

### Aldebrand Mössbauer

Representative of the Cult of Verena

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	42	30	36	44	42	36	47
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

**Skills:** Academic Knowledge (Theology), Animal Care, Common Knowledge (the Empire), Perception, Dodge Blow, Ride, Gossip +10%, Intimidate, Speak Language (Reikspiel +10%, Classical), Read/Write

**Talents:** Linguistics, Quick Draw, Strike Mighty Blow, Specialist Weapon Group (Two-handed), Strike to Injure, Strike to Stun

**Equipment:** Sword, Leather Jack (1AP body), Writing Equipment, purse (8 GCs, 12 shillings, and 6 pennies), and a small locked chest of 50 GCs (to pay the five-day advance to those he hires)

### Brother Emile Furtwängler

Archivist of the Abbey

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	38	34	33	44	69	49	41
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	3	0	0	0

**Skills:** Academic Knowledge (Astronomy, History, Theology), Gossip, Common Knowledge (the Empire), Charm +10%, Heal, Perception +20%, Read/Write +20%, Speak Language (Reikspiel +20%, Classical +20%, Breton, Khazalid, Tilean), Trade (Cartographer)

**Talents:** Public Speaking, Linguistics, Seasoned Traveller

**Equipment:** Medallion of the Hammer, Grey Monk Robes, and Writing Equipment

### Captain Heinz Weill

Captain of the Lector's Guards

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	64	54	61	52	44	46	52
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	16	5	6	4	0	0	0

**Skills:** Animal Care, Gossip, Common Knowledge (the Empire), Dodge Blow +20%, Speak Language (Reikspiel), Gamble, Academic Knowledge (Strategy/Tactics) +10%, Ride, Command +10%, Intimidate, Outdoor Survival, Perception +10%, Read/Write, Search, Secret Language (Battle Tongue)

**Talents:** Very Resilient, Disarm, Lightning Parry, Menacing, Rapid Reload, Sixth Sense, Specialist Weapon Group (Two-handed, Parrying), Street Fighting, Strike Mighty Blow, Strike to Stun, Strike to Injure

**Equipment:** Full Helm (2AP head), Mail Shirt (2AP body), Shield, Sword, Bow and ammunition

### Cherok

Goblin Champion

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	35	40	35	30	25	30	20
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	4	3	4	0	0	0

**Skills:** Concealment, Outdoor Survival, Perception, Ride, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)

**Talents:** Night Vision

**Equipment:** Spear, Shortbow and ammunition

#### Special Rules:

*Elves is Scary:* Goblins must make a Fear Test if it and its allies do not outnumber the Elves present by at least two to one.

## 10 Goblins

Clawed Hands Tribe

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

**Skills:** Concealment, Outdoor Survival, Perception, Ride, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)

**Talents:** Night Vision

**Equipment:** Spear, Shortbow and ammunition

### Special Rules:

*Elves is Scary:* Goblins must make a Fear Test if it and its allies do not outnumber the Elves present by at least two to one.

## 5 Great Wolves

Goblin mounts

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

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

**Talents:** Keen Senses, Natural Weapons, Night Vision

## Eldritch Guardian

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	42	48	53	60	89	89	14
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	4	5	8	0	0	0

**Talents:** Frightening, Fearless

**Equipment:** As determined by the caster. In most cases, the Eldritch Guardian appears as an armoured warrior-type armed with a hand or double-handed weapon. The “armour” provides no additional protection for the Guardian.

### Special Rules:

*Instability:* When outside their bounded area, on any round in which an Eldritch Guardian is injured in melee combat but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back to the Warp from which it came.

*Not of this world:* Eldritch Guardian enjoys from all the benefits of the Fearless Talent. In addition, Eldritch Guardians are immune to Terror. The Eldritch Guardian cannot cross through water (for example, at a ford), but they can cross on bridges or fallen trees crossing such an obstacle. The Eldritch Guardian cannot be harmed by non-magical weapons, though the “damage” from such could cause the Guardian to temporarily lose their form should this damage “reduce” the creature to 0 Wounds. In this situation, the Guardian will reform anywhere within 100 yards of where it was slain in 1D10/5 hours and be fully “healed.” Eldritch Guardians can only be harmed by magic spells and weapons. The damage from these are real and the GM should keep track of how much damage is caused by magical versus nonmagical means. If only some of the damage is caused by magic, then the creature will still lose form when reduced to 0 Wounds and reforms to full vigour within 1D10 hours. If all damage is caused by magic, then the Eldritch Guardian is destroyed when it reaches 0 Wounds.