



IRON KINGDOMS

NORTHERN WILDERNESS  
**WINTER TROLL  
WARBEASTS**

The beast trainers of the northern krielis have long relied on the power of their full-blooded troll cousins, training them as axers, bouncers, and impalers using tried and tested methods that stretch back for generations. But their lands are also home to the more feral winter trolls, which inhabit the frozen reaches of the Shard Spires, the Nyschatha Mountains, and the vast expanses of the Howling Waste.

## WINTER TROLL WARBEASTS

Most warlocks considered winter trolls too primitive and simple-minded to be trained as anything more than base warbeasts. Once it was demonstrated that the winter troll could be yoked to a warlock's will, their controllers simply directed their elemental rage, making little effort to mold them into anything more.

Some, however, chose the harder path of guiding the winter troll through the difficult process of refinement—forcing it to learn new ways to use its Dhunia-given talents and even introducing it to more sophisticated weapons, equipment, and tactics—in hopes of awakening the beast's spirit to greatness. As the northern trollkin come together as a more unified nation of Northkin, different krielis have begun to share their techniques and adaptations for waging war. Most significant among these newly-shared techniques are the traditions of warbeast training.

Certain krielis developed their own methods of conditioning the feral winter trolls of the north. These adaptations add new options to the arsenal of any northern warlocks who are willing to invest the time and energy into putting them to work.

The following warbeast profiles are variations of the standard winter troll warbeast. Training of these warbeasts emerged from the cultural and fighting traditions of the northern krielis. Sharing a homeland with the winter trolls, northern trollkin are better able to condition and train them. At the Game Master's discretion, trollkin characters who do not hail from the north suffer a -2 penalty to Animal Handling rolls to train ice trolls and troll bashers.

### ICE TROLL

*Some winter trolls possess a greater command over the elements of ice and frost. With adequate conditioning, these trolls can be taught to turn this power into an endless supply of deadly ammunition. By causing the moisture in the air to solidify into javelin-sized icicles, ice trolls can strike down their opponents from afar.*

**Bonding:** Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a winter troll. Once bonded for the first time, a winter troll gains FURY 1 and THR 7, and its warlock can attempt to train it as an ice troll instead of a standard winter troll.

**Training Requirements:** To train an ice troll, the warbeast's warlock must have Animal Handling 1 and at least ARC 4.

**Training:** The initial training to determine whether a winter troll is capable of becoming an ice troll requires the beast's warlock to spend two weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the warbeast lacks what it takes to become an ice troll but can still be trained as a standard winter troll. If the roll succeeds, the beast's training as an ice troll can begin in earnest.

After an additional eight weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 16. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Forced Regeneration, Ice Machine, and Weapon Trained (melee and ranged) abilities.

**Forced Regeneration** – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

**Ice Machine** – Once per round, an ice troll can perform a quick action to create an ice spear. It can also produce an equivalent volume of ice (roughly 4 cubic feet, or a cube with 2-foot sides) in other simple shapes, or freeze a similar volume of water.

**Weapon Trained (melee and ranged)** – This creature is trained to use melee and ranged weapons.

**Animus:** Upon completing its training, an ice troll gains the following animus:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
RECOIL	1	SELF	—	—	NO	NO

The spellcaster gains Swift Hunter. Recoil lasts for one turn. (When a character with Swift Hunter destroys one or more enemy characters with a basic ranged attack, immediately after the attack is resolved it can advance up to 2".)

**Gear:** Ice trolls do not typically use gear other than the ice spears they create, though a few have demonstrated an affinity for comfortable fur loin cloths and a fondness for when trollkin braid beads into their mane and beard.

## TROLL BASHER

*Trained from the biggest and surliest winter trolls, troll bashers eschew the frost-manipulating powers of the winter troll breed in favor of cold steel. Wielding heavy maces and wearing plate armor, troll bashers provide Northkin warbands with fierce frontline warbeasts. When Northkin find a winter troll that is quick to violence and prefers to fight with its fists, they attempt to train it as a basher. These efforts are most successful with a breed of winter trolls that comes from the outskirts of Winterborn Lake, distinguished by long quills and thick fur on adult males. Bashers require a great deal of training to learn how to wield weapons and don armor, but the result is often worth the price. Learning how to use weapons and armor often results in a winter troll with greater relative intelligence and which can be taught to perform simple tasks beyond just bashing in the skull of the nearest foe.*

**Bonding:** Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a winter troll. Once bonded for the first time, a winter troll gains FURY 1 and THR 7, and its warlock can attempt to train it as a troll basher instead of a standard winter troll.

**Training Requirements:** To train a troll basher, the warbeast's warlock must have Animal Handling 1, Great Weapon 1, and an appropriate melee weapon like a heavy mace.

**Training:** The initial training to determine whether a winter troll is capable of becoming a troll basher requires the beast's warlock to spend two weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the warbeast lacks what it takes to become a basher but can still be trained as a standard winter troll. If the roll succeeds, the beast's training as a troll basher can begin in earnest.

After an additional eight weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 16. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Armor Trained, Beat Back, Clever Beast, Forced Regeneration, and Weapon Trained (melee) abilities.

**Armor Trained** – This creature can wear armor without suffering additional penalties for wearing armor untrained.

**Beat Back** – When this character hits a target with a melee attack, it can immediately push its target 1" directly away. After the target is pushed, this character can advance up to 1".

**Clever Beast** – The warbeast is smarter than most others of its species. It can count (at least up to the number of digits it has to count on), can learn a number of simple commands, and receives one rank of a skill chosen from the following list: Climbing, Detection, Intimidation, Jumping, Sneak, Swimming, Survival, or Tracking.

**Forced Regeneration** – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

**Weapon Trained (melee)** – This creature is trained to use melee weapons.

**Animus:** Upon completing its training, a troll basher gains the following animus:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
ICY BREATH	1	SELF	—	—	NO	NO

The spellcaster gains Chiller for one turn. (While within 2" of a character with Chiller, enemy characters suffer -2 DEF unless they have Immunity: Cold.)

**Gear:** Troll bashers are typically armed with a heavy mace and equipped with medium warbeast armor. Most bashers feel little attachment to their weapons or armor, and readily replace a damaged mace with an appropriately sized log or an incapacitated foe should the need arise. However, some troll bashers become attached to these ersatz weapons and must be convinced to release them, some going so far as to keep a frozen body or favorite stump as a backup weapon.

## New Warbeast Gear

The following new items are presented for ice trolls and troll bashers.

### Ice Spear

**Cost:** These weapons are created by the freezing power of a winter troll and have an unfortunate but unavoidable tendency to melt in the long term. For this reason, they are not usually available for sale. Still, there are always people looking for a cheap and plentiful supply of ice...

**Type:** Melee

**Attack Modifier:** 0

**POW:** 4

**Description:** This weapon is an enormous spear-shaped icicle. Ice trolls wield them as melee weapons and hurl them great distances. A well-placed ice spear can literally freeze its target in place.

**Special Rules:** A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, the warbeast cannot make attacks with the fist that holds the weapon.

This weapon can be thrown. A thrown ice spear has a RNG of 48 feet (8"). Add the thrower's STR to the POW of the damage roll.

On a critical hit with this weapon, the target hit becomes stationary unless it has Immunity: Cold.

## Heavy Mace

**Cost:** 150 gc

**Type:** Melee

**Attack Modifier:** 0

**POW:** 5

**Description:** The heavy mace is a warbeast-sized mace. Many heavy maces include knobbed protrusions or spikes to increase the damage of each strike.

**Special Rules:** A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, a warbeast cannot make attacks with the fist that holds the weapon.

On a critical hit, a living target hit becomes staggered. A staggered target loses its initial attacks and cannot make power attacks or special attacks for one round.

## Optional: You Never Know What You're Gonna Get

The reliable animi of warbeasts depend greatly on tried-and-true training methods that trollkin have developed over many generations. With the proliferation of new winter troll warbeasts in the north, however, many trainers are exploring new techniques. Because of this, the animi of their troll bashers and ice trolls are somewhat less . . . predictable. For groups that want to reflect this uncertainty in games, the following rules allow for a trained winter troll warbeast to receive an unpredictable animus.

If the initial roll to train a winter troll as a basher or ice troll fails, instead of resorting to training the warbeast as a standard winter troll the trainer can just steamroll ahead. When the basher or ice troll's training is complete, the troll does not receive the normal animus listed in its warbeast profile. Instead, roll a d6 and consult the following table.

### RANDOM ANIMUS TABLE

d6 ROLL	ANIMUS
1	The winter troll receives the Protection from Cold spell as its animus. *
2-3	The winter troll receives the Icy Breath animus.
4-5	The winter troll receives the Winter Coat animus.
6	The winter troll receives the Deep Freeze spell as its animus.

*\*Hey, it's better than no animus at all. Sort of.*

