

# MONSTER COMPENDIUM:

by Rikard Fjellhaug aka. Mal Reynolds

## REIK EELS

The Reik eel is unique to the river Reik and its many tributaries. It commonly grows up to 12-15 feet in length and has spines down the length of its green-grey back.

### USING REIK EELS.

Reik eels despite their size are usually placid and non-hostile water creatures, found in almost every river systems of the empire. They are so common that a “cup of eel” rivals the Halfling pie in Altdorf. Only when profoundly provoked do these creatures become agitated and dangerous. When so happens the swarm often acts as one entity, and applies its powerful bite to best effect. Known examples that provoke the eels are being confined by nets, their young being threatened, heavy storms, and nude dwarfs swimming nearby. Fishing with spear or pole, rarely provoke a swarm of Reik eels to attack. There is no report of anybody being attacked while swimming in a river by Reik eels. this can be interpreted as see fit.

### SPECIAL RULES

**Aquatic:** Reik Eels can breathe underwater and move with ease in any water and are not affected by strong currents. An Reik eels have one additional free maneuver while in water.

**Swarm behavior:** When agitated, Reik Eels becomes frenzy and dangerous. Add 2 additional dice to each group's Aggression budget. Their stance also changes to R2.

## STIRPIKES

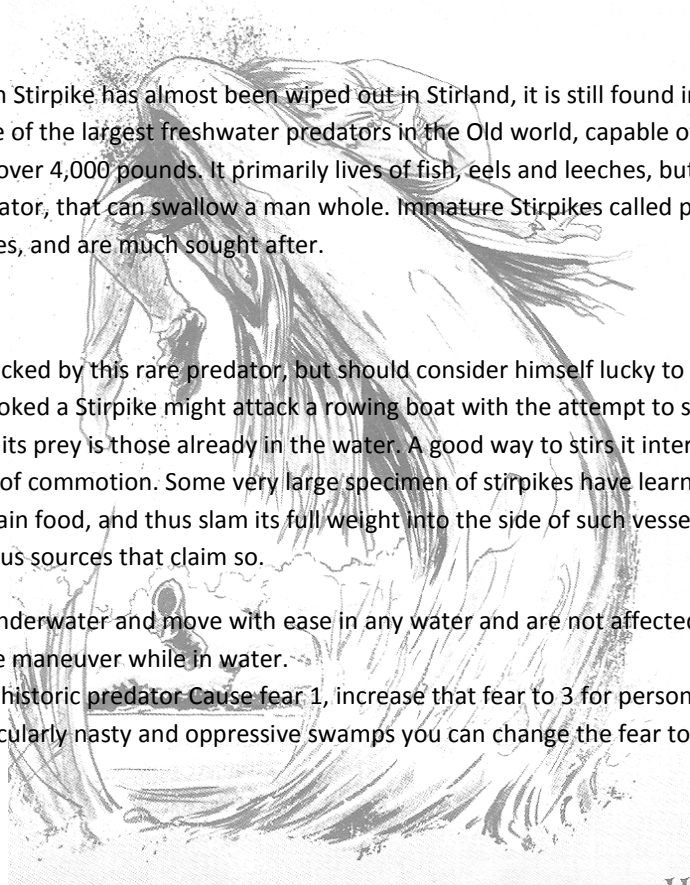
Although the mottled, grey-green Stirpike has almost been wiped out in Stirland, it is still found in some lakes and rivers elsewhere in the Empire. It is one of the largest freshwater predators in the Old world, capable of reaching lengths of some 20 feet and weighing in at over 4,000 pounds. It primarily lives of fish, eels and leeches, but will attack everything in its way. It's an aggressive predator, that can swallow a man whole. Immature Stirpikes called pickerels are believed to have various medicinal qualities, and are much sought after.

### USING STIRPIKES

Unlucky is the person who is attacked by this rare predator, but should consider himself lucky to survive such an encounter to tell the tale. If provoked a Stirpike might attack a rowing boat with the attempt to sink it or throw its habitants overboard. But usually its prey is those already in the water. A good way to stir its interest is to dive (or fall) right into the water making a lot of commotion. Some very large specimen of stirpikes have learned that floating objects such as boats might contain food, and thus slam its full weight into the side of such vessels. There are several reports and witnesses from various sources that claim so.

**Aquatic:** Stirpikes can breathe underwater and move with ease in any water and are not affected by strong currents. Stirpikes have one additional free maneuver while in water.

**Leviathan dread:** This almost prehistoric predator Cause fear 1, increase that fear to 3 for persons witnessing a stirpike while being in the water. In particularly nasty and oppressive swamps you can change the fear to terror.



**Blood frenzy:** As soon as a Stirpike get the taste of blood in combat, it will fight to the death. Increase its Reckless stance from 2 to 3 and add 2 aggression tokens to its budget.

**Swallow Whole:** The Stirpike possess the dangerous action of swallowing someone up to and including human size prey. Once it has accomplished so it will swim away to hide and digest its meal. It loses its special ability Blood Frenzy while digesting and must subtract 2 aggression tokens from its budget.

**Swallowed:** anyone swallowed whole (or mostly whole), are in a danger of dying very soon. The combinations of digestive acids and asphyxiation will have a lethal effect on the trapped character. Every round the trapped character can make a melee attempt with a small weapon (such as a dagger) or even with an unarmed attack with 1 ■ misfortune dice penalty. Reduce the Stirpike soak by half, it have no defence from attacks within its bowels. As soon as the Stirpike remaining wounds are reduced to half, it will simply convulse and retch out the painful food. Usually it is too confused or pained to bother with the character after such an event.

Each round trapped inside the Stirpike the character suffers from environmental damage (hard 3d). Use a progression tracker with four spaces and 2 event spaces, one in the middle and one at the end.

When it reaches the middle event the acid juices and lack of air becomes severe, increase the environmental damage to 4 dice.

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
REIK EEL	3□(3)	3□(2)	5(3)	2	3	I	4/2/1	13	C2 / R2
STIRPIKES	5 (6)	5□ (4)	5□ (2)	1	4	I	6/4/2	20	R2 / R3

When it reaches the last even space the character succumbs of asphyxiation and acid burns, and dies horribly.

**Actions:** Vicious bite (page 49 TOA), Maelstrom of biting teeth, Swallow whole

<b>MAELSTROM OF BITING TEETH</b> ■ Aquatic Weapon skill (ST) vs Target Defence	<b>3</b>	<b>SWALLOW WHOLE</b> ◆ Aquatic Weapon skill (TO) vs Target Defence	<b>!</b>
<b>Used by:</b> Reik Eels, engaged with target in water		<b>Used by:</b> Stirpike, not currently engaged with target, and within close range of target	
<b>Special:</b> The Reik eel suffering from the fewest wound makes the attack. Every other eel in the engagement contributes □ to the check.		<b>Special:</b> This attack relies on the Stirpike's Toughness characteristic rather than its ST, as the creature almost unhinges his gigantic jaws to swallow its prey.	
♣ The target is struck for normal damage, +1 damage for every 3 eels in the engagement.		<b>Special:</b> Performs a free maneuver as part of the action to engage the target.	
♣♣ The target is struck for critical damage, +1 for every two eels in the engagement.		<b>Effect:</b> the Stirpike attempts to swallow its prey, by rushing forward close at the surface, with its jaws wide apart, three sets of teeth enclosing an impossible large maw. The Stirpike can only attempt one such attack per encounter as the process is very tiresome.	
♣♣♣ The target is whirling around in the water after the horrific maelstrom attack; you gain the Overwhelmed condition for 2 rounds.		♣ The attack inflicts +2 damage, +1 critical, but otherwise fail to swallow its target.	
♣ Moved away from the maelstrom, the target is moved away from the engagement to another place within close range.		♣♣♣ The Stirpike swallows its target! Gain the Rattled condition for 4 rounds. Target loses any weapon at hand. See swallow rules to further resolve this effect.	
✧ Maelstrom dissipates. Add 2 additional recharge token to this action.		♣♣ The target suffers 1 Wound, 1 fatigue and 1 stress	
➔ Into the depth. The target disappears beneath the frenzy and frothing surface of writhing slimy eels. The target must immediately succeeds a average Swim (Athletics, ST) check, or suffer a Hard (3d) environmental damage condition due to drowning.		♣ The target may attempt a hard (3d) Agility test to successfully dodge the attack	
		✧ The target may attempt an average (2d) Agility test to successfully dodge the attack.	

**Optional rule: Fighting in the water.** Treat fighting in the water as normal, but add one challenging dice for creatures that do not possess the Aquatic trait. This effect can be negated by a successful Athletics (Average 2d or Hard 3d for wearing heavy armour) check to get their free maneuver. Do not add this additional challenge dice for effects that might appear on actions with the *aquatic* trait, they are already included.

## VIEWS ON REIK EELS

### THE PEASANT'S EYE:

*"Most dangerous fng in the waters, they are. Can grow to three-men long or more. But that'd feed a village that would, so we sends out our men to wrestle `em to their boats. Poor ol' Autgar fell in last year, right in the net. Ripped to shreds before me` husbands' eyes, he was. His wife never recovered."*

– GYSZEL STOFFLER, FISHWIFE

### THE SCHOLAR'S EYE

*The Reik Eel is not an aggressive creature, but its extreme size, often longer than 10 feet, elicits fear from the ignorant. The only recorded instances of Reik Eels initiating an attack were when they perceived threats to their young. However, as Reik Eel elver are a delicacy, this isn't as uncommon as it could be.*

– TERENCE GAUBATZ, IMPERIAL ZOOLOGIST

### THE CHEF'S EYE

– JELLIED ELVERS

Skin and bone the elvers. Sprinkle meat with lemon zest. Cut into 4 inch strips. Roll up each piece and tie with strong cotton. Cover in a pan with salted water and add lemon juice and bay leaves. Simmer for two hours. Cool quickly. Allowing juices to set. Serve with mashed potato and liquor (sauce made of flour, chopped parsley and water). Flavour with vinegar and spices.

–FROM THE BOOK "SICULO DOES THE EMPIRE" BY BLASCO SICULO

## VIEWS ON STIRPIKES

### PEASANT EYE:

*"They suckles on the teats of the Ruinous Powers! They are the evil from below! They does waits for yer to enter the water, and like Daemons from the Deep, will rise to eats yer! Eat not of their flesh, lest thee become like them: evil and forever banished from the Throne of Sigmar! I says there`s no evil fish by the Throne of Sigmar!"*

– THE MADMAN MIEDLE, STREET PREACHER, EX FISHERMAN

### THE SCHOLAR'S EYE:

*"For the last 30 years, the standard reference books listed a 40 foot specimen captured in the Upper Reik near Longingsbruck in 2467 as the largest known example of the species. Some scholars, like myself, have questioned the credibility of this, noting it as much larger than any other accurately reported Stirpike, but it seems the claim will never be disproved, as the skeleton, conveniently was stolen. I've been trying to trace similar-sized creatures for most of my life now, but local claims of enormity soon diminish when I bring out my measuring stick!"*

– TERENCE GAUBATZ, IMPERIAL ZOOLOGIST AND AUTHOR OF "THE MEASURING STICK: A PROFICIENT WEAPON AGAINST SUPERSTITION & IGNORANCE".

## 2<sup>nd</sup> edition statistics.

for those who want to make their own conversion, I have included complete statistics for the previous edition. Enjoy.

Reik Eel Statistics							
WS	BS	S	T	Ag	Int	WP	Fel
31%	0%	38%	38%	62%	43%	43%	0%
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	1	0	0	0

Skills: Perception +10%, Swim +10%

Talents: Natural Weapons

Special Rules: Aquatic: Reik Eels can breathe underwater they also have a Movement of 6 in water.

Armour: None

Armour points: Head 0 (01–20), Body 0 (21–80), Tail 0 (81–00)

Weapons: Teeth

Slaughter margin: average

Stirpikes Statistics							
WS	BS	S	T	Ag	Int	WP	Fel
55%	0%	53%	52%	38%	9%	51%	0%
A	W	SB	TB	M	Mag	IP	FP
2	18	5	5	1	0	0	0

Skills: Perception +20%, Swim +20%

Talents: Keen senses, Frightening, Natural Weapons, Strike to Injure, Strike Mighty Blow, Will of Iron

Special rules:

Aquatic: Stirpikes can breathe underwater. They also have a Movement of 8 in the water.

Armour: none

Weapons: Very Sharp Teeth.

Slaughter Margin: Hard

From the WFRP companion 2<sup>nd</sup> edition.