

EMPIRE AT WAR

NPC's Converted to WFRP II

by
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With permission of the original authors
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This document contains npc conversion of the unofficial alternative to the last part of the 'The Enemy Within campaign': 'Empire in Flames'. 'Empire at War' can be found on the strike-to-stun site here: <http://www.strike-to-stun.com/Downloads/eaw.zip>

Some **notes on the conversion** (what I did and didn't do):

For the conversion I've made use of the Liber Fanatica (LF) v1 article 'Converting Characters from WFRP1', with the exception for the change to **Mag** for which I used the Magic user level (and not the Magic user Level +1). If your interested the LF volumes can be found here: <http://www.liberfanatica.net/>.

Because I've only literally translated Stats and Skill, I've not made use of the option to gain skills more than once: +10% and +20%. Especially in the case of the more advanced NPC's I can imagine that these have some bonuses, but this is entirely up to you. The reason I choose not to do this is because this will make the NPC's inadvertently stronger than when they were play-tested.

I have also taken a good look at the equipment, here I've converted Armour, Weapons and Poison.

I didn't convert the Spells, I could have made use of the LF v2 article 'Using WFRP1 spells within WFRP2' but this also requires you to own the WFRP1 book, moreover I didn't entirely agree with all their conversions and last but not least, some conversion require access to more than one lore...

So here there are basically three options:

- I: Ignore the above comment, get the LF v2 article and use it as a guide OR
- II: Use your common sense and give the PC some Petty, Lesser and 1 appropriate (divine) Lore OR
- III: A combination of the two above (which is probably what I would do)

The deamons given here are also a literal translation. As an alternative you can use the WFRP II versions of these deamons I've put the book and page number, where you can find them, under the names of the deamons (acronyms: OWB = Old World Bestiary and ToC = Tomb of Corruption).

I've layout this document in such a manner that one could copy paste every item in the original EAW document (if anyone would ever feel like doing that). The .doc versions of EAW can be found here: <http://www.strike-to-stun.com/board/phpBB2/viewtopic.php?t=1532>

For comments, changes, add-ons question etc. you can contact me @ rsegers@gmail.com

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Return of the Knights Panther

Uruk Széckler

WS	BS	S	T	Ag	Int	WP	Fel
50	45	40	40	44	43	40	52
A	W	SB	TB	M	Mag	IP	FP
3	14	4	4	4	0	0	0

Skills: Consume Alcohol, Dodge Blow, Row, Sail, Secret Language (Battle), Swim, Trade (Shipwright)

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Helmet (2 AP head), Sleeved Mail Shirt (2 AP body and arms), Shield (+10% parry), Crossbow with ammunition, D20 GCs, D20 shillings, D20 pennies

Typical Knyazate (Imperial Kislevite river warden)

WS	BS	S	T	Ag	Int	WP	Fel
41	45	40	30	33	30	32	32
A	W	SB	TB	M	Mag	IP	FP
2	11	4	3	4	0	0	0

Skills: Consume Alcohol, Dodge Blow, Row, Sail, Secret Language (Battle), Swim

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Helmet (1 AP head), Leather Jerkin (1 AP body), Shield (+10% parry), Crossbow with ammunition, D20 shillings, D20 pennies, D100 copeck, D100 grivna

Typical Cultist of the Howling One (Mercenaries)

WS	BS	S	T	Ag	Int	WP	Fel
42	39	40	30	36	29	38	35
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

Skills: Dodge Blow, Secret Language (Battle)

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Leather Jack (1 AP body) under wolf fur, Bow (R 24/48, D 3), Waterskin, and Purse (2D6 shillings and 3D6 pennies)

Enter the Wolf's Den

Wolfgang Blitzen, Member - The Sons of Ulric

It is widely known in the tavern that Wolfgang was once a member of the Teutogren Guard until an altercation with a senior officer resulted in his dismissal from the Order and departure from Middenheim. Wolfgang arrived in Bergsburg around six months ago and has been a regular at the Wolf's Head ever since. He has become a recruiter to the various Ulrican mercenary groups that operate out of Bergsburg – even those whose existence are not known to the city's authorities – as well as someone who has cultivated connections with other Ulricans looking for someone to hire for various jobs.

WS	BS	S	T	Ag	Int	WP	Fel
68	30	60	60	58	57	56	54
A	W	SB	TB	M	Mag	IP	FP
3	23	6	6	4	0	0	0

Skills: Academic Knowledge (Heraldry, Scrolls, Theology), Consume Alcohol, Dodge Blow, Read/Write (Reikspiel), Ride, Secret Language (Battle, Classical), Secret Signs (Templar)

Talents: Disarm, Sixth Sense, Specialist Weapon Group (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong

Equipment: Sword, Wolf Head medallion around neck, writing kit, wolf's head signet ring, paper, sealing wax, and purse (32 GCs, 12 shillings, 8 pennies)

Günter Carstens, Mercenary

Günter arrived from Talabheim a year ago and has made Bergsburg his base of operations. He met Wolfgang when the latter arrived from Middenheim. Günter is not an Ulrican extremist though he tends to believe some of the Sigmarite conspiracy theories that Wolfgang fervently embraces. Still, the two are good friends.

WS	BS	S	T	Ag	Int	WP	Fel
43	41	40	30	37	32	37	36
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

Skills: Dodge Blow, Drive, Secret Language (Battle)

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Equipment: Sword, and purse (6 GCs, 10 shillings, 8 pennies)

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Torsten Gauss, Soldier

A native Hochlander, Torsten came to Bergsburg three years ago from Heedenhof. He joined the garrison soon after arriving and settled in the Beilheim district. Living in this district exposed Torsten to anti-Sigmarite sentiment and he has since become a devout follower of the “old” religion (Ulric, Taal, Rhya, Manann, and Mórr). Torsten became one of Wolfgang’s contacts and confidantes after spending some time with his neighbour. Torsten is constantly on the lookout for any Knights Panther as Wolfgang has convinced him that he suspects members of that Order seek to remove him for some unspecified past deeds.

WS	BS	S	T	Ag	Int	WP	Fel
43	41	30	30	37	32	32	36
A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	4	0	0	0

Skills: Animal Care, Dodge Blow, Secret Language (Battle)

Talents: Disarm, Street Fighting, Strike Mighty Blow

Equipment: Sword, and purse (7 GCs, 8 shillings, 6 pennies)

Markus Staudinger, Beilheim Watch Sergeant

A native Bergsburger from a staunch Ulric family, Markus has become disenchanted with the “weaklings” that Ar-Ulric sends to run the temple in the city. Markus is a rather sadistic man who enjoys causing problems for any Sigmarites and Shallyans venturing into his turf in Der Rachof. Respecting strength, Markus befriended the powerful Wolfgang soon after the latter’s arrival.

WS	BS	S	T	Ag	Int	WP	Fel
53	51	40	40	47	42	42	42
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills: Consume Alcohol, Gamble, Read/Write (Reikspiel), Secret Language (Battle)

Talents: Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Leather Jack (1AP body/arms), Sword, Club, Lantern, and purse (12 GCs, 15 shillings, 7 pennies)

Markus’ Special Unit of 1D6+4 Watchmen (ex-Pit Fighters)

WS	BS	S	T	Ag	Int	WP	Fel
53	41	40	40	42	30	37	31
A	W	SB	TB	M	Mag	IP	FP
2	12	4	4	4	0	0	0

Skills: Dodge Blow

Talents: Disarm, Specialist Weapon Group (Fist, Parrying, Two - Handed), Strike Mighty Blow, Strike to Stun

Equipment: Leather Jack (1AP body/arms), Sword, Club, Knuckledusters (pummeling, SB-3), Lantern, and purse (2 GCs, 12 shillings, 10 pennies)

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Bernd Küster, Witch Hunter

Bernd Küster is a zealous witch hunter from the Ulrican chapter in Middenheim. His views have become increasingly radical, which led Bernd to work closer with the Sons of Ulric. Bernd's actions have brought dismay to the Schwarzmantel as many of its agents worked with the Witch Hunter in the past. This familiarity has brought contempt as Bernd now sees the covert organisation as a tool of the compromising and corrupt Todbringer regime and will do everything in his power to thwart their efforts. For their part, the Schwarzmantel would settle for nothing less than the man's death, but are unwilling to compromise their own, over-stretched forces to achieve this end. Politics being what they are, the cult of Ulric has recently repealed Bernd's witch hunter status as the cult's hierarchy learned of his association the Sons of Ulric. Understanding his danger, Bernd quit Middenheim and his whereabouts have been unknown to the Middenheim authorities.

WS	BS	S	T	Ag	Int	WP	Fel
63	61	40	40	56	42	61	46
A	W	SB	TB	M	Mag	IP	FP
3	18	4	4	4	1	0	0

Skills: Academic Knowledge (Scrolls, Theology), Channeling (Clerical 1), Charm Animal (Wolves), Read/Write (Reikspiel), Secret Language (Classical), Silent Move

Talents: Alley Cat, Arcane Lore (Magick), Marksman, Public Speaking, Rover, Sixth Sense, Specialist Weapon Group (Crossbow Pistol, Lasso, Net, Throwing Knives), Strike Mighty Blow

Equipment: Sword, Full Plate Armour (5AP All), Crossbow Pistol (R 8/16, D2, 1 round to load), Throwing Knives (R 6/12, SB-3), Silver Medallion of upright wolf holding a sword (symbol of the Ulrican witch-hunters), Rope-10 yards, sling bag of components, and purse (7 GCs, 8 shillings, 6 pennies)

Spells: Clear the Fog of Battle, Cure Light Wounds, Detect Magic, Hammerhand

Leberecht Eucken, Lieutenant in the Cult of the Howling One (Mercenary Sergeant)

One of Chedwic's earliest followers, Leberecht has proven to be the most loyal. He carries out the Ulrican priest's orders without question. This may include scouting ahead of the band to determine the effectiveness of a potential target's defences as well as conveying messages in less friendly environments. Leberecht can be best described as a cool professional who is driven to succeed at whatever he undertakes.

WS	BS	S	T	Ag	Int	WP	Fel
54	52	40	40	46	42	44	43
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills: Consume Alcohol, Dodge Blow, Gamble, Secret Language (Battle)

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Helmet (2 AP head), Sleeved Mail Shirt (2 AP body and arms), Shield (+10% parry), Crossbow with ammunition, D20 GCs, D20 shillings, D20 pennies

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Chedwic Wanner, Renegade priest of Ulric (2nd level)

Virulent in his belief in the Sigmarian Heresy, Chedwic was one of the firebrand priests defrocked from the Ulrican cult a few years in the past on orders from Ar-Ulric. Chedwic believed the High Priest's actions came about as a result of heavy pressure from the cult of Sigmar. He has since led his followers into terrorising the Ostland countryside. Recently, Chedwic was contacted by the Sons of Ulric with an offer of co-operation in an act that would plunge the Empire into civil war. Chedwic could not pass on such an offer.

WS	BS	S	T	Ag	Int	WP	Fel
53	45	40	40	38	40	50	44
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	2	0	0

Skills: Academic Knowledge (Necromancy, Scrolls, Theology), Channeling (Clerical 1&2), Charm Animal (Wolves), Dodge Blow, Read/Write (Reikspiel), Secret Language (Classical)

Talents: Arcane Lore (Magick), Disarm, Frenzied Attack, Public Speaking

Equipment: Sword, Shield (+10% parry), Wolf-skin Robes, Wolf's Head Medallion, Sling Bag with components.

Spells:

1st: Clear the Fog of Battle, Detect Magic, Fire Ball, Hammerhand, Steal Mind

2nd: Cause Frenzy, Lightning Bolt, Reproof of Cowardice, Smash, Zone of Steadfastness

6 Cultists of the Howling One (Mercenaries)

WS	BS	S	T	Ag	Int	WP	Fel
42	39	40	30	36	29	38	35
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

Skills: Dodge Blow, Secret Language (Battle)

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Leather Jack (1 AP body) under wolf fur, Bow (R 24/48, D 3), Waterskin, and Purse (2D6 shillings and 3D6 pennies)

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Baron Reinhardt von Kutenholz, leader of the Sons of Ulric band (Mercenary Sergeant)

Helmut Todbringer's aide-de-camp is Reinhardt von Kutenholz, a young noble from the Middenland town of the same name and fanatical Ulrican priest. Or so Helmut believes. In fact, Reinhardt is one of those Purple Hand cultists in Middenheim who worked directly with the cult leaders in Nuln. Thus he escaped detection when the schemes of Karl-Heinz Wasmeier were uncovered. Reinhardt's rise comes in part from his (apparent) loyalty to Helmut as well as his uncanny ability to find packs of mutants and beastmen in the Drak Wald Forest for the Sons of Ulric to exterminate.

WS	BS	S	T	Ag	Int	WP	Fel
53	51	40	50	48	46	43	44
A	W	SB	TB	M	Mag	IP	FP
2	15	4	5	4	0	0	0

Skills: Academic Knowledge (Heraldry), Blather, Charm, Consume Alcohol, Dodge Blow, Gamble, Read/Write (Reikspiel), Ride, Secret Language (Battle), Secret Signs (Purple Hand), Silent Move

Talents: Disarm, Etiquette, Luck, Rover, Alley Cat, Street Fighting, Strike Mighty Blow, Strike to Stun, Suave

Equipment: Sword, Mail Shirt (2 AP), Shield (+10% parry), Bow (R 24/48, D 3), and Purse (18 GCs, 10 shillings, 6 pennies)

6 Sons of Ulric (Outlaws)

WS	BS	S	T	Ag	Int	WP	Fel
49	35	40	30	37	31	32	41
A	W	SB	TB	M	Mag	IP	FP
2	11	4	3	4	0	0	0

Skills: Animal Care, Common Knowledge (Rivers), Concealment, Dodge Blow, Ride, Row, Scale Sheer Surface, Secret Language (Battle), Set Trap, Silent Move

Talents: Disarm, Frenzied Attack, Strike Mighty Blow, Strike to Stun, Trapfinder

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (2D6 shillings and 2D6 pennies)

5 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile

WS	BS	S	T	Ag	Int	WP	Fel
41	25	30	40	30	24	27	20
A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	4	0	0	0

Mutations:

Beastman #1: Pointed Head (Int-10)
 Beastman #2: Additional Left Arm (A+1), Additional Eye
 Beastman #3: Bulging Eyes, Crown of Eyestalks, Cause Fear
 Beastman #4: Fangs (A+1, bite), Hunchback, Cause Fear
 Beastman #5: Strong (S+3)

Equipment: Hand weapon

Into the Maelstrom

Gerd Hollweg, defrocked priest and leader of this Sons of Ulric war band

Gerd was a young priest who was expelled from the small Delberz temple of Ulric for publicly embracing the doctrine of the Sigmarian Heresy in 2510. Gerd tried to petition Ar-Ulric to be reinstated, but was flatly turned down without a hearing. Depressed by his ill fortune, Gerd became a hard-drinking mercenary in the service of Middenland. Soon after, Gerd was tossed from the mercenary band for obscure reasons and degenerated into a raving drunk. One day, a tough, old soldier named Götz Baum found a semi-conscious Gerd lying in a pool of his own vomit and wastes in a back alley behind the Temple of Ulric and took him to a Sons safe house. From that point the Sons gave Gerd a purpose in his life, to which he embraced as his salvation.

WS	BS	S	T	Ag	Int	WP	Fel
44	40	50	30	38	35	45	44
A	W	SB	TB	M	Mag	IP	FP
2	12	5	3	4	1	0	0

Skills: Academic Knowledge (Scrolls, Theology), Animal Care, Channeling (Clerical 1), Concealment, Dodge Blow, Read/Write (Reikspiel), Ride, Scale Sheer Surface, Secret Language (Battle, Classical), Set Trap, Silent Move

Talents: Arcane Lore (Magick), Disarm, Frenzied Attack, Public Speaking, Strike Mighty Blow, Strike to Stun, Trapfinder

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (4 GCs, 12 shillings and 9 pennies)

Spells: 1st: Cure Light Wounds, Fire Ball, Steal Mind

8 Sons of Ulric (Outlaws)

WS	BS	S	T	Ag	Int	WP	Fel
49	35	40	30	37	31	32	41
A	W	SB	TB	M	Mag	IP	FP
2	11	4	3	4	0	0	0

Skills: Animal Care, Concealment, Dodge Blow, Ride, Scale Sheer Surface, Secret Language (Battle), Set Trap, Silent Move

Talents: Disarm, Frenzied Attack, Strike Mighty Blow, Strike to Stun, Trapfinder

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (2D6 shillings and 2D6 pennies)

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Anders Köhler, leader of the Red Crown band in Middenland

Once a member in the Nuln chapter of the Purple Hand, Anders came to despise the group's lack of initiative and dedication. It seemed all the fools wanted to do was play their endless game of intrigue –as much as against one another as against their enemies. Kastor Lieberung forced Anders out for advocating a more direct and deadlier approach to pushing the group's goals. Anders wandered northward and found his own calling with the mutants and beastmen that lurked in the Drak Wald. Soon he joined the cult of the Red Crown, which he found much more to his liking. When the Time of Changes came, Anders knew the Purple Hand would be one of its victims. So far, he has succeeded in killing a number of treacherous Purple Hand members and been thrice rewarded by Tzeentch. On one occasion, however, he did not get his scalp. In the spring of 2512, Köhler chanced upon (who he thought to be) Kastor Lieberung on the road to Altdorf, as Lieberung and a handful of henchmen were fighting a group of mutants. Sadly, on this occasion Köhler was traveling alone. From his position hidden behind a tree he had to watch the Magister Impedimentae and his henchmen eliminate the last of the attacking mutants. Köhler departed the scene before the victorious Lieberung and henchmen left in their coach. Since then, however, the hatred for Lieberung has burned stronger than ever in Anders memory, as has his faces. Anders would pay any price to have the chance to right that wrong.

WS	BS	S	T	Ag	Int	WP	Fel
45	40	30	40	38	37	40	44
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	0	0

Skills: Concealment, Dodge Blow, Read/Write (Reikspiel), Set Trap, Silent Move

Talents: Disarm, Public Speaking, Strike Mighty Blow, Trapfinder

Equipment: Sword, Mail Shirt (1AP body)

Mutations:

Evil Eye (opponents within 8 yards need to make I test to avoid gaze. Failure means opponent suffers penalty of -1/-10 or +1/+10 as appropriate as to all dice rolls while Anders lives)

Magic Immune (automatically passes any Magic test; gets a Magic test on spells that normally do not allow for such; reduce magic weapons used against him to non-magical)

Rune of Tzeentch (moves about the body)

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4 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile:

WS	BS	S	T	Ag	Int	WP	Fel
41	25	30	40	30	24	27	20
A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	4	0	0	0

Equipment: Hand weapon

Mutations:

Beastman #1: Blood Rage (subject to Frenzy, T+1), Feathered Hide

Beastman #2: Horrible Stench (all creatures within 2D6 yards suffers penalty of -1/-10 or +1/+10 as appropriate as to all dice rolls), Warty Skin (0/1 AP all over)

Beastman #3: Poisonous Bite (A+1, poisonous bite), Snake Tail (A+1, bite)

Beastman #4: Ant Head (A+1, bite), Long Spines (opponent in hand-to-hand must pass an I test to avoid S1 hit)

10 Mutants

These have been trained to be Anders' foot soldiers. Unless specified otherwise below, the mutants are human in appearance and have the following profile:

WS	BS	S	T	Ag	Int	WP	Fel
41	29	40	30	30	29	29	27
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Equipment: Hand weapon, Tattered clothing

Mutations:

Mutant #1: Scaly Skin (1AP all over)

Mutant #2: Tail, Transparent Skin (causes fear)

Mutant #3: Reptilian Crest. Iron Hard Skin (5AP all over)

Mutant #4: Albino (halve T), Goat Head (A+1, gore)

Mutant #5: Moronic (Int-20, subject to stupidity)

Mutant #6: Black Skin (+20 to Hide tests at night or in dark surroundings), Weapon Master (WS+22)

Mutant #7: Uncontrollable Flatulence (30% chance of gas being emitted in a cloud 2D4 yards in diameter, lasts for 2D6 rounds; T test for victim to avoid becoming nauseous and S-1 until cloud disperses)

Mutant #8: Spits Acid (up to 10 yards using BS, causing one S3 hit)

Mutant #9: Overgrown Body Part - Feet (three times normal, M-1, T+1, W+1, I-20).

Mutant #10: Large Ears (Acute Hearing)

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Brother Karl, Purple Hand leader

WS	BS	S	T	Ag	Int	WP	Fel
45	42	40	50	53	69	57	48
A	W	SB	TB	M	Mag	IP	FP
1	17	4	5*	5	3	0	0

Skills: Academic Knowledge (Demonology, Herbology +20%, Magic Artefacts, Necromancy, Runes, Scrolls, Theology), Channeling (Petty, Battle Magic 1 - 3), Charm, Evaluate, Law (Empire), Prepare Poison, Read/Write (Reikspiel), Ride, Secret Language (Classical, Guilder: Purple Hand Cult)

Talents: Arcane Lore (Magick), Lightning Reflexes, Sixth Sense, Very Resilient

Equipment: Robes of the Crimsonite Fraternity, Sword, Dagger (S-2, I+10, Parry-10), 3 vials of manbane, 2 vials of Nightshade, sling bag of magical components, and purse (28 GCs, 15 shillings, and 12 pennies)

Spells:

Petty: Curse, Gift of Tongues, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Produce Small Animal, Reinforce Door, Remove Curse, Sounds, Zone of Cone, Zone of Silence

1st: Aura of Resistance, Cause Animosity, Fireball, Immunity from Poison, Steal Mind, Wind Blast

2nd: Cause Panic, Mystic Mist, Smash, Zone of Steadfastness

3rd: Animate Sword, Arrow Invulnerability, Magic Bridge

Gustav Fokker, 12 Hexenstag leader

In his late 30s, Gustav knew that his meeting with Brother Karl was the sign from Sigmar that the time for compromise was over and that the new dawn for the glory of his god would commence with the Grand Theogonist's death. Gustav was not deluded to believe that the Church hierarchy would immediately embrace him. No, Gustav and his followers would need to make their way to Nuln where he knew there were other, more connected sympathisers to their cause. The problem was that response to the explosion was too swift and escape from the city not possible. Now the threat of capture has shaken Gustav as he waits for an opportunity to quit the Imperial capital.

WS	BS	S	T	Ag	Int	WP	Fel
43	39	30	40	37	35	46	45
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	1	0	0

Skills: Academic Knowledge (Scrolls, Theology), Channeling (Clerical 1), Dodge Blow, Read/Write (Reikspiel), Secret Language (Battle, Classic)

Talents: Arcane Lore (Magick), Disarm, Public Speaking, Street Fighting, Strike Mighty Blow

Equipment: Sword, Travelling Clothes, Iron Medallion of Hammer, Sling Bag of Ingredients, and Purse (14 GCs, 10 shillings, 18 pennies)

Spells: 1st: Aura of Resistance, Cure Light Injury, Fire Ball, Steal Mind

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Thomas Carstens, Joachim Windaus, and Thomas Pauli, Rebels

All three are young (early to mid 20s), restless Reikland gentry who have some to believe that compromise with the old religions was wrong. They are ardent followers of Gustav, but the tension of the current situation threatens to shatter their belief in Gustav's plans.

WS	BS	S	T	Ag	Int	WP	Fel
42	39	30	40	42	32	38	43
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	0	0

Skills: Academic Knowledge (Heraldry), Blather, Charm, Dodge Blow, Read/Write (Reikspiel), Ride, Secret Language (Battle)

Talents: Disarm, Etiquette, Luck, Street Fighting, Strike Mighty Blow, Suave

Equipment: Mail Shirt (2 AP body), Sword, Travelling Clothes, and Purse (24 GCs, 16 shillings, 12 pennies)

Mayer Gauss, Agitator

Mayer is a former student of history at the University of Altdorf who felt that recent troubles in the Empire could be traced to hostility the Ultricans caused when they embraced the doctrine of the Sigmarian Heresy. From that point on, Mayer took to his new calling - the denunciation of the Ultrican cult - with the fervour of a true believer.

WS	BS	S	T	Ag	Int	WP	Fel
41	39	30	30	38	46	41	47
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	5	0	0	0

Skills: Arcane Lore(Magick), Blather, Dodge Blow, Academic Knowledge(History), Read/Write (Reikspiel), Secret Language(Classical), Silent Move

Talent: Public Speaking

Equipment: Sword, Leather Jack (1AP Body/Arms), and Purse (2 GCs, 12 shillings, 14 pennies)

Standard Purple Hand Cultist

WS	BS	S	T	Ag	Int	WP	Fel
35	20	30	30	38	30	28	25
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment , Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language (Guilder: Purple Hand Cult), Shadowing, Silent Move

Equipment: Hand Weapon (Sword or Club), Leather Jack (1AP body), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

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Horrors, Lesser Daemons of Tzeentch

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Horrors (Tsani'kchami'i) come in two distinct forms - the Pink Horror and the Blue Horror. Pink Horrors are magically fashioned slaves of the Lord of Change, essentially mere automatons to be expended as part of their carefully wrought plans. Horrors do not have solid material bodies since they are formed from pure Chaos. Thus, they sometimes take on a discernable form, sometimes blur into a frantic little mass of pinkness or blueness as they dash and scamper about. In the formal state, Horrors usually appear as creatures with exceptionally long arms and short legs erupting from a huge head and gaping maw.

Because they are made of raw Chaos, Pink Horrors can cast spells. The casting of spells fills them with increased joy as evident by their high-pitched squeals of laughter, sometimes becoming an ecstatic cackle, which sounds like the braying of a lunatic. Even death seems to delight them. When dealt a mortal blow, a Pink Horror does not die, but turns into a blob of gyrating pink energy. This changes to blue and then reforms into two Blue Horrors with a characteristic whoop of glee.

The second type of Horror is the Blue Horror. It is almost identical to the Pink Horror, but it is blue rather than pink. Moreover, its temperament is quite different as Blue Horrors wear perpetual frowns and are thoroughly bad tempered. These daemons sneer and grumble, muttering in a low whining voice. In combat, their normal noise gives way to a snarling outburst of rage.

WS	BS	S	T	Ag	Int	WP	Fel
50	45	40	30	75	90	90	46
A	W	SB	TB	M	Mag	IP	FP
2	8	4	3	4	0	0	0

Pink Horrors

WS	BS	S	T	Ag	Int	WP	Fel
35	25	30	30	80	20	20	11
A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Blue Horrors

Psychological Traits: Horrors are immune to all psychological effects, except those caused by any god, Greater Daemon, or Daemonic Prince.

Magic: A group of Horrors (at least nine, Tzeentch's number) always has one spell, randomly chosen from any type of Magic. The spell might be utterly inappropriate to the given situation, but the Horrors will cast it anyway.

Special Rules: The Pink Horror has 2 claw attacks. When reduced to 0 Wounds, a Pink Horror is not slain, but divides into two Blue Horrors instead. The Blue Horror has 1 claw attack. Once a Blue Horror is slain, it does not split as a Pink Horror does, but disappears with a bright blue flash. Lesser Daemons cause Fear to creatures under 10 feet tall and are subject to Instability.

Chaos Attributes: A Pink Horror may be granted up to 9 Chaos Attributes. Blue Horrors retain these attributes.

Empire at War – NPC's converted to WFRP II

Standard Chancellery Guard

WS	BS	S	T	Ag	Int	WP	Fel
42	39	40	30	36	29	38	35
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

Skills: Dodge Blow, Secret Language (Battle)

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (2 AP body) under surcoat with the coat of arms of the Chancellor's office, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies)

Dieter Kucinich, High-Ranking member of the Purple Hand, Level 2 Daemonologist

The outwardly very affable Dieter Kucinich made rapid progress in his studies of theology and was consecrated a priest within a year. Skilfully, Kucinich was able to earn the trust of his patrons and soon found himself promoted over several more senior members of the clergy to positions of responsibility. In the year 2510, Kucinich became the principal aide of the Emperor's new Court Lector, Lothar von Metternich.

WS	BS	S	T	Ag	Int	WP	Fel
42	38	40	40	50	58	46	41
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	2	0	0

Skills: Academic Knowledge (Astronomy, Demonology, Herbology +20%, History, Necromancy, Runes, Scrolls, Theology), Evaluate, Read/Write (Reikspiel), Secret Language (Classical, Guilder: Purple Hand Cult)

Talents: Arcane Lore (Daemonology and Magick), Channeling (Petty, Battle 1&2, Daemonic 1&2)

Spells:

Petty: Cunning Hands, Curse, Magic Alarm. Magic Lock, Mend, Open, Sleep, Stealth

1st: [Battle] Cure Light Injury, Fleetfoot, Steal Mind; [Daemonic] Dispel Lesser Daemon, Summon Daemonic Creature

2nd: [Battle] Aura of Protection, Mental Duel, Steal Magical Power; [Daemonic] Stop Daemonic Instability, Summon Lesser Daemons

Disabilities: Disfigurement (Purple Scaly Back), Insanity (5 pts)

Empire at War – NPC's converted to WFRP II

Oskar Forssmann, Anarchist and Fire Bug

Oskar is an anarchist who is clearly insane. Once he starts a fire, Oskar needs to make a WP test to withdraw to a safe location to watch his accomplishment. If he fails, Oskar stays rooted in place and watches until someone in authority calls out to him. At that point, Oskar flees in hope of escaping arrest.

WS	BS	S	T	Ag	Int	WP	Fel
42	45	40	30	38	29	35	29
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	5*	0	0	0

Skills: Concealment , Silent Move

Talents: Fleet Footed, Specialist Weapon Group (Incendiary), Strike to Stun

Equipment: Sword, Leather Jack (0/1AP Body), 3 Incendiaries (R 2/6/10, ES Fire), Tinderbox

Insanity: Pyromania

Anika Heisenberg, Assassin for Hire

Anika is a depraved person who enjoys killing. She is a freelancer who will take any job unless too risky (such as killing a prominent noble or cleric in front of witnesses). Those seeking to hire her can leave word at the Holy Hammer of Sigmar.

WS	BS	S	T	Ag	Int	WP	Fel
65	66	40	50	63	56	55	50
A	W	SB	TB	M	Mag	IP	FP
4	20	4	5	4	0	0	0

Skills: Concealment +20%, Disguise, Follow Trail, Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move

Talents: Rover, Alley Cat, Specialist Weapon Group (Fist, Lasso, Net, Parrying, Throwing Knife), Marksman (Crossbow), Strike Mighty Blow

Equipment: Sword, Mail Shirt (2 AP body) under black tunic, Crossbow (R 30/60, D4, 1 rd to load) with ammunition, 4 Throwing Knives (R 6/12, SB-3), Garrotte, Grappling Hook and 10 yards of rope, Five Dosages of Black Lotus (use on weapon: D+4 save -20% vs T)

Standard Purple Hand Cultist with Incendiary

WS	BS	S	T	Ag	Int	WP	Fel
35	20	30	30	38	30	28	25
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment , Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language (Guilder: Purple Hand Cult), Shadowing, Silent Move

Equipment: Hand Weapon (Sword or Club), Leather Jack (1AP body), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Empire at War – NPC's converted to WFRP II

Standard Purple Hand Cultist

WS	BS	S	T	Ag	Int	WP	Fel
35	20	30	30	38	30	28	25
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment , Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language (Guilder: Purple Hand Cult), Shadowing, Silent Move

Equipment: Hand Weapon (Sword or Club), Leather Jack (1AP body), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Standard Palace Guard

WS	BS	S	T	Ag	Int	WP	Fel
43	35	30	30	35	29	29	34
A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	4	0	0	0

Skills: Dodge Blow, Secret Language (Battle)

Talents: Disarm, Street Fighting, Strike Mighty Blow

Equipment: Sword, Helmet (2AP head), Mail Shirt (2 AP body) under surcoat halved in blue and red with the coat of arms of the Emperor, and Purse (1D6 GCs, 3D10 shillings)

Standard Sewer Jack

WS	BS	S	T	Ag	Int	WP	Fel
41	39	40	30	36	29	30	28
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

Skills: Orientation (underground only)

Talents: Strike Mighty Blow, Strike to Stun

Equipment: Club, Sword, Leather Jack (1 AP body), blue and red armband with device of the Altdorf Sewer Watch, Lantern, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies). One in a patrol will have a Crossbow (R 30/60, D 4, reload 1 round)

Standard Imperial Guard

WS	BS	S	T	Ag	Int	WP	Fel
62	59	50	50	56	49	53	53
A	W	SB	TB	M	Mag	IP	FP
3	21	5	5	4	0	0	0

Skills: Academic Knowledge (Heraldry), Dodge Blow, Read/Write (Reikspiel), Ride , Secret Language (Battle)

Talents: Disarm, Etiquette, Specialist Weapon Group (Two Handed), Strike Mighty Blow, Strike to Stun

Equipment: Sword, Halberd (Fast[-10% parry+dodge] OR Impact+Slow [2D10 pick highest, +10% parry+dodge]), Helmet (2AP head), Sleeved Mail Coat and Plate (3 AP body, 2 AP arms and legs) under surcoat with the coat of arms of the Emperor, and Purse (3D6 GCs, 2D6 shillings)

Empire at War – NPC's converted to WFRP II

Standard Garrison

WS	BS	S	T	Ag	Int	WP	Fel
43	35	30	30	35	29	29	34
A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	4	0	0	0

Skills: Dodge Blow, Secret Language (Battle)

Talents: Disarm, Street Fighting, Strike Mighty Blow

Equipment: Sword, Helmet (2AP head), Mail Shirt (2 AP body) under surcoat halved in blue and red with the coat of arms of Altdorf, and Purse (1D6 GCs, 3D10 shillings)

Standard Watch

WS	BS	S	T	Ag	Int	WP	Fel
41	39	40	30	36	29	30	28
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	0	0

Skills: Strike Mighty Blow

Talents: Strike to Stun

Equipment: Club, Mail Shirt (2 AP body), blue and red armband with device of the Altdorf Watch, Lantern on a pole, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies)

Standard Watch Sergeant

WS	BS	S	T	Ag	Int	WP	Fel
51	49	40	40	46	39	40	38
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills: Dodge Blow, Secret Language (Battle)

Talents: Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1 AP body), blue and red armband with device of the Altdorf Watch, Crossbow (R 30/60, D4, 1 round to load) and ammunition, and Purse (2D6 GCs, 3D6 shillings)

Empire at War – NPC's converted to WFRP II

War!

Axel Quiddle, Jailer

WS	BS	S	T	Ag	Int	WP	Fel
41	28	40	50	29	28	34	26
A	W	SB	TB	M	Mag	IP	FP
1	14	4	5	3	0	0	0

Skills: Sleight of Hand

Talents: Resistance to disease, Resistance to poison+20% (Manbane, Beastbane, Spider Venom)

Equipment: Club, Ring of Keys, Bottle of cheap wine, and Fleas.

Purple Hand Cultist

WS	BS	S	T	Ag	Int	WP	Fel
35	20	30	30	38	30	28	25
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment , Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language (Guilder: Purple Hand Cult), Shadowing, Silent Move

Equipment: Hand Weapon (Sword or Club), Leather Jack (1AP body), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Standard Purple Hand Cultist Contact

WS	BS	S	T	Ag	Int	WP	Fel
35	20	30	40	38	33	32	29
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	4	0	0	0

Skills: Concealment , Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language (Guilder: Purple Hand Cult), Shadowing, Silent Move

Equipment: Hand Weapon (Sword or Club), Leather Jack (1AP body), Clothing with some purple colour, Vial with double dosage of Nightshade, and Purse (3 GCs, 10 shillings, 22 pennies)

Empire at War – NPC's converted to WFRP II

Eugen Klopstock, Assassin for Hire

Eugen is a psychopath and member of the Kháinite Cult of the Red Death. He is a firm believer in looking into the eyes of those he murders before mutilating the victim's corpse, including cutting out its eyes. Eugen will continue after his intended victim if he is unsuccessful at killing the target. If there is more than one target, Eugen will take them out one by one. Alternatively, he might get them at one go with a bomb.

WS	BS	S	T	Ag	Int	WP	Fel
67	64	40	50	64	55	55	47
A	W	SB	TB	M	Mag	IP	FP
4	20	4	5	4	0	0	0

Skills: Concealment +20%, Disguise, Follow Trail, Performer (Acrobat), Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move +20%

Talents: Rover, Alley Cat, Marksman (Crossbow), Night Vision, Sixth Sense, Specialist Weapon Group (Bomb, Fist, Incendiary, Parrying, Throwing Knife), Strike Mighty Blow

Equipment: Sword, Mail Shirt (2 AP body) under black tunic, Crossbow (R 30/60, D4, 1 rd to load) with ammunition, 4 Throwing Knives (R 6/12, SB-3), Garrote, 4 Bombs (R 4/20, D 6), 4 Incendiaries (R 4/20, D 4), Grappling Hook and 10 yards of rope, Five Dosages of Chimera Spittle (save vs T -20%: fail = at least 1W+ die in 1d10 rounds)

Brother Karl, Purple Hand leader (Magister Novitiae)

WS	BS	S	T	Ag	Int	WP	Fel
45	42	40	50	53	69	57	48
A	W	SB	TB	M	Mag	IP	FP
1	17	4	5*	5	3	0	0

Skills: Academic Knowledge (Demonology, Herbology +20%, Magic Artefacts, Necromancy, Runes, Scrolls, Theology. Law-Empire), Channeling (Petty, Battle Magic 1 - 3), Charm, Evaluate, Prepare Poison, Read/Write (Reikspiel), Ride, Secret Language (Classical, Guilder: Purple Hand Cult)

Talents: Arcane Lore (Magick), Lightning Reflexes, Sixth Sense, Very Resilient

Equipment: Sword, Dagger (S-2, I+10, Parry-10), recently obtained Ring of Summon Daemonic Beasts (1 spell only), 3 vials of manbane, 2 vials of Nightshade, sling bag of magical components, and purse (28 GCs, 15 shillings, and 12 pennies).

Spells:

Petty: Curse, Gift of Tongues, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Produce Small Animal, Reinforce Door, Remove Curse, Sounds, Zone of Cone, Zone of Silence

1st: Aura of Resistance, Cause Animosity, Fireball, Immunity from Poison, Steal Mind, Wind Blast

2nd: Cause Panic, Mystic Mist, Smash, Zone of Steadfastness

3rd: Animate Sword, Arrow Invulnerability, Magic Bridge

Empire at War – NPC's converted to WFRP II

Captain Erwin von Mühlerberg, Purple Hand leader

WS	BS	S	T	Ag	Int	WP	Fel
65	62	60	50	47	44	55	64
A	W	SB	TB	M	Mag	IP	FP
3	20	6	5	4	0	0	0

Skills: Academic Knowledge (Heraldry), Consume Alcohol, Dodge Blow, Gamble, Read/Write (Reikspiel), Ride, Secret Language (Battle, Guilder: Purple Hand Cult)

Talents: Disarm, Specialist Weapon Group (Two-Handed, Parrying), Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (SB-3), Sleeved Mail Coat (2AP body/arms/legs), purple-coloured armband, and Purse (14 GCs, 20 shillings, 12 pennies).

Standard Purple Hand Cultist

WS	BS	S	T	Ag	Int	WP	Fel
35	20	30	30	38	30	28	25
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Concealment, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language (Guilder: Purple Hand Cult), Shadowing, Silent Move

Equipment: Hand Weapon (Sword or Club), Leather Jack (1AP body), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies).

Standard Purple Hand Cultist in von Mühlerberg's entourage (Soldier)

WS	BS	S	T	Ag	Int	WP	Fel
45	41	30	30	39	30	28	30
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Dodge Blow, Ride, Secret Language (Battle, Guilder: Purple Hand Cult)

Talents: Disarm, Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (SB-3), Mail Shirt (2 AP body), purple-coloured armband, and Purse (5 GCs, 12 shillings, 10 pennies)

Empire at War – NPC’s converted to WFRP II

Flamers, Beasts of Tzeentch

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Flamers (K’Chanu’tsani’i) have the most basic minds. They blindly follow the will of their master, whether it is a Chaos Champion who summoned them, or a Lord of Change on the battlefield. If not under any control, they will wander aimlessly, letting off goutts of flame at whatever takes their fancy.

Like Horrors, Flamers are bizarre creatures fashioned from pure Chaos, and are only semi-solid, seeming almost transparent. They travel along the ground on a soft skirt of pinkish flesh like an inverted mushroom. By taking air into this fleshy skirt, and expelling it rapidly, the Flamer can move in a series of leaps and bounds. A Flamer has no head as such, but its eyes and gaping maw lies between its long, trunk-like arms. The arms end, not in hands, but in open orifices from which spit magical flames.

WS	BS	S	T	Ag	Int	WP	Fel
35	45	50	40	20	0	90	45
A	W	SB	TB	M	Mag	IP	FP
2	17	5	4	9	0	0	0

Psychological Traits: Flamers are immune to all psychological effects, except those caused by any god, Greater Daemon, Daemonic Prince, or Lesser Daemons.

Special Rules: Flamers may leap up to 18 yards along the ground and up to 2 yards high. A Flamer has 2 attacks, either bite or flame attacks (can be used in combination). Flamers can either use their flame attacks in hand-to-hand combat or shoot them up to 12 yards in any direction. If the flame attack hits its target, the target suffers a S8 hits in addition to flame damage (WFRP, page 80). In hand-to-hand fighting, roll to hit as normal, if successful the target sustains a S8 hits as for shooting. Flamers are immune to fire-based attacks, even those of a magical nature. In addition, they cause Fear in all living creatures and are subject to Instability.

Gurg, Beastman Leader

With the death of Anders Köhler, Gurg’s warband has moved from the Drak Wald region south of the Schadensumpf to the Altdorf-Middenheim Road, with a higher population of potential prey.

WS	BS	S	T	Ag	Int	WP	Fel
88	45	40	50	45	34	37	25
A	W	SB	TB	M	Mag	IP	FP
2	21	4	5	4	0	0	0

Mutations: Iron Skin (5AP all over), Manic Fighter (Hates any opponent within 24 yards), Weapon Master (WS+27*)

Empire at War – NPC's converted to WFRP II

8 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile:

WS	BS	S	T	Ag	Int	WP	Fel
41	25	30	40	30	24	27	20
A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	4	0	0	0

Equipment: Hand weapon, Mail Shirt (2 AP body) on four beastmen from deceased templars.

Mutations:

Beastman #1: Beaked (A+1, bite attack)

Beastman #2: Face of a Flamer (A+2, bite attacks)

Beastman #3: Transparent Skin (cause fear)

Beastman #4: Hypnotic Gaze (opponent within 12 yards must pass a WP test to avoid eye contact. If failed, opponent rooted to spot and cannot move or perform any action).

Beastman #5: no mutation

Beastman #6: no mutation

Beastman #7: no mutation

Beastman #8: no mutation

Alban Halder, Captain of the Windrunner

Captain Halder has been in Count von Walfen's service for the last 10 years, serving him loyally. He is a no-nonsense man who knows the ins and outs of the Rivers Reik and Talabec like the back of his hands.

WS	BS	S	T	Ag	Int	WP	Fel
64	51	40	40	57	55	60	64
A	W	SB	TB	M	Mag	IP	FP
3	20	4	4	4	0	0	0

Skills: Common Knowledge (Rivers), Performer (Story Teller), Row, Sail, Speak Language (Kislev), Swim, Trade (Shipwright, Fisherman)

Talents: Orientation, Specialist Weapon Group (Fencing), Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (SB-3), Sleeved Mail Coat (2AP body/arms/legs), Leather Jack (1AP body), Rapier (SB-1, Fast[-10% on parry&dodge]), Telescope, and Pouch (12 GCs, 10 shillings)

Gabriel Halder, Kurt Halder, and Reiner Baum, Boatmen

WS	BS	S	T	Ag	Int	WP	Fel
42	41	30	30	37	33	38	32
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (Rivers), Row, Sail, Trade (Shipwright, Fisherman)

Talents: Orientation

Equipment: Leather Jack (1AP body), Sword, Bow (R24/48, D3) and ammunition, and Pouch (6 GCs, 20 shillings)

Empire at War – NPC's converted to WFRP II

12 Mutants

These mutants have been chased away from their homes by other villages once they could no longer hide the changes that came over them. Unless specified otherwise below, the mutants are human in appearance (four are female) and have the following profile:

WS	BS	S	T	Ag	Int	WP	Fel
41	29	40	30	30	29	29	27
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Equipment: Hand weapon, Tattered Clothing

Mutations:

- Mutant #1: Fish Face and Webbed Hands (has Swim skill)
- Mutant #2: Tentacle in place of left arm
- Mutant #3: Chaos Were, subject to Frenzy, changes when WP test failed with head and arms of a Tiger (A+2, bite attack, 2 claw attacks) and causes Fear.
- Mutant #4: Bulging Eyes
- Mutant #5: Snake Tail (A+1, bite attack)
- Mutant #6: Prehensile Tail
- Mutant #7: Deer Head (A+1, gore attack)
- Mutant #8: Two Additional Arms (T+1, A+2)
- Mutant #9: Pointed Head (Int-10)
- Mutant #10: Warty Skin (0/1 AP all over)
- Mutant #11: Cloven Hooves
- Mutant #12: Rearranged Face

“Black” Manfred Lorenz, Pirate Captain

Manfred is one of the more notorious pirates that plague the Talabec and its tributaries between Altdorf and Talabheim. There is a price on his head of 50GCs, payable if he is brought in to any of the towns along the Talabec.

WS	BS	S	T	Ag	Int	WP	Fel
66	51	50	40	56	56	60	63
A	W	SB	TB	M	Mag	IP	FP
3	20	5	4	4	0	0	0

Skills: Common Knowledge (Rivers), Consume Alcohol, Performer (Story Teller), Row, Sail, Speak Language (Kislev), Swim, Trade (Shipwright, Fisherman)

Talents: Excellent Vision, Night Vision, Orientation, Specialist Weapon Group (Fencing), Street Fighting, Strike Mighty Blow

Equipment: Leather Jack (1AP body), Rapier (SB-1, Fast[-10% on parry&dodge]), Telescope, and Pouch (12 GCs, 10 shillings)

Empire at War – NPC's converted to WFRP II

Otto Furtwängler, Pirate Mate

Sadistic first mate of Black Manfred, Otto has a price of 25 GCs on his head.

WS	BS	S	T	Ag	Int	WP	Fel
56	41	40	50	42	46	45	42
A	W	SB	TB	M	Mag	IP	FP
2	17	4	5	4	0	0	0

Skills: Trade (Shipwright, Fisherman), Consume Alcohol, Dodge Blow, Common Knowledge (Rivers), Row, Sail, Speak Language (Kislev), Performer(Storyteller), Swim

Talent: Orientation, Street Fighting, Strike Mighty Blow

Equipment: Leather Jack (1AP body), Sword and Pouch (12 GCs, 10 shillings)

12 Pirates

WS	BS	S	T	Ag	Int	WP	Fel
42	41	30	30	37	33	38	32
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (Rivers), Row, Trade (Shipwright, Fisherman)

Talents: Orientation

Equipment: Leather Jack (1AP body), Sword, Bow (R24/48, D3) and ammunition, and Pouch (3 GCs, 10 shillings)

Captain Erwin von Mühlerberg, Purple Hand leader

description in tekst, note there are two profiles

WS	BS	S	T	Ag	Int	WP	Fel
65	62	60	50	47	44	55	64
A	W	SB	TB	M	Mag	IP	FP
3	20	6	5	4	0	0	0

Skills: Academic Knowledge (Heraldry), Dodge Blow, Gamble, Read/Write (Reikspiel), Ride, Secret Language (Battle, Guilder: Purple Hand Cult)

Talents: Disarm, Specialist Weapon Group (Two-Handed, Parrying), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword, Dagger (SB-3), Sleeved Mail Coat (2 AP body/arms/legs), purple-coloured armband, and Purse (14 GCs, 20 shillings, 12 pennies).

Mutation: Magic Resistance (+20 on Magic [WP] tests).

Empire at War – NPC's converted to WFRP II

8 Purple Hand Cultists (Militia)

WS	BS	S	T	Ag	Int	WP	Fel
43	39	30	30	38	30	28	25
A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	4	0	0	0

Skills: Concealment , Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language (Guilder: Purple Hand Cult), Shadowing, Silent Move

Equipment: Hand Weapon (Sword or Club), Leather Jack (1AP body), Bow (R24/48, D3) and ammunition, Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies).

6 Purple Hand Cultists (Soldiers)

WS	BS	S	T	Ag	Int	WP	Fel
45	41	30	30	39	30	28	30
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Dodge Blow, Ride , Secret Language (Battle, Guilder: Purple Hand Cult)

Talents: Disarm, Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (SB-3), Mail Shirt (2 AP body), purple-coloured armband, and Purse (5 GCs, 12 shillings, 10 pennies)

Empire at War – NPC’s converted to WFRP II

Helmut Todbringer, self-styled Heir to Graf Boris

An ardent Ulrican and fanatically anti-Sigmar, Baron Helmut is cousin to both Graf Boris and Baron Heinrich. Helmut firmly believes in the ancient custom of having the ablest males in a generation battle one another for the right to succeed the current Ulrican ruler. In the Baron’s view, the only way for the Sigmar-influenced rules of inheritance to be overturned would be for the northern provinces to succeed from the Empire. This can only succeed with an Ulrican victory in the war, something that seems to be slipping away.

WS	BS	S	T	Ag	Int	WP	Fel
64	61	50	60	48	67	63	66
A	W	SB	TB	M	Mag	IP	FP
3	20	5	6	4	0	0	0

Skills: Academic Knowledge (Heraldry), Blather, Charm, Dodge Blow, Gamble, Read/Write (Reikspiel), Ride, Secret Language (Battle)

Talents: Ambidextrous, Disarm, Etiquette, Luck, Marksman, Public Speaking, Specialist Weapon Group (Parrying, Fencing), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave

Equipment: Sword named Eisnir, Left-Hand Dagger, Wolf-skin Robes (1AP head/body), Mail Shirt (2 AP body), Mail Leggings (2AP legs), Signet Ring on Right Hand, Face-paint, and Purse (18 GCs, 12 shillings and 6 pennies).

Eisnir: A finely crafted sword that has been with the Todbringer dynasty for as long as anyone can remember. It is mentioned the first time in the annals of Albert Grau in the twelfth century, and its perfect steel blade as well as the pommel with three diamonds and a wolf in gold is well known amongst the armed men of Middenheim. Although not a magical sword, Eisnir is made of an unknown silvery alloy that makes the sword glitter with the icy fire of Ulric. The balance and sharpness of the blade are such that it bestows a +5 modifier to its wielder’s WS. Any PCs who somehow reveals their possession of Eisnir to nobles or military leaders of Middenheim may find themselves the target of suspicion and harsh questions.

Signet Ring: This ring has the same heraldic device (image of rampant wolf holding two axes, one in each forepaw: on the left of the image is the letter “H” and on the right the letter “T”) that was impressed upon the sealing wax on the letters to Wolfgang Blitzen.

14 Sons of Ulric (Outlaws)

WS	BS	S	T	Ag	Int	WP	Fel
49	35	40	30	37	31	32	41
A	W	SB	TB	M	Mag	IP	FP
2	11	4	3	4	0	0	0

Skills: Animal Care, Concealment, Dodge Blow, Ride, Scale Sheer Surface, Secret Language (Battle), Set Trap, Silent Move

Talents: Disarm, Frenzied Attack, Strike Mighty Blow, Strike to Stun, Trapfinder

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (2D6 shillings and 2D6 pennies).

Empire at War – NPC's converted to WFRP II

Feodor Sachs, Thief

WS	BS	S	T	Ag	Int	WP	Fel
41	44	30	30	45	32	31	38
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	5	0	0	0

Skills: Concealment, Evaluate, Secret Language (Thieves'), Secret Signs (Thieves'), Silent Move

Talents: Rover, Alley Cat

Equipment: Sword and Sack.

Typical Thug

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

Skills: Specialist Weapon Group (Fist)

Talents: Street Fighting, Strike Mighty Blow, Wrestling

Equipment: Club, Leather Jerkin (1AP body), Knuckledusters (SB-3, pummeling), and Purse (2 shillings and 8 pennies).

Reconnaissance Unit (8 Mounted Soldiers)

WS	BS	S	T	Ag	Int	WP	Fel
45	41	30	30	39	30	28	30
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Dodge Blow, Follow Trail, Ride , Secret Language (Battle)

Talents: Disarm, Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (SB-3), Mail Shirt (2 AP body), Crossbow (R 30/60, D4, 1 round to load) and ammunition, Black and white-coloured armband, and Purse (3 GCs, 10 shillings, 16 pennies)

Empire at War – NPC's converted to WFRP II

Lushtongue, Daemonette

WFRP II Version: OWB: Page 88, ToC Page 230]

Daemonettes (Q'tlahs'itsu'aksho) are the most common of Slaanesh's daemonic followers. Like Slaanesh, they are perversely and unnaturally beautiful and cause loathing rather than admiration, except among the most depraved. Daemonettes are nearly as tall as a man, and are generally white skinned (sometimes they can take on a pastel colour like a Keeper of Secrets), with deep green saucer-like eyes. Daemonette figures and faces are similar to beautiful human women, but they have only one breast, usually on the left. They often have long flowing white or yellow hair, and decorate their bodies with tattoos in a variety of pastel shades. The arms of Daemonettes end in chitinous crab-like pinchers. In addition, they have two-toed clawed feet and a razor edged tail. Daemonettes sometimes wear elaborate chain mail armour.

WS	BS	S	T	Ag	Int	WP	Fel
57	42	40	30	35	89	89	89
A	W	SB	TB	M	Mag	IP	FP
3	8	4	3	4	0	0	0

Psychological Traits: Daemonettes are immune to all psychological effects, except those caused by any god, Greater Daemon, or Daemonic Prince.

Magic: A Daemonette of Slaanesh can know up to 6 Level 1 spells. In Lushtongue's case, it only has Acquiescence and Steal Mind.

Special Rules: A Daemonette has two claw attacks and one tail attack. They have 1 Armour Point on all locations. A devout worshipper of Slaanesh may summon D6 Daemonettes riding Mounts of Slaanesh by using a Summon Lesser Daemons spell, but at a cost of only 1 Magic Points. If any Daemonettes survive their mission, they will demand that the summoner sacrifices one of his company to Slaanesh before they will depart peacefully. Lesser Daemons cause Fear to creatures under 10 feet tall and are subject to Instability.

Chaos Attributes: A Daemonette may be granted up to 6 Chaos Attributes. Lushtongue was the Chaos gift of Irrational Hatred of Elves.

Empire at War – NPC's converted to WFRP II

Riploose Sinewthrob (true name: Eu'dair'kwanio)- Keeper of Secrets WFRP II Version: ToC Page 246]

Keepers of Secrets are the huge and powerful Greater Daemons of Slaanesh, resembling Minotaurs in their general physique, but with two pairs of muscular arms. The upper pair ends in immense, crab-like pinchers and the lower pair in powerful humanoid hands that can either hold a weapon or pummel an opponent. Their chests also show their half-male/half-female nature, having one breast, usually on the left. Keepers of Secrets dress in a baroque costume of chain mail and leather and their skin colour varies widely: always a pastel shade of red, orange, electric blue or vivid green.

Though violence is only a small part of Slaanesh's nature, Keepers of Secrets are perfectly equipped to destroy the Lord of Pleasures' enemies. These beings take a sadistic and erotic pleasure in killing and torture, and exist for the enjoyment of carnage. It is also said that Keepers of Secrets (Q'tlahsi'issho'akshami) have earned their name since they know the secret yearnings and desires of any living being, past and present. They may trade their knowledge for services which will further the will of Slaanesh

Keepers of Secrets are sometimes summoned by Daemonologists in order to gain information about an individual that the Keeper knows. A Keeper of Secrets will always demand some task in return, which range from seducing a person into a chaos cult to corrupting a whole city government. The task is dependent upon the importance of the question asked. The Keeper of Secrets also requires the summoner to perform the required task by a certain date. After that date, if the task has not been performed, there is a 10% chance each day that the Keeper will return to wreak some unnatural revenge on the Daemonologist..

Keepers of Secrets have a 50% chance of being equipped with Daemon Armour (see WFRP p.230), and usually have a magic weapon of some sort. Riploose has neither in this scenario.

WS	BS	S	T	Ag	Int	WP	Fel
90	93	70	70	95	89	89	54
A	W	SB	TB	M	Mag	IP	FP
7*	71	7	7	6	4	0	3

Psychological Traits: Keepers of Secrets are immune to all psychological effects, except those caused by any god.

Magic: Keepers of Secrets know 6 spells of various levels

. Riploose Sinewthrob knows the following spells (Realms of Sorcery [WFRP I], pages 232-235):

1st: Acquiescence, Dark Hand of Destruction

2nd: Doombolt, Pavane of Slaanesh

3rd: Beam of Slaanesh, Soul Drain

Special Rules: The Keeper of Secrets has 4 claw attacks or 4 weapon attacks, 1 bite or gore and 1 stomp. Greater Daemons, such as Keeper of Secrets, cause Fear in all living creatures and Terror to creatures under 10 feet tall. They are subject to Instability and are immune to normal weapons.

Chaos Attributes: A Keeper of Secrets may be granted up to 6 Chaos Attributes. Riploose Sinewthrob has the following attributes:

1. Poisonous Bite (treat as spider venom, WFRP, page 82)
2. Mark of Slaanesh on forehead.
3. Scorpion's Tail (A+1*)

Empire at War – NPC's converted to WFRP II

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