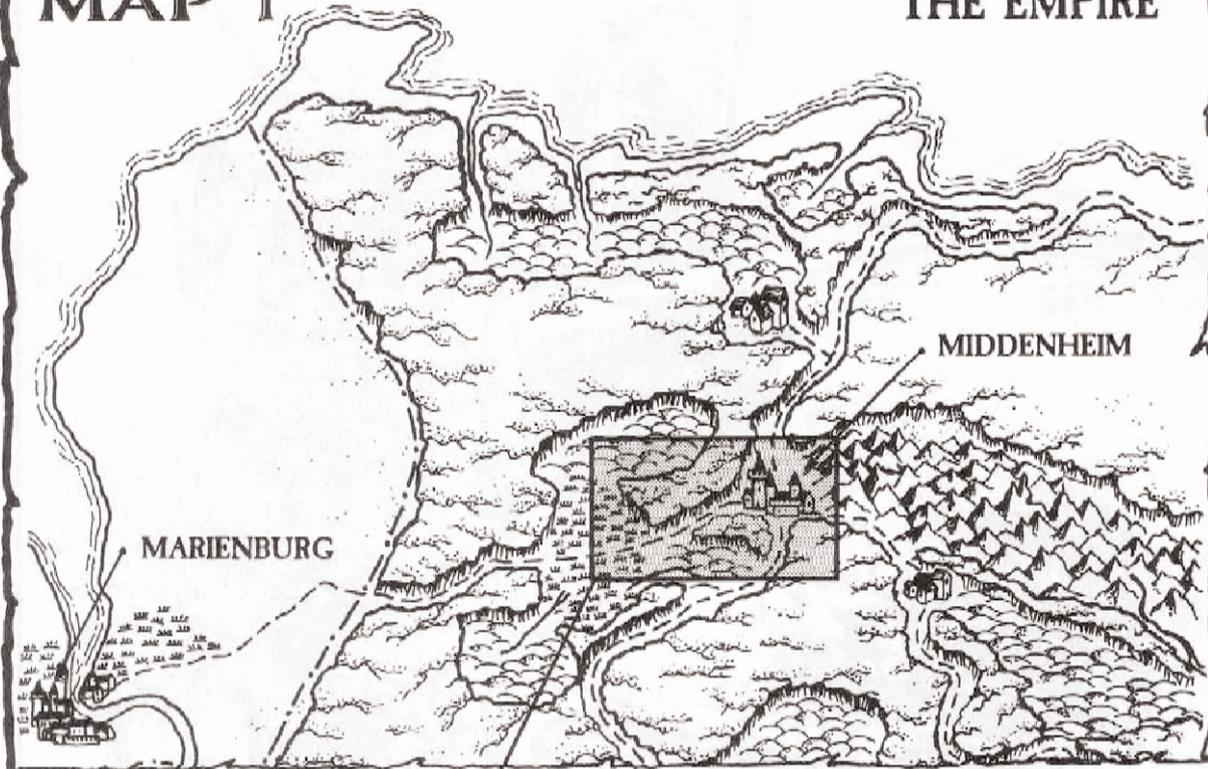
Trappings: various spell comments, other minor items as needed

The Young Female Fimir

The infant is too young, small, weak and frightened to take any active part in this adventure. She may be killed automatically by any character who tries to do so. You might like to rule that a character who tries to take her alive must make a successful Agility test to avoid a severely bitten finger (Fimir have a full set of teeth right from birth); a failed test means that the character drops the youngster, who dives into the pool and tries to hide elsewhere in the mine. Play this up for just long enough to irritate the players without boring them.

MAP 1

THE EMPIRE



MAP 2

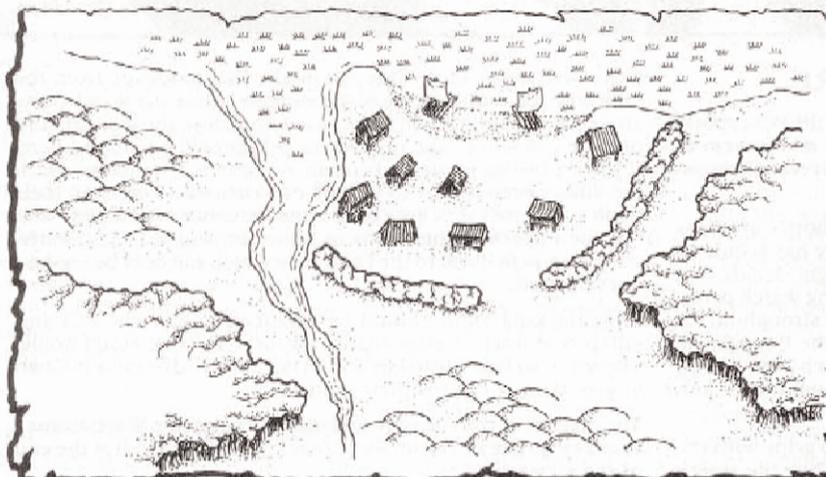
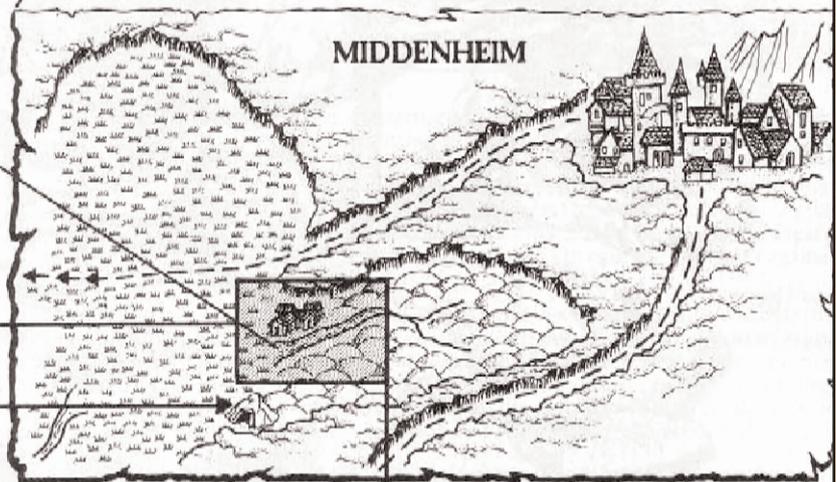
**RIVER
SCHAUMFLUSS**

MIDDENHEIM

TO MARIENBURG

KAMMENDUN

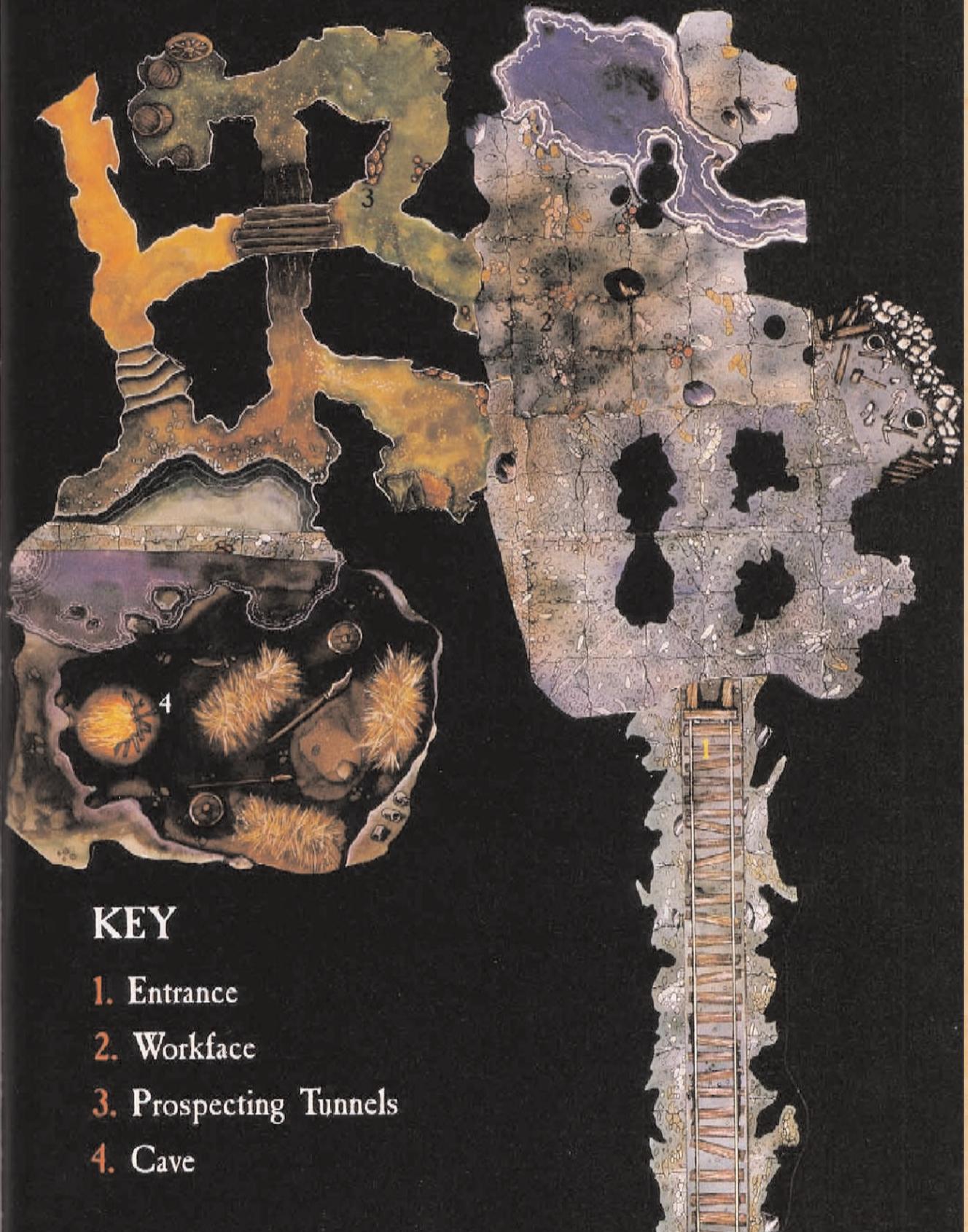
THE OLD MINE



MAP 3

**THE VILLAGE OF
KAMMENDUN**

THE OLD MINE



KEY

1. Entrance
2. Workface
3. Prospecting Tunnels
4. Cave

An Introduction to the Fimir for second edition WFRP



The foregoing article would have been impossible without the brains of one man... the eyes of another, the hands of a third, the legs of a fourth...

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