

The Species of Warhammer

This document is to help you learn some basic information about the Warhammer species and races to make an informed decision on what character you will make. If you are missing some crucial lore bits you would like to know, bring it to my attention and I will add it here.

Warhammer is a rich world with many different species but this doc focuses on the one you'll be able to play in the campaign and remain lore friendly.

Common

Human (Empire):

"Three things made the Empire great; faith, steel and gunpowder."

The men and women of the Empire are devout and courageous people. The Empire is the largest of the human states in the Old World laying in the heart of the continent full of large lush forests and wide plains of a temperate climate. Most people of the Empire are simple folk who live in large cities or occasionally in small towns and villages on the outskirts of the wild. Their lives are relatively safe and normal, they're farmers, merchants, bakers or craftsmen. But the threats of raiders, invaders and Chaos are ever present and so many choose to serve their nation and protect it from evils both mundane and immortal.

The Empire is a technologically advanced nation with long standing friendship with the dwarfs who helped develop much of their technology and shaped their society. Their nation is a monarchy with an elected Emperor in charge, the Emperor is voted for by a combination of high ranking nobles, members of the clergy and other important cultural figures of the nation. The nobles that vote for the Emperor are known as the Elector Counts, each Elector Count is in charge of their own segment of the Empire called the Electoral Provinces which divide the nation into regions. These regions differ wildly in their customs, beliefs and world views but are all united together by a common goal and belief.

The Empire was founded by Sigmar, the fabled God-King who united all the tribes and fought back against Greenskins and Chaos alike. Sigmar is the main deity worshipped alongside a group of "Old Gods" that the Empire worshipped before Sigmar ascended. The chief doctrines are to protect humanity and the Empire. To this goal the Empire is comprised of a large military, warrior Cults dedicated to individual gods, Knightly orders, an order of Witch Hunters, numerous Engineering guilds and the Colleges of Magic.

-The humans of the Empire are a bit of a weird mash. Their naming schemes and culture is heavily based on the Medieval/Renaissance Holy Roman Empire, yet everyone has a British accent. The Empire people are very religious and loyal to their nation but they are also superstitious and the threat of Chaos is ever looming in their mind. In many ways they consider themselves better than the other human nations for being more rational. Styled beards, long hair, big hats with colourful feathers are part of the local fashion. Your character may vary wildly depending on the specific Province they're from, we can discuss that further one on one if you decide to be from the Empire.-

Possible character builds: Soldier, Warrior Priest, Engineer, Wizard, Witch Hunter, Knight, Pistolier, Flagellant, Huntsman.



Bretonnian:

"Honour is all. Chivalry is all. Rejoice, for we, the knights of Bretonnia will be your shield."

Bretonnians are a simple yet deeply devout folk. Bretonnia is the second largest human state in the Old World, lying to the west between a great mountain range and a large ocean. The land of Bretonnia is much fairer and warmer than the lands of the Empire. It also neighbours the large forests of Athel Loren where the Wood Elves live. Bretonnia is therefore a land of largely untamed nature and beautiful sights. Most people live in townsteads and small hamlets, large cities are not that common. Most commoners are peasants tending to the fields. But once every generation a

young lad from every hamlet and townstead gets selected to try and become a knight.

Brettonnia is a feudal kingdom with a large population of knights in service of land holders who answer to the king. Every generation a young man is selected from a hamlet and is given a quest by the fairest local maiden, upon completing this quest he is knighted and becomes a Knight of the Realm. The sons of nobles instead start off as Knights Errant and eventually work their way to becoming Knights of the Realm. This system maintains a large population of knights who serve to protect the simple folk who in turn work the fields. The knights and especially land holders are honour bound to protect their subjects with their lives if necessary. This technically means a knight could come from anywhere though a much larger number of knights comes from the noble population of the kingdom. Aside from them the land is also protected by local militias of Yeomen and peasants when the need arises. Not every knight is as true to their vows as they should be and they abuse their power of the populace without offering the protection whilst others offer their subjects unseen freedoms in the rest of the kingdom.

The Bretonnians revere a mysterious deity known as the Lady of the Lake. In her name all the knights swear their Oaths and through her power they can gain incredible powers. The Questing Knights and Grail Knights are holy paladins who gain powers, similarly to them the Grail Damsels are women in service of the Bretonnian deity offering advice and magical aid in battle. There are other gods the Bretonnians worship which they share with the Empire but the Lady is their defining deity and is completely unique to their kingdom. In her name they ride out to war, in her name they journey on long quests across the world and when they die they return to her halls under the lake.

-The Bretonnians are a naive, ideological group of humans in a society which values honour and chivalry above all. They are a weird mix of commoner Englishmen in terms of the peasant accents and names and stereotypical Medieval France in terms of accent and names for the nobility. Every Bretonnian knight comes with their own -very bad- attempt at a French accent. Though not common, women are known to also become knights within the society. The Bretonnians have relatively good relations with the Empire and the Wood Elves, though they often view the Imperials as men of questionable honour who do not value chivalry and the nobility of the knightly stature. Many Bretonnians are courageous heroes who charge into the fray, not realising just how deadly the situation really is. They dress in bright colours and display many animals and other symbols via their personal emblems on their shields, banners and tabards.-

Possible character builds: Knight Errant, Questing Knight, Yeoman, Grail Damsel



Kislevite:

“Kislev is Land, Land is Kislev! We are the Land, We are Kislev!”

Kislevites are hardy and resilient people from the north. Kislev is a large human empire that stands between the realms of men and the Realms of Chaos. A fertile yet rugged land covered in large forests that turns dangerous and inhospitable with every winter. And yet Kislev and her people endure, they endure the winters, they endure wilderness and they endure the endless onslaught of Chaos pouring from the north. Brothers and mothers, sisters and fathers all stand united as the bulwark of the North. Most live outdoors in hamlets and small towns, there's only a handful of large cities within Kislev. And though some live peaceful lives as farmers, fishers or hunters most have an axe laying about in case that the Motherland calls for them in the time of need.

Kislev is a feudal empire ruled by the tzar or tzarina descended from the long line of khan-queens of the East that formed the nation of Kislev. The nation has a large ethnical schism between the Gospodar, a nomadic nation that invaded Kislev many years ago, and the Ungol, the original inhabitants of the lands who were ruled over by hags and witches. These two ethnicities mixed over time and created the Kislevites we see today but the divide can still be seen in the society between the Gospodar loyal to the Tzar as his high ranking nobles, or the low ranking nobles called the Druzhina and the Ungols who live in the outdoors and many wide forests of Kislev where they often live on their own or still serve the hags of old. Many of the Ungol are loyal to the tzar but some have no loyalty to the nation of Kislev and only the land itself. The connection to the local nature is very deep due to this, much

deeper with the Ungols but even the Gospodar are much closer to the land and the spirits inhabiting it than the noble men of the Empire.

The Kislevites have their own gods. Many Ungols and even some Druzhina nobles living in the outdoors worship lesser known nature and forest spirits. The Gospodars and Kislevites at large worship a number of gods related to their lands different from the gods of the Empire and then gods of the South. The most important Kislevite deity is Ursun, the mighty bear god. He is the patron god of the Tzardom who was brought over by the Gospodar but very quickly accepted by the Ungols as well. Though the worship of Ursun is not mandatory like the worship of Sigmar in the Empire, it is similar in the way that many of his followers and especially members of the Cult of Ursun believe that the fate of their land is tightly connected to the fate of their god. The Cult of Ursun is led by so-called Patriarchs. Ursun is the name that the Kislevites thank during the warm summers allowing them to grow and harvest crops. And it is his name they shout when they charge into battle against Chaos during the cruel winters. Be it man or woman, Kislevites accept anyone into the service of the Tzar, they even have their own knight class that fight every day to hold this world's end at bay.

-Kislevites are very obviously inspired by Eastern Slavic cultures. It's a heavy mix of Kievan Rus, Novgorod, some Byzantium and then a shit ton of actual Russian history and traditions mixed with Russian stereotypes. They have Slavic sounding names though often the Brits writing them don't understand some of the Slavic words they use, and they have Russian accents as well. Heavy, light, authentic or very bad American knockoffs - Kislev saw it all. The land the Kislevites come from is very tough and unforgiving. By any stand they live in one of the most inhospitable places and their role as a protector of the northern border is a thankless one. Many people die be it to the Winter or to Chaos. Some lose their spirits and venture north into the embrace of the Ruinous powers. Some harden and become somewhat numb, dark senses of humour are also very common amongst Kislevites. But they are honest people, they might get angry at the Southerners that don't recognize their importance and what they sacrifice, but at the end of the day they will help those in need even if they don't like them. Very stereotypical outfits with big furry hats and coats are very common, as well as riding bears apparently!-

Possible character builds: Boyar, Kossar, Ice Witch, Patriarch, Ungol, Akshina



Halfling:

"Deep thoughts butter no parsnips."

Halflings are a non-human species that lives within the Empire. The region they come from is called Mootland and is located south of the Sylvanian border. The halflings are short, cunning, smart and always hungry. The Halflings originally came from the East originally, some very perceptive scholars compare them to the ogres of the East, though different in stature they come from the same place and both possess an insatiable appetite. Though some halflings claim to have ancestors who have met Sigmar and shook his hand but that seems very unlikely. Most likely halflings arrived to the Empire after Sigmar founded it and later ascended to godhood.

There exists multiple versions of the story of how Mootland, the homeland of halflings was created. Though many historians think that Emperor Ludwig the Fat created Mootland as a joke to insult the Elector Count of Stirland. Some even point out that Emperor Ludwig had a halfling jester at his court. Many halflings point out that any good joke has a meaning and some truth behind it. No matter how the tale really went, the halflings suddenly ended up in possession of a few million acres of some of the most fertile land in the entire Empire. Though many halflings come from the so called "Homecountry" there are also large groups of halflings who have lived in Imperial cities like Altdorf even before their Electoral Province was created and are quite different from their Mootland counterparts. These "city halflings" have a lot

more in common with humans and don't have such nostalgia and attachment for the Mootland.

The province is ruled by the Elder of the Moot who serves as an Elector Count as well though usually represents purely the interests of Mootland with no greater concerns for the wider politics and environment of the Empire. The Halflings are folks that like to travel and visit new places but they also like always returning to their comfy homes back in Mootland. They enjoy a hearty meal, for a halfling overall good food is very important and many of them are excellent cooks. Back in Mootland large pots hang over fire and they cook in large batches and gather round to eat together. This means that many halflings aren't really fighters, though some seek travel and adventure and some decide to serve the nation it does not happen very often. And even when they do leave very often a halfling will start hearing the call of home eventually.

-The Warhammer halflings are very clearly inspired by Tolkien's Hobbits. They are small homebodies who enjoy a good meal and tea. But they also all possess a sense of adventure and a desire to travel. They don't commonly become adventurers but it can happen and when it does they are often smart, cunning and courageous though eventually they will start to feel the desire to return to their simple and comfortable lives. If you were to play a halfling you would be digging deep into the Lotr Hobbit fantasy even in terms of the voice and attire as well as your place in life. Halflings though not detested are often not taken very seriously unless it's in the matters of cooking where they are very renowned.-

Possible character builds: Scout, soldier, hunter



Tilean:

“Beautiful. Rugged. Poor. Wealthy nobles, ancient city states. Corrupt.”

The people of Tilea are a subject to many stereotypes from the northerners. Many consider them lazy, callous, corrupt, greedy, unjust, dishonest and inclined towards criminality. Although some of these are based in reality it is definitely an oversimplification of the worst qualities some Tileans possess. Tileans are also people of great intellect, fine arts and free thought. The men and women of the south have -usually- less dangerous lives which gives them time to prosper in other ways such as crafts, art and trading. They still need to hold off many threats though, although not as potent as in the North, Chaos is always a danger and added on top is the threat of the Skaven who are strongly present in the region. Tiles is also host to many bandits and pirates though who, although often assumed to be Tilean by foreigners, present a lot of danger to the locals. The land of Tilea is warm, beautiful and old.

Tiles is a birthplace of democracy in the Old World. Though not all places are democratic. The region is divided into many small republics, city states and petty kingdoms and princedoms. This means that Tilean culture might not be as unified and many small beliefs and customs might differ city to city. Tileans value greatly clever and ingenious minds who drive their nation forward towards progress. As much as they value good fine art. Their style of warfare is much more strategic and therefore deemed by the northerners as cowardly. Tileans weigh their options and pitch into battles when they know they have a chance of winning. This combined with their mercantile tradition means that many Tileans work as mercenaries all across the Old World. The largest group of the mercenaries world famous as the Dogs of War. But Tileans also produce travelling knights, soldiers and engineers, though they are less common to leave the warm lands of beautiful sights and large vineyards.

The Tileans share some of the gods with the Empire and Bretonnia though they do not share the chief deities of Sigmar and Lady of the Lake. Instead Myrmidia is much more important to them and her more strategic outlook on warfare is a main part of their doctrine. They are either ruled in democratic republics though sometimes it's more of a Trade republic or princedom ruled by a Trade prince. The people of Tilea have a long standing feud with Estalians who they hate with a passion, especially since many northerners confuse the two as the same people. Where there is a fight and some coin to be made, rest assured a Tilean will be the first to join the fight.

-Tileans are of course another stereotype. This time the stereotype of historical Italian folk. They are smart on their feet, and value the finer things in life as art and science. Many of them are fairly intelligent and don't subscribe to notions of honour or chivalry instead believing in plain pragmatism. They are stereotyped as greedy and to some extent they might, though it could also be their expression of rationality demanding payment for their

services. As a Tilean you'll subscribe to the Renaissance fantasy, big hats, fluffy coats with puffy sleeves. Large moustaches and oiled hair with many large feathers and rich vibrant colours. They probably speak with an accent though knowing GW it's some form of English accent that has nothing to do with the Italian stereotypes they're built on.-

Possible character builds: Mercenary, Hedge Knight, Engineer



Estalian:

“Estalia? That hot, mysterious land topped in mountains, shrouded in mystery, and lying far to the west of the Empire.”

Estalians, not to be confused with Tileans, are a passionate, hardy folk with a fiery attitude and an important sense of personal honour. Estalia is a land located on a peninsula west of Tilea and south of Bretonnia. It is surrounded by mountains on one side and the ocean on the other. Its climate is very warm, warmer than even Tilea is. The warm weather with no cruel winters combined with its unique location shielding it from most dangers of the old World means that Estalia is one of the safest places in the Old World where life is longer and safer in general. But where there are no external threats there come internal ones instead. The people of Estalia value notions of personal honour very greatly - The glory and song about one's deeds is important. This is why they charge into battle against overwhelming odds and never retreat. But this fiery personality results in violent outbursts. If one's honour is insulted or even just questioned, Estalians respond with anger and violence. This is why duels are very common and many great duelists come from Estalia where

conflicts are sorted by the blade. Passion runs hot in Estalia and the people there speak their mind and jump at each other very quickly but these conflicts end as fast as they started and many leave with their personal honour still intact and mutual respect gained in combat.

Estalia similarly to Tilea is not a unified region. It has very similar culture and traditions all across the peninsula with small deviations depending on the region but there is no unified empire ruling over the region. Instead Estalia is divided into small city states, petty princedoms and kingdoms. Unlike Tilea there is no democracy in Estalia and it's largely a feudalistic society. Estalia produces wine and other rare luxurious goods as well as fine art but more than anything it produces great seafarers. Estalians have a large coast and many port cities and they trade with many different regions, their peninsula is the natural stop between Nehekara and the north of the Old World as well as it's fairly close to Ulthuan. Though Estalians claim to be the first humans to settle the Old World it is in fact probably one of the youngest human inhabited regions. Estalian kingdoms have standing armies though they don't often venture beyond their borders and don't sell their services as often as Tileans do.

Estalia has a long standing feud with Tilea. No one is sure where it precisely originates from as many speculate that the two used to be one nation but split up and went two separate directions afterwards. But confuse an Estalian for a Tilean and you will be in deep trouble and probably forced to duel the insulted party. Estalians worship similar gods to Tileans and Bretonnians with no special deity. They take much greater care in personal honour though and therefore duelists and knights have a much or profound presence in the Estalian culture then the Tilean one. They also do not engage as much in sellswordmanship and rarely venture out as mercenaries into the world, instead of wealth they seek personal glory that will one day be sung about all across Estalia once they pass away probably in combat.

-Estalians are yet another stereotype in the Warhammer fantasy world. This time it's a stereotype of historical Spain, leaning heavily more towards Renaissance Spain after the reconquista under the Habsburg rule. It also heavily uses Italian influences again and kinda blends them together which creates the similarity between them and Tileans. But Estalians and Tileans absolutely hate each other and they hate the fact that they are confused for the other nationality. They are very short tempered and hot blooded and care way too much if someone talks smack about them, especially if it's actually true. They challenge people to a duel often to protect their personal honour though these are usually not to the death and once the fight is fought they actually respect their opponent no matter winner or loser for approaching the challenge with courage. You will have to lean into Spanish stereotypes as an Estalian - Spanish names, hot temper, fast talking, big moustaches, oiled hair and big puffy white and red shirts accompanied by large hats with feathers as always.-

Possible character builds: Duelist, Knight, Soldier.



Ogre:

"They call us brutes, savages. But we don't care what they's calling us. No one can stop us from lootin', eatin' and warrin'."

Ogres are a large species from the East. Strong, cunning and always hungry, those are the nicest things some may say about the ogres. Others might call them cruel, crude and daft. Though it always depends on the individual of course. Ogres are massive with most of them standing at twelve feet tall and that's not even talking about their body mass. Ogres love to eat, not only do they love to eat they need to eat almost constantly. They enjoy meat most of all but they can eat almost anything. Their stomachs are like machines that break down meat, bone and even other materials. There are cases of ogres eating rock and metal and even the infamous firebellies who spend their entire life preparing for the act of eating lava, though many die in this process there are some that do actually manage to accomplish such a feat. Their massive bellies are very strong actually as the muscles inside crush anything that drops in. In general ogres are incredibly strong but often many of them aren't overly intelligent though there are exceptions that often manage to rise up in the totem pole and become tyrant kings of the ogres.

Food and eating defines the life of an ogre, but they are also a people with a grand sense of adventure. Ogres love to travel and so they often end up in many different parts of the world offering their services as mercenaries. Ogres are very adaptable and are good at falling into local cultures this is why they are usually accepted in places like the Empire but also far in the east in the empire of Grand Cathay. Ogres can be surprisingly accepting and respecting of local customs which is why many do not object to hiring them into their service. The issue stands obviously with their large appetites which can be difficult to sate sometimes and ogres have no issues with

eating anything from wild animals to people which can obviously result in many issues. Ogres aren't just curious in terms of exploration but also in picking apart technology. They often create their own elaborate tools made from stolen war machines though these tools are often inferior to what they were originally built from. Ogres are also almost entirely immune to Chaos, they don't perceive it almost at all and it rarely has any effect on them nor does it seduce them in the ways it easily seduces humanity.

The ogres have several of their own small deities but the most important that every single ogre worships and respects is the Great Maw. A physical entity in the deserts of Cathay the Great Maw is as the name implies, a massive monstrous mouth that consumes anything thrown into it. Every ogre at least once in their life feels a sudden unexplainable compulsion to journey to the Maw and see it for themselves for their own eyes. And sometimes these ogres never come back. The Maw defines their culture and lives, when an ogre eats their meal they dig a hole and throw a part of it in it as an offering to their god. Some ogres build a psychic connection to the Maw which grants them visions, speaks to them and also gives them magical powers - These prophets of the Maw are called the Butchers. The ogres also hunt and tame wild large animals, massive mammals and other creatures the size of houses. And lastly there are the Firebellies, disciples of a different ogre god called the Firemouth which is a large volcano believed to be the child of the Great Maw and the sun. These ogres eat progressively spicier food to prepare themselves to one day consume lava from the Firebelly to honour their gods, these ogres often gain power over fire and heat as a different kind of spellcaster. Be it as pure brutes or disciples of their strange gods, ogres are fearsome and strong foes on the battlefield, reliable as mercenaries and always hungry for a good feast.

-The ogres are loud, strong, fearless and always hungry characters. They enjoy a good fight, they enjoy shiny things and most of all they love to stuff themselves till they can't eat no more. For some reason they have like a dirty English accent usually, even though they're from the East they sound kind of like the greenskins. Lots of slang etc. Their style is in general shirtless but with armoured guts and arms. Unarmored guts is actually only done when ogres are fighting each other to the death or by Butchers, the wizards of the Great Maw. You'd be playing a character who has their role in the world, fits in neatly but still has their own set of beliefs they maintain privately. Usually either a mercenary or even one of the priests of the strange deities ogres hold. In general it'd be a bit more simple character sometimes judged by others but mostly accepted for their usefulness.-

Possible character builds: Mercenary, Butcher, Firebelly, Hunter



Uncommon

Dwarf:

“Whilst a single dwarf draws breath, we will fight the evils that assail us, and we will never, ever give up.”

The dwarfs are a species of ancient, proud and stubborn men and women of smaller stature. They are well known for their incredibly good memories, but with good memories come grudges that they hold. The dwarf society is punctual and values honesty and reliability. They also value craftsmanship and engineering over magic which they severely mistrust. If it is not absolutely reliable the dwarfs don't consider it worthwhile, they are also stubbornly set in their own ways. This means that dwarfs progress towards new technology very slowly as they don't accept anything new and if they do it needs to absolutely work otherwise they dismiss it. But they do progress over time very slowly, and they have become masters at what they do over time. There are no better smiths, craftsmen, brewers or engineers than the Dawi. They build massive trains, gyrocopters, advanced warmachines and guns. Though not often shown on the surface the dwarfs are a very emotional people and these feelings rule them completely and can make them sometimes act out. Dwarfs who feel dishonoured or that they failed in some ways can lash out and swear oaths to their ancestors to undo the perceived wrongs. Often these oaths entail them facing severe danger - The most well known of these oaths is the Slayer oath. When the dwarf feels so dishonoured and irredeemable that they think the only way to regain their honour is to seek death in glorious battle against overwhelming odds.

The dwarfs live in large mountain holds. Carved into the rock and delving deep underground, these large cities usually known as Karaks are impenetrable fortresses and marvels of dwarf architecture. Long before these holds were all connected by a large underground highway but for centuries now these roads have been ruled over by the greenskins and Skaven - the mortal enemies of the Dawi. These holds used to be a part of a massive empire called the Karaz Ankor but this empire fell thousands of years ago after a war with the elves and invasion by the greenskins. Now only the strongest holds remain and dwarfs in them are held up, protecting what's left of their empire and of their species. The dwarfs are not as numerous as the humans and therefore every life is valued immensely and is to be protected, especially dwarfen women who are exceedingly rare amongst the species. They hold grudges against all who wronged which are written into the Dammaz Kron - The Great Book of Grudges. Though there are other smaller books of grudges and some dwarfs even keep their personal ones. They dream of wiping these books clean and reclaiming all their lost holds and lost glory. The smaller numbers are also why dwarfs value reliability, they can't afford to lose even more lives to unreliable machinery.

Dwarfs perform ancestor worship. Their gods are their ancestors - Grimnir, Velaya, Grugni and many others embodying different archetypes and personalities the dwarfs try to grow and be like. Grimnir is well known as the inspiration to all Slayers, whilst Grugni is an inspiration to all engineers. Dwarfs are not sensitive to magic at all, they cannot sense it nor can they wield it. This is due to their natural magic resistance but also their curse. Dwarfs are not immune to the effects of magic but resistant to them, in similar fashion they are not incapable of wielding magic; it just doesn't come as easy to them and the dwarfs that would dare to sue magic risk being petrified and turned into stone due to an ancient curse. This is why instead the dwarfs use runes to wield magic, they trap the magic winds into stone and then use it reliably without the risk of petrifying themselves. Most dwarfs march into battlefields in heavy armour covered in protective runes that help them survive in battle. Lastly, dwarfs value their own and are exceedingly critical of non dwarf made tools which are just not as well made as theirs. They have long standing feuds particularly with the elves, but they usually like and respect humans. Sometimes dwarfs go and live in human cities where they offer their trade and perform better at it than anyone else in the city, though most dwarfs remain in the mountain holds.

-The Warhammer dwarfs are best known for their grudges. And oh do they hold a grudge. As a dwarf you're playing someone with a long memory who culturally believes any wrong done to you must be undone - Some may believe only violence can cleanse it though some may only require financial compensation depending on the severity of the grudge (for ex. a late delivery). They are very emotional beings as well, this sense of right and wrong and personal shame is naturally ingrained in the way they think. They don't just choose to be insulted, it's the way they see the world. And these insults and the shame can stack up and result in the Slayers, dwarfs who seek redemption for their perceived failures through battle

and eventually death fighting the most horrible monsters of the Old World. Dwarfs value reliability which is why they prefer runes and technology over magic who they mistrust, and which can actually petrify and turn them to stone. They have long standing with the elves but a long standing friendship with the humans as well. They are exceptional craftsmen, incredible engineers, fierce warriors and the best of drinkers.-

Possible character builds: Slayer, Engineer, Ironbreaker, Runesmith, Ranger, Longbeard.



Norscan:

“This land breeds the savage and we revel in it. We fought monsters and we became them.”

North of the Empire lies Norsca, a brutal frozen wasteland ruled over by nightmarish beasts and Ruinous Powers. This is where the Norsii tribe was exiled to by Sigmar. This tribe of humans over time adapted to this harsh land, they became the Norscans. Savage brutal people, raiders usually in service to the Chaos Gods. Who fight and tame wild monsters and then attack the north of the Empire, where they pillage, kill and rape all along the coast. And yet the Norscans of the south are usually much more tame and sometimes even engage in trade with the Empire. And sometimes these tamer Norscans decide to make a better life for themselves and travel south into the Empire where they try and fit into the local customs, adopt the local faith and earn a spot in a land which is not dominated by chaos terrors and endless battle. These converts are not always accepted with open arms, sometimes depending on the region they're even straight up killed. But sometimes they do find a place for themselves and begin a new life as a citizen of the Empire.

Norscans live in different tribes and these tribes have their own customs and cultures. What is unified about them is that they are large people, much taller and stronger built than the men of the Empire and therefore it is usually easy to spot them. The Norscans value strength, their leaders duel each other and the winner takes over the tribe and this reflects on their culture as well. They often hunt the most terrifying beasts of the north to prove themselves, to prove that they do not know fear. The converted Norscans can be young men who have not seen many of these customs and they might have an easier time fitting in, but they can also be older and disgruntled by the endless warring and service to the Ruinous Powers and those often have to struggle getting used to the Empire and their much softer ways. They excel at fighting, hunting and seafaring as many Norscans sail. They are more resilient to the cold weather and surviving in harsh conditions.

The tribes of Norsca especially to the north are ruled by Chaos Gods. These powers dominate their lives, seduce them and lead them into destructive and dangerous lifestyles. Many Norscans become Warriors of Chaos and later even Champions of the Ruinous Powers. They hate Sigmar for exiling them into Norsca. The converts often know of the existence of Chaos and despise what it does to their people, they don't want to fall prey to it too. Some of them might still hate Sigmar but many of them adopt the faith and come to worship and acknowledge him. Many converted Norscans in turn actually become priests of Sigmar as they devote themselves to him loyalty and because the Cult in certain places might be the most accepting organisation of them in the Empire. Sometimes they become soldiers or even rarely knights for their large stature and ferocious prowess in combat. Though some could probably wield the Winds of Magic there are no records of Norscans studying at the Colleges, ever.

-As a Norscan you'll be playing a convert, not one of the original tribesmen serving Chaos. As such you might've ran away from the North due to your disagreements with the local culture or you might've been transported out during your early childhood and raised in the Empire with no knowledge of the culture you came from. You are much larger in stature and certain avenues within the Empire are simply closed to you based on prejudice. You are accepted especially in religious organisations since the power of converts as a good show of reputation and power of the church is useful to these organisations though your physical strength can also secure you an easy spot in the army or with some hard work as a member of a Knight Order within the Empire. You'll be facing lots of backlash by others but will be generally accepted and somewhat feared. Norscans are obviously based on very outdated Viking stereotypes, as that is the case they are very large, heavy with long hair and bushy beards and dress in furs usually. They also have Scandinavian sounding names and talk in harsh tones which is how British people think Scandinavians talk apparently.-

Possible character builds: Soldier, Knight, Warrior priest.



Rare

Wood elf:

“Do not lightly rouse the Forest Lords, for they are slow to anger, but when they finally decide to unleash their wrath, all the wood rages with them.”

The Wood elves are a splintered off race from the High elves who remained in the Old World because they preferred life in the magical forests of Athel Loren, outside of civilization under the trees and open sky. They split into two groups the Asrai and the Eonir depending on the forest they come from. The Asrai are the more numerous group that live in Athel Loren, a large magical forest where they live in company of the woodland creatures and spirits such as dryads and treemen.. The Asrai are usually very isolationist and xenophobic, they do not like to leave Athel Loren nor do they like outsiders entering it. They rely on staying hidden from the public and using illusions if need be. They also use terror tactics to strike fear into the heart of anyone who'd dare to trespass in hopes of scaring them off from their woodland realm. The Eonir are much less secretive and aggressive, they come from Laurelorn Forest in the north of the Empire. They sometimes interact with the humans though these negotiations can still get very tense at times and in general are not trying to hide themselves instead trying to find a diplomatic solution to their coexistence.

Although Asrai are the more isolationist group in the recent years they too have started to interact with other races more after a prophecy that made their king and queen realise their safety is tightly linked to the other races. Sometimes the Asrai send out hunter groups to kill monsters and beasts outside their realms and sometimes one or two of their members splinter off and remain in the Old World to fight alongside the other races and help them fight their common enemies like

greenskins, beastmen or Chaos. These elves can be a bit cynical and willfully ignorant of local customs in place of their far superior Asrai customs but they generally find common ground with their allies by their skill in battle and quick wit in trouble. On the other side the Eonir have a much easier time integrating into other societies and efforts as they already have a diplomatic relationship established with the Empire and an emissary camp near Altdorf from which Eonir sometimes wander off into the human lands and get involved in their affairs. Both groups are still Wood Elves and therefore can get into trouble if they think the other races are somehow mistreating the Woodland realm which they respect immensely.

The Wood elves are immensely skilled hunters and trackers. They have good relationships with woodland spirits and animals who they can tame and ride into battle if they are the appropriate size. They also have magically inclined members that are able to use the forest and call upon it in the time of need or travel across long distances. The Wood elves are ruled by similar gods to the High elves though they put different importance on different gods. They are ruled by two demi-god beings - Orion and Ariel. The king and queen of Athel Loren, immortal and with immense power these two powerful beings watch over the realm and do everything in their power to ensure its continual survival. It is on their order that the Asrai leave Athel Loren and go on to fight enemies beyond its borders. Be it in large warbands or on their own. Though sometimes an Asrai will leave of their own accord to assist the other races, surely considered very young and naive by their peers for ignoring the needs of Athel Loren first and instead choosing the call to adventure and care for their neighbours' well being.

-The Wood elves are reclusive, downright isolationist and sometimes they can be very xenophobic as well. To them the protection of the forests is very important and especially the Asrai protect their home of Athel Loren fiercely and violently. They are excellent when it comes to the outdoors. They embody every stereotype of a fantasy wood elf - Amazing archers, friends with animals and trees and even rule their own lore of magic over nature. They often are covered in colourful tattoos and cover themselves in wooden armour and leaves for camouflage. There are two groups of Wood elves - The original Asrai from Athel Loren. Connected to their mythical homeland, more brutal, more rough and more reclusive. And the Eonir from the north of the Empire who are milder and diplomatic though still Wood elves at heart. I would personally recommend an Asrai character for more interesting roleplay but it is up to you. The Wood elves though related and sharing history with High elves are now very different and hold no love nor loyalty for them. Though they are similarly like them long lived.-

Possible character builds: Waystalker, Wardancer, Sister of the Thorn.



High elf:

“Give no thought to failure, nor defeat – we are the Children of Ulthuan and we shall prevail.”

The High elves or the Asur as they call themselves are ancient, powerful, wise and generally considered arrogant and insufferable by most. They come from the island of Ulthuan, a mystical land shrouded in mist and powerful magic. The land is a paradise with gorgeous views and beautiful climate. There they live in large ivory cities from where they study magic, warfare and sail around the world's oceans as the largest naval power in all of the world. The Asur civilization is very old as are they themselves as they are a very long lived species. In that time they gained immense understanding of the world and its history as they saw and recorded most of it. They also gained a great understanding of magic and how it works. But this greater knowledge and age of themselves and their society gives them a major sense of superiority over the other species. This manifests in many High elves being arrogant, rude or downright xenophobic to others. There are of course exceptions but this mindset their age gives them is hard to shake off even for the friendliest and wisest of the Asur.

The island of Ulthuan is large and separated into multiple kingdoms that are then governed by an elected Phoenix King. The Phoenix King stands side by side with another governing figure called the Everqueen, the two of them are married at the beginning of the Phoenix kings reign but they can then separate after a few years and take other spouses and lovers if there is no real love between them. The other important figure is the High Loremaster of Hoeth who is the highest authority on magic in all of Ulthuan. Magic is of significant importance to the High elves, it is a common part of their lives and they are not as afraid of it as other races in fact their society is drenched in magic who they use easily since they gained a great understanding of how safely and effectively bend the Winds of Magic to their purposes. Their connection to nature is not as great as their splintered cousin the Wood elves but instead they have a great connection to the sea. The High elves are

a major naval power and control all the world's ocean this goes both for trade and warfare.

The Asur are fair people of renowned out of world beauty. They are well trained in rhetoric though often their diplomacy lacks due to their sense of superiority and lack of communication with the “younger races”. They have an open understanding of Chaos and other threats of this world and they understand them very well. Their deities are the same as the deities of the wood elves though they put emphasis on different gods. High elves are also well trained in the matters of warfare, they are warriors renowned for their skill in battle, their archers are well known for their intense accuracy and their mages scoff at the wizards of the Old World who compared to them lack fundamental knowledge of how to wield multiple Winds properly. They tame many strange creatures from their lands and use them in battle such as white lions, gryphons, phoenix’ and even dragons. Despite that the Asur often care only for their own and view it as their responsibility to save the world, without help. Only a few of their people journey to the Old World to assist the other races in their endeavours and these elves are generally seen as strange by the other High elves.

-The High elves are your very typical fantasy elves. They are seemingly ageless, beautiful, wise, ancient and have a severe superiority complex as a result. They come from basically Atlantis, the island of Ulthuan is a paradise. They are not afraid to study the Winds of magic resulting in them having a much clearer understanding of the world and they have a very long martial tradition resulting in many strong warriors coming out of their ranks. They are well connected to the creatures of their island like dragons or gryphons they ride into battle. But their attitudes mean they have poor diplomatic relationships and many enemies amongst their own peers. The Wood elves are indifferent to them and the Dark elves hate them, same goes for the dwarfs. They rarely leave Ulthuan and the ones who do are unusual. High elves wear bright colours - Whites, blues and gold. They wear tall cone shaped helmets with feathers sticking out of them and adorned with many gems. They are very tall, very handsome and talk with a very refined voice. If only they could look past Ulthuan and try and protect the rest of the world.-

Possible character builds: Soldier, Lion Guard, Wizard, Shadow Warrior, Loremaster of Hoeth, Sister of Averlorn.

