

KALEVALA HAMMER
WARHAMMER FANTASY ROLEPLAY
UNOFFICIAL RULE EXPANSION

Bestiary Expansion

by Jackdays



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KRAKEN

Common View

Biggest sea-monster that I have seen in the Sea of Claws? Well, once huge tentacled monster attacked our second ship. Captain just rised our sails and we fled. We could do nothing for them. Monster teared down the ship in minutes. They all died. I have never seen bigger creature ever in the seas. It looked like Squid, yet different. Many Chaos creatures live in these northern seas, but this one was like huge seaborne Daemon. Norse reaver ones told me story that creatures just like this are more common in some part of Sea of Chaos. I hope not.

- **Koos van Weele, Marienburg Sailor**

The Scholar's Eye

Ja, it is dangerous to hunt down the greates of sea creatures, like Whales, but they are easy compared to the true horrors that lurk in the deeps. I have traveled to the other side of Norsca. Deep in the northern seas. We call that part of Sea of Chaos the Kraken Sea. In there lives the true monsters. Maybe they were ones tentacled monsters you call Squids, but they were changed by the Dark Gods. They are no longer children of Malor. Now they serve Stromfels and hunt down us. They are the Kraken.

- **Knut Whalerider, Norse Whaler**

Aggressive, cruel, and highly intelligent sea monsters. Many think they are seaborne relatives to Bog Octopus. Actually their origin maybe in Chaos twisted Squids. But unlike Squids, which normally travel in the deeps, Kraken hunt near surface searching for the ships to attack. They have keen senses and hunt also during the winter. They travel closely under the ice listening any sounds. When they find prey, people or animals, crossing the ice, they use their massive strenght to crush the ice and attack the prey. They may attack any sized groups, ships even coastal villages (if they can reach them). They are big enough to attack also any other seaborne creatures like whales. They are even seen to fight Behemoth.

Kraken usually grow to about 15 to 20 feet across at the body (even larger ones have been seen), with tentacles that extend outwards for 50 to 60 feet or even more. Kraken has two eyes, hideously human, but the size of an ox. Blubbery flesh, commonly grey, but possibly any coloured (many change colour little like chameleonts). They also have hundreds of plate-sized drooling beaks spanning in the tentacles which tear the targets. Kraken has also Huge bird-like drooling and hissing mouth with numerous sharp teeth in its sides.

Kraken

Type: Monster

Size: Gigantic (Dragon, Giant, Hydra...)

Habitat: Oceanic

Range: Sea of Claws, Sea of Chaos, The Great Ocean, The Frozen Sea

- Kraken Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
65	0	84 (8)	76 (7)	50	16	56	0

Skills: Navigation (Int +10), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

Talents: Orientation, Strike to Injure*, Strike Mighty Blow**

Traits: Animal Survival Instinct, Aquatic, Chaos Mutations, Colossal, Drowner, Fear of Fire, Grappler, Ice-Blooded, Ink Cloud, Keen Senses, Natural Weapons (Tentacles), Speed of Attack, Swimmer, Tentacles, Thick Skin***, Terrifying, Unstoppable Blows, Will of Iron

Combat

Attacks: 10; **Movement:** Swim 12; **Wounds:** 42

Armour: - (Head 0, Arms 0, Body 0, Legs 0; CV-1***)

Weapons: Tentacles (1d10+9**; CV+1*)

Slaughter Margin: Impossible

Animal Survival Instinct

Animals are naturally good in some skills. Survivor instinct. This special rule gives +20% bonus to Follow Trail, Navigation, Outdoor Survival and Perception Tests.

Aquatic

Underwater is natural environment to these creatures. They can breathe underwater and cannot drown, but do not survive long outside water. Also these creatures have good underwater movement and there is no penalty in underwater movement (they do not halve their statistics) while swimming.

Chaos Mutations

There is a 50% change of a *Brightly Patterned Skin* mutation. Roll 1d10 to determine the number of other mutations 1-5=1 mutation, 6-10=2 mutations. Use tables found from *Old World Bestiary* (WFRP2 sourcebook) or more expanded tables of *Tome of Corruption* (WFRP2 sourcebook). GM should rule what mutations are most suitable for Aquatic environment.

Colossal

This creature seems to get bigger and bigger as it ages. Very old versions, which are rare, can be many times larger than average member. If GM decides to make old version of this creature add +5% bonuses to **Weapon Skill** and **Will Power** also creature gains +10% bonuses to **Strength** and **Toughness** and add 1d10+10 bonus to **Wounds**. GM may decide the creature actual size, but it should be triple to even ten times the normal size.

Drowner

If a Kraken successfully grapples a victim, it tries to drown him. If the victim fails an Opposed Strength Test, he is dragged under any available water. See the *Core Rulebook* or *WFRP Companion* for rules for drowning. The Kraken releases the victim if the grappling tentacle takes 1 Wound or more.

Fear of Fire

Even tough Kraken have the *Will of Iron* Talent, they still make Fear Tests when confronted with large fire. The GM may make a judgement call regarding the effects of any given fire relative to the size of the Kraken. For instance, a guttering torch might be too small to cause Fear to a larger specimen, but might be enough to convince it to retreat. Also when Kraken is hit with a fire-based attack, any **Wounds** suffered are doubled. This is calculated after any deduction for **Toughness Bonus** or possible armour.

Grappler

Any successful grapple attempt does not render a Kraken incapable of taking actions as normal, nor does it confer +20% Weapon Skill bonuses to other outside attackers. Further, the Kraken need only spend a half action to maintain or cause damage to all grappled opponents, instead of a full action. However, a Kraken does lose 1 Attack from its profile per grappled victim.

Ice-Blooded

Kraken are so at home with the frozen north that they are immune to any effects from cold, including magically created cold effects.

Ink Cloud


Creature can spray an ink cloud into the water. Ink covers a 1d10x10 foot radius. Everyone in that radius will be blinded for the duration of that ink. Ink dissipates in 1d10+2 minutes.

Speed of Attack

As long as the Kraken has at least 6 Attacks left, it has so many tentacles flailing about that it can attack twice with a standard attack action instead of the normal once.

Swimmer

These creatures are natural swimmers. This trait gives +20% bonus to Swim Tests.



Tentacles

All hand-to-hand strikes against a Kraken are considered to hit its tentacles unless the attacker uses a half action to make an Average Agility Test to reach the head/body. A Critical Effect 1-4 on the tentacles results in the loss of 1 of the Krakens Attacks next round. A Critical Effect of 5+ cuts a tentacle off entirely, resulting in a permanen loss of 1 Attack. Tentacle Critical Effects cannot kill a Kraken.

Thick Skin

Due to their unusually thick skin, reduce the Critical Values of Critical Hits against them by 1.

Unstoppable Blows

A creature with this talent is so large and strong that its attacks are incredibly difficult to parry. Opponents suffer a -30% penalty to parry attempts.

Will of Iron

A creature with this talent is immune to fear and terror, as well as the effects of the Intimidate skill and the *Unsettling* Talent.