

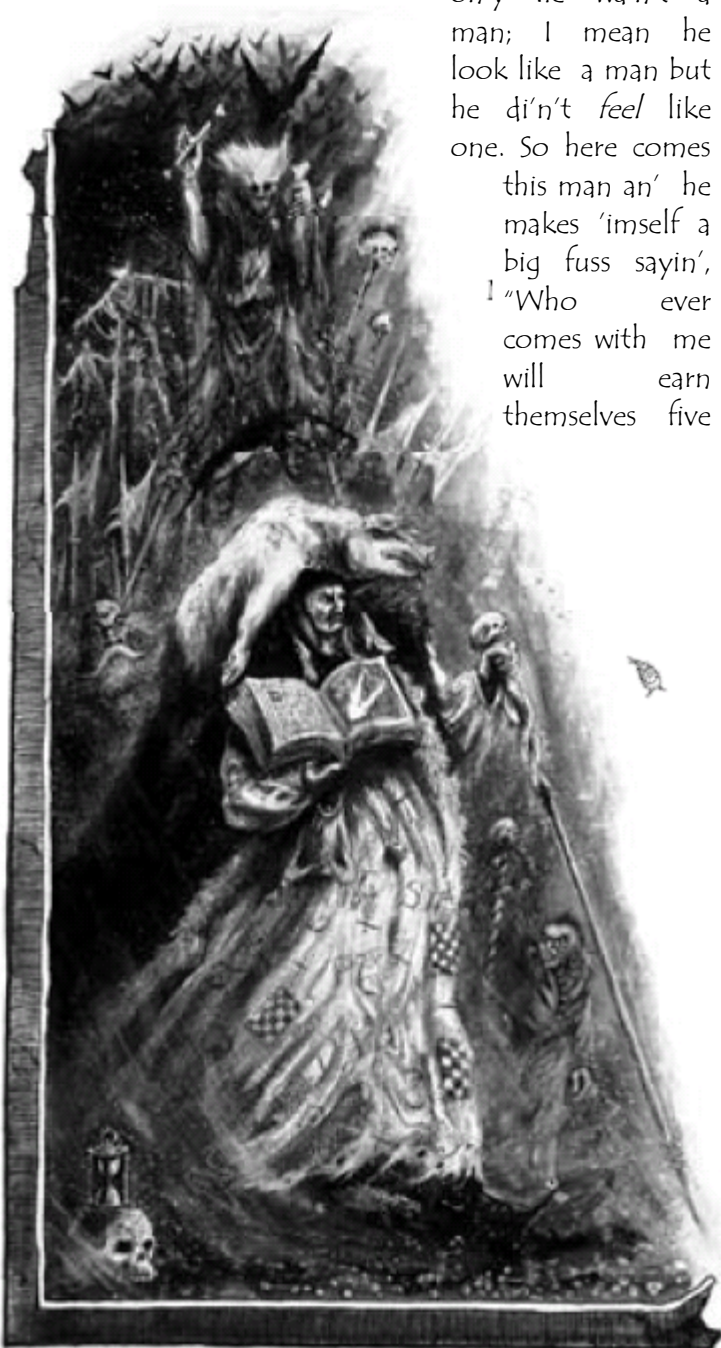
Sigmund Spindle, the Harvester of Flesh

"So you want to know about Sigmund Sprandle, eh? Well let me tell you he ain't no fiend o' the darkness, he's as real as you an' me. How do I know? Well 'cause he used to be a friend o' mine did old Siggy, but no more, no more, never again. Oh where were I? Oh yes old Siggy, well he were a humble farm worker, great friend o' mine, had a right way about 'im, such a little rascal he were. Yeah me an' Siggy, those were the days; but poor Siggy, poor poor Siggy . . . Oh sorry 'bout tha', my mind has a habit of wand'rin' in the past. Anyway, where were I again? Oh yeah. Well anyway one day when me an' Siggy were in the village when a man came,

on'y he wa'n't a man; I mean he look like a man but he di'n't feel like one. So here comes this man an' he makes 'imself a big fuss sayin',
"Who ever comes with me will earn themselves five

hundred gold crowns," an' then he says no more but jus' stood there a little. Well you can imagine we were amazed, five hundred crowns, tha's more then we'd ever seen in our lives! I says to Siggy, I tells him, "Well tha' may be a lot o' money, but he ain't right is he, somethin' funny is goin' on." An' then Siggy says, "But with money like tha' I could have my own farm, with cows an' geese an' maybe some pigs. An' maybe I could get me own workers, instead o' bein' a worker miself. I'm gonna go an' see what he's got to say." So then Siggy went over to the man an' then he left with him an' I didn't see 'im for all day.

"Well as you can imagine I were concerned 'bout Siggy, goin' off with a my-queer man an' all. So tha' night I called on his house to see where he were an' when I got there the door were open a little. So I calls for Siggy but no reply so I push the door open a little more. What I saw inside were horrible, an' to this day I won't forget. His family were in pieces, bits lyin' 'bout ev'rywhere, all cut up an' bloody an' in the middle stood Siggy decked out in his farmin' gear, on'y it want Siggy. His scythe were all bloody an' he wore the biggest grin you'd ever seen an' beside him were a bag with parts in it, bits of things, all cut up an' bloody. So I says, "By Sigmar Siggy, what happened?" But he jus' grinned the big grin an' picked up his bag an' scythe. Next thing I know I was flat on my face 'cause Siggy barged past me. He were movin' so fast it weren't human, it weren't an' as he left he laughed a sad laugh o' those who are dead inside. Oh, I don't think I will ever forget that laugh." But before the old man could finish his story outside there was a cold mirthless laugh could be heard, a laugh of those who are dead inside . . .



No one knows what happened the day that Sigmund Sprandle left with that man, but what is for certain is that what returned the following evening was no longer a humble farm worker. Sigmund carries a long scythe that he once used for harvesting, and a large sack once used to hold grain. He is known to sell his services to groups of men willing to help him harvest more flesh for who knows what purpose.

Hire Fee: 70 gold crowns to hire, +35 gold crowns upkeep cost. Sigmund Sprandle may also be hired in the payment of one body part. If you wish to do this they a chosen Hero suffers one Severe Arm Wound and may only use one singled handed weapon from now on.

May Be Hired: Sigmund may be hired by any evil or chaotically aligned warband.

Rating: Sigmund increases a warband's rating by +65 points.

Sigmund Spindle:

Profile: M WS BS S T W I A Ld
6 5 2 5 4 2 7 3 7

Weapons/Armour: Sigmund carries a scythe and that is all!

Skills

Sigmund Spindle has the following skills:

Sprint
Scale Sheer Surfaces
Dodge
Lightning Reflexes
Step Aside
Unstoppable Charge.

Special Rules

Maddened: Although Sigmund is no longer living his terribly scarred mind survives in some areas. Sigmund is therefore subject to Frenzy.

Causes Fear: Sigmund is a terrifying foe in combat and therefore causes fear.

Immune To Poison: Sigmund is unaffected by all poisons.

No Pain: Sigmund ignores all knocked down and stunned results on the Injury chart. He must lose his last wound and be taken out of action before he is removed from battle.

