

Death on the Reik

NPC Conversions by Patrick Fungerlings

1. The Purple Hand

Cultists

Age: 20 + 2d10

WS	BS	S	T	Ag	Int	WP	Fel
36	25	31	31	39	35	31	29
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Concealment, Disguise, Follow Trail, Gossip+10%, Perception, Read/Write, Secret Language (Guild's Tongue – Cult of the Purple Hand), Shadowing, Silent Move, Speak Language (Reikspiel)

Talents: Alley Cat, Flee!, Lightning Reflexes, Mimic

Trappings: Leather Jack, Purple Clothing, Hand Weapon, 2d10 GC

2. Messing About on the River

Beastman with tentacles

WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	41	30	34	27	18
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	0	0	0

Mutants

WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Wings (M 6), Spear

Beak (SB-1) with 5 W, Furred Mutant with 8 W

Renate Hausier

Bone Picker; Age 23

WS	BS	S	T	Ag	Int	WP	Fel
34	28	40	37	43	33	35	36
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	2

Skills: Animal Care, Charm, Drive, Common Knowledge (Empire+10%), Evaluate, Gossip, Haggle, Perception, Speak Language (Reikspiel), Search

Talents: Coolheaded, Resistance to Disease, Sixth Sense, Very Resilient

Trappings: Cf. Book

3. Weissbruck

Elvyra Kleinestun

Charlatan (ex Camp Follower)

WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	40	41	51	41	61
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	0	0

Skills: Animal Care, Blather, Charm, Common Knowledge (Empire, Bretonnia), Evaluate, Gossip+10%, Haggle, Perception, Search, Sleight of Hand, Speak Language (Reikspiel+10%, Breton), Trade (Apothecary, Herbalist)

Talents: Dealmaker, Flee!, Hardy, Public Speaking, Resistance to Disease, Resistance to Poison, Seasoned Traveller, Savvy

4. Off to See the Wizard!

Hieronymus Blitzen

Wizard Lord (ex Master Wizard, ex Journeyman Wizard, ex Apprentice Wizard)

WS	BS	S	T	Ag	Int	WP	Fel
41	39	40	46	51	66	73	47
A	W	SB	TB	M	Mag	IP	FP
1	16	4	4	4	4	0	0

Skills: Academic Knowledge (Astronomy, History, Magic +20%, Daemonology, Runes), Channelling+20%, Charm, Common Knowledge (Empire+20%, Dwarfs), Gossip +10%, Magical Sense+10%, Perception, Read/Write+10%, Ride, Search, Speak Arcane Language (Arcane Elf, Magick +20%), Speak Language (Reikspiel+10%, Classical+10%, Khazalid)

Talents: Aethyric Attunement, Arcane Lore (GMs choice), Coolheaded, Fast Hands, Hardy, Lesser Magic (Aethyric Armour, Dispel, Magic Alarm, Magic Lock), Meditation, Mighty Missile, Petty Magic (Arcane), Savvy, Strong-minded, Suave, Very Resilient

Hans-Peter Schiller

Apprentice Wizard

WS	BS	S	T	Ag	Int	WP	Fel
35	25	32	36	25	43	35	30
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	1	0	0

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Reikspiel, Classical)

Talents: Aethyric Attunement, Ambidextrous, Luck, Petty Magic (Arcane), Savvy

5. The Schemes of the Red Crown

Etelka Herzen, Master Wizard (ex Journeyman Wizard, ex Apprentice Wizard, ex Student)

WS	BS	S	T	Ag	Int	WP	Fel
40	35	40	48	50	53	59	33
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	3	3	0

Skills: Academic Knowledge (Daemonology, Magic+10%, Philosophy, Runes, Science), Channelling+10%, Charm, Common Knowledge (Empire+10%, Tilea), Gossip+10%, Intimidate, Magical Sense+10%, Perception+10%, Read/Write+10%, Ride, Search+10%, Speak Arcane Language (Daemonic, Magick+10%), Speak Language (Classical +20%, Reikspiel+10%, Tilean)

Talents: Aethyric Attunement, Arcane Lore (Metal), Dark Magic, Etiquette, Excellent Vision, Fast Hands, Lesser Magic (Aethyric Armour, Magic Lock, Magic Alarm), Magic Missile, Petty Magic (Arcane), Savvy, Strong-minded, Super Numerate, Very Strong, Very Resilient

Trappings: Wand of Onyx (gain +1 on Casting Rolls), Potion of Flight (like the spell Wings of Heaven, duration: 4 min; if you use the potion without knowing the spell (i.e. how to fly), make an Ag test. If passed, you are capable to fly, if not roll 1d10 to determine the direction: 1-2: up, 3-4: down, 5-6: left, 7-8: right, 9: forward, 10: backward; start making Ag test at the beginning of your next turn)

Ernst Heidelmann

Journeyman Wizard (ex Apprentice Wizard, ex Student)

WS	BS	S	T	Ag	Int	WP	Fel
30	32	33	28	37	43	44	34
A	W	SB	TB	M	Mag	IP	FP
1	12	3	2	4	2	0	0

Skills: Common Knowledge (Empire), Gossip, Speak Language (Reikspiel+10%, Classical), Academic Knowledge (Magic, History, Science), Channelling, Consume Alcohol, Heal, Magical Sense, Perception+10%, Read/Write+10%, Search, Arcane Language (Daemonic, Magick)

Talents: Aethyric Attunement, Dark Lore (Chaos), Dark Magic, Luck, Night Vision, Linguistics, Savvy, Seasoned Traveller, Petty Magic (Arcane)

6. In Search of Black Peaks

Gorin Greathammer

Shieldbreaker (ex Tradesdwarf); Age: 165

WS	BS	S	T	Ag	Int	WP	Fel
51	24	42	51	36	39	46	17
A	W	SB	TB	M	Mag	IP	FP
2	14	4	5	3	0	0	0

Skills: Animal Care, Common Knowledge (Dwarves), Dodge Blow, Drive, Evaluate, Haggle, Navigation, Perception+10%, Read/Write, Secret Language (Guild), Scale Sheer Surface, Speak Language (Khazalid, Reikspiel), Trade (Miner, Smith, Prospector)

Talents:

Coolheaded, Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Orientation, Resistance to Magic, Stout-hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

15 Dwarf Miners

Tradesdwarves; Ages: 75-155

WS	BS	S	T	Ag	Int	WP	Fel
46	34	43	42	28	31 (36)	35	16
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	3	0	0	0

Skills: Animal Care, Common Knowledge (Dwarves), Drive, Evaluate, Haggle, Perception, Read/Write, Secret Language (Guild), Speak Language (Khazalid, Reikspiel), Trade (any one of: Miner, Smith, Stoneworker), Trade (any two of: Armourer, Brewer, Prospector, Weaponsmith, Carpenter, Miner, Smith, Stoneworker)

Talents: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy, Dealmaker or Savvy

Durak Dimholt

Tradesdwarf

WS	BS	S	T	Ag	Int	WP	Fel
48	25	43	43	28	30	43	15
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	3	0	0	0

Skills: Animal Care, Common Knowledge (Dwarves), Drive, Evaluate, Haggle, Perception, Read/Write, Secret Language (Guild), Speak Language (Khazalid, Reikspiel), Trade (Miner, Cartographer, Prospector)

Talents: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy, Dealmaker

Gutbag Stoat Throttler

Goblin Chief

WS	BS	S	T	Ag	Int	WP	Fel
45	45	45	45	50	30	45	30
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Concealment, Consume Alcohol, Command+10%, Dodge Blow+10%, Intimidate, Outdoor Survival+10%, Perception+10%, Ride, Silent Move, Scale Sheer Surface, Search, Speak Language (Goblin)

Talents: Night Vision, Street Fighting, Strike Mighty Blow, Strike to Injure, Specialist Weapon Group (Flail)

Trappings: Leather Jack, Sleeved Chain Shirt, Helmet, Sword, Short Bow, Magical Shield (additional +10% modifier for Parrying)

24 Goblins of the Twisted Maw

WS	BS	S	T	Ag	Int	WP	Fel
25	30	30	30	25	25	30	20
A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Ride, Silent Move, Scale Sheer Surface, Speak Language (Goblin)
Talents: Night Vision

15 Great Wolves of the Twisted Maw

WS	BS	S	T	Ag	Int	WP	Fel
36	0	35	37	36	18	35	10
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	9	0	0	0

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

Talents: Keen Senses, Natural Weapons, Night Vision

Dumpling Hayfoot, Halfling Cook

Female Halfling, Servant; Age: 44

WS	BS	S	T	Ag	Int	WP	Fel
23	36	18	28	48	29	31	40
A	W	SB	TB	M	Mag	IP	FP
1	8	1	2	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Halflings), Gossip+10%, Speak Language (Halfling, Reikspiel), Trade (Cook+10%), Blather, Dodge Blow, Search, Evaluate, Perception, Sleight of Hand

Talents: Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Lightning Reflexes, Flee!, Etiquette, Very Resilient

7. Up the Reik

Aynjulls Isebard

Artisan (ex Engineer, ex Tradesman); Age : 95

WS	BS	S	T	Ag	Int	WP	Fel
52	46	42	48	44	52	47	28
A	W	SB	TB	M	Mag	IP	FP
1	17	4	4	3	0	0	0

Skills: Academic Knowledge (Engineering, Science), Common Knowledge (Dwarves, Tilea), Drive, Evaluate +10%, Gossip+10%, Haggle, Perception+10%, Read/write+10%, Secret Language (Guild+10%), Speak Language (Khazalid+10%, Reikspiel, Tilean), Trade (Carpenter+10%, Miner, Stoneworker+10%, Smith, Gunsmith)

Talents: Dwarfcraft, Etiquette, Grudge-born Fury, Master Gunner, Night Vision, Resistance to Magic, Savvy, Specialist Weapon Group (Gunpowder), Stout-hearted, Sturdy

Ghoul Brute

WS	BS	S	T	Ag	Int	WP	Fel
43	0	47	55	34	18	41	5
A	W	SB	TB	M	Mag	IP	FP
2	14	4	5	4	0	6	0

Skills: Concealment, Perception+10%, Outdoor Survival, Scale Sheer Surface, Search+10%, Silent Move, Shadowing, Speak Language (Reikspiel)

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Rover

Special Rules: Poisoned Attacks: when injured by a Ghoul's attack, challenging (-10%) Toughness Test or suffer 2 additional Wounds

Insanities: The Beast Within

5 Zombies

WS	BS	S	T	Ag	Int	WP	Fel
25	0	35	35	10	-	-	-
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Talents: Frightening, Night Vision, Undead

8. Kemperbad

Dr. Maximilian Schnippmesser, Physician

Physician (ex Barber-Surgeon); Age: 43

WS	BS	S	T	Ag	Int	WP	Fel
31	30	43	44	46	62	53	43
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	0	0

Skills: Charm, Common Knowledge (Empire), Drive, Haggle, Heal+10%, Gossip+10%, Perception, Prepare Poison, Read/Write, Speak Language (Reikspiel+10%, Classical), Trade (Apothecary+10%)

Talents: Resistance to disease, Super Numerate, Suave, Surgery, Savvy, Very Resilient

Luigi Belladonna, Racketeer

Racketeer (ex Fence, ex Smuggler); Age: 53

WS	BS	S	T	Ag	Int	WP	Fel
47	43	46	39	41	41	42	39
A	W	SB	TB	M	Mag	IP	FP
2	15	4	3	4	0	0	0

Skills: Command, Common Knowledge (Empire, Tilea), Dodge Blow, Drive, Evaluate+10%, Gamble, Gossip+10%, Haggle+10%, Intimidate+10%, Perception+10%, Row, Search, Secret Language (Thieves), Secret Signs (Thieves), Silent Move, Sleight of Hand, Speak Language (Tilean, Reikspiel), Swim

Talents: Dealmaker, Menacing, Strike Mighty Blow, Strike to Stun, Streetwise, Sturdy, Super Numerate

9. Unterbaum

Vorster, Village Elder

Woodsmen; Age: 54

WS	BS	S	T	Ag	Int	WP	Fel
42	31	46	35	34	29	35	31
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	5	0	0	0

Skills: Concealment, Common Knowledge (Empire), Follow Trail, Gossip, Perception, Scale Sheer Surface, Secret Language (Ranger), Secret Signs (Ranger), Set Trap, Silent Move, Speak Language (Reikspiel)

Talents: Strong-minded, Marksman, Fleet-footed, Rover, Specialist Weapon Group (Two-handed)

Villagers

Peasant

WS	BS	S	T	Ag	Int	WP	Fel
25	30	31	31	35	29	31	31
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Animal Training or Swim, Charm Animal or Cook, Concealment, Common Knowledge (Empire), Drive or Trade (Bowyer), Gamble or Performer (Dancer or Singer), Gossip, Outdoor Survival, Trade (Farmer), Row or Set Trap, Scale Sheer Surface or Silent Move, Speak Language (Reikspiel)

Talents: Hardy, Rover, Flee!, Specialist Weapon Group (Sling)

Corrobreth

Anointed Priest of Taal & Rhya (ex Priest, ex Initiate);
Age: 29

WS	BS	S	T	Ag	Int	WP	Fel
46	41	35	42	38	38	52	48
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	2	0	0

Skills: Academic Knowledge (Astronomy, History, Theology), Channelling, Charm, Charm Animal, Common Knowledge (Empire, Elves), Gossip, Heal+10%, Magical Sense, Navigation, Perception+10%, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel+10%)

Talents: Excellent Vision, Warrior Born, Lightning Reflexes, Public Speaking, Suave, Outdoor Survival, Master Orator, Petty Magic (Divine), Strike to Stun, Meditation, Orientation, Divine Lore (Taal & Rhya), Lesser Magic (Silence, Skywalk)

10. The Barren Hills

Brunhilde Gratten

Ghost

WS	BS	S	T	Ag	Int	WP	Fel
25	0	30	30	42	31	18	30
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	6	0	0	0

Skills: Concealment+20%, Gossip, Perception+20%, Speak Language (Reikspiel)

Talents: Ethereal, Frightening, Night Vision, Undead

Crot Scaback, Skaven Warrior

Skaven Brute

WS	BS	S	T	Ag	Int	WP	Fel
50	35	45	45	60	25	40	20
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	5	0	0	0

Skills: Command, Common Knowledge (Skaven+10%), Concealment, Dodge Blow, Intimidate, Outdoor Survival,

Perception+10%, Scale Sheer Surface, Search, Silent Move, Speak Language (Queekish, Reikspiel), Swim

Talents: Night Vision, Specialist Weapon Group (Sling), Street Fighting, Strike Mighty Blow, Tunnel Rat

5 Skaven Warriors

Clanrats

WS	BS	S	T	Ag	Int	WP	Fel
30	25	30	30	40	25	25	15
A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	5	0	0	0

Skills: Common Knowledge (Skaven+10%), Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat

4 Skeletons

WS	BS	S	T	Ag	Int	WP	Fel
25	20	30	30	25	-	-	-
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Talents: Frightening, Night Vision, Undead

11. Wittgendorf

Beggars

WS	BS	S	T	Ag	Int	WP	Fel
29	25	28	37	26	25	32	25
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	var	0

Skills: Consume Alcohol, Gossip, Outdoor Survival, Speak Language (Reikspiel)

Talents: Flee!, Resistance to disease

Insanities: GM's choice

Herbert Marcuse, Innkeeper

Burgher

WS	BS	S	T	Ag	Int	WP	Fel
30	32	31	35	31	34	32	32
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel)

Talents: Acute Hearing, Dealmaker, Suave, Savvy

The Ghoulish Villagers

WS	BS	S	T	Ag	Int	WP	Fel
29	25	31	37	31	25	38	20
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	6+	0

Skills: Concealment, Outdoor Survival, Perception, Search, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Resistance to disease

Insanities: GM's choice

Jean Rousseaux, Physician

Charlatan (ex-Agitator, ex-Student); Age : 42

WS	BS	S	T	Ag	Int	WP	Fel
43	43	34	41	47	56	45	58
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	0	3	0

Skills: Academic Knowledge (Science), Blather, Charm +10%, Common Knowledge (Bretonnia, Empire), Concealment, Evaluate, Gossip+20%, Haggle, Heal, Perception, Prepare Poisons, Read/Write, Speak Language (Breton+10%, Reikspiel, Classical)

Talents: Linguistics, Seasoned Traveller, Savvy, Suave, Coolheaded, Flee!, Public Speaking, Specialist Weapon Group (Fencing)

Kurt Kutzmann

Servant; Age: 58

WS	BS	S	T	Ag	Int	WP	Fel
29	31	33	35	31	23	30	26
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: Consume Alcohol

Talents: Resistance to disease, Flee!

12. The Outlaw Camp

Chaos Beastmen (Bray)

WS	BS	S	T	Ag	Int	WP	Fel
30	21	31	35	30	24	24	20
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	0	0	0

Skills: Concealment, Follow trail, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark)

Talents: Keen Senses, Rover

Mutations: Animalistic Legs, Bestial Appearance, Scales (2)

Chaos Beastmen (Gor)

WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark)

Talents: Keen Senses, Menacing, Rover

Mutations: Animalistic Legs, Bestial Appearance, Horns (SB-1), Fur

6 Mutants

WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Dark)

Talents: Flee!

Mutations:

Mutant 1 and 2: Large Ears (acute Hearing talent)

Mutant 3: Emaciated Appearance (-5% S)

Mutant 4: green fur

Mutant 5: Pin head (-3 % Int)

Mutant 6: Three eyes (+5% Perception)

Sigrid

Outlaw Chief (ex Veteran, ex Outlaw, ex Priestess of Taal, ex Initiate); Age: 29

WS	BS	S	T	Ag	Int	WP	Fel
56	58	44	54	54	40	51	50
A	W	SB	TB	M	Mag	IP	FP
3	17	4	5	4	1	0	0

Skills: Academic Knowledge (Astronomy, Strategy/Tactics, Theology), Channelling, Charm, Charm Animal, Command, Common Knowledge (Empire+10%), Concealment+10%, Consume Alcohol, Dodge Blow+10%, Secret Signs (Thieves, Scout), Follow Trail, Gamble, Gossip +10%, Heal, Intimidate, Outdoor Survival, Perception +10%, Read/Write, Ride, Scale Sheer Surface, Secret Language (Battle, Thieves), Set Trap, Silent Move+10%, Speak Arcane Language (Magick), Speak Language (Reikspiel+10%, Classical)

Talents: Marksman, Luck, Lightning Reflexes, Public Speaking, Suave, Armoured Caster, Petty Magic (Divine), Strike to Stun, Rover, Sharpshooter, Strike Mighty Blow, Rapid Reload, Specialist Weapon Group (Longbow, Entangling), Very Resilient, Quick Draw

30 Outlaws

Ages: 18-38

WS	BS	S	T	Ag	Int	WP	Fel
41	41	35	35	36	32	34	32
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Gossip, Speak Language (Reikspiel), Animal Care, Concealment, Dodge Blow, Perception, Ride, Scale Sheer Surface, Set Trap, Silent Move

Talents: Rover, Sharpshooter, Strike to Stun, Hardy, Coolheaded

Hilda Eysenck

Outlaw; Age: 22

WS	BS	S	T	Ag	Int	WP	Fel
45	40	41	34	36	36	32	36
A	W	SB	TB	M	Mag	IP	FP
2	13	4	3	4	0	0	0

Skills: Animal Care, Common Knowledge (Empire), Concealment, Dodge Blow, Gossip+10%, Perception, Ride, Scale Sheer Surface, Set Trap, Silent Move, Speak Language (Reikspiel)

Talents: Very Strong, Savvy, Rover, Strike to Stun, Sharpshooter

13. Castle Wittgenstein

Brutagh

WS	BS	S	T	Ag	Int	WP	Fel
35	22	34	37	31	31	31	31
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Street Fighting, Tunnel Rat

Mutations: Suckers (+20% Scale Sheer Surface)
Scales (2)

Giant Rats/Vampire Bats (cf. Old World Bestiary)

Giant Leech

WS	BS	S	T	Ag	Int	WP	Fel
33	0	21	26	30	1	14	0
A	W	SB	TB	M	Mag	IP	FP
1	7	2	2	3	0	0	0

Castle Guards

Mercenaries; Age: 16-46

WS	BS	S	T	Ag	Int	WP	Fel
41	31	31	34	35	31	31	16
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	3	0

Skills: Common Knowledge (Empire), Dodge Blow, Gamble, Gossip, Perception, Ride, Secret Language (Battle), Speak Language (Reikspiel)

Talents: Resistance to disease, Hardy, Disarm, Rapid Reload, Sharpshooter

Sergeants

WS	BS	S	T	Ag	Int	WP	Fel
51	41	41	44	40	41	41	31
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills: as above, Command, Intimidate

Talents: as above+Strike Mighty Blow, Strike to Stun, Menacing, Street Fighting

Mutations: Horrific Appearance, Foul Stench

Lieutenant Shif Doppler

Sergeant (ex-Mercenary), Age: 29

WS	BS	S	T	Ag	Int	WP	Fel
51	46	41	44	40	41	41	36
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

Skills: as Sergeant + Academic Knowledge (Strategy/Tactics), Dodge Blow+10%, Ride+10%, Secret Language (Battle+10%)

Talents: As Sergeant

Sergeant Kratz

As above + Specialist Weapon Group (Flail)

3 Servants (Hilda, Hans, Fritz)

WS	BS	S	T	Ag	Int	WP	Fel
30	25	31	36	30	25	29	23
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Gossip, Speak Language (Reikspiel), Trade (Cook), Blather, Dodge Blow, Search, Evaluate, Perception, Sleight of Hand

Talents: Acute Hearing, Etiquette, Resistance to disease, Flee!, Very Resilient

Georg Hegel, ex Captain of the Guard

Wight Brute

WS	BS	S	T	Ag	Int	WP	Fel
55	35	45	45	45	25	40	25
A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	0	0	0

Skills: Command, Dodge Blow, Intimidate, Perception, Ride, Speak Language (Reikspiel)

Talents: Frightening, Night Vision, Undead, Street Fighting, Strike Mighty Blow, Strike to Injure

Special Rules: Wight Blade: SB+2, Critical hit (two rolls, inflicts deadlier result)

Birdfolk

WS	BS	S	T	Ag	Int	WP	Fel
10	10	21	25	44	10	10	10
A	W	SB	TB	M	Mag	IP	FP
1	6	2	2	3	0	0	0

Skills: Perception+20%

Talents: Natural Weapons, Keen Senses, Flee!

The Monster Plant

Vine Profile

WS	BS	S	T	Ag	Int	WP	Fel
50	-	25	28	30	-	-	-
A	W	SB	TB	M	Mag	IP	FP
1	7	2	2	-	0	0	0

Maw Profile

WS	BS	S	T	Ag	Int	WP	Fel
50	-	54	36	30	5	-	-
A	W	SB	TB	M	Mag	IP	FP
1	22	5	3	-	0	0	0

The Thing in the Pit

WS	BS	S	T	Ag	Int	WP	Fel
20	-	28	22	20	10	10	-
A	W	SB	TB	M	Mag	IP	FP
5	30	2	2	-	0	0	0

Each arm has 8 Wounds

Baron Ludwig von Wittgenstein

Giant Cookroach Mutant ; Age: 60

WS	BS	S	T	Ag	Int	WP	Fel
40	35	34	47	40	51	48	35
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	0	0	0

Skills: Academic Knowledge (Arts, History, Genealogy/Heraldry), Blather, Charm, Common Knowledge (Empire +10%), Gamble, Gossip, Performer (Musician, Singer), Read/Write, Ride, Speak Language (Reikspiel+10%)

Talents: Ambidextrous, Keen Senses, Etiquette, Suave, Night Vision, Luck, Public Speaking

Mutations: Scales (2)

Daemonette

Daemonette Brute

WS	BS	S	T	Ag	Int	WP	Fel
54	0	45	42	57	31	55	65
A	W	SB	TB	M	Mag	IP	FP
3	18	4	4 (6)	5	0	0	0

Skills: Charm+20%, Dogde Blow, Gossip+20%, Intimidate, Night Vision, Perception, Performer (Dancer), Speak Arcane Language (Daemonic), Speak Language (Dark, Reikspiel, Classical), Torture

Talents: Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Will of Iron

Special Rules: cf. Old World Bestiary, p. 89

Chaos Organ

WS	BS	S	T	Ag	Int	WP	Fel
35	-	25	51*	56	-	-	-
A	W	SB	TB	M	Mag	IP	FP
4	15*	2	5*	0	0	0	0

* applies only to the organ itself, its tentacles have TB 3 and can be chopped off if a tentacle receives more than 7 W damage

Servants of the Great Hall

WS	BS	S	T	Ag	Int	WP	Fel
36	31	28	31	41	25	36	25
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Common Knowledge (Empire), Gossip, Speak Language (Reikspiel), Dodge Blow, Trade (Cook), Perception, Search, Sleight of Hand, Evaluate

Talents: Acute Hearing, Coolheaded, Etiquette, Flee!, Lightning Reflexes

Bee Swarm

WS	BS	S	T	Ag	Int	WP	Fel
33	-	13	11	10	5	-	-
A	W	SB	TB	M	Mag	IP	FP
5	8	1	1	4	0	0	0

Slurd

Valet

WS	BS	S	T	Ag	Int	WP	Fel
34	22	24	27	12	20	60	12
A	W	SB	TB	M	Mag	IP	FP
1	8	2	2	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Empire), Gossip, Speak Language (Reikspiel)

Talents: Etiquette, Coolheaded, Resistance to disease, Resistance to poison, Natural Weapons (because of mutation claw)

Kurt von Wittgenstein

WS	BS	S	T	Ag	Int	WP	Fel
35	25	37	34	49	22	31	10
A	W	SB	TB	M	Mag	IP	FP
3	14	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Gossip, Perception, Speak Language (Reikspiel), Trade (Embalmer, Tailor)

Talents: Ambidextrous, Street Fighting, Wrestling

Ulfhednar the Destroyer

Chaos Warrior Brute

WS	BS	S	T	Ag	Int	WP	Fel
56	35	44	43	54	38	59	31
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

Skills: Animal Care, Command+10%, Common Knowledge (Norsca+10%), Dodge Blow, Follow Trail, Intimidate+10%, Navigation, Outdoor Survival+10%, Perception+10%, Sail+20%, Search, Speak Language (Norse, Reikspiel)

Talents: Orientation, Specialist Weapon Group (Cavalry, Two-handed, Flail), Strike to Injure, Strike Mighty Blow

Mutations: Elastic Arms (1d10+2 yards)

Trappings: Full Plate Chaos Armour, Axe, Shield, Wolf Fur (+1 AP Head)

Crakatz

Bestigor Beastman

WS	BS	S	T	Ag	Int	WP	Fel
45	25	41	47	37	25	35	27
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	5	0	0	0

Skills: Command, Concealment, Dodge Blow, Follow Trail, Intimidate+10%, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark)

Talents: Keen Senses, Menacing, Rover, Specialist Weapon Group (Two-handed), Strike Mighty Blow

Mutations: Animalistic legs, Bestial Appearance, Large Horns (inflict SB damage), Thick Fur (1 AP on all locations)

Baronette Ingrid von Wittgenstein

Noble; Age: 57

WS	BS	S	T	Ag	Int	WP	Fel
41	36	31	28	40	35	36	42
A	W	SB	TB	M	Mag	IP	FP
1	12	3	2	4	0	0	0

Skills: Charm, Blather, Common Knowledge (Empire +10%), Gossip+10%, Performer (Musician), Read/Write, Ride, Speak Language (Reikspiel+10%)

Talents: Suave, Coolheaded, Etiquette, Public Speaking, Savvy, Schemer, Luck

Lady Margritte von Wittgenstein

Master Wizard (ex Journeyman Wizard, ex Apprentice Wizard, ex Noble); Age: 21

WS	BS	S	T	Ag	Int	WP	Fel
41	36	31	37	47	57	59	36
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	3	4	0

Skills: Academic Knowledge (Magic, Necromancy+10%), Blather, Channelling+10%, Charm, Common Knowledge (Empire, Bretonnia), Gossip+10%, Intimidate, Magical Sense+10%, Perception, Performer (Musician), Read/Write +10%, Ride, Search, Speak Arcane Language (Magick +10%), Speak Language (Classical+10%, Reikspiel+10%)

Talents: Aethyric Attunement, Coolheaded, Luck, Etiquette, Public Speaking, Savvy, Schemer, Petty Magic (Arcane), Very Resilient, Dark Lore (Necromancy), Dark Magic, Fast Hands, Meditation, Lesser Magic (Magic Alarm, Aethyric Armour, Magic Lock), Strong-Minded

Side effects: Cadaverous Appearance

Trappings: Wand of Jet (same as Dark Magic talent: additional die, drop one with lower result), Ring of Protection against Fire (+10% on all tests against fire, Fire damage (even magical) is halved)

The Wittgenstein Monster

WS	BS	S	T	Ag	Int	WP	Fel
35	0	50	55	10	-	-	-
A	W	SB	TB	M	Mag	IP	FP
2	22	5	5	4	0	0	0

Talents: Undead, Terrifying, Night Vision

Slagdarg, the Jailer

Chaos Ogre

WS	BS	S	T	Ag	Int	WP	Fel
31	21	46	45	24	22	35	20
A	W	SB	TB	M	Mag	IP	FP
3	24	4	4	6	0	0	0

Skills: Common Knowledge (Ogres), Consume Alcohol, Intimidate, Perception, Search, Speak Language (Grumbarth, Reikspiel), Torture

Talents: Fearless, Disarm, Frightening, Specialist Weapon Group (Two-handed), Street Fighting, Strike Mighty Blow

Boatman (Captain)

Sea Captain (ex Navigator, ex Boatman)

WS	BS	S	T	Ag	Int	WP	Fel
52	45	46	46	48	56	46	53
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

Skills: Academic Knowledge (Astronomy, Strategy/Tactics), Command, Common Knowledge (Empire+10%, Kislev, Wasteland), Consume Alcohol, Dodge Blow, Gossip, Navigation+10%, Outdoor Survival, Perception, Read/Write, Row, Sail+10%, Speak Language (Classical, Reikspiel, Kislevian), Swim, Trade (Cartographer, Shipwright)

Talents: Disarm, Hardy, Orientation, Seasoned Traveller, Strike Mighty Blow, Very Strong

Bounty Hunter

WS	BS	S	T	Ag	Int	WP	Fel
39	48	36	31	41	34	36	28
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Follow Trail, Gossip, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move Speak Language (Reikspiel)

Talents: Coolheaded, Marksman, Rover, Specialist Weapon Group (Entangling), Strike Mighty Blow, Strike to Stun

Dwarven Engineer

Engineer (ex Artisan, ex Tradesman)

WS	BS	S	T	Ag	Int	WP	Fel
46	41	43	52	44	55	41	31
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	3	0	0	0

Skills: Academic Knowledge (Engineering, Science), Common Knowledge (Dwarves), Drive, Evaluate+10%, Gossip, Haggle, Perception+10%, Read/Write, Secret Language (Guild), Speak Language (Khazalid+10%, Reikspiel, Tilean), Trade (Carpenter+10%, Gunsmith, Smith+10%, Stoneworker+10%)

Talents: Artistic, Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Specialist Weapon Group (Engineering), Stout-hearted, Sturdy

Exciseman

Burgher

WS	BS	S	T	Ag	Int	WP	Fel
36	31	31	31	36	43	36	38
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Common Knowledge (Empire+10%), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Breton, Reikspiel+10%)

Talents: Dealmaker, Savvy, Suave, Super Numerate

Fisherman

WS	BS	S	T	Ag	Int	WP	Fel
31	36	41	31	41	36	36	31
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Skills: Common Knowledge (Empire, Wasteland), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Norse, Reikspiel), Swim

Talents: Coolheaded, Hardy, Orientation, Savvy

Gambler

Rogue

WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	43	41	36	43
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Blather, Charm, Common Knowledge (Empire), Gamble, Gossip+10%, Perception, Performer (Actor), Search, Speak Language (Reikspiel+10%)

Talents: Flee!, Luck, Public Speaking, Savvy, Sixth Sense

Grave Robber

WS	BS	S	T	Ag	Int	WP	Fel
36	31	38	31	36	31	42	29
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Drive, Gossip, Haggle, Perception, Scale Sheer Surface, Search, Secret Signs (Thief), Silent Move, Speak Language (Reikspiel)

Talents: Coolheaded, Flee!, Resistance to Disease, Streetwise, Strong-minded

Hunter

WS	BS	S	T	Ag	Int	WP	Fel
29	46	31	36	42	33	27	31
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Concealment, Follow Trail, Gossip, Outdoor Survival, Perception, Secret Signs (Ranger), Set Trap, Silent Move, Speak Language (Reikspiel), Swim

Talents: Hardy, Lightning Reflexes, Marksman, Rapid Reload, Rover, Specialist Weapon Group (Longbow)

Labourer

Peasant

WS	BS	S	T	Ag	Int	WP	Fel
33	31	35	33	33	25	27	29
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Animal Care, Animal Training, Charm Animal, Common Knowledge (Empire), Concealment, Drive, Gossip, Performer (Singer), Row, Scale Sheer Surface, Speak Language (Reikspiel), Trade (Farmer)

Talents: Hardy, Flee!, Sturdy, Very Resilient

Marine

WS	BS	S	T	Ag	Int	WP	Fel
37	36	43	33	34	28	32	29
A	W	SB	TB	M	Mag	IP	FP
2	13	4	3	4	0	0	0

Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gossip, Intimidate, Row, Secret Language (Battle), Speak Language (Reikspiel), Swim

Talents: Disarm, Hardy, Strike Mighty Blow, Strike to Stun, Very Strong

Marine (Mate)

Mate (ex Marine)

WS	BS	S	T	Ag	Int	WP	Fel
47	41	48	43	39	33	36	34
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills: Command, Common Knowledge (Empire, Wasteland), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Row, Sail, Secret Language (Battle), Speak Language (Reikspiel), Swim

Talents: Disarm, Hardy, Strike Mighty Blow, Seasoned Traveller, Street Fighting, Strike to Stun, Very Strong

Pedlar (Gypsy)

Bone Picker (ex Vagabond)

WS	BS	S	T	Ag	Int	WP	Fel
32	45	34	41	42	36	37	38
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	5	0	0	0

Skills: Animal Care, Charm, Common Knowledge (Empire, Tilea), Drive, Evaluate, Gossip, Haggle+10%, Heal, Navigation, Outdoor Survival, Perception, Performer (Storyteller), Silent Move, Secret Language (Thief), Speak Language (Reikspiel, Tilean)

Talents: Coolheaded, Fleet Footed, Hardy, Marksman, Orientation, Rover, Seasoned Traveller

Pirate/Wrecker

Seaman

WS	BS	S	T	Ag	Int	WP	Fel
33	32	40	35	29	25	30	28
A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0

Skills: Common Knowledge (Empire, Wasteland), Consume Alcohol, Dodge Blow, Gossip, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Breton, Reikspiel), Swim

Talents: Street Fighting, Seasoned Traveller, Strike Mighty Blow, Warrior Born, Very Resilient

Pit Fighter

WS	BS	S	T	Ag	Int	WP	Fel
43	27	41	37	35	26	34	25
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Common Knowledge (Empire), Dodge Blow, Gossip, Intimidate, Speak Language (Reikspiel)
Talents: Disarm, Specialist Weapon Group (Flail, Parrying, Two-handed), Strike Mighty Blow, Strike to Injure, Strong-minded, Very Strong, Warrior Born

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Scholar

Scholar (ex Student)

WS	BS	S	T	Ag	Int	WP	Fel
25	27	31	31	37	53	39	47
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Academic Knowledge (Arts, History, Law, Philosophy, Science), Charm, Common Knowledge (Empire, Bretonnia, Tilea), Gossip, Heal, Perception, Read/Write+10%, Speak Language (Breton, Classical+10%, Reikspiel+10%, Tilean), Trade (Calligrapher)
Talents: Etiquette, Linguistics, Savvy, Suave, Seasoned Traveller, Super Numerate

Smuggler

WS	BS	S	T	Ag	Int	WP	Fel
32	34	31	33	37	35	28	36
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (Empire), Drive, Evaluate, Gossip, Haggle, Perception, Row, Search, Secret Language (Thief), Silent Move, Speak Language (Breton, Reikspiel), Swim
Talents: Dealmaker, Streetwise, Savvy, Suave

Toll Keeper (Lock Keeper)

WS	BS	S	T	Ag	Int	WP	Fel
41	37	35	40	36	31	32	28
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	0	0	0

Skills: Common Knowledge (Empire), Dodge Blow, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Breton, Reikspiel)
Talents: Hardy, Lightning Reflexes, Marksman, Super Numerate

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