

### **A wolf in knight's clothing.**

Deep in the forests of the northern parts of The Riding, a terrible warrior is rumoured to harry the roads. He is said to have scores of wolves at his command, aiding him in his quest for reckless destruction and death. His name is Helmut Wulverskin, and he's in fact a rather wealthy albeit confused man.

Born into the incredibly wealthy family of merchant Knut Wulverskin (of the Averridge Wulverskins), Helmut was destined for greatness. Alas, destiny did not count on Helmut's uncle Kurt Wulverskin and his ambition for riches. A dark and stormy night, hired thugs burst into the sleeping quarters of Knut Wulverskin and assassinated the merchant and his wife. Helmut was rescued though, as the infant boy was carried off to safety by his mother's wolf familiar.

Helmut was raised by a wolfpack deep in the dark forests surrounding Stillburg. For the next 10 years he had no human contact. That changed when a wizened old crone, who could talk to the beasts in their native tongue, visited the wolves. She took the boy under her wings and regularly visited, to teach him in the ways of man. Over the years, he learned of his true heritage from her and swore to seek vengeance on the great injustice brought on him and his family.

As a young man, after a decade of training, he ventured out on his quest for revenge. His first stop was Averridge and the estate of uncle Kurt. Apart from the gruesome vengeance visited on the treacherous uncle, Helmut learned the name and location of the actual perpetrator of the murders. He also recovered his father's plate armour and old warhammer. The suit of armour includes a magic wolf-pelt, giving command over animals.

The murderer of Helmut's parents had risen to power, as a favoured champion of the Chaos god Tzeentch. After the fierce battle that ultimately led to Helmut avenging his parents, Helmut was so badly injured that he very nearly died. He never recovered, and probably suffered one too many blows to his head, as he is still stamping out evil and servants of Chaos where ever he can find them. It's just a pity that they so often are found among small children on school excursions, in merchant caravans and pilgrimages to and from the Shrine of Gadd. His estate stands unattended in Averridge, and he was most recently spotted heading for Badwater north of Stillburg talking to himself about a gang of chaos worshippers who had attacked a peaceful envoy from Nippon.

### **Helmut Wulverskin - Level 10 Human Hero (80 pts)**

Helmut is armed with a *double-handed weapon* and is wearing *heavy armour*. He is *Neutral* and *hate* chaotic and evil

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>	<b>WP</b>
4	5	4	4	4	2	4	3	8+1	7	7	7

While an accomplished fighter Helmut isn't a very dependable ally. Roll a D6 each turn. On a 1, he is overcome by delusions and control of Helmut and his unit passes to the DM for the rest of the game. Helmut must charge and attack the nearest non-animal unit with gusto, as he has seen the taint of chaos on their poor souls.

Helmut can only be included in warbands and armies containing no Evil or Chaotic units.

When deploying Helmut, he is deployed together with 1D6+2 of his pack mates (counts as regular Giant Wolves, but with Helmut as animal handler and no riders).

