



Vargar

The firbruid beastmen have been a constant threat in Torinachia ever since the Untold Winter ended. Their nature has mystified many scholars, who can find no trace of their existence before the Scourge. Though they appear humanoid, and can clearly communicate and build, they are not considered Namegivers by most. Their constant raids have given them a bloodthirsty reputation, and any attempts to peacefully communicate with them have ended in failure. Many suspect that they are controlled by a powerful Horror, but the Barrites of the Deep Forest tell a different story. Ancient sagas speak of "the forsaken", tribes who originally chose to fight alongside the Passions against the Horrors, but allowed cowardice to grip them. Fleeing into the far north, the dying Passions cursed these traitors, transforming them into an amalgamation of Namegiver and beast.

Not all the firbruid are mindless brutes, however. Since the end of the Scourge, some among the wolfforms (*Vasgothia*, p.257) have found themselves blessed with sentience and the ability to Name. Over the years, these rare individuals have banded together, forming their own society, and Naming themselves "vargar" an ancient Vasgothian word for wolf. The vargar have a culture that in many ways resembles that of the Barrites. They have yearls, oathsworn, and even skallgar. Many vargar claim that they rebuilt their society through half-remembered cultural practices and visions from the dead Passions, though some suspect that they have merely imitated their Barrite neighbours. The Barrites, like most Namegivers in Vasgothia, consider the vargar a threat, no different from other firbruid. Some, however, have managed to open lines of trade with the beastmen. The northlands of Pelsaari remain a mystery to most scholars, and the vargar have taken steps to explore them. Their discovery of new Idols and other objects associated with the dead Passions has allowed them to earn the trust of a few Deep Forest tribes. The Namegivers of the Theran Lowlands have yet to encounter the vargar, but they are becoming a more common sight in Torinachia. King Fritjof of Bloodstone has recently decreed that those vargar willing to trade peacefully are welcome in his city. The other city-states of the region, including Torinachia City, have yet to make any kind of formal declaration regarding the wolfmen. Naturally, the gruthrump deeply distrust the vargar, considering them to nothing more than exceptionally cunning firbruid.

Vargr stand over 6 feet tall, with lean, taut, muscular bodies covered in thick fur. Their pelts range in color, white, black, grey, and red being the most common. Vargr mature and age at the same rate as humans.





Vargar Game Information

Starting Attribute Values

DEX 12, STR 13, TOU 12, PER 12, WIL 8, CHA 8

Movement Modifier: 14

Karma Modifier: 3

Racial Abilities

Bite Attack. Like jackalmen, vargar have access to a **Bite Attack** in combat. A vargar can use their powerful jaws to snap and tear into an enemy's flesh, using an appropriate Unarmed Combat Talent or Skill for the Attack test. The Damage Step used is the character's Strength Step +4. Bite Attack also allows a vargr to use the **Bite Combat Option** detailed below.

Fur Coat. A vargar's body is covered in a thick coat of fur that protects them from the cold and offers them protection from physical attacks. A vargar has a natural Physical Armor of 1. This stacks with any other armor the character wears. Against attacks, spells, and abilities that have the *Cold* keyword, the vargar gains +2 to their Physical and Mystic Armor ratings.

Heat Sight. Like dwarfs, vargar characters have the racial Heat Sight ability (see p.45 of the *Player's Guide*).

