

A Fimir Bestiary

The WFRP2 rulebook and the *Old World Bestiary* provide a small selection of Daemons. The most useful of these are the Daemon Imp and Lesser Daemon from the rulebook. The Daemons in the *Old World Bestiary* are all Chaotic and are therefore unsuitable for normal Fimir. However, GMs can still make use of the raw characteristics and rules and apply them to non-Chaotic Daemons of their own making. For convenience, a number of new Daemons are described below. These Daemons are designed to be unusual and untraditional (for WFRP), and in some cases to provide potential plots in their own right. The Fimir themselves were inspired by creatures from folklore and some of the Daemons below have their basis in folk tales. GMs may wish to pursue this angle and develop additional Daemons accordingly.

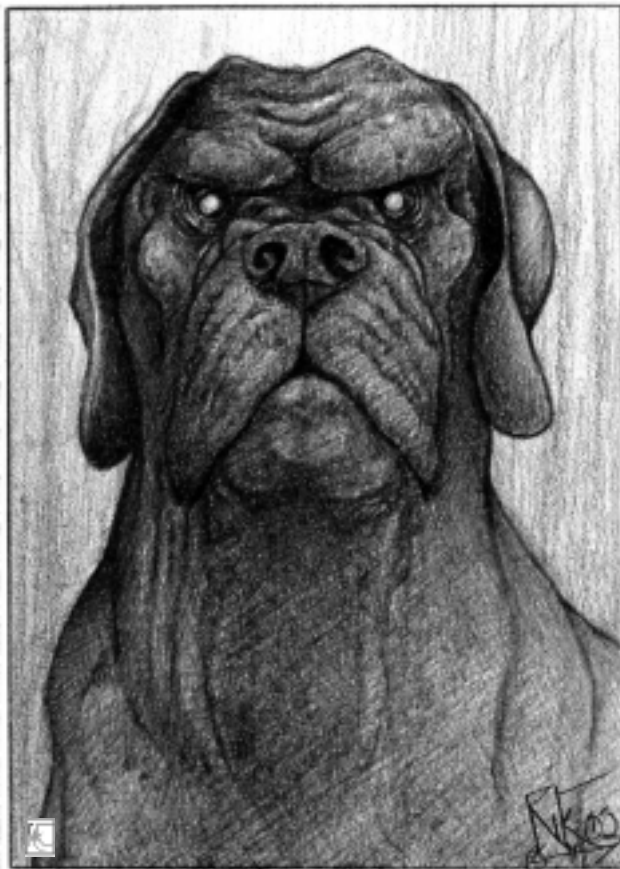
No new non-Daemonic monsters are suggested as the Fimir and their Daemons and elementals are a big enough threat themselves. It would have been good to recommend a number of interesting creatures from the *Old World Bestiary*, but sadly many creatures from WFRP1 have been all but forgotten. Creatures from WFRP1 relevant to Fimir environments included: Amoebae, Giant Beetles, Bloodsedge, Bog Octopi, Dragon Turtles, Fen Worms, Hydras, Monstrous Leeches, Razorbills, Sand Clams, Otters, Snakes, Swarms and Marshlights. Fortunately, some fans are taking up the slack and producing WFRP2 conversions of these creatures – examples are found at the Black Industries website and Andrew Law's site at www.bapimeses.com. As suggested in **Fimir Settlements**, some Fimir use Bloodsedge and small Sand Clams as defences. GMs should think about how the Fimir might use (or perhaps even train) other creatures to their advantage.

Black Shuck

There are countless tales of massive black-haired hounds stalking the moors in search of prey, terrorising livestock and lonely travellers alike. These hounds are sometimes called Black Shuck or Shock. At least some stories are based on the Daemonic hounds summoned by Fimir as trackers or as allies in battle. They are commonly used when raiding villages that have dogs - the Shuck enters the village and attempts to subdue the dogs so they do not bark and alert people when the Fimir enter the village. The Shuck may lead the dogs away from the village or even turn them against the villagers when the Fimir attack. The Fimir of the eastern fenland of Albion are especially fond of these devil dogs, which form a significant part of that region's folklore.

Black Shuck are about the size of large War Dogs (up to 4 feet at the shoulder, up to 6 feet nose to tail) and with coats of coarse and spiky hair or sometimes smooth black velvety fur.

They often only have a single glowing eye, reported as being the size of a dinner plate



WS	BS	S	T	Ag	Int	WP	Fel
43%	0%	32%	35%	30%	19%	43%	0%
A	W	SB	TB	M	Mag	IP	FP
1	10	5	3	6	0	0	0

Skills: Follow Trail, Perception +10%, Shadowing, Silent Move, Swim.

Talents: Alley Cat, Daemonic Aura, Fearless, Frenzy, Frightening, Keen Senses, Natural Weapons, Night Vision, Rover, Strike to Injure.

Special Rules:

- *Alpha Male:* A Black Shuck can attempt to dominate up to 4 dogs or 1 wolf as a Full Action. Each target animal must make a *Will Power* test. Any target animal that fails falls under the influence of the Shuck and will follow its lead.
- *Instability:* Black Shuck are subject to instability as described for Daemons in the *Old World Bestiary*.