

# NPCs AND MONSTERS

Throughout the text, the bonuses provided by skill such as *very strong* or *very resilient* have been added to the NPCs' stat lines. For example, if a PC has S 4 and possesses the *very strong* skill his base S score is 3.

## ✦ THE PEOPLE OF HEIDELDORF ✦

Many of the NPCs described here are not given detailed stats. Instead, use the generic profiles given at the end of this section. Minor NPCs or those presented to give personalities and detail to generic NPC types all use the same basic profile.

### ‡ THE CONSPIRATORS

Heinz Schiller, Karl Taunenbaum, and Wilf Schwarzhaus are the three most important figures in Heidedorf. Each ranks amongst the richest in the village, all run vital businesses, and the three work together to organize the yearly sausage festival that brings tourists and nobles to the village from across the region.

So far, the three believe they have done a good job keeping their plans hidden from their families and other villagers. In truth, a few of their rivals suspect something is afoot, though no one has yet uncovered any evidence of their evil plans.

#### Heinz Schiller

Artisan (sausage maker), ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	31	28	3	3	6	43	1	34	58	59	24	32	49

**Alignment:** Neutral

**Skills:** Blather; Charm; Cook; Etiquette; Luck; Read/Write; Sausage Lore; Surgery.

**Trappings:** Several suits of fancy clothes; fully equipped sausage works.

**Quotes:** "Judging from the musculature in your arms and chest, you appear in excellent physical condition. I fancy myself an amateur physician, may I please examine you."

"IDIOT! Is this what I'm paying you for? Get out of my sight!"

"I cannot apologize enough, Herr Baron. Rest assured, this impertinence shall not go unpunished. Now, if I may conduct you and the Baroness to the main tent, I believe the Oberknackewurst is about to be served. Though I say so myself, I think you will find it most interesting."

**Appearance:** A tall, pale, scrawny man, Heinz continually runs his hands through his thinning, lank black hair. He wears fashionable clothes that fall just short of being gaudy. Heinz speaks in a high-pitched voice, and tends to leap suddenly from one topic to another. He constantly adjusts his clothing, picking at specks of dust, stray hairs and other minor blemishes. From looking at him, it is difficult to believe that he makes sausage for a living. Lately, Heinz has subsisted on a diet of almost exclusively human flesh. Part of his scrawny, puny physique stems from his poor health.

**Personality and motivations:** Heinz is an arrogant, elitist, perfectionist snob. In his own mind, he stands at the centre of the world. He curses the bad luck that fated him to be born to a country bumpkin sausage maker. He dreams of making enough of a profit leave Heidedorf forever and start a new life in a more civilized place, such as Nuln or even Altdorf. He sees the conspiracy as a means to an end, and he has little trouble in sending ill-bred mercenary scum to their deaths. In truth, he has come to enjoy his ghoulish activities, and would probably continue on in Heidedorf killing and eating travellers even if he could afford to move.

His jealousy towards the nobles and merchants who buy his tainted wares, and his resentment of their wealth, combine to soothe any guilt he might otherwise feel in serving up a cannibalistic feast to his unsuspecting customers. Other people, including his family and co-conspirators, are mere tools to be used to advance his place in the world. Heinz blames his ancestors, he blames his family, and he blames the stupid nobles who buy his wares for pushing him to the extreme measures he uses.

Despite his deep rancour, egomaniacal impulses, and murderous tendencies, Heinz puts on the facade of a charming, talkative host. While it pains him to debase himself (as he sees it), he treats his guests with courtesy and concern. When dealing with social inferiors, particularly servants and mercenaries, he reveals his true colours, taking every available opportunity to insult, debase, and abuse them.

The years of harvesting and preparing human flesh have driven Heinz slightly insane. He has 2 Insanity Points and two disorders: Megalomania (**WFRP**, p. 85) and a form of compulsive behaviour. He considers everyone he meets as a potential meal, measuring up their physique and fitness with a practised eye and rarely resisting the urge to take an exploratory pinch or poke at a potential meal. Only around the most important and influential of his customers can Heinz resist this urge. Heinz covers for this odd behaviour by claiming to have an interest in medicine, and in the case of hired mercenaries, by insisting that this is necessary to assess their fitness for the job – which, in a way, is true...

## Wilf Schwarzhaus

Fence, ex-Trader, ex-Trapper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	31	58	3	4	7	44	2	51	59	36	31	29	48

**Alignment:** Neutral

**Skills:** Concealment Rural; Evaluate; Haggle; Numismatics; Law; Orientation; Row; Secret Language – Ranger; Secret Signs – Woodsman's; Set Trap; Silent Move Rural; Spot Trap.

**Trappings:** carved pipe in the shape of a dragon; knife; well-stocked trading post.

**Quotes:** "Ye city folk best be not headin' outside of the wall after dark, lest ye get lost and need me to come lookin' for ye."

**Appearance:** The years have not been kind to Wilf. His skin is weathered and leathery, and his hands are gnarled with callouses and scars from his long years as a trapper. He wears a long, shaggy beard and takes pride in its length. His hair has long since gone completely grey. He prefers simple, durable tunics and leggings. Wilf is never without his pipe, and he has long nurtured an addiction to tobacco. He carves his own pipes from wood and embellishes them with carvings of dragons and other beasts.

**Personality & motivations:** Wilf is an opportunist. Over the years, he has had to rely on no one but himself to attain his current standing. He inherited the trading post from his father many years ago, taking it from a decrepit backwater establishment and transforming it into a success. In his younger days Wilf allied himself with criminals from nearby cities to move illegal goods across the Empire. For a time, the trading post was an important way station for several criminal organizations. When Heinz approached him with his proposal, Wilf jumped at the chance to expand his profits. Using his underworld connections, he sells the weapons, armour, and other equipment recovered from the conspirators' victims.

Wilf assesses any situation in terms of how it affects him first. He feels that he has earned the right to wealth and comfort in his old age. He cares little for the people beyond Heideldorf, as the old fogey feels loyalty and compassion only for good 'ole folks, as he calls the locals. He loathes the wealthy nobility and city folk, and considers Heinz's scheme a piece of high comedy. That said, he has little love for the sausage maker. He considers Heinz's manner odd, and is disgusted by his dream of moving away from Heideldorf. He trusts and respects Karl, and agreed to the conspiracy primarily because of the innkeeper's support of it.

Wilf is most concerned with maintaining his reputation and standing in the community. He is one of the oldest men in the region, and is the authoritative voice on almost any subject. Few important decisions pass without his input.

## Karl Taunenbaum

Artisan (brewer), ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	31	22	3	4	6	23	1	31	24	16	38	34	52

**Skills:** Blather; Brewing; Cook; Wrestling.

**Trappings:** leather apron.

**Quotes:** "Howdy strangers! We've got the best ale for miles around! Actually, it's the only ale for miles around, but it's still good. So, why not take a load off and have a pint?"

**Appearance:** Karl is a rotund, middle-aged man with a bushy moustache and short, frizzy black hair. He always looks as if he just rolled out of bed; his clothes are always rumpled, his hair tousled, and his eyes baggy.

Karl normally wears simple, utilitarian clothing and a heavy leather apron.

**Personality and motivations:** Karl is a well-meaning person but, very naive. He genuinely enjoys running the Dancing Dragon, and loves holding court in the social centre of the Heideldorf region. He is on a first-name basis with all of his regulars, and greets newcomers with loud, joyful enthusiasm.

Despite his jovial nature, Karl's slow wits have proved troublesome in keeping the inn running smoothly. He ran up such a large debt due to mismanagement of the place that Heinz was forced to step in and buy the place from him. This fact is a closely guarded secret, that no one apart from Heinz and Karl knows. Karl dreams of one day regaining ownership of his inn.

Regardless of his involvement in funnelling mercenaries and adventurers into Heinz's scheme, Karl knows nothing of its true purpose. He has always assumed that Heinz uses hired thugs to beat up and rob the mercenaries up at the keep before leaving them in the forest to find their own way back to civilization.

### † OTHER NOTABLES

While the conspirators hold a tight grip on the village, they are far from the only people of note who live here. Dirk Moser and the witch-hunter Manfred Harwitt are both thorns in their side.

The miller, Dirk Moser, is both successful and covetous of Heinz's wealth, making him impossible to entangle within the conspiracy. Heinz has considered arranging his death, but Dirk's son Karl takes too closely after his father.

Harwitt is a necessary evil, as Heinz uses him to deflect suspicion away from the village and the rather high number of mercenaries who disappear in the area.

## Dirk Moser

Artisan (Miller), ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	31	32	3	3	6	30	1	29	31	45	33	39	22

Alignment: **Neutral**

**Skills:** Acute Hearing; Carpentry; Evaluate (grain); Operate Water Mill; Swim.

**Trappings:** carpentry tools; water mill.

**Quotes:** "Heinz Schiller is a wolf in fop's clothing. I wouldn't trust him as far I could throw him."

**Appearance:** Dirk is a short, well-built man with long brown hair and a neatly-trimmed beard. He wears simple garb and his skin is deeply tanned. He greets others with a firm handshake from his gnarled, powerful hands.

**Personality and motivations:** Dirk has always been something of an outsider in Heideldorf. As owner of the only mill in the area, farmers are forced to deal with him to grind their wheat. In the past Dirk's father tended to charge fees that the locals could only barely afford, generating considerable amount of ill-will towards his family. That resentment has spilled over to Dirk and the rest of his family. In truth, Dirk is rather greedy, though unlike Heinz he lacks the tact to conceal his avarice. He is secretly quite jealous of the Schillers, and the two-families have a long running feud. When Heinz financed the construction of the town wall, he intentionally ordered the wall built to exclude the Moser's mill and home.

While Dirk is greedy, he isn't willing to murder others to line his pockets. The influx of business and travel created by Heinz's scheme have not created enough of an upswing in business for him to harbour any desire to see Schiller's success continue. He would love to see Heinz Schiller get his comeuppance, and is eager to seize on any chance to deflate the sausage maker's ego.

## Manfred Harwitt

Witch-hunter, ex-Templar, ex-Free Lance, ex-Mercenary Captain, ex-Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	48	49	2	2	7	22	2	23	38	35	21	17	54

Alignment: Neutral (Sigmar, devout)

**Skills:** Disarm; Dodge Blow; Marksmanship; Public Speaking; Read/Write; Ride Horse; Secret Language – Battle Tongue; Secret Signs – Templar; Silent Move Rural; Silent Move Urban; Sixth Sense; Specialist Weapons – Net, Lasso, Crossbow Pistol; Throwing Weapon; Strike Mighty Blow; Strike to Stun.

**Trappings:** duelling pistol; sword; breastplate; leather leg-gings.

**Quotes:** "And even though they had me surrounded I still laughed when they asked me to surrender. After I cut three of them down, the others turned and ran. You youngsters ever match that?"

**Appearance:** Manfred walks with an unsteady, creaky gait. His once powerful frame has been reduced to a shell of its former self, primarily due to years of heavy drinking. Manfred is thin and scrawny, his face covered with liver spots, his hair snow white.

**Personality and motivations:** Manfred was once one of the most respected witch-hunters in the region. He tracked down and defeated several Chaos cults and uncovered numerous other threats to the Empire. Amongst his contemporaries and younger witch-hunters, he is a respected figure. Manfred suffers from alcoholism (**WFRP**, p. 84) and keeps himself heavily intoxicated most of the time, primarily as a result of depression over his diminishing physical skills. He lacks the strength and fortitude to continue on as a witch-hunter and considers himself a washed-up, ineffectual old fossil. When Heinz offered him a position as militia captain and resident expert on heretics and other issues, he jumped at the chance. He hoped his expertise would be put to use in an active manner, but instead he finds himself sitting in the Dancing Dragon drinking himself senseless day after day.

Manfred loves to regale others with stories of his exploits, and anyone willing to listen to his long-winded stories is a close friend in his mind. Manfred thinks quite highly of both Heinz and Karl, and has long been a lover of Heinz's products. If Manfred were to learn of the horrible crime taking place right under his nose, his sanity might not hold together.

The villagers were quite alarmed at first to have a witch-hunter in their midst. Over time, as it became apparent that Manfred is utterly harmless, he has become something of a village idiot. When drunk, he has a tendency to either collapse into a blubbing pile of sorrow and regret, or strap on his armour and stalk around town seeking out Chaos cultists. The story is still told of the time he attempted to arrest a cow, and ended up clinging to its neck as it dragged him around the village square.

Manfred hopes to prove himself in battle at least one more time. Unfortunately, he has little to no credibility with the townsfolk. If he openly accuses anyone of any crime, the chances are the people of Heideldorf will simply laugh before returning to their daily routine.



## Randolph Guervin

Artisan (Blacksmith), ex-Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	38	21	4	3	7	28	1	33	29	28	31	27	34

**Alignment:** Neutral

**Skills:** Consume Alcohol; Drive Cart; Smithing; Very Strong.

**Trappings:** leather apron; forge and tools.

**Appearance:** The Guervin family has long been in charge of the village smithy in Heideldorf, and it shows in Randolph's physique. He is short, squat, and heavily muscled. He keeps his brown hair cut short, and is constantly covered in soot and grime from his work.

**Personality and motivations:** Randolph is a quiet, withdrawn man. He sees much but says little. He has his suspicions about Heinz's business but chooses to keep his mouth shut. So long as business is good, he can't complain. He'd much rather remain ignorant of any dirty dealings going on beyond his notice.

Randolph wants to maintain the status quo in the village, though he has no particular love for or loyalty to Heinz Schiller or any of the other important people in town – except for Karl Taunenbaum, whom he considers a close friend.

### The Mercenaries

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	42	37	3	3	6	34	1	29	25	28	30	27	31

**Alignment:** Neutral

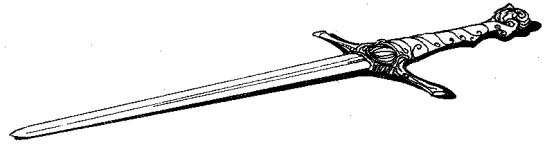
**Skills:** Disarm; Dodge Blow; Ride; Secret Language – Battle Tongue; Strike Mighty Blow; Strike to Stun.

**Trappings:** Sword or axe; bow; 10 arrows; mail shirt; shield.

**Quotes:** "They ain't paying me enough for this."

**Appearance:** For the duration of the festival, Heinz forces each mercenary to wear bright, powder blue and pink tabards over their armour. None of the mercenaries like these garish outfits, though Heinz's threat to dock their pay for any damaged or soiled uniforms forces the warriors to endure them. The mercenaries are all veteran fighters and bear the scars of dozens of battlefields.

**Personality and motivations:** These six hired swords have been brought on to keep order during the week of the festival. Heinz pays them well and keeps them well-fed with sausage, though he absolutely refuses to supply them with alcohol. He dislikes keeping such rough individuals around during the festival, but sees no other option to keep the peace



and, more importantly, soothe the nerves of his often high-strung clientele. The mercenaries resent Heinz's directive forbidding them to drink, and consider him to be an effeminate fop. His whiny, grating manner and tendency to lash out at his employees has earned nothing but contempt from the mercenaries. Still, the job pays rather well and involves little risk, two factors that keep them from abandoning it.

The mercenaries tend to act together. None of them are from the region, causing them to look to each other in times of stress. The six of them have served together in various conflicts over the years, forging close bonds in the process.

- **Claude du Marche** is the group's informal leader. He stands six feet six inches tall, and keeps a neatly trimmed goatee. This Bretonnian has served with a wide range of lords, and has even fought with the Kislevites against raiding Chaos bands. He delights in deflating braggarts and fops.
- **Oscar Gunning** is a short, squat fighter who lost an eye to a Goblin's scimitar years ago. He trusts Claude with his life and has little patience for obvious fools.
- **Werner Niebling** is of moderate height. His stomach bulges from his armour, but despite his weight he is fit and is a hardened fighter. Werner in particular finds Heinz's stricture against alcohol an unbearable burden.
- **Rudolph Schnell** is missing a finger from each hand, a memento of his brief capture at the hands of an Orc warlord at the edge of the Border Princes. His face is covered in scars from that encounter. He says little, and is dedicated to fulfilling his duties to the utmost of his abilities.
- **Yuri and Nicolai Menderov** are twin brothers who travelled to the Empire from their native Kislev in search of employment. They cannot speak Reikspiel, and are normally assigned to watch duty at Heinz's shop. They are nervous about faring poorly in their first paid assignment with the veteran Claude, and are relentless in following orders to the letter.

The mercenaries want to earn their pay and make it through the week without needlessly angering Heinz. They work hard to keep him happy, but if it is clear that he is engaged in anything as direly illegal as murdering and eating travellers, they will quickly turn against him. The mercenaries have no desire to be tied to a crazed butcher and cannibal.

## The Villagers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	20	25	3	3	6	30	1	30	30	30	30	30	30

**Occupations:** The villagers work primarily as farmers, trappers, and hunters.

**Typical Skills:** Animal Care; Carpentry; Consume Alcohol; Game Hunting; Set Trap.

**Typical Trappings:** weatherproof clothing; tools of their trade; knife.

**Typical Quotes:** “Neither brains nor manners, these city folk. I’ll be glad when the festival’s over.”

“See that? That’s the grant of land that Magnus the Pious gave to my great-great-grandfather. That’s his signature on the bottom there. You city folk ever been given anything by an Emperor?”

“Oh, I could tell you a thing or two about goings-on in this village, and no mistake. It’s just that my throat’s dry from an honest day’s work, if you take my meaning.”

**Appearance:** The farmers and residents of the Heideldorf area are typical rustic types who favor simple, utilitarian clothing. Most of them are lean and weathered from long hours spent in the fields. They are a grim, hardy lot, not afraid to work hard to make a living.

**Personality and motivations:** Heideldorfers are dull but reliable folk. They work hard during the day and by night they enjoy drink at the Dancing Dragon and gossiping about local events. Some of them resent the prosperity enjoyed by the families that live within the wall, but most are happy with the extra business and money Heinz and his cronies attract. The villagers want peace and prosperity above all else.

**Sample Names:** Franz Gruber, Victor Kroger, Felix Volksburg, Gunther Schmidt, Greta Gruber, Cynthia Hofstetler, Dana Graff, Stephanie Hafstadter.

### ‡ THE SCHILLER FAMILY

Heinz’s wife, **Wilhimina**, is a doughy, soft-spoken women whose appetite for food is matched only by her oblivious nature. She has a terribly difficult time picking up on subtle social hints, and can often blather on for hours despite even the most blatant signs of boredom. She does mean well, and is genuinely concerned for others, but her poor social skills have made the butt of many jokes and something of a social pariah. Heinz married her primarily to gain access to her family’s money, and having leveraged it into a successful business he now sees her as a millstone round his neck.

Unbeknownst to the poor woman, Heinz has used her as a taste tester for his human flesh concoctions. Heinz considered it a fitting punishment for his once slim, attractive wife.

**Melinda** is a bizarre mixture of her parents’ tendencies. On one hand, she shares her mother’s gentle demeanour, but on the other she has little empathy for others’ problems. She tends to act warmly towards others, but has difficulty relating on anything more than a shallow level. Melinda treats her mother well but secretly hates her, considering her to be an embarrassment. She is slavishly devoted to her father and is willing to do almost anything to win his love. Heinz is quite aware of this, and considers Melinda a useful tool. She is unaware of the true nature of his business, but she suspects he is involved in illegal activities. So long as he can avoid the law and maintain the family’s income, she is more than happy with the state of affairs.

### ‡ THE TAUNENBAUM FAMILY

Karl’s wife **Gertrude** helps out at the inn, serving as a cook and serving wench. Like Karl, she is both quite overweight and a slow thinker. She is unaware of Karl’s dealings with Heinz. Gertrude’s and Karl’s families have married between each other for years, causing no small amount of inbreeding between them. The couple has two sons, **Dirk** and **Felix**, who help manage the inn. The two take after their father.

### ‡ THE MOSER FAMILY

Dirk is married to a shrewish, ambitious woman named **Melissa**. She pushes him to confront Heinz and is eager to see him toppled. Dirk’s son **Karl** looks forward to one day assuming control of the mill and secretly hopes his father deposes Heinz, clearing the way for him to become the most influential man in the area.

## ⇒ FESTIVAL ATTENDEES ⇐

### ‡ NOBLES AND MERCHANTS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	25	25	3	3	6	30	1	30	30	30	25	20	35

**Typical Skills:** Blather; Charm; Consume Alcohol; Etiquette; Gamble; Heraldry; Luck; Public Speaking; Read/Write; Ride; Wit.

**Typical Trappings:** expensive clothes; jewellery; fencing sword (males only); coach and horses; servants.

**Typical Quotes:** “You there, fellow! Kindly direct me to the... to the... urp... BLAAAARGH!!!”

“You there! More ale, at once!”

“This sausage is cold, you dawdling imbecile! I’ve half a mind to speak to your employer!”

**Appearance:** All of the people attending the festival are of at least moderate means. Many of them dress in gaudy, trendy fashions direct from Bretonnia. Eye-catching colours and expensive silks are both popular wardrobe choices.

**Typical Personality and motivations:** Drawn from across the region, these merchants and lesser nobles look forward to spending a week in the charming village of Heideldorf, stuffing themselves with sausage and ale. While many of these visitors are nobles with nothing better to do, a few of them are tradesmen who could potentially do more business with Heideldorf if they leave with a positive impression of the place. Thus, Heinz works tirelessly to keep them all as happy as possible.

The attendees are primarily stuck up, arrogant, and easily panicked. They find Heideldorf a charming rural venue, but hate the bumbling yokels and coarse, crude dirt farmers that live there. All of them are admirers of Heinz's work, and consider him a genius of sausage making.

### ‡ THE UNINVITED GUESTS

#### Gunnar, Magnus, and Zeke

Farmers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	31	22	3	3	4	34	1	30	27	21	28	21	32

**Skills:** Blather; Concealment Rural.

These are the three teenage sons of Farmer Relsteng, an influential figure amongst the families that farm the land surrounding Heideldorf.

#### The Tilean Rivals

Racketeers and Footpads

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	30	32	3	3	4	31	1	34	33	29	27	28	29

**Skills:** Bribery; Concealment – Rural; Consume Alcohol; Embezzling; Haggle; Pick Pocket; Read/Write.

**Trappings:** Fancy clothes, daggers.

Aldo Carmelli and Luigi Tortella have long harboured a deep hatred for each other, fuelled by their conflicting business interests and involvement in the Tilean underworld. A few months ago, Luigi hired some assassins to kill Aldo, but they were inexperienced, poorly armed, and – worst of all – they were complete unknowns. They were quickly detected and killed. Gravely insulted by his enemy's choice of hired killers, Aldo has decided that Luigi needs to be taught a sharp lesson. With the help of his bodyguards and a few relatives who made the trip to Heideldorf with him, he plans to give the Tortellas a thorough beating before cutting their leader's throat.

Aldo doesn't much care for Heinz's wares, and made the journey only because he believed it to be a good opportunity catch his rival without his normal entourage. Luckily for the

PCs, the two merchants are small fry in the grand scheme of things. Their feud is all the more bitter because each has so little real power among the trade guilds and criminal cartels.

#### The Tortella Gang

**Luigi Tortella**, in addition to his daily duties as a merchant and small-time smuggler, is an ardent fan of Heideldorf sausage. Taxed to the point of exhaustion by his involvement in both legitimate and illegal businesses, he has decided to spend a few weeks in the Empire. Short, fat, and bearded, Luigi blends in with the epicures and gourmets who attend the festival. A fervent epicure, Luigi views his criminal and business ventures as mere vehicles to keep him in wine, food, and women. His three bodyguards never venture far from his side. Luigi relies on them totally, and typically fails to exercise much caution in terms of his own security.

#### The Carmelli Gang

**Aldo Carmelli** is a tall, gangly, rail thin Tilean with a thick accent, thinning brown hair, and a wispy moustache and scraggly beard. His teeth are yellowed and his breath stinks of garlic and other spices. Bitter and vengeful, he wants to personally kick Luigi Tortella in the face for doing him the insult of sending second-rate assassins after him. He plans to kill his rival and flee town as soon as possible. Aldo is accompanied by five of his most loyal thugs.

### ‡ OTHER VISITORS

#### The Old Mercenaries

Dirk, Rolf, and Otto are a rare breed of mercenary – they have met with enough success and luck to retire after old age has robbed them of their fighting skill. Each of them is enough to while away their years touring the Empire and seeing the sites. Dirk has a bit of a drinking problem, from his years as a soldier, and can be a bit too eager to dispense advice to young mercenaries such as the PCs.

#### Simon Graubart

A bellowing, angry businessman ostensibly in Heideldorf to help soothe his ragged nerves, Simon is on a one-man mission to make life as miserable for others as possible. A recent run of bad luck, culminating in a robbery that left his warehouse stripped of goods, has dropped his business to the edge of ruin. Simon harbours a deep hatred of commoners, whom he sees as little more than thieving scum. He blames them for looting his warehouse and takes delight in tormenting the servants, mercenaries, and other workers hired to run the festival. Simon knows that he has nothing but misery and debt awaiting him back home, and does his best to drown his sorrows in drink and vent his anger at others.

#### Katrina Volstaadt

This one-time beauty has long ago given way to age, obesity, and a ridiculous drive to cake herself in layers of make-up. Katrina is a widow in her late fifties, who slowly fritters away her husband's fortune by sponsoring utterly inept artists,

launching failed business ventures one after another, and touring the Empire in an effort to satisfy her monstrous gustatory hungers. Katrina is a little over five feet tall, but weighs nearly 250 pounds. She resembles some sort of freakish clown with her thick layers of eyeliner, rouge, and lipstick. Unfortunately for any attractive PCs, Katrina has a thing for latching on to servants who catch her eye, and desperately trying to seduce them. When that fails, she offers money and gifts in exchange for a few nights of passion. She reacts quite poorly to rejection, and may claim an attempted rape or other serious crime against a character.

## ✦ LURKERS IN THE FOREST ✦

### ‡ THE TROLLSLAYER

#### "Mad" Geddi Ironhead

Troll Slayer, ex-Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	55	22	3	4	8	22	2	28	31	20	51	58	15

**Skills:** Disarm; Dodge Blow; Specialist Weapon – Two-handed Weapons; Street Fighter; Strike Mighty Blow.

**Trappings:** Two-handed axe.

**Quotes:** "Make no mistake, manling, Heinz Schiller will die. Geddi Ironhead will kill him. If someone else kills him, Geddi Ironhead will kill them for robbing him of his vengeance."

"Well, just look at this misbegotten shower of milksops mincing down the road! Do your mothers know you're out unattended? I say your mothers, since you probably have no idea who your fathers are!"

"Afraid? A Slayer fears nothing! This Slayer's oath to kill Heinz Schiller takes precedence over exploring the keep, that is all! You are lucky that you are so pathetic that there is no honour in killing you!"

**Appearance:** Mad Geddi looks the role of the typical Troll Slayer. His orange-dyed hair is kept in a tall, spiky crest with generous amounts of animal fat. An iron chain runs from his right earlobe to his nose, while a half-dozen steel loops hang from his left ear.

**Personality and motivations:** Geddi wants to see Heinz Schiller dead, and is willing to kill anyone who gets between him and that goal. He is relentless in his purpose, but lacks the mental and social faculties to verbalise most of his thoughts. Geddi only half-remembers the source of his rage, and refuses to discuss any particulars of the matter, as demanded by the Dwarf tradition. He consistently refers to himself in the third person, never remembers names, is incapable of completing a sentence without both an insult and a steady supply of profanity.

### ‡ THE BANDITS

#### Werner Krause

Footpad

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
5	27	44	3	2	6	44	1	39	30	37	26	37	38

**Skills:** Bribery; Scale Sheer Surface; Silent Move Rural; Silent Move Urban; Street Fighting; Strike to Stun.

**Trappings:** Bow; 20 arrows; club; leather jack; shield; dagger; 4 Gold Crowns; 16 Silver Shillings.

**Appearance:** Werner is a short, stout man who packs surprising agility into a flabby, compact frame. He wears a trapper's plain leathers, fur cloak, and several weeks' worth of stubble. He keeps his hair pulled back in a ponytail, and wears a battered leather cap.

**Personality and motivation:** Werner is both lazy and greedy, two traits that combined to push him to a life of crime. He's intelligent enough to excel as a criminal, but chooses to stay with petty schemes and spends his money as fast as he steals it. He panics easily when physically threatened without an easy escape route. Werner hopes to pull off a few petty robberies using his gang's cover as hunters. After waylaying a few travellers and killing them to eliminate witnesses, he plans to head back to civilization to enjoy his ill-gotten gains.

#### Ivan

Pit Fighter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
2	42	29	4	4	6	33	1	35	31	21	33	37	32

**Skills:** Disarm; Dodge Blow; Specialist Weapons – Fist Weapons; Flail Weapons; Parrying Weapons; Two-handed Weapons; Strike Mighty Blow; Strike to Injure; Very Resilient.

**Trappings:** Flail; mail shirt; shield; knuckledusters; bow; 10 arrows; 6 Gold Crowns; 10 Silver Shillings.

**Appearance:** Ivan stands six feet tall. He wears his black hair trimmed short and keeps his handlebar moustache heavily waxed. His face is covered in scars and he walks with a noticeable limp. He normally wears his armour beneath a loose-fitting jerkin, concealing his weapons beneath a voluminous fur cloak. Unless the group expects a fight, Ivan tries to conceal his true capabilities.

**Personality and motivations:** A native Kislevite, Ivan fled his homeland after killing the son of a powerful boyar in a tavern brawl. He worked for a time as a pit fighter, until a severe leg injury forced him out of the ring. He now hopes to make enough cash as a bandit to keep himself in beer and

whores for the rest of his life. Needless to say, Ivan has a slightly exaggerated sense of the riches that await him, primarily as a result of Werner's exaggerations.

## Boris Schmidt

### Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	48	3	3	6	39	1	33	31	28	25	29	23

**Skills:** Concealment Rural; Drive Cart; Follow Trail; Game Hunting; Secret Language – Ranger; Silent Move Rural.

**Trappings:** Leather jerkin; bow; 30 arrows; hand axe; dagger; 11 Silver Shillings.

**Appearance:** Boris is a tall, rangy man with craggy features, a hawk nose, and a mouth mostly empty of teeth. His breath stinks terribly. Boris wears crude clothes, fashioned from mangy old furs.

**Personality and motivations:** A grizzled old codger, Boris took up with Werner in the hope of netting a much bigger score than he could expect with hunting. A native of the Heideldorf area, he met Werner and Ivan on the road. After hearing Boris speaking of his hometown with disdain, Werner came up with the idea of using the old man's connection to the area as cover for banditry, and found the old man an eager accomplice.

## ‡ THE MUTANTS OF BLACK ROCK KEEP

Lurking within the ruins of the old keep, this gang of mutants is led by a megalomaniac adept of Tzeentch, Chaos lord of change and magic. The mutants set the traps within the keep's cellar that capture and kill explorers, keeping a steady stream of fresh meat for Heinz Schiller's sausage business.

Pedro Difelice, the leader, was originally an apprentice to a wizard in Estalia. His obsession with attaining great magical power led him to worship Tzeentch after stumbling across references to the Chaos god in his master's library.

After murdering his master and stealing his tomes of magic, Pedro fled to Altdorf to continue his studies. There, he soon developed his mutation and was forced to strike out into the wilderness. There, his mastery of magic allowed him to collect a small coterie of mutants who obey his every word.

Stumbling across Black Rock Keep, he and his gang moved in. A chance meeting between Heinz and Franz, who was in Heideldorf to buy supplies, led to their current arrangement.



## Pedro Difelice

### Wizard Level 2, ex-Wizard's Apprentice, ex-Wizard Level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	34	28	4	5	8	53	1	41	31	56	34	44	32

**Alignment:** Chaos (Tzeentch)

**Skills:** Arcane Language – Magick; Astronomy; Cast Spells – Petty Magic; Battle Magic level 1; Battle Magic level 2; Drive Cart; Herb Lore; Identify Plants; Magic Sense; Magical Awareness; Meditation; Read/Write; Rune Lore; Scroll Lore; Secret Language – Classical; Sixth Sense; Super Numerate.

**Spells (36 MPs):**

<b>Petty:</b>	<i>Curse; Magic Alarm; Magic Lock; Marsh Lights; Zone of Silence</i>
<b>Battle 1:</b>	<i>Aura of Resistance; Fire Ball; Steal Mind; Wind Blast</i>
<b>Battle 2:</b>	<i>Cause Frenzy; Mystic Mist</i>

**Trappings:** Dagger; staff.

**Quotes:** "You maggots, how dare you invade my sanctum? Prepare to die!"

"We can strike I deal. I know the truth of this place. Sheath your sword and we can talk."

"Please don't hurt me, oh please, no, I'll do anything! Please!"

**Appearance:** Pedro wears mud-splattered, threadbare blue robes, a heavy red cloak, and a tall, black hat. He normally wears a scarf over his mouth to help conceal his mutations. His eyes are attached to long, slender tentacles that allow them to snake away from his eye sockets and look around corners, behind his back, and into his pockets.

He has two tongues in his mouth that, through a trick of Chaos magic, allow him to speak two languages at once. Whenever Pedro speaks, his words echo in two languages. He can control the relative volume of his two tongues, but can never completely silence one in favour of the other.

**Personality and motivations:** Pedro craves power and knowledge. He views Tzeentch, his followers, and the Heideldorfers as tools to advance his mastery of magic. He alternates between rampant egotism and pitiable self-doubt, making him liable to make a defiant stand against opponents but quickly turn tail or plead for mercy should his enemies prove formidable.

Above all, Pedro wants to survive. He considers himself an arch-wizard in the making, and he will do whatever it takes to preserve his own skin so that he can go on to fulfil his destiny.



## Franz

M	WS	RS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	26	31	3	3	4	32	1	34	22	41	31	21	27

**Alignment:** Chaos (Tzeentch)

**Skills:** Blather; Concealment Rural; Cook; Drive Cart; Game Hunting; Set Trap; Shadowing.

**Trappings:** Hand axe; shield; crossbow; 10 bolts.

**Quotes:** "Shut up, Jules! I'll burn you again!"

"This isn't going to work."

**Appearance:** Franz appears completely normal as long as he wears a shirt or other chest covering. He wears his blonde hair cut short, and sports a thick, bushy moustache. His great belly spills over his belt, and he wears a loose-fitting shirt. At first glance, the shirt appears to camouflage his girth, but in reality it hides a face with thin mouth and small, beady eyes that sprouted from his chest.

**Personality and motivations:** The brains of the bunch, Franz considers himself a cut above his fellows. He secretly believes his lack of obvious mutations is a sign of Tzeentch's blessings, though he utterly detests Jules and plots to remove him. In his mind, Pedro favours him above the others, even though the wizard often forgets his name. When Pedro is absent, he assumes command of the mutants. In battle, he stands back and directs the others. He fights to the death to protect Pedro. If the wizard is absent he flees, under the pretence of warning the wizard of the intruders.

The second face is named Jules; it has a mind and personality of its own, and is quite insane. Jules believes that it was once a normal man, who sprouted a growth out of the back of his head that grew into Franz. If Franz is dropped by a wound to the head or extremities, Jules survives for 1d4 hours and pleads with the adventurers to set him free.

## Bizz and Bub

M	WS	RS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	12	4	3	6	24	2	18	22	4	19	23	11

**Alignment:** Chaos (Tzeentch)

**Skills:** Specialist Weapon – Net; Street Fighter; Strike Mighty Blow; Strike to Stun; Wrestling.

**Trappings:** Net.

**Quotes:** "Grrmmph!"

**Appearance:** These identical-looking mutants sport the most radical changes from their original human forms. Once a

married couple, the power of Tzeentch has reduced them both to pinheads with massively overgrown physiques. Their tiny heads are devoid of facial features, though they can see and hear normally. Their bodies have shifted and warped to the equivalent of a bodybuilder's muscled frame, though their joints were crippled by the strain of the rapid transformation. They move with sudden, jerky motions as their shoulders, elbows and knees pop in and out of place. Each step brings a cacophony of pops, snaps and muffled grunts of pain.

These two dimwits would have little of note to say, even if they had mouths. Their blank faces shudder and shift grotesquely and they emit low, rumbling growls in combat, suggesting that their mouths are merely covered under a thick layer of skin. In battle, they rush forward to dole out punishment with vicious abandon.

**Personality and motivations:** Bizz and Bub display little in the way of personalities, partly because their small, featureless faces give them little opportunity for expression, and partly because they don't actually think very much. Life has been good under Pedro's leadership; they adore him and will fight to the death in his defence.

## Puddles

M	WS	RS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	32	27	3	4	5	34	1	28	30	31	27	28	31

**Alignment:** Chaos (Tzeentch)

**Skills:** Acute Hearing; Follow Trail; Frenzied Attack; Set Trap; Specialist Weapon – double-handed weapon.

**Trappings:** Two-handed axe; chain mail shirt; helm; cloak.

**Quotes:** "Arooo!"

**Appearance:** The power of Chaos twisted this mutant's face to resemble that of a Saint Bernard dog. A steady stream of drool runs down his chin and across his shirt. His nickname comes from his tendency to leave small pools of spittle wherever he stands for more than a minute or two. He is tremendously fat, and his stomach hangs over his belt while his armour stretches to accommodate his bulk.

**Personality and motivations:** Like the animal he resembles, Puddles is faithful to his master Pedro, and works hard to please him. He hates Franz and makes an effort to undermine him at every opportunity. In battle, he charges eagerly forward, baying loudly.

**Mutations:** His dog-like face allows Puddles to track via scent, granting a +10% bonus to his **Int** when making *follow trail* tests. During battle, a river of drool splashes down his chin across his armour, forming a puddle around his feet. Anyone attacking Puddles in melee suffers a -5% penalty to **WS**, owing to the slippery ground around the mutant. If an attacker rolls more than 20% above his modified **WS**, he must instantly make an **I** test or fall prone, having slipped in drool.

## Stilts

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
2	36	30	3	3	6	39	1	31	25	34	28	25	34

**Alignment:** Chaos (Tzeentch)

**Skills:** Ambidextrous; Dodge Blow; Scale Sheer Surface; Silent Move Rural; Strike to Stun.

**Trappings:** Sword; shield; leather jerkin; 2 javelins.

**Quotes:** "Slash and bash, and crush and much! Ha, ha, ha!"

**Appearance:** This mutant has fire-orange skin and long, bow legs that give him a bouncy gait. He sways from side to side while walking. With effort, he can straighten his legs and attain a height of 8 feet, but doing so requires him to concentrate on maintaining his posture and causes intense pain in his warped legs. His arms are equally long, allowing him to reach forth and strike opponents up to 6 feet away.

**Personality and motivations:** A dedicated follower of Tzeentch, Stilts joined the mutant band in the hope of learning magic from Pedro and gaining greater favours from his inscrutable god. He fights hard against intruders and, along with Puddles, plots against Franz in the hope of gaining a higher position in the group's pecking order.

**Mutations:** Stilts's long legs allow him to stand 8 feet erect for up to a minute at a time before his muscles cramp and tire. Normally, he stands roughly 6 feet. With his spindly arms, he can reach 6 feet to strike opponents. He often stands behind Bizz and Bub to attack.

## Xovart

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	15	12	2	5	6	31	1	24	36	34	31	34	29

**Alignment:** Chaos (Tzeentch)

**Skills:** Very Resilient

**Trappings:** None

**Quotes:** "GrrrAAARRR!"

**Appearance:** This freakish creature is barely recognisable as humanoid. It drags itself forward on its arms, as its lower torso long ago shrivelled up and dropped away, leaving nothing but a massive, bloody, pus-filled stump below its waist. Its upper torso is covered in scales, and its head has morphed into a vague cross between a fish and a human. A favoured creature of the Lord of Change, Xovart is capable of casting a few simple spells and serves as the group's chaplain and spiritual advisor. Incapable of speech, its hoots, chitters and howls are taken as the divine speech of Tzeentch, and are frequently imitated by the rest of the mutants.

**Personality and motivations:** Its mind hopelessly twisted by Chaos, Xovart gibbers and babbles mindlessly while bobbing up and down and swaying side to side in a steady, rhythmic manner. When excited, angered, or afraid, its babbling increases in both pace and volume. In the heat of battle, the other mutants echo its bizarre chorus. Xovart worships Pedro like a god, and normally lurks close by the wizard at all times like a pet. If Pedro is threatened, it attacks in a fury with its spells.

**Mutations:** Xovart has the innate ability to cast several spells, a sign of the favour of Tzeentch. It may cast the level 1 elemental spells *Blinding Flash* and *Breathe Underwater* once per day, and can cast the Petty Magic spell *Sleep* three times per day. After Xovart uses a spell, its skin turns a deep blue colour, and it collapses in a temporary epileptic fit that lasts one round.

## † ERNST GOTTLIEB'S GANG

### Ernst Gottlieb

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
0	0	0	1	3	7	01	0	05	56	54	16	41	31

**Skills:** None

**Trappings:** None

**Quotes:** "I know people who would nail you to a door for a shilling, you know."

"You couldn't possibly understand. I hope you never have the opportunity to understand."

"My business is with Heideldorf. I have no quarrel with you. Leave now, or face the consequences."

**Appearance:** Ernst was once a towering, heavily-built man with a hanging gut and an appetite to match. Unfortunately for Ernst, one of the many culinary delights he consumed with gusto was Heinz's Chaos-tainted sausage. As a result, Ernst has been transformed into a large blob of fat. limbs fell away, leaving he little more than a stumpy head attached to a bloated torso. Even worse, the more Heinz ate, the more his body shrank. Currently, he is a soft, roundish blob of flesh about the size of a human head. His face is still intact, allowing him to communicate with his followers. Normally, they carry him about in a large leather backpack.

**Personality and motivation:** Perhaps understandably Ernst is almost completely insane. His drive to destroy Heinz is sufficiently powerful that he can put on a façade of sanity and keep his gang organized. In addition to his culinary appetites, Ernst kept a large stable of courtesans and mistresses on hand. As his current body does not allow him to indulge such appetites in any way, shape, or form, he is intensely bitter, angry, and easily provoked. He is obsessed with destroying Heideldorf and is willing to pay any price to see

that happen. At this point, he considers the villagers just as guilty as Heinz for putting him into his current state. After Heideldorf is destroyed, he would love to find some magical method to restore his body. Despite his enormous resources and influence, he has been unable to find a wizard who could provide help. He has decided to settle for slaughtering a village of mostly innocent farmers.

**Mutations:** Ernst's mind has developed several strange new powers. He can telekinetically manipulate an object up to 100 pounds in weight, pushing or pulling it 10 yards per combat round. He is also capable of telepathy and can contact any creature within 500 feet. He cannot force his way into a person's mind, but he can communicate with anyone who willingly opens contact with him. He is also capable of projecting his senses of sight and hearing up to 1000 feet away. To use this ability, Ernst slips into a trance and concentrates in a given direction. He uses this ability to keep tabs on the festival and watch for any complications that may interfere with his plan.

### Jeb Longnose

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	25	41	2	3	7	52	1	44	21	31	17	39	48

**Skills:** Act; Bribery; Concealment Rural; Concealment Urban; Disguise; Flee!; Pick Lock; Palm Object; Read/Write; Scale Sheer Surface; Silent Move Urban; Wit.

**Trappings:** Crossbow; 10 bolts; dagger.

**Quotes:** "My face was my fortune, as they say. I was robbed of my future. It's only fair that I should rob them of theirs."

**Appearance:** Jeb is a jaunty dresser and smiling, personable individual. He wears a bright green waistcoat, leggings, and a short, conical hat with a bright red feather tucked into its rim. His apple cheeks are marred by a few scars from in knife-fights in the back alleys of Altdorf. Apart from the long, hairless tail that sprouts from his rump and his clawed, leathery hands and feet, he looks much like a typical Halfling.

**Personality and motivations:** From a young age, Jeb found that people took a natural shine to him. Human women assumed he was a small child, while even the most hardened mercenary or labourer couldn't help but tousle his hair and pat his back in affection. Thus, as any self-respecting Halfling would do in such a situation, Jeb decided to put his looks to work in order to eliminate the need to work.

A variety of confidence tricks and scams gave him a comfortable livelihood until he decided to move to Altdorf. There, he crossed paths with the criminal kingpin Ernst Gottlieb. After luring a few of Gottlieb's business associates into a dubious investment scheme, Jeb found himself faced with a simple choice: work for the crime lord or face a painful death.

Since then, he has served as Ernst's foremost spokesman and spy. Jeb relies on his looks to get his way, so his transforma-

tion has destroyed his hopes of ever building a comfortable life. He shares Ernst's intense hatred for Heideldorf, and wants to see Heinz and his entire community destroyed. As a Halfling dedicated to making others do his work for him, he loves the idea of the Heideldorfers slaughtering each other.

**Mutations:** Jeb's tail is a fully functional limb. He can use it as a counterbalance when making his way across a tightrope, tree branch, or other narrow walkway. Double his **Dex** when checking to see if he can keep his balance.

In addition, his clawed hands and feet allow him to climb up trees and walls quickly. His claws double his movement rate when climbing, and give him a +40% bonus to any *climb* tests. Jeb can also use his claws in combat. They count as if Jeb wielded a standard hand weapon when he uses them in battle.

### Utrecht Magnussen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
4	47	44	3	3	6	38	1	32	22	31	21	30	52

**Skills:** Blather; Concealment Urban; Dodge Blow; Lightning Reflexes; Scale Sheer Surfaces; Silent Move Urban; Torture.

**Trappings:** Dagger; short sword; buckler.

**Quotes:** "It's a living."

**Appearance:** Tall and lean, Utrecht wears a simple woollen cloak, a broad-brimmed hat, and simple but fashionable clothes. He wears his black hair long and straight. His skin is tanned from long days spent on the road.

Nestled at the base of Utrecht's neck is a single, bloodshot eye. He normally keeps it covered with a scarf, cloak, or high collar.

**Personality and motivations:** Utrecht is a mercenary through and through. He cares only for the steady stream of money Ernst pays him. To Utrecht, it doesn't matter much if his employer is a powerful criminal overlord, a shapeless blob of flesh, or both, so long as the pay is good. Utrecht not the most skilled assassin and spy, but he is one of the few hired thugs who stayed with Ernst after his fall from power.

His true talent lies in getting close to his target with his appealing personality. He has an uncanny ability for making himself likeable. His almost intuitive sense of a person's likes, prejudices, and beliefs allows him to blend in easily and engage others. As Ernst's eyes and ears in Heideldorf, he blends into the crowd and does his best to remain inconspicuous. He has no knowledge of Ernst's plans for Heideldorf, but assumes the crime lord is here to settle an old score. Unlike the rest of the gang, Utrecht's mutation has proven useful to him.

**Mutations:** When the eye in the back of Utrecht's neck is uncovered, he has a 360-degree field of vision.

## Big Abe

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
4	42	14	5	5	8	24	1	19	10	07	16	17	18

**Skills:** Frenzied Attack; Sixth Sense; Super Numerate; Wrestling.

**Trappings:** Two-handed club; leather jerkin; dagger.

**Appearance:** The towering mute known as Big Abe looks more like an ogre than a human. He stands nearly seven feet tall, and wears a leather jerkin and leggings that can barely contain his bulk. Abe's head is shaved bald and his eyes have the dull, vacant look of an idiot. Abe normally carries Ernst in a battered leather backpack.

**Personality and motivations:** Abe was Ernst's treasurer and accountant until he ate the tainted sausage and transformed into a lumbering brute. His basic loyalty to Ernst also transformed, turning him into an intensely fanatic follower of the crime lord. Abe speaks in simple, direct sentences and refers to Ernst simply as "the master." Abe wants to keep Ernst safe from harm and crush anyone who opposes his master.

**Mutations:** The warping influence of Heinz's sausage granted Abe his massive strength and endurance while turning him into a vacant idiot. Abe is *subject to stupidity*.

## ‡ THE HORRORS OF HEIDELDORF

### Mutated Revellers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	25	-	4	3	7	35	1	30	10	10	25	20	15

The unfortunates who devoured the warpstone-tainted meat are doomed to a life of madness and mutation. They sprout fangs and claws, allowing them to fight with their bare hands as if they wielded hand weapons. They fight to the death.

The mutants are vaguely recognisable beneath the fur, claws, teeth, extra limbs, swollen heads, and other bizarre traits "gifted" to them by Ernst Gottlieb's poison. Many are little more than drooling, gibbering madmen. Some are left crippled and immobile by their changes, while others are transformed into mindless idiots. The remainder are mobile, aware, and quite vicious.

### Psychotic Revellers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	25	25	3	3	6	30	1	30	30	30	25	20	35

The unfortunates caught in the grip of mad bull powder foam at the mouth and twitch in the grip of unspeakable hallucinations. Their faces are contorted into exaggerated masks of

rage, and sometimes they seem to react to unseen attackers or unheard sounds.

Unlike standard NPCs, those under the affect of the powder flee from combat when they are reduced to 0 **Wounds**. Like wild animals, they fight ferociously until their lives are in danger. At that point, they try to flee and hide in order to tend to their wounds. Most of the revellers fight bare-handed, but if they stumble across weapons – even improvised ones such as tables or chairs – they eagerly use them. Though driven to a murderous rage, they fight intelligently, working together to claim their victims. Some fights break out amongst the poison's victims, but these are already accounted for in the total number of victims the PCs must defeat (see p. 00).

### Mutated Giant Rats

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
6	35	0	4	4	12	30	1	-	14	10	14	14	14

Once normal rats used to helping themselves to the odd bite of sausage, these creatures have been hideously mutated by Gottlieb's warpstone-laced poison. They have grown to the size of ponies, but unfortunately their skins have not been able to contain their rapid growth, and have split in several places, revealing the raw, pink flesh underneath. Effectively, their growth has caused them to be flayed alive, and the pain, along with the mind-warping effects of the poison, has madened them to the point where they will attack anything and everything.

They also have a ravenous hunger, and will eat whatever they can find.

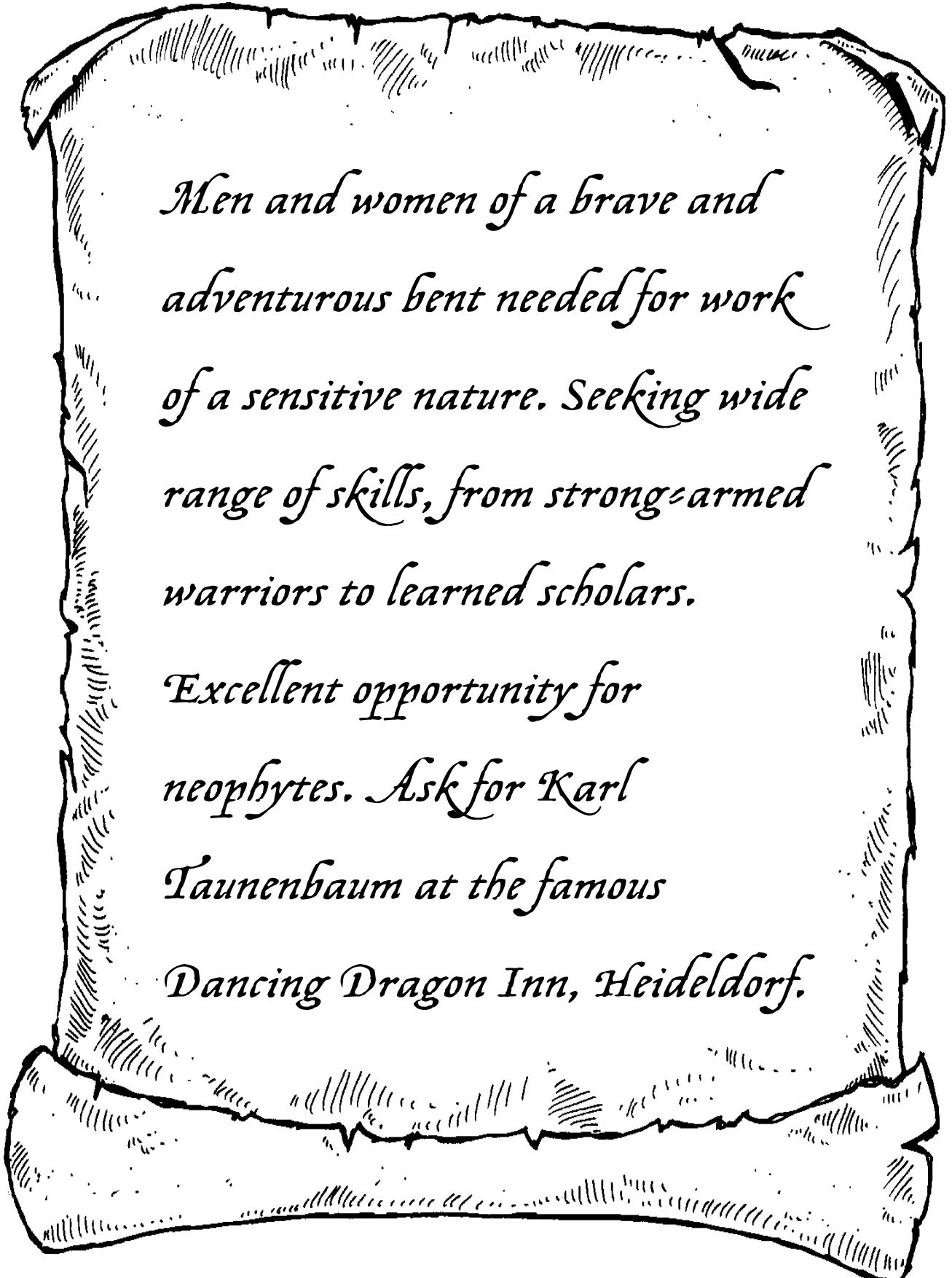
### Man-eating Mutant Heinz Schiller

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
3	41	18	5	4	12	23	2	14	18	09	18	22	09

In his mutated form, Heinz has the ability to stuff man-sized creatures down his gullet. If he hits a character with both of his attacks, he may choose to grab his victim rather than deal damage.

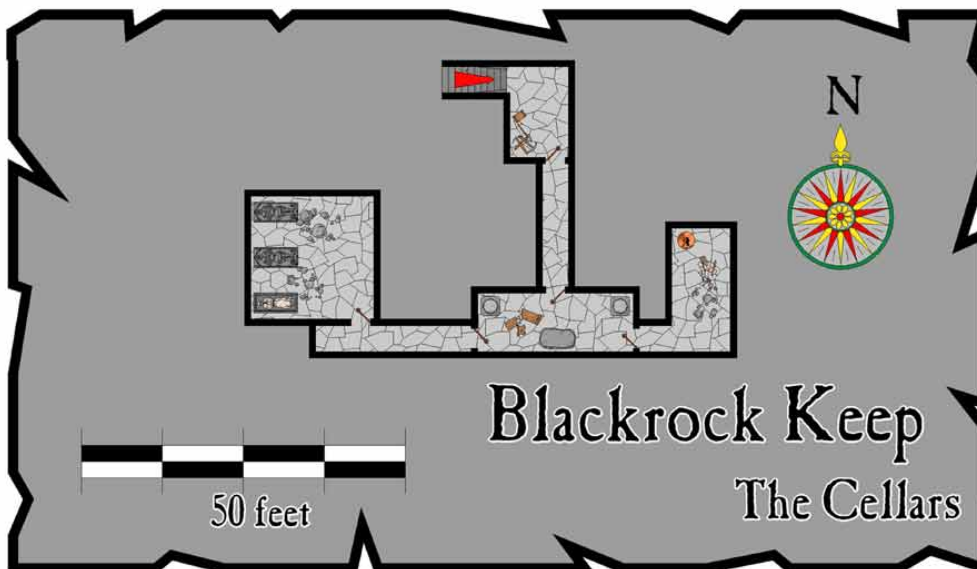
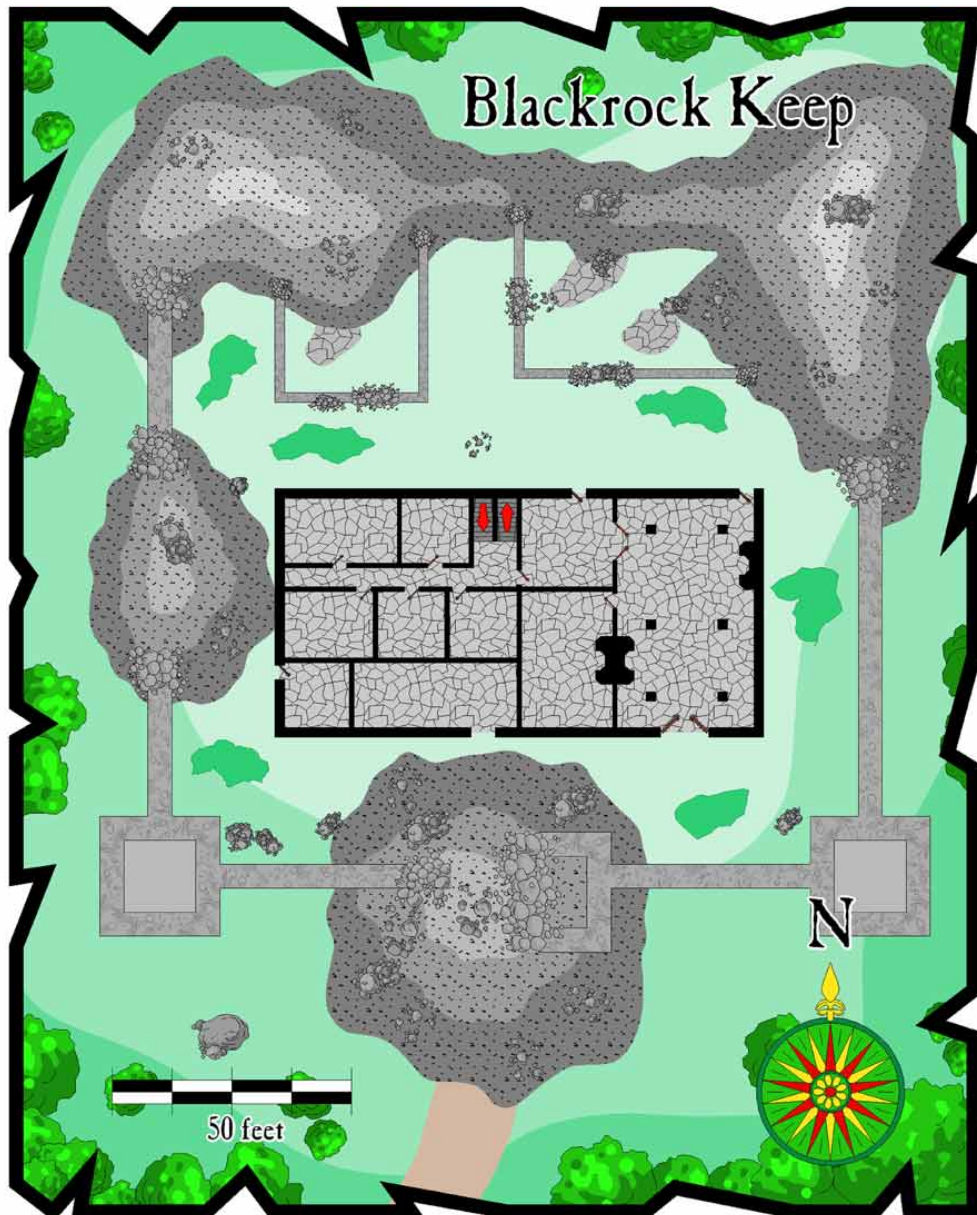
He may then stuff his opponent into his mouth. Each round spent in Heinz's gullet, a character must make a test against 10 times his **T** or take D6 **Wounds**. This damage is not modified by the victim's armour or **Toughness**, as the character takes damage from a combination of suffocation, digestive acid, and crushing. Heinz can fit one living character in his stomach at once. After killing a victim in this manner, Heinz may swallow another opponent.

While trapped within Heinz's mutant gut, a player character can attack at a -10% penalty to his **WS**. If he deals more than a total of 4 **Wounds** on a single hit, the player character cuts his way free. A player character with the *scale sheer surfaces* skill can climb out of Heinz's heaving gullet and scurry away to safety.



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## HANDOUT 2



