

WARHAMMER FANTASY ROLEPLAY 2E

ARABY: SAND AND GOLD



RULES EXPANDED AND TRANSLATED FROM "ARABIA: PIACH I ZTOTO"

BY EXTRADAEMON

*'If history has taught us anything,
It's that one man fighting for his belief –
No matter how mistaken and misguided his
faith,
Is measured to the worth of ten faithless
knights.'*

- Frederik III (ascribed – *the Great Crusade
Against Araby*)

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INTRODUCTION

Araby, Jewel of the Southlands, a land of a hundred clans and cities, of rival gods and beastly predators, where the malicious powers of the warp permeate the very land itself, and the light of the burning sun shines through all untruth.

This is an unofficial rules supplement for *Warhammer Fantasy Roleplay 2nd Edition* and is intended purely as a fan piece. With this book, you will be able to create characters from the mysterious land of Araby using a massive number of new career options, equipment, locations and origins. There will be a multitude of new enemies to encounter, as well as new lores of magic such as the ancient Sand Magic. You will also be able to befriend and battle the terrifying Djinn, daemons of the warp bound to the land of Araby itself.

Are you a slave born crusader warring the snake cult in the name of the Lion God, a mercenary elephant tamer selling the might of your beast to the highest bidder, a conniving calligrapher whose words touch the very Sultan himself, or a wandering Sand Mage aligned to one of the four warp aspects of Araby? Adventures and stories aplenty in the land of the Caliphs.

As well as this, this book also contains rules for creating and playing characters belonging to the dead race of Nehekara, the Tomb Kings. Included with these rules are 21 new Tomb King careers and a host of construct beasts and skeletal minions to control in your quest to dominate the dead lands of the past.

Araby is a land divided, be it Faith and Wealth, Snake and Lion, Old and New, Dead or Living.

Will you tip the balance?



CHARACTER CREATION

New Talent - Religious Fanaticism:

Character receives +5 Weapon Skill bonus when fighting against enemies of Araby during a Jihad, Invaders, or those of a different religious background (GM Choice).

Table 1-1: Tribe and Location

<u>Roll (2d10)</u>	<u>Nomad</u>	<u>City Dweller</u>	<u>Roll(2d10)</u>	<u>Nomad</u>	<u>City Dweller</u>
2 - 3	Kahied	Alhaka	2	Become City Dweller	City
4 - 5	Bakr	Kufra	3	City	City
6 - 7	Ghutani	Copher	4	Small town	City
8 - 9	Turjuk	Medes	5	Town	City
10 - 11	Asad	Ghafsa	6	Village	Small Town
12	Muzil	Nejaz	7	Small Village	Small Town
13	Dhi'b	Nejaz	8	Fortress	Small Town
14	Tayif	Zoan	9 – 10	Tribal Territory	Small Town
15	Nasr	Zoan	11 – 12	Tribal Territory	Village
16	Malaluk	Bel-Aliad	13 – 14	Tribal Territory	Village
17	Ebonian	Martekk	15 – 16	Tribal Caravan	Village
18	Tuareg	Ka-Sabar	17 – 18	Tribal Caravan	Small Village
19	Zamesi	Songhai	19	Wandering Family	Small Village
20	Other Tribe	Sorcerers Islands	20	Exiles	Fortress

Table 1-2: Weight

Origin	Woman	Man
Nomad	2d10+150	2d10+160
City Dweller	2d10+155	1d10+165

Table 1-3: Eye Colour

Roll	Colour
1	Grey
2	Walnut
3	Brown
4	Dark Brown
5	Slate Grey
6	Light Brown
7	Black
8	Dark Blue
9	Purple
10	GM/Player Choice

Table 1-4: Hair Colour

Roll	Colour
1	Brown
2	Chestnut
3	Chestnut
4	Dark Brown
5	Dark Brown
6	Black
7	Black
8	Black
9	Jet Black
10	GM/Player Choice

Generic Nomad:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Outdoor Survival or Navigation.

Talents: Orientation or Rover, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Generic City Dweller:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Gossip.

Talents: Religious Fanaticism or Coolheaded. 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

THE TRIBES OF ARABY

Asad:

One of the richest of the tribes, the Asad draw the line of nomadism, settling small towns and trading with passers-by around the Oasis of the Thousand and One Camels. Their arrogance and wealth make them one of the foremost tribes of Araby.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Gossip or Haggle.

Talents: Dealmaker or Savvy, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Northern area of the Great Desert.

Bakr:

Dwelling around the city of Ka-Sabar, many of the Bakr have integrated with the townspeople, however, there are many of the tribe who instead remain in the great deserts surrounding the city, forming a makeshift defensive shield around the city.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Gossip or Outdoor Survival.

Talents: Religious Fanaticism or Very Resilient, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern and Eastern areas of the Great Desert or the Emirate of Ka-Sabar.

Dhi'b:

The Dhi'b are a tribe adept at traveling far and raiding fast. During the years, the Dhi'b have both allied and warred with most other major tribes of the Southern Great Desert.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Animal Care or Navigation, Trade (Any) or Outdoor Survival.

Talents: 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern area of the Great Desert.

Ebonian:

Since the fall of El-Kalabad, the Ebonians have been a diminished people, at the moment they engage in border raiding and trading, but there is talk of travelling further afield West to the heart of Araby, for now the Ebonians are at the crossroads of fate.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Ride or Outdoor Survival.

Talents: Orientation or Rover, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern and Eastern areas of the Great Desert.

Ghutani:

The Ghutani think themselves less as a single tribe, and more a collection of family clans. Being from the north, the Ghutani were at the forefront of the Crusades, because of this, they have become a fanatical people. They continue to maintain strong bonds with the neighbouring cities they fled to when the crusaders finally pushed through their lands.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Outdoor Survival or Navigation.

Talents: Orientation or Religious Fanaticism, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Northern area of the Great Desert or the Caliphate or Emirate where they were born.

Kahied:

The Greatest of the tribes, the Kahied maintain ambassadors in the capital of El-Haikk. Maintaining a permanent fortress in the old Hashashin fortress of Atalan, the Kahied are brave and honest men, and known as the “Hounds of the Great Sultan” (Both as an insult and compliment) for their loyalty.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Outdoor Survival or Shadowing or Follow Trail.

Talents: Orientation or Fearless, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern and Eastern or Western areas of the Great Desert.

Malaluk:

Spread out across the largest breadth of the Great Desert, the Malaluk are renowned for the almost supernatural speed of their raids between Bel-Aliad and Zandri. Dressed in masks and white robes, it is said that the Sheikh Moulim is only ever seen in battle.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Intimidation or Ride.

Talents: Orientation or Rover, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Northern and Western areas of the Great Desert.

Muzil:

In Science and Trade, none surpass the Muzil. Reason and fair trade dominate the regions of this tribe, and the building of colleges and hospitals common under the Sheikh Dukash. This velvet touch has provided ample opportunity to raiders and brigands however.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Haggles or Gossip.

Talents: Savvy or Coolheaded, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern area of the Great Desert or the Caliphate of Medes.

Nasr:

The Nasr tribe are most famous for the “Desert Mosque”, a house of faith whose defenders are nominated from the 30 clans of the Nasr every year. Maintained not by imams, but by local mystics, the Desert Mosque is renowned among the desert tribes for its volcanic rock structure and its significance to the old ways of Araby.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Gossip or Outdoor Survival.

Talents: Coolheaded or Warrior Born, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Northern and Western areas of the Great Desert.

Tayif:

The Tayif are known most for their trade in the collection of aromatic resin, and the unique plants and herbs of the area surrounding the town of Al-Qehm, who maintain a strong alliance with the clans of the Tayif. It is said there is never a sour smell in the camps of the Tayif.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Animal Care or Haggle, Evaluation or Trade (Herbalist).

Talents: 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK (Araby) tests involving the Southern and Western areas of the Great Desert.

Tuareg:

A tribe founded by outlaws and their descendants, the Tuareg have taken pride in calling themselves the vultures of the desert. There are no war cries for the Tuareg, only daggers and arrows in the night. The Tuareg are renegades among civilised tribes, whose inhabitants would rather die than admit defeat to such lowlifes. They are a very real threat however.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Ride or Concealment.

Talents: Orientation or Rover, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern and Eastern areas of the Great Desert.

Turjuk:

Originally from the eastern plains now known as the Dark Lands, the Turjuk were driven to Araby by hordes of Hobgoblins and Ogres. Famed for their horse archers, the Turjuk most distinguished themselves by wiping out entire Crusader armies without a sword unsheathed. Since then, the Turjuk have no longer been seen as foreign outsiders to the other tribes.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Ride or Animal Care.

Talents: Sharpshooter or Trick riding, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern and Eastern areas of the Great Desert.

Zamesi:

The Zamesi are a tribe formed and appealing to the oppressed, deceived and harmed by the Caliph of Ka-Sabar. While this resentment stewed on in peace, many of the clans now call for open war with Ka-Sabar and raids are more and more frequent. This has led to tension with the tribe of Kahied, who value the Sultan's Peace most of all.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Outdoor Survival or Ride.

Talents: Orientation or Rover, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Southern and Eastern areas of the Great Desert.

CALIPHATES AND EMIRATES OF ARABY

Caliphate of Alhaka (El-Haikk):

The seat of the Great Sultan of Araby, El-Haikk is known as the City of Thieves, more for the quality of its thieves more than the quantity, it is said that they can steal the eyes from your eye-sockets, and you will not notice for a week. The city is also famed for its pilgrims, as the Sultan is also a leading figure in the faith of the Land, with the great temple of Ormazd standing beside the palace. A major trading hub, all goods from the Old World pass through El-Haikk, divided by faith and coin.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Command or Gossip.

Talents: 1 randomly selected talent from the **Human Talents Table** in the core rulebook, Religious Fanaticism or Public Speaking.

Special Rules: +10 Modifier to CK(Araby) tests involving the Caliphate of Alhaka.

Caliphate of Copher:

More an independent city-state than vassal of the Sultan, responsible for the largest spice and slave markets in all the lands of men. Many scientists and students flock to Copher to visit the grand Bayt al-Hkma academy, a great centre of learning in Araby and indeed the Old World as a whole. The rich spices and colour of the architecture contrasts heavily with the screams of its victims.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Haggle or Gossip.

Talents: Public Speaking or 1 randomly selected talent from the **Human Talents Table** in the core rulebook, Savvy or Dealmaker.

Special Rules: +10 Modifier to CK(Araby) tests involving the Caliphate of Copher.

Caliphate of Ghafsa:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Animal Care or Trade (Mining), Gossip or Evaluation.

Talents: Religious Fanaticism or 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Caliphate of Ghafsa.

Caliphate of Kufra:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Haggle or Sail, Evaluation or Gossip

Talents: 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Caliphate of Kufra.

Caliphate of Medes:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Trade(Mining) or Sail.

Talents: 1 randomly selected talent from the **Human Talents Table** in the core rulebook, Religious Fanaticism or Coolheaded.

Special Rules: +10 Modifier to CK(Araby) tests involving the Caliphate of Medes

Caliphate of Nejaz:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Charm or Gossip.

Talents: Religious Fanaticism or Coolheaded, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Caliphate of Nejaz.

Caliphate of Zolan:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Command or Gossip.

Talents: Born Warrior or Savvy, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Caliphate of Zolan.

Emirate of Bel-Aliad:

Bel-Aliad does not enjoy the pleasures peace with the dead Ka-Sabar does. Its palaces are in ruins, and the streets buried in sand, all the remnants of numerous undead attacks. Every attempt by Sultans to restore the city to glory have been met with failure, it is a doomed place, once a glorious jewel in the crown of old Araby, now it is nothing but a reminder of the darkness to the East.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Common Knowledge (Undead) or Gossip.

Talents: Religious Fanaticism or Very Resilient, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Emirate of Bel-Aliad.

Emirate of Ka-Sabar:

Despite being located on the border of Khemri, Ka-Sabar is rarely attacked by the undead legions, for the people of the city preserve the ruins and artefacts of Nehekara, the ages old architecture living alongside the rising Arabyan style. Beneath the city lie a vast network of catacombs, said to hold untold treasure and many perils.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Haggle or Gossip.

Talents: Religious Fanaticism or Coolheaded, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Emirate of Ka-Sabar.

Emirate of Martekk:

The main commercial hub of the tribes of the Great Desert, Martekk serves as a crossroads within the mountains and deserts. Spending almost the entire day within the shadow of the mountains, the city is also home to a labyrinthine slum network, serving as both a serious domestic issue and an impenetrable defensive network.

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Evaluation or Gossip, Charm or Haggle.

Talents: 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Emirate of Martekk.

Emirate of Songhai:

Skills: Common Knowledge (Araby), Speak Language (Arabyan), Intimidation or Gossip.

Talents: Schemer or Alley Cat, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Special Rules: +10 Modifier to CK(Araby) tests involving the Emirate of Songhai.

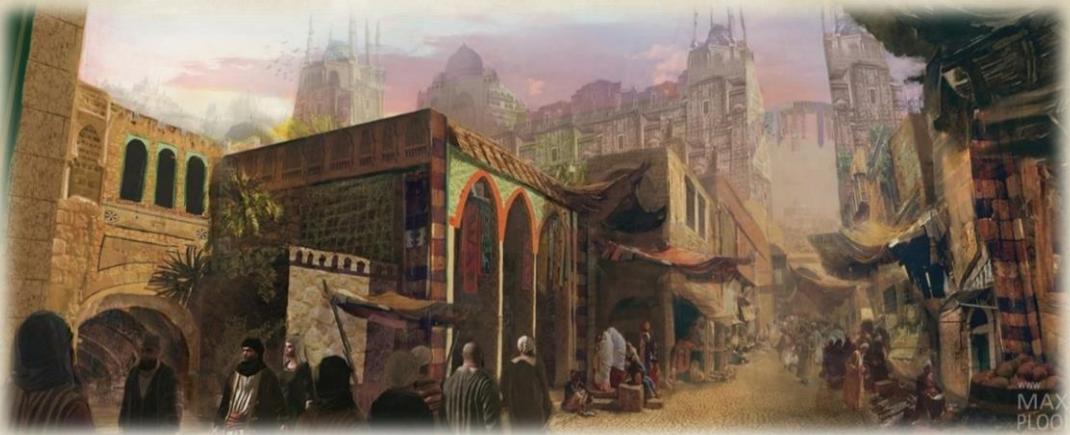


TABLE 1-5. WEAPONS

Name	Price	Weight	Category	Damage	Range	Reload	Qualities	Availability
Great Scimitar	20 <i>gc</i>	200	Two-Handed	SB	-	-	Impact	Rare
Jezail	350 <i>gc</i>	80	Gunpowder	4	24-72	2 Rounds	Impact, Unreliable	Scarce
Kalkan / Sipar	10 <i>gc</i>	40 / 50	Ordinary	SB - 2	-	-	Special, Defensive	Common / Rare
Arabyan Dagger	1 <i>gc</i>	10	Ordinary	SB - 2	-	-	-	Common
Arabyan Arc*	40 <i>gc</i>	70	Reflective	4	30-60	Half	Armour-Piercing	Rare
Arabyan Spear (Spisa)	20 <i>gc</i>	70	Cavalry	SB	-	-	Heavy, Fast Impact	Scarce
Shamshir	18 <i>gc</i>	45	Ordinary	SB - 1	-	-	Fast	Common
Dervish Axe	30 <i>gc</i>	140	Dervish	SB	-	-	Impact	Scarce
Curved Bow	20	70	Ordinary	4	15/30	Half	Armour Piercing	Common

*The Arabyan Arc (Professionally known as the Retro-Reflective Arc) is made of multiple layers of glued and pressed wood, horn and tendon combined into the shape of a crescent and strapped to the forearm. The user can build up tension in the Arc using a ring applied to the thumb, allowing it to release and fire projectile blades with a great deal of force. This is a niche weapon seen in use only by raiders in the desert, suggesting the weapon itself has roots in the time before Ormazd.

TABLE 1-6. ARMOURS

Name	Price	Weight	Location	AP	Availability
Light Armour					
Soft Armour	10 <i>gc</i>	20	Head / Body / Hands / Legs	1	Common
Medium Armour					
Bechter Mailed Plate	220 <i>gc</i>	250	Body / Hands / Legs	4 / 3 / 3	Scarce
Heavy Armour					
Buturlik Thighs	60 <i>gc</i>	30	Legs	1	Scarce
Armoured Turban	25 <i>gc</i>	40	Head	4	Rare
Arabyan Gauntlets	50 <i>gc</i>	20	Hands	1	Scarce
Arabyan Plate	350 <i>gc</i>	310	Body / Hands / Legs	5 / 4 / 4	Rare

Table 1-7: Items / Mounts

Name	Price	Weight	Availability
Abaya	4 <i>gc</i>	9	Common
Arabyan Steed	800 <i>gc</i>	-	Rare
Keffiyeh	1 <i>gc</i>	1	Common
Arabyan Horse	100 <i>gc</i>	-	Common
Jubba	15 <i>gc</i>	6	Common
Arabyan Quiver	2 <i>gc</i>	20	Common
Turban	25 <i>gc</i>	2	Common
Camel	60 <i>gc</i>	-	Common
Camel Saddle	4 <i>gc</i>	40	Common
Camel Harness	25 <i>gc</i>	15	Common
Zekier	1 <i>gc</i>	-	Uncommon
Elephant Riding Equipment	120 <i>gc</i>	80	Rare

Table 1-8: Career / Origin tables (* = New Careers)

Career	Nomad	City Dweller	Career	Nomad	City Dweller
Ormazd Initiate	01-03	01-02	Courtier	-	50-51
Arabyan Corsair*	04-05	03-04	Agitator	-	52-53
Arabyan Mystic*	06-07	05	Herdsman	61-63	54-55
Arabyan Nobleman*	08-10	06-07	Bone picker	-	56-57
Arabyan Soldier*	11-13	08-09	Messenger	64-66	58-59
Apothecary	-	10-11	Smuggler	67-69	60-61
Outlaw	14-16	12-13	Hunter	70-72	62-63
Tale swapper	17-19	14-15	Desert Nomad*	73-79	-
Peasant	20-22	16-17	Fisherman	-	64-65
Acrobat	-	18-19	Artisan	80-82	66-67
Barber	23-25	19-20	Cutthroat	-	68-69
Dervish*	26-28	-	Sadin*	83-85	70-71
Zealot	29-31	21-22	Scribe	-	72-73
Squire	-	23	Servant	-	74-75
Gladiator	32-34	24-25	Guard	-	76-77
Miner	35-37	26-27	Sultan's Guard*	86	78
Hedge Wizard	38	28	Jailor	-	79-80
Horse Trader	39-41	29-30	Rat Catcher	87-89	81-82
Tomb Robber	-	31-32	Dustman	-	83-84
Gypsy	-	33-34	Apprentice Wizard	-	85
Bounty Hunter	42-44	35-36	Apprentice Sand Sorcerer*	90-93	86-87
Raider*	45-47	-	Apprentice Assassin*	94	88
Burgher	-	37-38	Manager	-	89-90
Toll Keeper	-	39-40	Thief	95-96	91-92
Mercenary	48-53	41-42	Student	97-98	93-94
Arabyan Slave*	54	43	Beggar	-	95-96
Cadet	55-57	44-45	Sailor	99	97-98
Bodyguard	58-60	46-47	Marine	00	99-00
Thug	-	48-49			

NEW CAREERS

Table 1-9: Basic Careers

Arabyan Corsair	Arabyan Soldier	Arabyan Slave	Sultan's Guard
Arabyan Mystic	Dervish	Desert Nomad	Apprentice Sand Sorcerer
Arabyan Nobleman	Raider	Sadin	Apprentice Assassin

Table 1-10: Advanced Careers

Arabyan Assassin	Hashashin	Kaligraf	Knight of the Burning Shamshir
Arabyan Champion	Janissary	Mahout	Caravan Guard
Blade Daughter	Camel Rider	Mameluke	Holy Rider
Dybuk	Kadi	Slave Master	Blade Dancer
Pillar of Faith	Kahin	Rammal	Vizier

Note: Clicking the name of a career inside one of the two tables will immediately take you to the page dedicated to that career. Clicking the career name on the dedicated pages will take you back to the New Careers page.

Arabyan Corsair

Sailing the seas of Araby, the Corsair is a terror, attacking traders and even military vessels if strong enough. Corsairs' presence can be felt across the old World.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+10%	-	+5%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+3	-	-	-	-	-	-

Skills: Gamble, Gossip or Secret Tongue (Battle), Swim, Dodge Blow, Common Knowledge (Araby), Common Knowledge (Bretonnia or Southlands, Tilea or Estalia), Roving, Intimidate, Speak Language (Estalian or Tilean or Bretonnian), Row.

Talents: Brawl or Hardy, Specialist Weapon Group (Two Handed), Menacing or Strike Mighty Blow, Seasoned Traveller, Strike to Stun, Disarm.

Trappings: Short bow, Full Leather Armour, Dagger or Gauntlet / Knuckle-Duster.

Career Entries: Raider, Slaver, Camel Rider, Slave Master, Mate, Caravan Guard, Fisherman, Boatman.

Career Exits: Boatman, Slaver, Raider, Mercenary, Navigator, Thug, Smuggler, Sergeant, Caravan Guard, Veteran, Marine.



Arabyan Mystic

Philosopher-Priests dedicated to the will of Ormazd, and to the spiritual fight against their own weaknesses and Selfishness, which hinder their unity to their god. The Arabyan Mystics detach themselves from material possession, and live to do good deeds in the name of their god.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	+5%	+5%	+10%	+10%	+10%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Read/Write, Heal, Academic Knowledge (Philosophy, Theology), Command, Perception, Common Knowledge(Araby).

Talents: Savvy, Stout-hearted, Public Speaking, Sturdy or Very Resilient.

Trappings: Quarter Staff, Robes.

Career Entries: Ormazd Initiate, Dervish, Zealot, Sadin.

Career Exits: Ormazd Initiate, Dervish, Zealot, Kadi, Monk, Scholar.



Arabyan Nobleman

Unlike in the Northern realms, where nobility is given through birth or military power, since the enlightenment in Araby, nobility here is gifted to those intelligent academics, brave soldiers or determined individuals who excel themselves in the eyes of the Emir or Vizier. This nobility is still inherited however, although now it is a status attainable by even the lowliest peasant, if he proves himself that is.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+5%	+5%	+10%	+5%	+10%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Read/Write, Blather or Command, Gamble or Gossip, Ride, Performer (Musician) or Lip Reading, Academic Knowledge (Genealogy/Heraldry or History, Theology and one other), Charm, Common Knowledge(Araby), Speak Language (Arabyan or Any)

Talents: Savvy, Etiquette, Schemer, Luck or Public Speaking.

Trappings: Jewellery of a value of $7d10\text{ gc}$, Shamshir or Sabre or Sword, Best Clothing, $1d10\text{ gc}$.

Career Entries: Squire, Steward, Rammal.

Career Exits: Ormazd Initiate, Astrologer, Blade Daughter, Courtier, Squire, Kadi, Horse Master, Holy Rider, Politician, Student.



Arabyan Soldier

Traditionally fighting in the armours of their origin place and wielding their Shamshirs or Bows, the soldiers of Araby are often used as the local policing force of the cities, only when the land comes under threat are they deployed in full, shedding blood in a murderous frenzy in the name of their god and liege.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	-	+10%	-	+10%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Gamble or Gossip, Animal Care, Drive or Ride, Dodge Blow, Common Knowledge (Araby) or Perception, Intimidate.

Talents: Frenzy or Sharpshooter, Strike to Stun or Rapid Reload, Disarm, Quick Draw or Strike Mighty Blow

Trappings: Leather Jack, Curved Bow, Shield, Spear or Shamshir.

Career Entries: Zealot, Cadet, Messenger, Bodyguard, Mahout.

Career Exits: Slaver, Raider, Mercenary, Hunter, Sergeant, Bodyguard, Caravan Guard, Veteran.



Dervish

Dervishes are migratory monks, who believe in connection with Ormazd through their spinning dances, fantastical singing and when necessary, ferocious fighting. Taking vows of poverty and wielding their famed great axes, a Dervish may be an imposing sight both on and off the battlefield.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	-	+10%	+10%	-	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Performer(Dancer), Performer(Musician), Performer (Singer), Charm, Dodge Blow.

Talents: Specialist Weapon Group(Dervish), Ambidextrous, Fearless, Strong-minded, Warrior Born or Strike Mighty Blow.

Trappings: Drum, Abaya, dagger, Two Swords or Dervish Axe, Religious Symbol.

Career Entries: Arabyan Mystic, Zealot, Desert Nomad, Sadin.

Career Exits: Ormazd Initiate, Arabyan Mystic, Dybuk, Mercenary, Veteran

Note: This career is only available to those who devote themselves fully to the ways of Ormazd.



Raider

The raiders of Araby are nomadic robbers, plaguing the trading routes of the great desert. They are a hard and persevering lot, specialising in both combat and surviving the harshest environments.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+10%	-	+10%	+10%	+5%	+5%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Ride, Animal Care, Outdoor Survival, Follow Trail or Navigation, Secret Language (Ranger)

Talents: Quick Draw, Specialist Weapon Group (Firearm or Arabyan Arc), Sharpshooter or Rover, Orientation.

Trappings: Kalkan, Horse or Camel, Arabyan Arc and 10 shots or Jezail and 10 shots and gunpowder, a small Tent, Sword or Sabre, Soft Armour.

Career Entries: Arabyan Corsair, Arabyan Soldier, Outlaw, Camel Rider, Hunter, Desert Nomad.

Career Exits: Arabyan Corsair, Slaver, Camel Rider, Horse Archer, Mercenary, Caravan Guard, Apprentice Assassin, Veteran, Scout.



Arabyan Slave

Slavery is common and widespread in the land of Araby, with many slaves coming from outside the lands of Araby, imported through conquest or the raids of Corsairs. While most slaves are humans, non-human slaves such as Elves or Dwarfs are sometimes brought in through special orders, serving in the menageries of wealthy lords. Like the rest of Arabyan society however, Slaves do have the opportunity to prove themselves to their lord, and reach mighty heights as a result.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	+5%	+5%	+10%	-	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Blather, Animal Care or Trade(Cook), Search, Perception, Speak Language(Arabyan), Sleight of Hand or Dodge Blow.

Talents: Sharp Eyes, Acute Hearing, Flee! Or Hardy, Very Resilient or Lightning Reflexes.

Trappings: Poor Quality Clothes.

Career Entries: Any.

Career Exits: Peasant, Janissary, Mameluke, Burgher, Interrogator, Courtier, Messenger, Servant, Spy, Thief.



Desert Nomad

Not all Arabyans live in its grand cities, in the great desert dwells many clans of nomadic tribes, travelling in large caravans and surviving the harsh environments to the south. While usually traders and camel shepherds, many tribes have been known to raid villages for slaves, food and livestock.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+10%	-	+10%	+5%	+5%	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Navigation, Animal Care or Secret Language(Ranger), Gossip or Performer(Storyteller), Drive or Ride, Perception, Outdoor Survival, Haggle or Trade(Any), Follow Trail, Silent Move or Heal, Common Knowledge(Araby).

Talents: Hardy or Rover, Orientation or Seasoned Traveller.

Trappings: Kalkan and Spear, Dagger, Horse or Camel with Saddles, Bow and Arrows, a small Tent.

Career Entries: Any

Career Exits: Outlaw, Dervish, Miner, Slaver, Camel Rider, Raider, Horse Master, Mercenary, Smuggler, Artisan, Caravan Guard, Scout.



Sadin

The Sadin are Arabyans who have been visited by Divine or Magical visions, and because of it have strived to become closer to their god through the learning of such abilities. Before the prophet, the Sadin were the priests of all the old gods, but now they serve Ormazd, travelling from village to village spreading the ways of their god, acquiring knowledge and teaching tenets. In Araby there may be no institution like the Witch-hunters, but those touched with the abilities of the Sadin take it upon themselves to root out all depravity and Chaos.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	+5%	+5%	+10%	+10%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Performer (Palm Reader), Academic Knowledge (Theology), Blather or Charm, Trade (Apothecary) or Trade (Herbalist), Channelling, Perception, Magical Sense.

Talents: Hedge Magic, Petty Magic (Hedge), Luck.

Trappings: Apothecary Tools, Religious Symbol, 3 Healing Draughts.

Career Entries: Apprentice Wizard, Hedge Wizard.

Career Exits: Initiate of Ormazd, Arabyan Mystic, Dervish, Kahin, Agitator.

Note: Only those born in Araby can hope to know the light of Ormazda and become Sadin.



Sultans Guard

Selected as children and raised in the solitary 'Eunuch's Mountain', the Sultans Guard are known as the most loyal soldiers in all of Araby. Each adept must pass a series of trials, those of the endurance, combat and commitment to their liege, with the final challenge being a trek through the Great Desert in protection of a priest of Ormazd. If all of these trials are passed however, the adept is ready to join the ranks of the Sultans Guard. Geared in best quality weaponry and fine silks, the Guard are sworn to protect their duty to death and beyond.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	-	+10%	+10%	+10%	+5%	+10%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+3	-	-	-	-	-	-

Skills: Heal, Perception, Dodge Blow, Intimidate.

Talents: Very Strong, Very Resilient, Street Fighting, Specialist Weapon Group (Two-Handed), Menacing, Fearless, Disarm, Strike Mighty Blow, Quick Draw, Wrestling.

Trappings: Good Quality Bechters Mailed Plate, Great Scimitar or Halberd, Good Quality Armoured Turban.

Career Entries: None

Career Exits: Arabyan Champion, Pillar of Faith, Vampire Hunter, Mercenary, Bodyguard, Sergeant, Veteran.



Apprentice Sand Sorcerer

Sand Sorcerers are Arabyans who have gained the ability to see and use the elemental magic flow of the world, and manipulate it through the sands of the desert. In most cases they quickly find a mentor, where they are transported to the Sorcerer's Islands to continue training. Experimenting with this art is dangerous however, and many a lowly sorcerer has found their end beneath a dune of sand conjured from thin air.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	+10%	+5%	+10%	+10%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Speak Arcane Language (Magick), Academic Knowledge (Magic) or Intimidate, Navigation or Perception, Channelling, Outdoor Survival, Common Knowledge (Araby), Magical Sense, Speak Language (Arabyan).

Talents: Petty Magic (Sand), Hardy, Very Resilient, Aethyric Attunement or Lesser Magic (Any).

Trappings: Leather Flask, Quarter-Staff, Backpack, food for 3 days, Robes.

Career Entries: Apprentice Wizard, Hedge Wizard, Scholar, Student.

Career Exits: Rammal, Scribe, Scholar.

Note: Only those born in Araby have the potential for Sand Magic and enter this career.



Apprentice Assassin

In Araby, killing is a profession just like any other. In every Arabyan city there is an Assassins Guild, which selects its adepts from willing students, orphans or donations from poor families. All apprentices first learn to prepare poisons and medicines before learning to kill. When this training is finished, the apprentice is tasked with weeding out the other students not suitable for the job. When this is done, the real work begins.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	-	+10%	+10%	+10%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Heal, Pick Lock, Interrogate, Trade (Apothecary), Silent Move, Perception, Follow Trail, Concealment, Prepare Poison, Scale Sheer Surface.

Talents: Specialist Weapon Group (Blowpipe, Throwing), Alley Cat.

Trappings: Short bow, Black Abaya, Garrotte, Hook, Grappling Hook, 10 Yards of Rope, 10 Throwing knives.

Career Entries: Entertainer, Bounty Hunter, Raider, Bodyguard, Thug, Cutthroat, Cat Burglar, Thief

Career Exits: Arabyan Assassin, Arabyan Champion, Slaver, Bounty hunter, Enforcer.



Arabyan Assassin

The Guild of Assassins takes care of its members, training them, feeding them, and providing them shelter. The Guild does not forgive failure however. The fully trained assassin knows that it is better to die than to return a failure. Professionals at their craft, the Arabyan Assassins are expert killers.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+10%	+10%	+25%	+20%	+25%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Disguise, Pick Lock, Search, Secret Signs (Thieves), Concealment, Follow Trail, Silent Move, Dodge Blow, Prepare Poison, Scale Sheer Surface.

Talents: Specialist Weapon Group (Blowpipe, Parrying, Throwing), Strike Mighty Blow, Disarm, Sure Shot, Sharpshooter, Quick Draw, Mighty Shot, Trap finder.

Trappings: Short bow and arrows, Black Abaya, Blowgun, Garrotte, Grappling Hook, dagger, a set of lock picks, 10 yards of Rope, Poison, 4 Throwing Knives

Career Entries: Arabyan Champion, Duellist, Outlaw Chief, Apprentice Assassin, Targeteer, Spy

Career Exits: Hashashin, Outlaw Chief, Duellist, Interrogator, Spy.



Arabyan Champion

Arabyan Champions are exceptional fighters, who live for the joy of battle and to develop their skills. Honour is important to them, and it is often the cause of many duels with their opponents. Arabyan Champions often fight with one or more Shamshirs or a Main Gauche, they also carry throwing knives in the event an opponent wants to flee the Champion's wrath, for a true opponent fights face to face.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	+20%	+10%	+20%	+25%	+15%	+15%	+10%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Gossip, Charm, Perception, Dodge Blow, Intimidate, Common Knowledge (Any).

Talents: Etiquette, Lightning Parry, Specialist Weapon Group (Thrown), Menacing, Ambidextrous or Specialist Weapon Group (Parrying), Strike Mighty Blow, Disarm, Frenzy, Quick Draw, Sure Shot, Mighty Shot.

Trappings: Abaya, 2 Shamshirs or Shamshir and Main Gauche, 4 Throwing Knives, Soft Armour.

Career Entries: Courtier, Mameluke, Highwayman, Thug, Sergeant, Sultan's Guard, Apprentice Assassin.

Career Exits: Arabyan Assassin, Duellist, Hashashin, Rogue.



Blade Daughter

Bastard daughters from the many harems kept by Caliphs, these girls are trained at the 'Eunuch's Mountain' alongside the Sultan's Guard to become skilled warriors. Fencing, acrobatics, seduction and spying, all are trained on the mountain, and many do not survive these physical and mental challenges. The Blade cult these women join is mysterious, with not even the Great Sultan understanding the full details.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	-	+15%	+10%	+25%	+10%	+15%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Read/Write, Lip Reading, Blather, Performer (Acrobatics), Performer (Dance), Academic Knowledge (Theology), Gossip, Charm, Shadowing, Perception, Concealment, Dodge Blow, Intimidate, Common Knowledge (Any).

Talents: Specialist Weapons Group (Any), Contortionist, Ambidextrous, Disarm, Strike Mighty Blow, Lightning Reflexes, Swirling Shadow.

Trappings: 2 Shamshirs, Jewellery worth 5d10 *gc*, coat, best quality Clothes. Career Entries: Arabyan Nobleman.

Career Exits: Vampire Hunter, Spy, Blade Dancer.

Note: Only Arabyan females can enter this career.

New Talent – Swirling Shadow:

The dancer spins and leaps around with unnatural speed, rendering the enemy's attacks futile and their own lightning fast.

When this dance is performed as a free action, the dancer always hits first, regardless of the initiative of the opponent, who now receives a -10 modifier to hit.

This dance cannot be used in the same round as the Sensuous Death, the Storm Blades, or the Whirling Steel Dances.



Dybuk

When Crusaders spoke of Arabyan fanatics who drank the blood of their enemies before battle, it was the Dybuk they spoke of, those who arouse a rampage of death and destruction. Taking orders only from the Imams, these warriors are tools of war for the priests of Ormazd. Unarmoured and totally fearless, and in complete dedication of their god, all these men and women need are their two Shamshirs, and only death can stop them.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	-	+15%	+20%	+15%	-	+15%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Heal, Academic Knowledge (Theology), Dodge Blow, Common Knowledge (Araby), Intimidate.

Talents: Menacing, Strike Mighty Blow, Frenzy, Unsettling, Fearless, Ambidextrous, Holy Frenzy, Religious Fanaticism.

Trappings: 2 Shamshirs.

Career Entries Dervish, Zealot. Career Exits: Scourge of God.

Note: Only those who give their lives fully to Ormazd can become a Dybuk.

New Talent – Holy Frenzy:

Entering into a combat trance of holy passion, the Dybuk seems incapable of feeling pain.

This talent functions the same as the Frenzy talent, with the following effects:

The Dybuk receives 1 less damage.

The value of received Critical Hits are reduced by 1.

When the combat ends, roll on the Sudden Death table using the greatest unmodified critical hit.

This talent can be combined with the regular Frenzy.



Pillar of Faith

Those Sultan's Guard or other experienced soldiers who exhibit full devotion, deepest faith and the greatest skills are offered the opportunity to return to the "Eunuch's Mountain" for additional training. There they become Pillars of Faith, the personal elite guard of the Great Sultan himself. The unwavering faith and loyalty to their master makes these warriors the chosen men when it comes to protecting VIP's or battling the fiercest opponents.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	-	+25%	+20%	+20%	+15%	+25%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Command, Ride, Heal, Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology).

Talents: Lightning Parry, Specialist Weapon Group (Two-Handed), Frenzy, Unsettling, Fearless or Strong-Minded, Ambidextrous, Resistance to Magic, Strike to Stun, Disarm, Sixth Sense, Warrior Born or Lightning Reflexes, Religious Fanaticism.

Trappings: Two Axes or Swords or Two-Handed Weapon (Axe or Halberd), highest quality Arabyan Plate, Highest Quality Armoured Turban (Gold Plated).

Career Entries: Sergeant, Sultan's Guard, Veteran.

Career Exits: Ormazd Initiate, Duellist, Vampire Hunter, Sergeant, Knight of the Burning Shamshir.

Note: Only those who devote themselves to Ormazd can join the ranks of the Pillars of Faith.



Hashashin

The Hashashin are a religious sect devoted to the art of silent killing. It is said that they worship the forbidden Arabyan serpent god Azyata, whose domain is darkness, magic and revenge. While the sect is officially outlawed, the Hashashin are not hunted, for their skills are both feared and sought after by all who study the blade or with a heavy purse and enemies to eliminate. Despite this, Hashashin are sworn not to hurt the innocent, and the brotherhood is valued above all.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+35%	+30%	+20%	+20%	+35%	+10%	+30%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+7	-	-	+1	-	-	-

Skills: Disguise, Performer (Acrobatics), Academic Knowledge (Theology), Pick Locks, Concealment, Silent Move, Outdoor Survival, Perception, Follow Trail, Torture, Shadowing, Dodge Blow, Brew Poison, Scale Sheer Surface, Intimidate, Common Knowledge (Any Two).

Talents: Wrestling, Specialist Weapon Group (Blowgun, Thrown, Any), Menacing, Frenzy, Fearless, Unsettling, Ambidextrous, Resistance to Poison, Strike Mighty Blow, Sure Shot, Mighty Shot, Sharpshooter, Warrior Born, Trap finder.

Trappings: Hand Weapon, Black Abaya, Garrotte, set of Lock Picks, Bottle of Poison, 10 yards of Rope, Grappling Hook, 4 Throwing Knives, Hidden Symbol of Azyata, Ordinary Clothes.

Career Entries: Arabyan Assassin, Arabyan Champion, Duellist, Priest of Azyata, Vampire Hunter, Master Thief, Spy, Veteran.

Career Exits: None.

Note: You must be a worshipper of Azyata to join the Cult of the Hashashin.



Janissary

Janissaries, or 'New Soldiers' are an elite unit of slave soldiers in the Arabyan Army. Created similarly in style to the Mameluke regiments, the Janissaries however make use of firearms rather than the horse. Also like the Mamelukes, the Janissaries are largely formed from non-Arabyan soldiers, built up largely of slaves from Bretonnia, the Empire or Tilea. These slaves are taught the ways of Ormazd and loyalty to the Sultan. Despite being slaves, the Janissaries are payed and well organised, being the most well-formed unit in Araby.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+15%	+15%	+15%	+5%	+20%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Gamble, Heal, Secret Language (Battle Tongue), Perception, Dodge Blow, Common Knowledge (Araby), Intimidate, Speak Language (Arabyan).

Talents: Sharpshooter or Rapid Reload, Specialist Weapon Group (Gunpowder), Fearless, Strike to Stun or Sure Shot, Strong-Minded, Disarm or Quick Draw, Mighty Shot or Strike Mighty Blow.

Trappings: Sabre, Kalkan, Musket and Bullets/Powder for 10 shots or Curved Bow and 10 Arrows, full Leather Armour, 2 Pistols and Bullets/Powder for 10 shots.

Career Entries: Arabyan Slave.

Career Exits: Mameluke, Sergeant, Veteran, Highwayman, Outlaw Chief.



Camel Rider

Known as the “Ship of the Desert”, the camel is the most popular means of transport through the endless seas of dust and sand. Riding one is not easy, requiring feats of exceptional balance and endurance to withstand the swaying and rocking of the creature. Camel Riders are brave and wild warriors, who excel in the changing sands of Araby with their amazing instincts and knowledge of the desert.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+25%	+10%	+10%	+15%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Ride, Sail, Animal Care, Secret Language (Ranger), Outdoor Survival, Dodge Blow.

Talents: Sharpshooter, Rapid Reload, Specialist Weapon Group (Gunpowder), Strike Mighty Blow, Sure Shot, Mighty Shot, Lightning Reflexes, Orientation.

Trappings: Sword or Sabre, Jezail, Kalkan, Dagger, Gunpowder and bullets for 10 shots, Turban, Soft Armour, Camel with Saddle and Harness.

Career Entries: Raider, Desert Nomad, Caravan Guard.

Career Exits: Arabyan Corsair, Slaver, Outlaw Chief, Raider, Caravan Guard, Veteran.



Kadi

The judges and mediators of Araby, the Kadi deal with disputes with their vast array of knowledge and experience, seeking guidance from the Al-Kitab and the secular book of law. Kadi can range from the wise man of the nomadic clan, to the most influential judge in the greatest city. When settling a dispute, the Kadi are known to travel large distances in their gathering of evidence and information, all to make their decision the final word of the wise.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+10%	+10%	+30%	+20%	+25%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Read/Write, Ride, Academic Knowledge (History, Law, Theology, Any), Gossip or Intimidate, Charm or Command, Search or Evaluate, Perception, Common Knowledge (Araby, Any), Speak Language (Classical, Arabyan).

Talents: Etiquette, Menacing or Savvy, Public Speaking.

Trappings: Book of Rights, Writing Instruments, Metal-Framed Al-Kitab.

Career Entries: Initiate of Ormazd, Arabyan Mystic, Arabyan Nobleman, Kahin, Priest of Ormazd, Physician, Scholar, Politician, Student, Monk.

Career Exits: Ambassador, Initiate of Ormazd, Arabyan Nobleman, Demagogue, Courtier, Merchant, Charlutan, Scholar, Politician.



Kahin

Kahin are the self-taught priesthood of Araby, using magic and divination to work their prayers. In the old days they were the religious leaders of Araby, ministers of all. While they now serve Ormazd, the Kahin are no longer the higher caste priests of Araby, serving rural communities and groups of nomads, praying for good birth, rain and other desires of the smallfolk. These men are also expert judges and doctors, for they do all their communities require of them.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+10%	+10%	+20%	+15%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+2	-	-

Skills: Heal, Academic Knowledge (Theology, Astronomy), Animal Care, Charm, Trade (Apothecary) or Trade (Herbalist), Channelling, Perception, Haggle, Common Knowledge (Araby, any two), Magical Sense, Speak Language (Arabyan).

Talents: Savvy or Suave, Hedge Magic, Etiquette, Lesser Magic (Dispel, Prophecy), Public Speaking.

Trappings: Healing Draught, Alchemical Tools.

Career Entries: Hedge Wizard, Apprentice Wizard, Sadin.

Career Exits: Initiate of Ormazd, Kadi, Physician, Scholar, Monk.

Note: Only those born in Araby can become Kahin.

New Spell – Prophecy:

Belonging to the Lesser Magic talent, used by Kahin and other folk of the desert in Araby and less so in other parts of the Old World.

Casting Number: 6

Casting Time: Double Action

Ingredient: A drop of blood from the person being read (+1).

Description: The Kahin enters a trance, uttering a short verse describing the future of their target. The words are often hard to interpret, but the omens of fate are hard to avoid.



Kaligraf

The art of Writing is an old art. Difficult and rigorous, when a word is excellent in content, it must also be excellent in form. The Kaligraf is the master of this art, respected in society, they are the masters of one or more of the 20+ styles of calligraphy, some writing in gold, some depicting great creatures in their strokes, some the secret words of the criminal or spiritual underworld.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	+5%	+25%	+25%	+20%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Read/Write, Performer (Poetry) or Trade (Cartographer or Artist or Goldsmith), Academic Knowledge (Art or History, any two), Charm, Trade (Calligrapher), Perception, Common Knowledge (Araby, any two), Evaluate, Speak Language (Arabyan, Any Two).

Talents: Savvy or Artistic, Etiquette, Linguistics.

Trappings: Pens, Wax Seals, Ink Set, Roll of Parchment.

Career Entries: Initiate of Ormazd, Arabyan Nobleman, Courtier, Priest, Rammal, Scribe, Apprentice Sand Sorcerer, Apprentice Wizard, Politician, Monk, Student.

Career Exits: Initiate of Ormazd, Demagogue, Courtier, Kadi, Merchant, Guild Master, Explorer, Spy, Scholar, Politician, Monk.



Mahout

Elephants are big and dangerous creatures, so the Caliphs want them at the front of their armies. These animals are not easy to manage, and thus it falls on the Mahout to teach these creatures to respond to commands, trample the right enemies, and march in an army. The risks are great, but success brings its own reward, when the living behemoths makes its charge, there is little that can stop it.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+10%	+15%	+10%	+10%	+15%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Command, Animal Care, Animal Training, Ride, Trade (Elephant Breeding), Perception, Charm Animal, Common Knowledge (Araby).

Talents: Excellent Vision, Cool-headed, Strike Mighty Blow, Hardy.

Trappings: Bow and 15 Arrows, Spear, Arabyan Elephant and Elephant Riding Equipment.

Career Entries: Entertainer, Mercenary, Arabyan Soldier, Animal Trainer.

Career Exits: Mercenary, Sergeant, Animal Trainer, Veteran.



Mameluke

The Mamelukes are elite cavalry in the Arabyan army. They are formed from slaves taken as children from as close as the Arabyan nomadic tribes and as far as the Empire, and are taught the ways of Ormazd and of the Arabyan way of War and discipline. Compared to the Janissaries, the Mamelukes are far superior, with many who excel in the former being directed to the latter and vice versa.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	+25%	+20%	+20%	+25%	+10%	+20%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Ride, Academic Knowledge (Strategy, Tactics), Animal Care, Secret Language (Battle Tongue), Perception, Dodge Blow, Speak Language (Arabyan), Intimidate.

Talents: Rapid Reload, Lightning Parry, Specialist Weapon Group (Cavalry), Menacing, Frenzy, Fearless, Ambidextrous, Strike to Stun or Sure Shot, Disarm, Mighty Shot or Strike Mighty Blow, Quick Draw.

Trappings: Armoured Turban, Dagger, Curved Bow and 10 Arrows, Arabyan Horse with saddle and harness, Sword or Axe or Mace, Sipar, Spisa, Good Quality Chain Mail.

Career Entries: Janissary, Arabyan Slave.

Career Exits: Arabyan Champion, Courtier, Duellist, Outlaw Chief, Vampire Hunter, Sergeant, Veteran.



Slave Master

In Araby where slavery is legal and widespread, someone has to deal with the organisation, trafficking and training of the slaves and slaving operation. The Slave Masters are more intelligent slavers, or wealthy merchants who have decided to invest in the far more lucrative businesses of human trading. Because of this, they are the most experienced of the slavers. Some Slave Masters lead the raiding parties themselves, or run the schools or arenas that most make use of the slaves.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25%	+25%	+20%	+10%	+15%	+20%	+20%	+20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Read/Write, Command, Ride, Gossip, Drive, Charm, Trade (Merchant), Haggle, Torture, Follow Trail, Common Knowledge (Southlands or Tilea or Estalia or Bretonnia), Evaluation, Intimidate, Common Knowledge (Any Three).

Talents: Specialist Weapon Group (Entangling), Menacing, Seasoned Traveller, Strike to Stun, Etiquette, Dealmaker, Super Numerate.

Trappings: Whip, Hand Weapon, Writing Tools, 100 gc.

Career Entries: Arabyan Corsair, Boatman, Slaver, Outlaw Chief, Admiral, Pit Fighter, Merchant, Mercenary, Veteran.

Career Exits: Arabyan Corsair, Outlaw Chief, Merchant, Guild Master, Sergeant.



Rammal (Sand Sorcerer)

When the Apprentice Sand Sorcerers reach the peak of their training, they are given a choice. Leave the Sorcerer's Islands, seeking knowledge and power among the buried cities and forgotten secrets of the desert, or remain on the Islands to teach their own adepts in the ways of Sand Sorcery. The Rammal are the true Sand Sorcerers, masters of the sand that flow in magic and lords of the desert.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	-	+10%	+5%	+20%	+25%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+2	-	-

Skills: Speak Arcane Language (Magick), Academic Knowledge (Daemonology), Academic Knowledge (Magic), Navigation or Read/Write, Charm, Channelling, Perception, Outdoor Survival or Ride, Common Knowledge (Araby), Magical Sense, Intimidate, Common Knowledge (Any).

Talents: Lesser Magic (Any Three), Arcane Lore (Sand), Petty Magic (Sand), Meditation or Mighty Missile, Coolheaded or Strong-Minded, Etiquette.

Trappings: Quarter-Staff, Book of Esoteric Knowledge, Writing Tools, Good Quality Clothes.

Career Entries: Apprentice Sand Sorcerer, Journeyman Wizard.

Career Exits: Arabyan Nobleman, Courtier, Kaligraf, Explorer, Scholar, Anchorite, Vizier.

Note: Only those born in Arabia can become Rammal.



Knight of the Burning Shamshir

In model of the crusading knights who ravaged the land so many years before, the Sultan himself commissioned his own order of knights to do the same to his own enemies. The Knights of the Burning Shamshir are sworn to defend Araby, to destroy all that is unnatural and wrong and bring glory to Ormazd. For these reasons, expeditions South and to Khemri are common.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+30%	+15%	+20%	+25%	+10%	+30%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+7	-	-	-	-	-	-

Skills: Command, Ride, Academic Knowledge (Genealogy/Heraldry, Strategy/Tactics, Theology), Perception, Animal Training, Dodge Blow, Common Knowledge (Any, Araby), Speak Language (Any), Intimidate.

Talents: Specialist Weapon Group (Any, Cavalry), Frenzy, Sturdy, Strong-minded, Fearless, Strike to Stun, Cool-headed, Disarm, Strike Mighty Blow, Sure Shot, Mighty Shot, Warrior-Born.

Trappings: Armoured Turban, Horse with Saddle and Harness, Curved Bow and 10 Arrows, Spisa, Shamshir, Symbol of Ormazd, Shield, Best Quality Arabyan Plate.

Career Entries: Politician, Courtier, Pillar of Faith, Squire, Vampire Hunter, Knight, Sergeant, Holy Rider.

Career Exits: Initiate of Ormazd, Vampire Hunter, Scourge of God, Sergeant.

Note: This career is only available to characters who follow the way of Ormazd.



Caravan Guard

Due to the many dangers lurking in the Arabyan Desert, from the raiders and tribes to the undead Nehekharans, there is a large demand for experienced warriors to help defend the roving caravans of merchants and nomads. Despite having large combat prowess, these men are also experienced in surviving in the hostile environment. Whether through duty or gold, the Caravan Guard always sees their mark to their destination.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+5%	+15%	+10%	+10%	+5%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Navigate, Animal Care, Drive or Ride, Secret Language (Ranger).

Talents: Wrestling, Rapid Reload or Mighty Shot, Specialist Weapon Group (Gunpowder) or Sure Shot, Disarm or Quick Draw, Strike to Stun or Strike Mighty Blow.

Trappings: Kalkan and Spear, Bow and 10 Arrows or Jezail with Gunpowder and Bullets for 10 Shots, Camel and Equipment and Soft Armour.

Career Entries: Arabyan Corsair, Arabyan Soldier, Horse Archer, Raider, Camel Rider, Mercenary, Bodyguard, Desert Nomad, Soldier.

Career Exits: Arabyan Corsair, Outlaw, Slaver, Camel Rider, Bounty Hunter, Horse Master, Mercenary, Sergeant, Holy Rider, Scout, Veteran.



Holy Rider

Highly trained mounted warriors, the Holy Riders are made up of volunteers of (usually) noble birth. Dressed in Bechter armour and armed with swords and bows, the Holy Riders are charged with patrolling the lands of their Caliphate and defending the local population against the robbers, monsters and other unnamed threats of the Great Desert.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20%	+20%	+15%	+15%	+15%	++5%	+15%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Ride, Academic Knowledge (Genealogy/Heraldry, Strategy/Tactics, Theology), Secret Language (Battle Tongue), Perception, Outdoor Survival, Follow Trail, Dodge Blow, Speak Language (Any).

Talents: Specialist Weapon Group (Cavalry), Frenzy, Strike Mighty Blow, Sure Shot, Mighty Shot.

Trappings: Sword or Sabre or Shamshir, Kalkan, A horse with a saddle, Curved Bow and 10 Arrows, Spisa, Bechter Armour.

Career Entries: Arabyan Nobleman, Courtier, Squire, Vampire Hunter, Sergeant, Caravan Guard, Veteran.

Career Exits: Initiate of Ormazd, Courtier, Vampire Hunter, Knight of the Burning Shamshir, Sergeant.



Blade Dancer

Shamshir Daughters, when reaching a higher level of efficiency and skill, can go another step further and become fully fledged Blade Dancers. These women are not only excellent warriors, but also cunning spies, some even dwelling in the harems of the great Caliphs and Emirs, and maybe the Sultan himself. Sworn to keep an eye on and protect the land of Araby, in battle these women are skilled warriors, capable of dancing the many dances of death to battle in any situation.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30%	+10%	+20%	+15%	+35%	+20%	+25%	+30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+2	+7	-	-	+1	-	-	-

Skills: Disguise, Read/Write, Lip Reading, Blather, Performer (Acting), Performer (Acrobat), Performer (Dancer), Academic Knowledge (Theology), Pick Locks, Gossip, Charm, Shadowing, Perception, Follow Trail, Concealment, Dodge Blow, Common Knowledge (any two), Intimidate.

Talents: Suave, Lightning Parry, Storm Blades, Linguistics or Strong-Minded, Schemer or Alley Cat, Frenzy, Fearless, Ambidextrous, Disarm, Strike Mighty Blow, Lightning Reflexes, Warrior Born, Whirling Steel, Sensuous Death.

Trappings: Twi Shamshirs, Jewellery worth 10d10 *gc*, set of Lock Picks, Best Quality Clothes, Disguise Kit.

Career Entries: Shamshir Daughter.

Career Exits: Courtier, Duellist, Steward, Master Thief, Explorer, Spy.

Note: Only women born in Araby can become Sword Dancers.

<p>New Talent – Sensuous Death:</p> <p>Using her beauty, the Blade Dancer attempts to hypnotise her opponent. Make a challenging opposed WP test. On a success, the opponent loses 1 attack and receives a -20 modifier to all dodging and parrying.</p> <p>This Dance cannot be made on the same round as the Storm Blades, Whirling Steel or Swirling Shadow Dances.</p>	<p>New Talent – Storm Blades:</p> <p>The dancer buries an opponent with blows and slashes so fast that they barely notice. The Dancer gains +1 to their attacks characteristic until the end of the round.</p> <p>This Dance cannot be used on the same round as the Sensuous Death, Whirling Steel or Swirling Shadow Dances.</p>	<p>New Talent – Whirling Steel:</p> <p>The Dancer dances designed to expose vital points on the target. Roll an Intelligence test, if successful the Dancer's blades cause damage as if they had the Impact Quality, with all attacks gaining a +10 to WS.</p> <p>This dance cannot be used with the Sensuous Death, Storm Blades or Swirling Shadow Dances.</p>
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Vizier (Master Sand Sorcerer)

Despite bearing the same name as the senior officials of the court, this is an old relation of the old times. In Sand Sorcerer, the Vizier is the greatest and most powerful of the magicians of the Sorcerers Islands, revered in the cultures of the Nomadic Tribes as the true rulers of the Great Desert.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	-	+5%	+20%	+15%	+30%	+40%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+6	-	-	-	+4	-	-

Skills: Read/Write, Command or Intimidate, Secret Language (Djinn), Speak Arcane Language (Magick), Academic Knowledge (Daemonology, any two, Magick), Charm or Evaluation, Hypnotism, Perception, Outdoor Survival or Ride, Common Knowledge (Araby, any Two), Magical Sense, Speak Language (Arabyan, Any Two).

Talents: Lesser Magic (Any Three), Fast Hands, Sixth Sense or Hardy, Etiquette or Menacing, Schemer or Public Speaking.

Trappings: 3 Magic Items, Jewellery and Jewels worth 10d10 gc, Secret Book of Knowledge.

Career Entries: Rammal.

Career Exits: Courtier, Guild Master, Explorer, Scholar.

Note: Only those born in Araby can ever become one with the Desert.



ARABYAN MAGIC

Magic in Araby

Because of Araby's distance from the polar warp gates, magic here is weak and difficult to harness, tending to soak into the heat and sand in areas not individually touched by magic. Casting rolls for spells not of the Arabyan schools must subtract 2, while all channelling attempts are modified by -20.

Alongside this, the typical rules of spellcasting are replaced as follows:

- When casting spells from the Lore of Sand, the caster must pass a channelling test, if this is failed the spell is unable to be casted.
- Ingredients are used as normal, however when located in an area of high temperature and sand levels (e.g. in the centre of a Sandstorm), the spell gains the bonus of its ingredient without the need of the item itself.
- Due to the properties of magic in Araby, the chance of interference from the Chaos Gods is low. Rather than rolling on the Tzeentch's Curse table, wizards must use **Table 2-1: Uncontrolled Flow**.

Table 1-11: Uncontrolled Flow

Roll	Effect
01-15	Overheating: The magic of the desert permeates you, stunning you for 1 round.
16-30	Overwhelm: The flow of magic overwhelms you, extended the casting time of the spell by double its value. You must spend this time casting, even if the casting roll was a failure.
31-45	Heatwave: Hot uncontrolled magic explodes from you. The nearby area (GM discretion) feels the effect of the Desert Heat spell for the next 1d5 days.
46-60	Lack of Control: A biting sandstorm surrounds you. You receive 1d10 damage ignoring your toughness and armour. The spell is also unsuccessful.
61-80	Sandstorm: Burning sand tears through the surrounding area, anyone within a 24-yard radius feels the effects of the Sandstorm spell for 1d10 rounds.
81-90	Burning: You feel like you are melting, you feel the effects of the spell Ifrit's Burning Hand . The spell also fails.
91-99	Breach: The magic is sucked from heat and sand of Araby, forming pure chaotic energy. Roll on the Chaos Manifestation table relevant to your number of matching dice instead.
00	Visitor: Swirling heat and sand 6 yards from you manifests itself into a ravenous Ifrit, who attacks you without relent.

GRIMOIRE

Petty Magic (Sand)

If your character has the Petty Magic (Sand) Talent, they gain access to the following list of five new Spells

Table 2-2: Petty Magic (Sand)

Djinn's Gift
Dehydration
Sand in your Eyes
Wandering Sand
Desert Protection



Djinn's Gift

Casting Number: 6

Casting Time: Full Action

Range: Varies

Ingredient: A Feather (+1)

Description: The wizard invokes the element of a Djinn of their choice, being able to conjure one of the four elements. The effect itself is open creativity, with the effects similar to as follows:

Dao – With the power of the Earth Djinn, the caster can conjure a handful of a substance from the element of Earth (e.g. Soil, sand, stone etc.), or manipulate these substances to a minor extent within 15 yards.

Djinn – With the power of the purest Air Djinn, the caster can float up to 12 yards in any direction, or blow a gust of wind strong enough to blow out candles or scatter papers.

Ifrit – With the power of the Fire Djinn, the caster can create a flame in their hand, able to set fires, illuminate the darkness, or cause minor burns to individuals (1 wound per cast).

Marid – With the power of the Water Djinn, the caster can conjure small quantities of water or manipulate liquids to a minor extent within 15 yards.



Dehydration

Casting Number: 5

Casting Time: Full Action

Range: Touch

Ingredient: A cup of Alcohol (+1)

Description: A touch by the Wizard is enough to cause dehydration to the victim, who begins to feel a headache, dry mouth and fatigue, receiving a -10 modifier to all tests until they have a drink. If a day goes by without a drink, the target suffers the effects of **Water deprivation** as outlined in the WFRP core rulebook.

Sand in Your Eyes

Casting Number: 6

Casting Time: Full Action

Range: 8 Yards

Ingredient: A handful of sand (+1)

Description: Any opponent within 8 yards are forced to make an Agility test. If failed, for a number of rounds equal to the caster's Magic characteristic, they are blinded and receive -20 to all actions that require the use of sight.

Wandering Sand

Casting Number: 8

Casting Time: Full Action

Range: None

Ingredient: A Camel's Hoof (+1)

Description: For one hour, the caster can move across the desert as easily as the most solid city path. This applies to sand that is currently moving, as well as sinking sand.

Desert Protection

Casting Number: 7

Casting Time: Two Full Actions

Range: None

Ingredient: Two-centimetre Ball of Wax (+1)

Description: For 24 hours, any one item held in the hands of the caster becomes immune to the effects of the elements, but not other external factors.

Arcane Lore (Sand)

The Sand Sorcerers have practiced their magic from the days when only the nomadic tribes roamed the vast sands of Araby. Nowadays these Sorcerers are separated into three distinct schools of Sand Sorcerers, these are:

- The traditional Desert Wizards who roam from village to village in the Great Desert, living as hermits or assisting the townspeople.
- The Lord of the Djinn, who are magicians dedicated to drawing not just from the innate magics within the heat and sand of the desert, but also through the dangerous Djinn, the creatures born and thriving through these same powers.
- The Dewan, Sand Sorcerers who have travelled to and settled within the great cities of Araby, using their magic to assist the rulers and citizens in maintaining their lands in this harsh environment.

These three schools function similarly to the Elemental, Mystical and Cardinal Lists of other lores.

Table 2-3: Arcane Lore (Sand)

Desert Wizard	Lord of the Djinn	Dewan
Marids Grace	Marid's Grace	Veil of Sand
Sand Whip	Dao's Breath	Sand Whip
Desert Heat	Summon Djinn Servant	Summon Djinn Servant
Stream of Sand	Djinn Traveller	Djinn's Curse
Sand Gate	Stream of Sand	Wish
Child of the Desert	Djinn's Curse	Sun Missile
Mirage	Wish	Sandstorm
Sandstorm	Ifrit's Burning Hand	Acquisition of Power
Quicksand	Acquisition of Power	Biting Sand
Summon Sand Phantom	Summon Djinn Pack	Sands of Time



Sandstorm

Casting Number: 18

Casting Time: Double Action

Range: Special

Ingredient: A 30cm² piece of pure silk. (+2)

Description: For a number of rounds equal to the caster's magic characteristic, a swirling storm of sand tears through the land, wounding and blinding all in its path. Sandstorm can be casted anywhere in sight, with even further distances (GM discretion) requiring a successful Perception test for the caster to picture it in their mind. Characters within 24 yards of the tornado receive 1d10 damage each round (single roll for all affected), and can only see up to 6 yards. Movement is also halved, and all BS and Ag tests are modified by -20. There must be a supply of sand for this effect to take place.

Dao's Breath

Casting Number: 6

Casting Time: Full Action

Range: 16 Yards

Ingredient: A 10cm tall shard of flint (+1)

Description: A 2 metre spike of sandstone rips through the ground at the opponent, counting as a strength 6 magical missile. This spell can only be casted in areas covered with earth or sand, or where the spike can easily pierce through (GM Decision).

Djinn Traveller

Casting Number: 13

Casting Time: Double Action

Range: Special

Ingredient: A small copper statue of a horse (+2)

Description: The Caster is picked up by a small tornado of desert wind, for 12 hours, they can travel at a speed of movement 10 (Affected by environment) as if they were flying. This journey can be cancelled at any time, but must be re-casted to resume flight.

Child of the Desert

Casting Number: 15

Casting Time: Double Action

Range: None

Ingredient: An Iron model of a Scorpion (+2)

Description: For a number of days equal to the caster's magic characteristic, the caster's body temperature rises, making hem immune to all effects of the desert such as heat, sandstorms etc., all it feels to them is the coolest oasis. Alongside this, the caster is completely immune to all attacks based on heat and fire, and receives no negative modifier to movement when travelling in the desert.

Biting Sand

Casting Number: 26

Casting Time: Double Action

Range: 48 Yards

Ingredient: A pure crystal worth 75 gc (+2)

Description: A sandstorm born of magical energy forms in the area within a distance of 48 yards, including indoors or underground. All characters within 5 yards of the target receive a Strength 6 hit ignoring armour.

Marid's Grace

Casting Number: 6

Casting Time: Full Action

Range: Touch

Ingredient: At least ¼ a litre of water in container (+1)

Description: The caster conjured a container of water, which for 12 hours provides a never-ending source of water for all those who attempt to drink from it. A container is required, and any liquids contained within are not wasted by the spell.

Mirage

Casting Number: 16

Casting Time: Double Action

Range: 48 Yards

Ingredient: A Telescope (+2)

Description: A mirage of any opponent within 48 yard's great desires appears before them in the distance. If they fail a WP test, they are forced to wander to the mirage, with the effect ending when they reach the location. The caster can decide where the mirage appears.

Ifrit's Burning Hand

Casting Number: 20

Casting Time: Double Action

Range: Touch

Ingredient: A Disc of Gold (+2)

Description: The flaming power of the Ifrit burns around the caster's hand. When they touch someone with this hand, the victim receives an explosion of flame, causing $1d10 + 2$ armour ignoring damage as many times as the caster's magic characteristic. All critical damage from this spell uses the sudden death rules.

Sands of Time

Casting Number: 32

Casting Time: Double Action

Range: 48 Yards

Ingredient: An Obsidian Hourglass filled with sand (+2)

Description: The caster has the option of either pausing time for a number of minutes equal to their magic characteristic, or reversing time a number of rounds equal to their magic characteristic. Stopping time freezes all items and individuals in place save the caster, who can manipulate these objects but not damage them. Reversing time removes all changes made to the area as if the rounds never occurred (e.g. wounds are ignored, armour is unbroken, characters travel in reverse). Due to the power of this spell, the caster must make a successful willpower test, or suffer $1d5$ points of insanity.

Sand Gate

Casting Number: 14

Casting Time: Double Action

Range: Special

Ingredient: A Copper Key (+2)

Description: This spell functions in the same way as the Lore of Life spell – Earth Gate, only the location must be an area covered with sand, rather than soil.

Sand Whip

Casting Number: 8

Casting Time: Full Action

Range: None

Ingredient: Half a yard braid of hair (+1)

Description: For a number of rounds equal to the caster's magic characteristic, a whip made of focused sand appears from their hand. This is a damage 2 weapon with the Fast and Snare qualities. The caster also receives a +10 bonus to their ballistic skill when using the weapon, which crumbles in their hand if released. At the end of the duration, the caster can make a successful WP test to retain control of the whip.

Acquisition of Power

Casting Number: 23

Casting Time: Double Action

Range: None

Ingredient: A Prism (+3)

Description: For a number of minutes equal to the caster's magic characteristic, the caster can harness the powers of one of the four Djinn:

Dao: +10 Toughness and Strength plus +3 AP to their entire body as they begin to resemble living stone.

Djinn: +1 to Movement and +10 to Agility, the caster now has the ability to levitate.

Ifrit: +1 to Attacks and +10 to WS. Unarmed attacks inflict flaming damage and +1 bonus.

Marid: +10 Ag and WP, -2 damage from magic and +20 bonus to resisting the effects of spells.

Djinn's Curse

Casting Number: 14

Casting Time: Double Action

Range: 48 Yards

Ingredient: A Desert Gourd (+1)

Description: For 1 minute (6 Rounds), All enemies within 48 yards are effected by the Djinn's Curse, weapons and arrows fail to hit, resulting in -20% to their WS and BS skills. Moreover, armour suddenly ceases to protect at the most crucial times, resulting in their AP being halved (Rounded up).

Summon Djinn Servant

Casting Number: 12

Casting Time: Double Action

Range: 12 Yards

Ingredient: Heart – Ox(Dao), Eagle (Djinn), Leopard (Ifrit), Dolphin (Marid) (+2)

Description: The caster summons a Djinn Servant of the chosen type within 12 yards of their location. The caster can successfully control the Djinn with a passed opposed Willpower test.

Summon Djinn Pack

Casting Number: 26

Casting Time: 2 Double Actions

Range: 12 Yards

Ingredient: Heart – Ox (Dao, +1), Eagle (Djinn +2), Leopard (Ifrit +2), Dolphin (Marid, +3)

Description: The caster summons a number of the chosen Djinn type equal to their magic characteristic within 12 yards. The caster must pass a challenging WP test to successful control the creatures.

Summon Sand Phantom

Casting Number: 28

Casting Time: 3 Full Actions

Range: 12 yards

Ingredient: The skull of someone who died in the desert (+2).

Description: The caster summons a sand phantom in the areas. The Phantom retains the intelligence and willpower of the individual it was before it died, but in all other features it is the same as the Sand Phantoms in the Bestiary. The phantom can only communicate by howling, but can cast spells and wield weapons. The spell is cancelled when the caster receives a critical hit, goes to sleep or ends the spell with a double action.

Quick Sand

Casting Number: 24

Casting Time: Double Action

Range: 48 Yards

Ingredient: A handful of Wet Clay (+3)

Description: The caster causes a 5 yard area within 48 yards to turn to quicksand. Each character within the area must roll a challenging Agility test. On a success, the character spends their next turn escaping from the sand, if they fail, they must then pass another hard (-20) agility test. Failure after this causes the effects of suffocation until they die or the quicksand spell expires. The spell lasts for as many rounds as the caster's magic characteristic plus 1d10.

Sun Missile

Casting Number: 22

Casting Time: Double Action

Range: 48 Yards

Ingredient: A Golden Arrowhead (+2)

Description: 1d10 Solar Rays surge towards an enemy or enemies, these rays are magic missiles of Strength 4. The minimum number of rays cannot be less than the caster's magic characteristic.

Stream of Sand

Casting Number: 13

Casting Time: Full Action

Range: 48 Yards

Ingredient: A Handful of Salt (+2)

Description: From the mouth of the caster emits a stream of sand, which flies forth at enormous speed at their enemies, knocking them to the ground. The caster can target as many enemies as their magic characteristic, with each stream counting as a Strength 3 Magic Missile. Characters hit by a single stream have their movement halved while they dig out of the sand, while those hit with multiple streams are rendered helpless for as many rounds as extra streams they were hit by.

Veil of Sand

Casting Number: 5

Casting Time: Full Action

Range: None

Ingredient: A handful of Sea Salt (+1)

Description: For 1 minute (6 Rounds), the caster surrounds themselves with a spinning vortex of sand. While the spell is in effect, all melee and ranged attacks against them suffer a -10% penalty, as the vortex redirects their arrows and blades askew.

Desert Heat

Casting Number: 11

Casting Time: Full Action

Range: Sight

Ingredient: Warm ashes from a fire (+2)

Description: For 1d10 Rounds, the caster causes an area of 5 yards to become as hot as the Great Desert at noon. All characters in the area begin to sweat profusely, plagued by the desire to cool down and rest. All tests made by these characters suffer a -20 modifier, as the burning heat dulls their senses and weakens their limbs.

Wish

Casting Number: 21

Casting Time: Full Action

Range: Sight

Ingredient: A Small Copper Lamp (+1)

Description: For a number of hours equal to the casters magic characteristic, they can force the selected victim to fulfil their every wishes. When effected by the spell, the victim must pass a challenging (-10) WP test or become a victim of the spell. All request must be a single sentence and spoken so that the victim can hear them.

If the request requires the death of the individual or actions of the highest sacrifice (GM discretion), the victim must make a Routine (+10%) Willpower test to overcome the power of the spell. The victim must try to perform each task as quickly and accurately to the instructions as possible. If the task is long-term, the victim will seek to carry it out until the spells duration expires.



POWERS OF ORMAZD, BURNING GOD OF LIGHT

Additional Prayers of Ormazd

Alongside the generic lists of spells given to priest characters when taking the Divine Lore talent of their selected God, Priests of Ormazd can purchase the following additional Prayers for 100xp each as part of the Extra Spell Talent.

Ward of Ormazd

Casting Number: 5

Casting Time: Full Action

Range: Touch

Ingredient: Symbol of Ormazd (+1)

Description: Ormazd has a particular hatred for the creatures that haunt the Eastern Sands of his land and massacre his children. Speaking inspirational words of the glory of Ormazd, the priest blesses the target with immunity to all fear and terror tests caused by the undead and other non-human creatures that cause such effects.

Nomad's Watch

Casting Number: 5

Casting Time: Full Action

Range: Touch

Ingredient: A small Nomadic charm (+1)

Description: For 1 minute (6 Rounds), the target feels like they have the glorious eyes of Ormazd himself watching over his journey through the desert. They receive a +10% modifier to all Outdoor Survival, Ride and Navigation tests.



Divine Lore (Ormazd)

Priests of Ormazd are known for their aggressive and fanatical attitude to their god. In the traditional belief structure of Ormazd, he is worshipped in three major forms, each with an appeal to a certain aspect of Arabyan society. The Priesthood reflect this division, with each making a decision to specialise their worship in one of the three schools:

- **Ormazd the Guardian:** Many pray to Ormazd to defend their homes from pestilence, war, and raiding, while others pray for safety in their exploits or prosperity in their lands. The priests of the guardian are healers and defenders of the weak.
- **Ormazd the Warrior:** Many pray to Ormazd for glory in battle, for the strength to overcome challenges and to smite their enemies. Ormazd favours those who war with heathens and the Undead, and the priests of Ormazd the Warrior are keen warriors, often associated with the Order of the Burning Shamshir.
- **Ormazd the Legislator:** Many pray to Ormazd for justice and wisdom, to make the best decisions and gain the greatest understanding. Those who follow the way of Ormazd the Legislator are wise judges and conciliators, dedicated to fighting injustice and bringing fair rule of law to the lands of Araby.

Ormazd the Guardian	Ormazd the Warrior	Ormazd the Legislator
Burning Shamshir	Burning Shamshir	Aura of Power
Purge Fear	Righteous Anger	Blinding Ray
Blinding Ray	Cleansing Touch	Robe of Flames
Cleansing Touch	Call to Battle	Solar Prison
Solar Heat	Solar Spear	Light of Truth
Charitable Heat	Scorched Earth	Court of Ormazd

Purge Fear

Casting Number: 9

Casting Time: Full Action

Range: 24 Yards

Ingredient: A Torch (+1)

Description: For a number of minutes equal to the magic characteristic of the caster, all allies receive a +10 bonus to all Willpower tests. In addition, all allies who have failed a fear or terror test can immediately take their test again with the previous bonus.

Aura of Power

Casting Number: 8

Casting Time: Double Action

Range: None

Ingredient: A lock from a lion's mane (+1)

Description: For a number of minutes equal to the caster's magic characteristic, Holy Light shines from the caster. This light provides a +20% bonus to all Intimidate and Command tests and immunity to all fear and terror effects. Alongside this, all enemies must make a routine (+10%) willpower test in order to attack the priest. Finally, the Aura is bright enough to provide the light of a standard torch.

Charitable Heat

Casting Number: 19

Casting Time: Double Action

Range: Touch

Ingredient: A Honeycomb (+2)

Description: The casters channels the light of Ormazd the Guardian through their hands, burning through all disease, bleeding and poisons. This spell may cure the innate poisons, but does not cure the deformities associated with them (Blood flow may stop, but the wound remains).

Robe of Flames

Casting Number: 13

Casting Time: Full Action

Range: None

Ingredient: A handful of Iron Filings (+1)

Description: The caster calls for protection from their enemies. For a number of rounds equal to the caster's magic characteristic, the caster is surrounded by an aura of flames. Anyone who tries to attack the caster must pass a Very Hard (-30%) Willpower test, even if they succeed, their Weapon Skill is modified by -20, as the holy flames beat down on the assailant. Finally, the caster is immune to fire for the duration of this spell.

Cleansing Touch

Casting Number: 14

Casting Time: Full Action

Range: Touch

Ingredient: A Pearl (+3)

Description: Of the many evils of this world, Ormazd loathes the Undead and Demons most of all. The Caster's hand begins to shimmer with a supernatural light, a touch that can send these creatures back to whence they came. The target of this spell must be an Undead or Demon, once touched they receive a Strength 6 hit which ignores armour. Such is the hatred of Ormazd.

Blinding Ray

Casting Number: 12

Casting Time: Double Action

Range: 48 Yards

Ingredient: A Small Mirror (+1)

Description: The caster channels the light of Ormazd from the heavens, blinding a target within range. The target must pass a challenging (-10) Agility test, or be blinded for the duration of the spell, with all tests involving the eyes being automatic fails. The target's movement is also halved as they wander aimlessly for their target.

Burning Shamshir

Casting Number: 5

Casting Time: Full Action

Range: None

Ingredient: Plate of Polished Copper (+1)

Description: Any weapons held by the caster is filled with the fire of Ormazd, making the steel burn with a pure flame. For 1 minute (6 rounds), the weapon is treated as magical, providing the caster with +10% WS bonus and 1 extra damage from the heat of the flames.

Solar Spear

Casting Number: 17

Casting Time: Full Action

Range: 24 Yards

Ingredient: Copper Rod (+1)

Description: The caster invokes the fury of Ormazd, who answers his servant with a spear of pure flame from the heavens. The spear hits with Strength 6 damage, and ignores armour.

However, to invoke this prayer the target must be in an area of clear sky where the sun is clearly visible.

Solar Prison

Casting Number: 15

Casting Time: Full Action

Range: Sight

Ingredient: Copper Ring (+1)

Description: Lightning erupts from the fingers of the caster, sealing their mind in a prison of light. They must immediately make a Willpower test, for 24 hours they are rendered helpless and may not perform any action except for breaking the prison, which can be done by making a challenging (-10%) toughness test every round (In combat) or hour (other). If these tests are failed, they receive one damage for every degree of failure.

Righteous Anger

Casting Number: 7

Casting Time: Double Action

Range: None

Ingredient: Peacock Feather (+1)

Description: Overwhelmed with holy vigour, it feels like Ormazd himself guides your arm. For a number of minutes (6 rounds) equal to your magic characteristic, you can reroll all failed WS rolls to hit your target, alongside this you also deal +1 damage on all melee attacks. This effect continues until the duration expires, or when you withdraw or run away.

Court of Ormazd

Casting Number: 20

Casting Time: 1 Minute (6 Rounds) + Caster's Mag characteristic

Range: 12 Yards

Ingredient: Eyeball amulet made of Sapphire (+2)

Description: This prayer must be conducted under a burning sun. The caster may make a single accusation against the target, in witness to the great god of Araby himself. As the casting time begins, the target is surrounded by a halo of sunlight and begins to feel a pleasant warmth. If they are innocent, this effect continues until the end of the casting. If they are guilty, the heat

continues to build and the halo smokes. For every round of the casting, the target received a hit of damage 5, protected only by their toughness, this damage increasing by 1 for every round to a maximum of 10. The target is unable to move due to this pain.

Light of Truth

Casting Number: 18

Casting Time: Double Action

Range: 48 Yards

Ingredient: Magnifying Glass (+2)

Description: The priest is surrounded by an aura of light, the light burning through the untruths of the world and showing the caster the reality of all. All hidden invisible objects and creatures are revealed to their gaze, as well as secret passages and shadowed secrets. To bystanders, this spell appears as a faint glow around the caster, but the servant of Ormazd sees all.

The Call to Battle

Casting Number: 16

Casting Time: Double Action

Range: 12 Yards

Ingredient: Miniature Sword made of gold (+2)

Description: Your fervent battle prayers to Ormazd fill the hearts of your allies with strength and courage. For 1 Minute (6 Rounds), all allies within range gain the Fearless talent and +1 to their attacks characteristic when fighting Chaos or the undead.

Scorched Earth

Casting Number: 22

Casting Time: Full Action

Range: 24 Yards

Ingredient: The feather of a Roc (+3)

Description: All characters within a 5-yard area feel the burning wrath of Ormazd, taking a Strength 5 hit, or if they are undead or demons, the hit is Strength 8 instead.

POWERS OF AZYATA, DARK LADY OF SERPENTS

Azyata is the lady of serpents, the Arabyan goddess of revenge, darkness and silence. She is the enemy of Ormazd, and spoken of only in whispers within the underworlds of Araby. She is the reason for the Arabyans endless crusade against the Vampires of the world, for there are whispers that her servants or even Azyata herself conspire with the lost Jade clan of serpentine vampires. The servants of Azyata are characters of shadow, serving the darkness of their goddess through murder or ritual.

The Dark Lady is not a god of evil however, she cares deeply for the lives and fortunes of the innocent, and instructs her Hashashin and priesthood to protect these individuals with all of their power, either through a sense of honour, source of recruitment or another sinister purpose.

While the priesthood and followers of Ormazd favour the glory and splendour of their temples and ornaments, with a prayer for every situation. The servants of Azyata however are humble and basic, favouring the few magics of their lady to assist in their shadowy operations, with the magics of the Dark Lady, her servants are like whispers in the darkness.

Divine Lore (Azyata)
Aura of Weakness
Night Hunter
Mystifying Trail
Lady's Vengeance
Snake Eyes
Armour of Gloom
Awaken the Viper

Aura of Weakness

Casting Number: 6

Casting Time: Full Action

Range: None

Ingredient: Fang of an Arabyan Snake (+1)

Description: The caster begins to emanate a light-sucking aura of shadow. For 1 minute (6 Rounds), every character that tries to attack the caster receives a -10 penalty to their WS and Strength characteristics.



Night Hunter

Casting Number: 8

Casting Time: Full Action

Range: Touch

Ingredient: The Eyes of a Bat (+2)

Description: With a touch, the caster calls on Azyata to embrace the target with the blessing of her beautiful darkness. For an hour, the target now sees better in the dark than in light, receiving a +20% bonus to all tests relating to the eyes when located in the darkness. Furthermore, the embrace allows the target to become one with the shadow, providing a +20% bonus to all stealth-related tests when in the darkness. The effect of the spell ends when the character comes in contact with daylight or a strongly illuminated area.

Mystifying Trail

Casting Number: 10

Casting Time: Double Action

Range: Touch

Ingredient: A snake's molted skin (+1)

Description: The caster prays to Azyata, pleading for the Lady of Darkness to hide one of her children from their enemies. As a result, any attempts to track, trace or uncover the target find it much more difficult, as witnesses struggle to recall details and their sight is turned away from their targets. All Perception, Shadowing and Follow Trail tests done to locate the target has the test modified by -30%.

Lady's Vengeance

Casting Number: 13

Casting Time: Double Action

Range: Special

Ingredient: A Live Viper (+1)

Description: Speaking words to the Dark Lady, the caster asks for a weapon to smite her enemies. The caster draws forth a living arrow of darkness, which can be thrown either as a Javelin or from a Bow (Double the range of both). The arrow deals Strength 1 damage, as well as having the armour

piercing quality. Furthermore, the caster modifies his BS characteristic by +20 when firing the arrow, and when hit deals an extra 1d10 damage ignoring toughness and armour.

Snake Eyes

Casting Number: 15

Casting Time: Full Action

Range: 12 Yards

Ingredient: Eye of a Basilisk (+3)

Description: The caster stares into the eyes of their target, forcing an opposed Willpower test between the two, if the caster succeeds the victim is trapped in a hypnotised state until the caster breaks it. To maintain the spell, the caster must dedicate their full action each round to continually stare into their eyes (Half action if they decide to retry the opposed WP test). The target is treated as helpless. Until the spell is broken.

Armour of Gloom

Casting Number: 18

Casting Time: Double Action

Range: None

Ingredient: Snake Egg (+1)

Description: The caster is surrounded by overlapping scales made of darkness, becoming resistant to both physical and magical damage. They receive a +20 bonus to resist magic, and gain +1 armour against physical attacks.

Awaken the Viper

Casting Number: 22

Casting Time: Full Action

Range: 5 Yard radius

Ingredient: Blood inflicted by a Viper bite (+1)

Description: Snakes woven from darkness emerge from the caster's body, attacking all within range. Affected targets receive a Strength 6 hit and is counted as grappled until a successful Strength test which frees themselves. If this fails, they receive the same damage above. The spell endures until either all targets die or they all escape Azyata's Embrace.

ARABYAN RITUAL MAGIC

Much like the rest of the world, Ritual Magic is common for those seeking to cast magic far beyond their natural capabilities. In Araby, Ritual Magic is largely based around the harnessing and manipulating of the many types of Djinn inhabiting the Great Desert:

Summon Djinn

Type: Arcane

Arcane Language: Magick

Magic: 2 (Djinn Servant), 3 (Djinn), 4 (Greater Djinn)

XP: 100 (Djinn Servant), 200 (Djinn), 300 (Greater Djinn)

Ingredients: Ingredients depend on the type of Djinn to be summoned:

- Dao – At Midnight, crush an Emerald worth 50 gc, mix with rock salt, and scatter to the earth while uttering the sacred words.
- Djinn – At dawn, take a copper bowel, fill with fragrant herbs from each of the four winds (50 gc worth), and burn while uttering the sacred words.
- Ifrit – At Noon, mix powdered fire obsidian with 50 gc worth of gold filings, expose to the burning sun and utter the sacred words.
- Marid – At Dusk, shatter a pure glass capsule filled with mercury and 50 gc worth of amethysts above a container of water, utter the sacred words as the ingredients stir in the liquid.

Conditions: The location of the summoning must take place in a location relevant to the summoned Djinn:

- Dao – Deepest point of a great Gorge, Crater or Mine.
- Djinn – The centre point of an open, windswept plain, or the top of a mountain.
- Ifrit – Within the heat aura of a volcano or grand pyre.
- Marid – An island on a lake or standing at the fiercest point of a rushing river.

Consequences: Failure to summon the Djinn Servant results in 1 point of insanity as the servant instead tried to make you the servant instead. Failure to summon the Djinn or Greater Djinn results in the greater unleashing it's most powerful spells against the caster, as vengeance for their attempt to bind them (See the Djinn bestiary entries).

Casting Number: 14 (Djinn Servant), 24 (Djinn), 32 (Great Djinn).

Casting Time: Two hours + Magic requirement of the spell.

Description: A Djinn appears before the caster, with the procedures in place to bind it permanently to their will. Each individual Djinn reacts differently to the prospect of serving a mortal, with their reactions being determined by **Table 2-4: Summoned Djinn**.

Table 2-4: Summoned Djinn

Roll (1d10)	Effect
1	The Djinn fights against their new master, opening a tear in the magical energies of the warp in the process. The Caster receives 3d10 Wounds with no regard for Toughness or Armour. If the result of these injuries is a critical hit, the caster must roll on the WFRP Sudden Death Table.
2	<p>The Djinn conjured up a mighty dust storm / whirlwind / pillar of fire / watery fountain to herald their arrival, and refuses to submit to the will of a lesser being, roll a d10:</p> <p>1 – 3: The Djinn attacks the nearest figure.</p> <p>4 – 6: The Djinn attacks the Caster.</p> <p>7 – 9: The Djinn decides to entertain the caster and serve them for 1d10 hours before attacking them.</p> <p>10: The Djinn simply grows bored and leaves.</p>
3	The summoned Djinn ends up being weaker than anticipated, making the Greater Djinn into a regular Djinn, and a regular Djinn into a Djinn Servant. The caster and Djinn must make an opposed WP test, with a victory for the caster forcing the Djinn to serve for a number of weeks equal to the casters Magic characteristic.
4 – 7	The Djinn decides to test their new master, resulting in an opposed WP test between the two. If the caster succeeds, the Djinn is permanently bound to them, if they lose however, the bonds of control slowly weaken, and the Djinn escapes in as many weeks as the Caster's magic characteristic.
8 – 9	The Djinn decides to test their new master, resulting in an opposed WP test between the two. If the caster succeeds, the Djinn is permanently bound to them, if they lose however, the bonds of control slowly weaken at a much slower rate than above, the Djinn escapes in as many months as the Caster's magic characteristic.
10	The Djinn is fully bound by the powers of their new master until death or the Caster decides to release their newfound slave.



Bind Djinn

Type: Arcane

Arcane Language: Magick

Magic: 2 (Djinn Servant), 3 (Djinn), 4 (Greater Djinn)

XP: 100 (Djinn Servant), 200 (Djinn), 300 (Greater Djinn)

Ingredients: An object for the Djinn to be bound to, made of materials suitable to the Djinn being bound:

- Dao – Emerald, Malachite, Peridot, Diamond, Graphite, Iron or Lead
- Djinn – Pumice Stone, Mica, Tin or Copper
- Ifrit – Red Jasper, Obsidian, Quartz, Rock Crystal, Gold or Brass
- Marid – Amethyst, Aquamarine, Blue Tourmaline, Mercury or Copper.

Conditions: The Caster must first have a Djinn summoned and bound to his service, see the **Summon Djinn** ritual spell for details.

Consequences: The Djinn frees itself from the bonds of the caster, no matter how powerful. Roll a d10:

1 – 3: The Djinn attacks the nearest figure.

4 – 7: The Djinn attacks the Caster.

8 - 10: The Djinn exploits the opportunity and flees from the caster.

Casting Number: 10 (Djinn Servant), 18 (Djinn), 26 (Great Djinn).

Casting Time: 1 Hour (Djinn Servant), 4 Hours (Djinn), 8 Hours (Great Djinn).

Description: The caster transfers the power of the Djinn to an object and seals the creatures spirit within. Allowing the caster to summon the creature at will, as unbound Djinn are prone to rebellion and dispersion if exposed to the material world for long. The caster can decide the binding object, as well as how to summon the Djinn forth. The binding item can now only be broken by magical means, with the Djinn being freed as per the consequences roll above.



Summon Djinn Army

Type: Arcane

Arcane Language: Djinn

Magic: 4

XP: 500

Ingredients: A large collection of material to be given as payment to the Djinn army, depending on the type:

- Dao – Precious Gems and Ores worth 1000 *gc*
- Djinn – Fragrant Incense and Lotions worth 500 *gc* and placed high above the ground.
- Ifrit – A Vat of molten metal worth 500 *gc*
- Marid – Pure flowing water (e.g. River, Fountain etc.) filled with 500 *gc* worth of mercury.

Conditions: The payment must be prepared and organised ready for collection by the army, beyond this there are no other conditions.

Consequences: The Summoned Djinn attack the caster, depending on their temperament and the worth of the payment, they may decide to assault the nearby area too.

Casting Number: 32

Casting Time: 6 Hours

Description: A force of up to 20 Djinn or 5 Greater Djinn appear and agree to attack or defend a designated, person, place or force in return for the offered payment. The Djinn Army will follow these orders for as many days as the caster's Magic characteristic or until the caster willingly terminates the contract. The caster cannot decide in what fashion the army performs the task, only that the task be ordered. Djinn are easily disinterested creatures, and attempt to complete their task as quickly and efficiently as possible, rarely paying attention to the innocent victims or wanton destruction in the way of the job.

For alternative rules regarding Djinn control and summoning, please see both '*The Magic of Araby*' and '*Sorcerers of the South*' in the WFRP2e fan MEGA directory:

https://mega.nz/#F!apdlzArL!-i3HfTPkpJFu_tk9H0HQ_A

ARTEFACTS OF ARABY

Fruit of Wonder

Academic Knowledge: History

Powers: The healing properties of the fruit may be beyond even the great Gods of Araby themselves. A single bite of the Fruit of Wonder is enough to heal any wound, cure any disease, regrow any limb, mend any deformation or scar. It is even said that the fruit can heal the spiritual decay and pestilence of Grandfather Nurgle himself. However, the effects of the fruit can only work once on an individual, the otherworldly taste something that will never be experienced by them again.

History: The Fruit of Wonder was the work of a mysterious alchemist, some say he was from Araby, others say he was a foreigner come to the land to pursue his strange work. What is certain however is that he managed to craft this strange fruit, with an appearance seemingly like a regular apple and the smell to match, a single bite is enough to heal inside and out. It is unknown how many of this fruit was created by the Alchemist, only that he died soon after, those who found him selling his studio and supply of seemingly worthless fruit to the traders of his city. Some of the fruit came to the possession of those who saw it's wonder, others falling off the carts of traders and becoming lost in the sands of the Great Desert. Others linger on still, maybe in the market stalls of the Arabyan Capital, or in the hut of an unassuming desert Nomad. The fruit have become legend to the treasure hunters, alchemists and historians of Araby, the perfect treasure impossible to find without wasting it's potential. A liquid, multi-use form of this fruit is known as **Lions Water**, and bears the same intrigue.

Djinn's Gaze

Academic Knowledge: Magic

Powers: This finely crafted Telescope has the ability to view any location or person from any perspective, regardless of distance. Those unaware of the power of the telescope however see only a rapidly changing assortment of colourful geometric shapes.

History: The story of this artefact is that of love, for there was once a merchant who loved his wife so dearly he suffered greatly for every journey elsewhere on trading missions. In his desperation, he begged to a Greater Djinn (Or Ormazd himself, as the story is told in the cities) for a means to forever watch his wife. After giving an unknown price, he was gifted with this magical telescope. This gift was not to last however, as the merchant spied through his telescope one day to see an assault by raiders (Or Undead, as the stories vary again) on his home or village. The merchant could do nothing as he watched his darling wife be tortured and killed by the interlopers. In his lover's fury, he cast the Gaze away into desert sands. It is unknown where the Gaze turned up after this, but there have been reports of it arising in the many courts of powerful Emirs and warlords, either as the one belonging to the Merchant or as the consequence of separate bargains of spirit or God.



Flying Carpet

Academic Knowledge: Magic

Powers: Flying Carpets travel with a movement characteristic of 8, and can suffer 8 wounds before tumbling to the earth. Capacity can vary based on the size of the rug, but the most common can hold the same weight as 2 people. To activate a Magic Carpet, the owner must speak the command word, or pass a challenging (-10%) WP test or it will shut down for 24 hours.

History: Magic carpets are fairly common items to the magicians and sorcerers of Araby, and even for some wealthy merchants. It is said that the first Flying Carpet was crafted by a Greater Djinn, who had no interest for his work and threw the item away from his realm to the material plane, from there it was recovered by the Sand Sorcerers of the Old Times and copies were constructed, serving as transport for all those who could afford them. Even after the coming of Ormazd and the enlightenment do these items still hold power, proof of the intermingling of new and old all so common in Araby.

The Eye of Ormazd

Academic Knowledge: History

Powers: While wearing a fake (Although still precious and highly sought after) Eye of Ormazd, the wearer gains an extra fortune point to use every day (See the effects of fate points in the WFRP core rulebook). Wearing the true Eye of Ormazd however grants the wearer an extra Fate Point, as fate itself is rewritten to ensure their glory.

History: In truth, there are two forms of items known as The Eye of Ormazd, the Eyes sold by traders in magical goods and worn by the high priesthood of Araby has the ability to ensure good fortune by the Arabyan god and success in their actions and dealings. However, the REAL Eye of Ormazd gifted to humanity by the god of fire and light himself in the great coming of enlightenment is far more powerful, having the ability to rewrite the strands of fate itself, as he who wears such a divine item it one touched by the Lord, and his actions are guided by he who watches all of Araby.

Zulfikar

Academic Knowledge: History

Powers: Zulfikar is a powerful Shamshir that inflicts damage at Strength 1, ignoring all physical and magical armour. The holy steel of the blade means that it also can't be parried by those wielding non-magical weapons. As the blade simply tears through their own blade, slicing at the soft parts beyond.

History: Zulfikar was the weapon of the Prophet Mulhaed al-Quyat, who used it to Jihad the heathen tribesman of the Eastern Desert during the days of conquest. After his death, the blade passed on to his successor, and then again after him. Eventually the blade became the honorary blade of the Great Sultans of Araby, last seeing use during the Great Crusade Against Araby, when the Great Sultan of the time managed to cleave through a Grail Knight with a single blow. Since then, the blade has continued to pass on to each Sultan afterwards, although there are growing rumours that the current Zulfikar is not as it seems, with the original being lost or stolen some time ago...

TREASURES OF KHEMRI

To the east of the Kingdoms of Araby lies the forsaken land of Nehekara. For centuries it has spent a dead land, full of dead bones and ruined cities. To many, this land is an opportunity to make new discoveries, to others a ripe fruit of bountiful treasures, all are potential victims to the vengeful souls of those who still dwell in Nehekara however, for the kings of old never give up their riches without retribution.

Book of Nagash

Academic Knowledge: Necromancy

Powers: If the Book is a copy of the original Book of Nagash, the reader can make a successful intelligence test and spend 100 XP in order to acquire or upgrade the Academic Knowledge (Necromancy) skill. If the reader has any magical capabilities, they can then make a Very Hard (-30%) Academic Knowledge (Necromancy) test in order to gain the ability to purchase the Dark Lore (Necromancy) talent for 100XP. If they read all 9 volumes of the book, none of these tests are required. If the reader already owns the Dark Lore (Necromancy) talent, they can spend 100 XP to learn a single Necromantic Ritual, if they read all 9 Volumes, they gain access to all necromantic rituals at a 500XP cost. If the Book is the original Book of Nagash, they can gain these abilities without paying the XP cost, as the powers of the Great Necromancer flow from the pages and into the mind of the servant.

However, after each reading of the book the character must perform a Very Hard (-30%) WP test, gaining 1d10 Insanity Points if they fail.

History: During his rise to power, the Great Necromancer Nagash penned 9 Tomes detailing the breadth of his dark knowledge so that others may follow in his stead. These were known as Liber Noctis, or "The Books of the Dead". After his fall, these books were scattered by thieves and followers alike, where they were copied and distributed to all studying Necromancers. To this day, the Liber Noctis has remained the foremost work on Necromancy.

Arrows of Asaph

Academic Knowledge:

Powers: Characters firing these arrows are not effected by any negative modifiers when shooting, such as when firing in low light or against a moving target. However, the user is still unable to fire these arrows beyond the effective range of their weapon.

History: These ancient Nehekharan arrows are said to be blessed by the goddess of beauty, magic and vengeance Asaph herself. They were said to hit their targets with unprecedeted accuracy, as the goddess guided the arrows to smite the enemies of her name. In the time when Khemri ruled the world, it is said that every arrow in the legions of the nation wielded these arrows, but now they are rare, held only in the bony palms of those who guard the tombs of their kings, bows ever ready to strike interlopers where they stand.

Casket of Souls

Academic Knowledge: Necromancy

Powers: Only those with the Academic Knowledge (Necromancy) skill have the knowledge and understanding to open one of these ancient caskets. Once opened, every individual within sight range of the casket (Not including the one who opened it) must immediately perform a Hard (-20%) Willpower Test or receive 1d10 damage ignoring toughness and armour, as the cursed spirits of the dead emerge and attempt to drag the spirits of those unlucky enough to be in range to join them within the unholy container as well. In addition, those who were within 10 yards of the casket must perform another Hard (-20%) WP test or feel the effects of terror, as they peer within the container and catch a glimpse of the thousands of condemned spirits screaming in agony. Finally, all spell casters (excluding the one who opened the casket) has all of their casting rolls halved, as their magical energy is sucked into the casket as well

History: Those who committed the most heinous crimes in old Nehekara, such as insulting the gods or revolting against the King, were ritually sacrificed and had their very souls contained within the Casket of Souls, condemning them to eternal torture. After the Great Awakening, the unloving servants of the Mortuary Cult found that these caskets could also be used as a potent weapon, as the skeletal remains of the Tomb Kings and their servants were no longer affected by the casket's power. To Necromancers, Tomb Robbers and immoral merchants, the Casket of Souls represents the greatest powers and mysteries of this damned land, and many would pay a pretty price to acquire one...



BESTIARY

Perils of the Sands

In addition to the high temperatures and constant threat of bandit attacks when travelling through the Great Desert of Araby, there is also the risk of encountering one of the many varieties of dangerous creatures that roam the burning landscape. From the venomous Viper to the mighty Sand Apparitions, the sands of Araby are a hostile place to those unprepared to face its many terrors.

Black Viper

The Arabyan Black Viper is widely regarded to be the most dangerous species of snake in the entire world. It is said that its venom is so strong that it can be used as a liquid acid, capable of scalding and eating away at skin, giving off toxic vapours and even causing blindness upon contact with the skin, that's not telling what happens when it's injected into the flesh by the Viper's lightning bite. Its distinctive black and yellow stripes make it an easily spotted but terrifying encounter to all but the bravest desert nomad. Priest of Ormazd also have a reason to fear and hate the Black Viper, for it is the symbol of Azyata, and all the viper looks upon Azyata does too.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	0	36	32	53	8	39	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	4	3	3	4	-	-	-

Skills: Shadowing +10%, Perception +20%, Dodge Blow +10%

Talents: Natural Weapons

Special Rules: Viper Venom: If the Black Viper causes damage to an enemy with their bite, they must immediately make a Very Hard (-30) Toughness test. A failed result leads to the victim dying a horrifying and painful death in as many minutes as their toughness bonus. For every minute (until their death), a cumulative -10% modifier is applied to all major characteristics, as the venom slowly reaches their heart. Only the work of gods can stop this venom.

Armour: None

Armour Points: Head 1, Arms 0, Body 1, Legs 0

Weapons: Venomous Fangs



Lion

The Lion is considered to be the sacred animal of Ormazd, with its likeness carved into every temple and even statues of the god of Light himself being depicted with the head of one, the Lions that roam the southern Great Desert and the jungles beyond are still ferocious and deadly animals. There is a business however in trapping and taming the rare and elusive White Lions, for it is a fashion for the Lords of Araby to keep such pets beside their throne to display their faith to Ormazd for all to see, for the White Lion is seen to be favoured by Ormazd more than any other.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	0	42	42	40	14	25	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	6	-	-	-

Skills: Swim, Perception +10%, Follow Trail +10%, Intimidate

Talents: Natural Weapons, Strike Mighty Blow, Night Vision, Keen Senses.

Special Rules: None

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Fangs and Claws



Giant Scorpion

The Arabyan Giant Scorpion is an all too common sight in the Great Desert. With powerful claws, it is said that the largest of the creatures have the power to crush right through an armoured knight's chest with their powerful pincers. Even so, their deadliest and feared weapon is in their stings, which rise from their long tail and can measure up to 7 yards in length. These beasts can be found in the rocky areas of the Great Desert and around ancient ruins, settlements, tombs and temples, guardians of those places if the Nomadic legends are to be believed.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	51	42	40	15	35	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	25	5	4	6	-	-	-

Skills: Shadowing, Perception, Concealment.

Talents: Natural Weapons, Strike Mighty Blow, Night Vision, Keen Senses, Frightening.

Special Rules: Armoured Chitin: The seemingly impenetrable black chitin of the Scorpion grants it +3 AP in all locations.

Stinger Attack: At the end of each round, the Giant Scorpion can perform an additional attack with its stinger as a free action. This stinger has the fast quality, and is coated with a potent poison. Any damage caused by this weapon required the victim to make a challenging (-10%) toughness test, for each degree of failure the victim receiving a -10% penalty to all major characteristics and an extra 1 damage. If any of the effected characteristics drops to 0, the target is paralyzed. The effects of the poison slowly fade from the body, with each stage being reduced every 24 hours. The effects of multiple poisonings is cumulative.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Claws, Stinging Tail



Sand Apparition

The mysterious sand apparitions who dwell in the Great Desert are a mystery to scholars and priests alike. Some say that there are daemons born of the magical winds of the desert, while others say they are the spirits of nomadic warriors who died beneath the sands, either due to some unfinished work or as some mockery of an afterlife. Whatever the case, it remains common that the majority of these apparitions burn with hatred for those who violate the unnoticeable area of sand they call their own. If you see a lone figure alone in the sands and one with the mirage, run, for the abilities of the sand daemons are far beyond most mortals.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63	0	51	51	61	25	35	20
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	27	5	5	6	-	-	-

Skills: Shadowing +10%, Perception +10%, Concealment +20%, Dodge Blow +10%, Follow Trail.

Talents: Natural Weapons, Strike Mighty Blow, Night Vision, Frightening.

Special Rules: Unstable Form: Due to the fact that sand apparitions are beings formed from the innate magics of the sands, they are difficult to harm with regular weapons. Damage to the apparition is halved after deducting toughness bonus. This bonus does not apply to magical weapons.

Healing Sand: If the Apparition is located on an area of sand, small stones or other similar surfaces, they automatically heal 1d10 wounds at the start of each round.

Sand Wanderer: Sand Apparitions receive no penalty to movement over sandy terrain.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws or Blades of Focused Sand.



Sand Dragon

The Sand Dragons of Araby are desert reptiles vast in size. The Sand Dragons are much less intelligent than their distant cousins in Ulthuan, and are unable to speak the languages of gods or men. Nonetheless, their size and unusually high agility makes them deadly opponents. Many unwary travellers deep in the heart of the Great Desert mistake these behemoths as large desert rocks, only when the rocks themselves begin to crack and move do they realise the folly in their mistake. Their scales are said to be a powerful aphrodisiac among the nobility of the trading cities, and hunters are paid vast fortunes to acquire some.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	0	58	68	52	28	65	18
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
5	48	5	6	6(6)	-	-	-

Skills: Concealment +10%, Perception +20%, Scale Sheer Surface +10%, Intimidate +10%

Talents: Natural Weapons, Flying (3), Strike Mighty Blow, Strike to Stun, Night Vision, Keen Senses.

Special Rules: Hail of Blows: Sand Dragons can attack in many different ways, using their paws, claws, tail or even wings. For this reason, performing a normal attack allows the Sand Dragon to attack twice, using their unnatural agility to assault from different directions with each limb.

Fire Resistance: Sand Dragons are completely resistant to ordinary and magical heat, as the flames bounce off their sun-baked surface.

Desert Camouflage: Sand Dragons find it easy to conceal themselves in desert landscapes, offering a +20% bonus to all stealth skill attempts in these areas.

Shredding: The claws, teeth and tail of this creature are so strong and sharp that it's natural weapons have the Impact and Precise qualities.

Breath of Sand: The Sand Dragon can superheat and expel the sand gathered in its lungs over the years, hot enough to separate the flesh from the bones. This attack uses the cone template, with all characters caught in the area receiving a Strength 8 hit. However, gathering the materials to do this again will take 1d10 Weeks, or 1d10 hours if they spend the time feasting on the desert sands.

Armour: None

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Claws, Teeth, Tail, Wings



Roc

Huge birds of prey that live in the Arabyan mountains and isolated islands of the Western Count. Hunting Elephants and Camels, it is rare for Rocs to hunt the mediocre meal of humans. Rocs are highly territorial creatures, although if one could sneak an egg out of its mother's nest, the Roc can become a powerful mount for any ambitious Caliph or Sorcerer.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48	0	71	65	45	38	53	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	32	7	6	4 (10)	-	-	-

Skills: Dodge Blow, Perception +10%,

Talents: Natural Weapons, Excellent Vision, Flying (10), Strike Mighty Blow, Frightening, Night Vision, Keen Senses, Coolheaded.

Special Rules: Iron Feathers: The Roc is covered with a layer of feathers so thick and powerful that they are given +2 AP in all locations.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Beak and Claws



Giant Vulture

Back when the men of ancient and dead Nehekara walked as the living, the Vulture was revered as the being to which the souls of the dead were transported to the judgement of the gods. The Giant Vulture is a mockery of this idea. When the soldiers of Khemri saw their sun darkened and the flapping of great wings in the skies before battle, they knew it was not the holier vultures sent to bring them to their gods, but a ravenous creature of enormous size awaiting death on a massive scale, only then may feast.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	35	43	35	11	20	5

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	2 (8)	-	-	-

Skills: Dodge Blow, Perception +10%, Intimidate +10%.

Talents: Natural Weapons, Excellent Vision, Flying (8), Keen Senses.

Special Rules: None

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Beak and Claws



Desert Mounts

Arabyan Elephant

The Arabyan elephant is a common sight in Araby, even if it is not native to the borders of the Kingdom itself. The elephants can be found roaming the bushland between the Arabyan desert and the great jungles of the southlands, and are the common targets of poachers and collectors who either intend to sell them to merchants, train them for the army, or simply slaughter them to prove their worth. With their massive legs and weight, the Elephant is capable of crushing most targets beneath their strength, and this has made them a prime opportunity to the Great Sultans, who employ hundreds of the creatures to serve in the frontline of their legions.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
33	27	78	61	20	18	29	10

Skills: Swim, Perception

Talents: Natural Weapons, Strike Mighty Blow, Frightening, Very Strong.

Special Rules: Hard Skin: The thick hide of an elephant is equivalent to a foot soldier's leather armour., providing +2 AP in all locations.

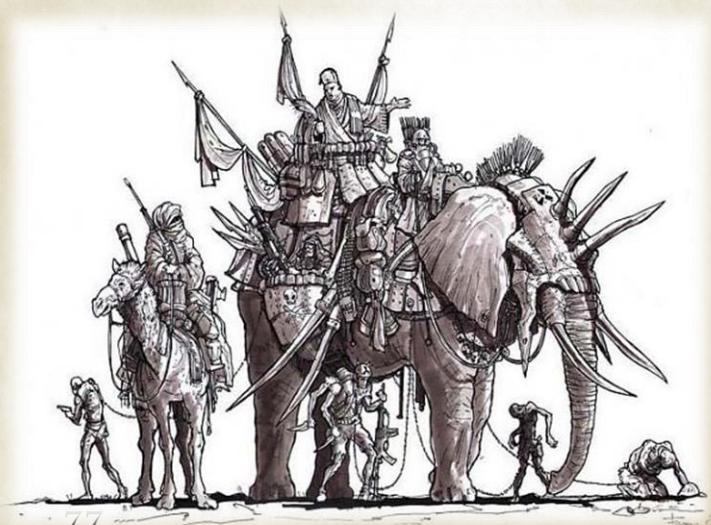
Stampede: A charging elephant can trample through enemies without relent, allowing it to attack twice instead of once when charging.

Panic: If the Elephant sustains a wound, it must make a WP test, if this fails, the mahout must then make a successful command test. If this fails also, the Elephant panics and begins to move in a random direction, trampling everything in its path. The Elephant flees until it is out of range of the danger (GM discretion) or the Mahout managed to perform a successful hard (-20%) Command test to regain control of the creature.

Armour: None

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Tusks, Stampede.



Arabyan Steed

Horses are highly prized in Araby, both among the rulers of the coast and the Sheikhs of the Great Desert. The peoples of Araby are proud of their cavalry, for the Arabyan horse is fiery and fleet of foot, like no other horse bred by man. Ask the breeders in the markets of Copher for the origins of their stock, and they will each provide a different answer. Some say they were stolen straight from the stables of the Phoenix King by a famous Arabyan Privateer, others will say they are the children of Az-Zufyir, Goddess of the Great West Wind. Whatever the truth, the Arabyan Horse is a thing of legend, and the pride of the Sultan's armies.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	0	40	40	35	10	10	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	4	4	9	-	-	-

Skills: Swim, Perception +20%

Talents: Excellent Vision, Acute Hearing, Natural Weapons, Strike Mighty Blow, Keen Senses.

Special Rules: None

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hooves.



Camel

The Arabian camels are extremely ugly and capricious animals, but have the added benefit of being able to survive for long period of time in the harsh environment of the Great Desert, because of this,

Nomads and trading caravans make heavy use of these animals for just this purpose. Their great strength and ability to cause distress to horses with their smell also makes them fine mounts for the Arabian army.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
23	0	39	43	25	14	10	10
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	7	-	-	-

Skills: Swim, Perception

Talents: Acute Hearing, Natural Weapons, Keen Senses.

Special Rules: Camel Stench: For horses not used to their presence, Camels look terrible and smell awful, all riders attempting Ride and Command tests on a horse affected by the smell receive a -20% penalty.

Camel's Hump: The storage of water inside the camel's hump allows it to survive much longer in hostile environments, allowing the camel to survival an extra 12 days without water when suffering the effects of starvation.

Stubborn: All tests to Ride and Command when mounted on a camel are modified by -10%, as the beast resists all attempts to control it.

Armour: None

Armour Points: Head 0, Arms 0, Body 0,
Legs 0

Weapons: Hooves and Teeth.



NIGHTMARES OF KHEMRI

In that dread desert, beneath the moons' pale glaze, the dead men walk. They haunt the dunes in that breathless, windless night. They brandish their weapons in mocking challenge to all life, and sometimes in ghastly dry voices, like the rustling of sere leaves, they whisper the one word they remember from life, the name of their ancient, dark master. They whisper the name Nagash.

— From the *Book of the Dead*, by Abdul ben Rashid

Necrolith Colossus

Necrolith Colossi are representations of legendary creatures said to walk the earth long before records began with the foundation of the Mortuary Cult. As the priests of the cult grew and learnt, increasing effort was put into creating creatures to imitate these legends and the Colossi were born, made to resemble the warriors of Nehekara and most are many thousands of years old, standing guard outside of the cities of the dead land awaiting the time their masters call them to war once more.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	28	70	63	25	24	36	12
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	48	70	6	6	-	-	-

Skills: Perception +10%

Talents: Lightning Parry, Specialist Weapon Group (Two Handed), Strike Mighty Blow, Terrifying, Night Vision.

Special Rules: Construct: Colossi are not living creatures but animated statues. Their stone construction grants them 5 Armour Points to every area.

Unstoppable Attack: All Colossi attacks count as having the Impact Quality, however throw 3 dice rather than two and choose the highest attack. In addition, all attacks also have the armour piercing quality.

Armour: None

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Either a giant Two-handed weapon, or a Huge Bow (Range: 100/200, Strength 8, Reload 2 rounds).



Sepulchral Stalkers

Instead of legs, there is a serpent's tail, instead of a human skull, a grinning set of fangs on a beastlike head. These constructs were created by the undead priests of the mortuary cult as expert hunters, capable of tirelessly tracking prey and ambushing them with extreme lethality. With but a single gaze, these serpentine creatures have the ability to turn even the strongest opponent into a pillar of sand.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	31	42	44	36	24	48	12
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	26	4	4	7	-	-	-

Skills: Shadowing +20%, Perception +10%, Concealment +10%, Dodge Blow +20%, Follow Trail +10%.

Talents: Specialist Weapon Group (Two-handed), Strike Might Blow, Night Vision, Terrifying, Lightning Parry.

Special Rules: Construct: Sepulchral Stalkers are not living creatures but animated statues. Their stone construction grants them 5 Armour Points to every area.

Sand Ambush: Sepulchral Stalkers often lie buried beneath the sand, springing up to attack any living beings within their reach. Before an ambush by a Stalker, the victim must succeed on a Hard (-20%) Perception test, or be completely caught unawares by the creature and it's swinging blade-staff.

Burial: Sepulchral Stalkers have the ability to bury themselves beneath the sand, and can move at normal speed as they burrow unseen by their target.

Transmuting Glare: One per day, the Stalker can channel its unholy power to turn its enemies to sand. Any character within 10 yards of the Stalker must make a Willpower test. If they succeed, they receive a -20% modifier to BS and WS as they desperately hide their eyes from the creature, with the Stalker gaining +20% to WS. If this test is failed, the character must then make a challenging WP test, or be immediately turned to sand.

Armour: None

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Tail, Blade-Staff



Necrosphinx

Horses are highly prized in Araby, both among the rulers of the coast and the Sheikhs of the Great Desert. The peoples of Araby are proud of their cavalry, for the Arabyan horse is fiery and fleet of foot, like no other horse bred by man. Ask the breeders in the markets of Copher for the origins of their stock, and they will each provide a different answer. Some say they were stolen straight from the stables of the Phoenix King by a famous Arabyan Privateer, others will say they are the children of Az-Zufyir, Goddess of the Great West Wind. Whatever the truth, the Arabyan Horse is a thing of legend, and the pride of the Sultan's armies.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48	0	61	82	35	34	66	15
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
5	55	6	8	6	-	-	-

Skills: Dodge Blow, Perception +20%

Talents: Lightning Parry, Natural Weapons, Flying (3), Strike Mighty Blow, Frightening, Night Vision, Menacing.

Special Rules: Construct: Necrosphinx are not living creatures but animated statues. Their stone construction grants them 5 Armour Points to every area.

Hideous Strength: All Necrosphinx attacks count as having the Impact Quality

Hail of Blows: Necrosphinx are fearsome opponents, able to attack with their claws, tail and even wings. For this reason, performing a normal attack allows the Necrosphinx to attack twice.

Poisoned Tail: At the end of each round, the Necrosphinx may perform an additional attack with its tail, with the fast quality. If a wound is inflicted, the target must immediately make a challenging (-10%) toughness test or die after 2d10 Rounds.

Armour: None

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Hooves.



Carriion

Revered as the bringers of the dead to the afterlife as Ancient Nehekhara, what have now become the carriion were buried alongside the dead kings of old to aid their journey. With the rise of the Tomb Kings once more, these creatures have risen also, flying high above the ground beating their black skeletal wings, the carriion are deliverers of death now rather than deliverers from it.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
20	0	18	21	55	12	89	12
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	1	2	2 (8)	-	-	-

Skills: Dodge Blow, Perception +10%

Talents: Excellent Vision, Natural Weapons, Keen Senses, Fly (8), Undead, Night Vision.

Special Rules: None

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Beak and Claws.



Tomb Scorpion

Powerful creations of the Liche Priests, this Gigantic rune-engraved construct represents the mythical creatures said to guard the Nehekharan Land of the Dead. Their Kings now call on them to wreak terror and destruction upon their enemies with their gigantic pair of pincers and a large tail ending in a venomous spike.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	0	51	51	27	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	32	5	5	7	-	-	-

Skills: None

Talents: Terrifying, Night Vision

Special Rules: Construct: Tomb Scorpions are made of collections of wood, stone and metal, fused together in dark rituals by the Liche Priests. Because of this, it has 3 AP over its entire body.

Stinger Attack: At the end of each round, the Tomb Scorpion can perform an additional attack with its stinger as a free action. This stinger has the fast quality, and is coated with a potent poison. Any damage caused by this weapon required the victim to make a challenging (-10%) toughness test, for each degree of failure the victim receiving a -10% penalty to all major characteristics and an extra 1 damage. If any of the effected characteristics drops to 0, the target is paralyzed. The effects of the poison slowly fade from the body, with each stage being reduced every 24 hours. The effects of multiple poisonings are cumulative.

Hideous Strength: All Necrosphinx attacks count as having the Impact Quality.

Resistance to Magic: The ancient runes carved along the length of the Tomb Scorpion has made it partially immune to most forms of magic. Every wizard who casts a spell affecting the Tomb Scorpion must make a successful willpower test or the spell splashes against the runic metal and is scattered without effect.

Mindless: Tomb Scorpions have no mind of their own. They have no Intelligence, Will Power, or Fellowship, and they can never take or fail tests based on these Characteristics

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Pincers, Tail.



Tomb King

Ancient, long-dead rulers of the land of Nehekara. The Tomb Kings are members of the many dynasties that rules the great cities of the land during its rise and fall. Only the authority of Settra the Imperishable could unite the hundreds of warring Tomb Kings after their rise. The many Pyramids and ruined cities of Nehekara swell with the ambitions of these risen lords, eager to rebuild their empires anew and march their skeletal minions off to war.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63	36	56	56	40	45	89	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	36	5	5	4	-	-	-

Skills: Read/Write +20%, Command +20%, Ride +20%, Academic Knowledge (Genealogy / Heraldry, History, Necromancy (+10%)), Perception, Dodge Blow +10%, Evaluation, Speak Language (Nehekharan).

Talents: Specialist Weapon Group (Two-Handed), Strike to Stun, Undead, Strike Mighty Blow, Terrifying, Night Vision.

Special Rules: Flammable: Steeped and washed in balsamic rituals for their burial, the Tomb Kings of Nehekara are incredibly flammable. All flaming attacks against Tomb Kings inflict double damage.

Unbreakable Will: Only those with great strength of mind managed to maintain hold of their humanity after the great awakening. Tomb Kings can control lesser undead (skeletons, zombies) in a similar way as necromancers.

Curse: The Tomb Kings imposed a powerful curse on their bodies and treasure, protecting them from robbers and thieves during their deaths. Those who strike the final blow against a Tomb King must make a challenging (-10%) Willpower test. If this test is failed, they must roll on the Curses table below.

Armour: Medium Armour

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: One hand or Two Handed Weapon (can be magical).



THE DJINN – DAEMONS OF THE BURNING WINDS

Where the winds of magic blow, there are Daemons born from it. In Araby, these are the Djinn, creatures of the warp who thrive on the chaotic energy's influence on the sands and winds of the Great Deserts. What makes the Djinn unique among the Daemons of Magic is also the key difference in how it operates in Araby. Where the winds have settled, a new type of Daemon has been born.

Where the wind has settled on lakes and rivers, you have the Marid, where it has settled in the sands, you have the Ifrit, where it has settled in the mountains, you have the Dao, and where it has maintained its form and dwelt within the air, you have the pure Djinn. Like all Daemons, each Djinn comes in multiple strengths, either as Greater, Regular or Servant Djinn:

The Dao

Looking at a Dao at a distance, it would be easy to mistake them for a regular human. As you approach however, you would realise that it's strong muscles are actually mounds of polished stone, it's dusty flesh pure rock. Dao are the most physically Strong of the Djinn, yet also the least intelligent. It is common for these creatures to be summoned as strongmen for the Desert Sorcerers skilled in working with the Djinn, for the power of the mountain is unmatched.

The Djinn

Masters of the element of air as a result of their origin, their status as the first of the Djinn makes them a proud and stubborn collection of creatures, used to making exploitative deals with mortals and manipulating them to their whims. It is for this reason that many believe the pure Djinn to be associates of the Chaos God Tzeentch, as they are also commonly seen with blue skin and with avian companions. Their silken clothes and charming demeanour makes them highly approachable all the same.

The Ifrit

The element of the Ifrit is fire, something common in the vast deserts of Araby. The Ifrit are a hostile, violent race of creatures, and it is said that they bring favour from the Chaos God Khorne with their actions, though their affinity for magic puts this claim into question. To mortals, they appear as muscled men with long black beards and red skin, surrounded by a whirling vortex of flame and commonly coated in plate of bronze and brass.

The Marid

The Marid take the form of slim athletic men and beautiful women, who dance a graceful dance and manipulate the powers of water in their domains. Their skin is a changing blue, fading and brightening with the colours of the ocean. The Marid are an elusive group, their powers seemingly weakened by the lack of water in the vast deserts of Araby, as such they far more common in the Sorcerers Islands and Coastlines, where those who doubt them are quickly brought to heel.

THE DAO

Greater Dao

While the Dao are tall and muscled, the Greater Dao are the tallest and most muscled. Rather than rock and stone, the Greater Dao enter the material world with skin of precious stones, the sun peering down on them and unleashing a torrent of colour and beauty. This does not make them less dangerous however, for a spectacle that beautiful can also be blinding.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
79	46	66	86	59	63	88	63

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	50	6	8	4	3	-	-

Skills: Command +10%, Secret Language (Djinn) +10%, Arcane Language (Magick), Charm, Channelling +20%, Perception, Dodge Blow +10%, Common Knowledge (Araby), Intimidate +20%, Speak Language (Optional).

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron

Special Rules: Magic Jinn: Jinn are able to use magic associated with their element (See **Jinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Stone Skin: The Dao is the mountain made life, and thus it's body is hard as stone, gaining an extra 3 AP to all body parts.

Unstoppable: When the Dao charges, it's as if the very earth itself is pushing his feet forward to the target, allowing them to make two attacks rather than one when charging.

Instability: On any round where the Dao receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: Dao are resistant to the element of Earth, and therefore any spells or magical effects against them have no effect.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Arms, Head, Optional Hand Weapon of Magical Brass.

Lesser Dao

The regular Dao are the most commonly seen form of the Daemons encountered around the rocky places of Araby. Slightly taller than a man and twice as muscled, these Dao are made from whatever stone makes up the area, such as sandstone, grey stone and even bricks in long-ruined temples.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61	37	53	73	48	48	88	53
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	39	5	7	4	2	-	-

Skills: Command, Secret Language (Djinn), Arcane Language (Magick), Charm, Channelling, Perception, Dodge Blow, Common Knowledge (Araby), Intimidate +10%

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron

Special Rules: Magic Jinn: Jinn are able to use magic associated with their element (See **Jinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Stone Skin: The Dao is the mountain made life, and thus its body is hard as stone, gaining an extra 3 AP to all body parts.

Instability: On any round where the Dao receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: Dao are resistant to the element of Earth, and therefore any spells or magical effects that use it against them have no effect.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Arms, Head



Dao Servant

The servant Dao are the most primitive manifestation of the winds of magic that settled in the rocky places of Araby. Reaching up to 50cm in height, with little intelligence beyond the average housecat. These sentient mounds of rock are still seen commonly in the courts of Magical Viziers and stronger Dao as servants and keepers, accomplishing basic tasks to the pride of their master.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	17	33	53	28	18	48	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	17	3	5	4	-	-	-

Skills: Secret Language (Djinn), Perception, Dodge Blow, Common Knowledge (Araby)

Talents: Daemonic Aura, Magic Resistance, Night Vision

Special Rules: Stone Skin: The Dao is the mountain made life, and thus its body is hard as stone, gaining an extra 3 AP to all body parts.

Instability: On any round where the Dao receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: Dao are resistant to the element of Earth, and therefore any spells or magical effects that use it against them have no effect.

Armour: None

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Small arms.

THE DJINN

Greater Djinn

The Greater Djinn look very similar to the lesser forms of their pure spawned brothers, save for the eyes burning of magical energy and the fact that they're almost double in size. While the other djinn leaves a trail of white mist where they travel, the Greater Djinn is truly one with their environment, able to float without fault through the material plane.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
79	46	55	66	87	73	88	63
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	42	5	6	6 (9)	3	-	-

Skills: Command +10%, Secret Language (Djinn) +10%, Arcane Language (Magick), Charm +20%, Channelling +20%, Perception, Dodge Blow +10%, Common Knowledge (Araby), Intimidate, Speak Language (Optional).

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron, Flying (9)

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: These Djinn are resistant to the element of Air, and therefore any spells or magical effects that use it against them have no effect.

Ethereal: Straddle the line between wind and material form. They receive only half damage (rounded up) after reduction of toughness and armour.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Arms and hands, optional magic bejewelled hand weapon.

Lesser Djinn

The regular Djinn are beings of mists and colour, with deep blue skin and dark eyes. They enjoy the life of luxury and complication, relaxing in palaces of ethereal energy while observing the intricacies of man. It is said that the Greater Djinn spend too much time in their excess, and forget many of the arcane words that the regular Djinn excel at. Because of this, it is said to seek the Lesser Djinn for magical advice, and the Greater Djinn for political.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61	37	48	53	68	58	68	55
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	3	4	5	6 (9)	2	-	-

Skills: Command, Secret Language (Djinn), Arcane Language (Magick) +10%, Charm, Channelling +10%, Perception, Dodge Blow +10%, Common Knowledge (Araby), Intimidate

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron, Flying (9)

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: These Djinn are resistant to the element of Air, and therefore any spells or magical effects that use it against them have no effect.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Arms and hands.



Servant Djinn

Djinn servants are the most primitive manifestation of the element of air. With the intelligence of appearance of small blue children, they are curious ethereal beings of 50cm height. They are often seen running through the courts of powerful Djinn, or to serve as company to the powerful Viziers, though it is said that they share eyes with the Greater Djinn and tell them the secrets of the lords.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	17	28	33	48	38	18	35

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
		2	3		-	-	-

Skills: Secret Language (Djinn), Perception, Dodge Blow, Common Knowledge (Araby)

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Flying (9)

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: These Djinn are resistant to the element of Air, and therefore any spells or magical effects that use it against them have no effect.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: small arms and hands.

THE IFRIT

Greater Ifrit

When a Greater Ifrit enters the material plane, everyone around will notice the great glow of their heat and the feeling of warmth all around. The smell of brimstone is near overwhelming, and it is common for the trail of a Greater Ifrit to be easily followed by the charred earth and burning buildings in its wake.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
79	46	66	66	69	73	88	63

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	42	6	6	4	3	-	-

Skills: Command +10%, Secret Language (Djinn) +10%, Arcane Language (Magick), Charm, Channelling +20%, Perception, Dodge Blow +10%, Common Knowledge (Araby), Intimidate +20%, Speak Language (Optional).

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron.

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: These Djinn are resistant to the element of Fire, and therefore any spells or magical effects that use it against them have no effect.

Burning Attacks: The Ifrit have the power to surround their body and weapons with magical fire, as such, their attacks inflict an additional 2 fire damage.

Burning Hatred: Fire is the element of passion, and the Ifrit are full of it. If the Ifrit receive a wound, it goes berserk, giving them an additional 10% WS and +1 A until the end of their next turn.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Arms and hands.

Lesser Ifrit

The regular Ifrit are the most common of the creatures. Materialising seemingly at random in the Great Desert of Araby to lay waste to merchant caravans and military patrols, although strangely the nomads are left unharmed.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61	37	53	53	58	58	68	55
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	33	5	5	4	2	-	-

Skills: Command +10%, Secret Language (Djinn) +10%, Arcane Language (Magick), Charm, Channelling +10%, Perception, Dodge Blow +10%, Common Knowledge (Araby), Intimidate +10%.

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron.

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: These Djinn are resistant to the element of Fire, and therefore any spells or magical effects that use it against them have no effect.

Burning Attacks: The Ifrit have the power to surround their body and weapons with magical fire, as such, their attacks inflict an additional 2 fire damage.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Arms and hands.



Servant Ifrit

Manifested as fiery malicious children, the Ifrit servants glow with a filtered warmth, serving the powerful Ifrit in their assaults against man. These creatures are rarely seen in the courts of the viziers however, for obvious reasons. The servant Ifrit are difficult to train and find their papers and work in ashes if left to the work of Ifrit servants.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	17	33	33	38	28	48	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	-	-	-

Skills: Secret Language (Djinn), Perception, Dodge Blow, Common Knowledge (Araby)

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the corner of the warp from whence they came until their wounds recover.

Elemental Resistance: These Djinn are resistant to the element of Fire, and therefore any spells or magical effects that use it against them have no effect.

Burning Attacks: The Ifrit have the power to surround their body and weapons with magical fire, as such, their attacks inflict an additional 2 fire damage.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Small arms and hands.

THE MARID

Greater Marid

The Greater Marid are a constantly shifting mass of crystalline water, the area around them emitting a constant chill. Their element is that of water, and in the Great Desert this element is rare, because of this the Marid is strongest on the coast and islands of Araby, and the Greater Marid is no exception. Their manipulation of water makes them powerful figures in this area, and Arabyan sailors pray hard to Ormazd when they see the figure of a Greater Marid, for this could just as much spell their doom than it could prosperity.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
79	46	66	66	69	73	88	63
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	42	6	6	4	3	-	-

Skills: Command +10%, Secret Language (Djinn) +10%, Arcane Language (Magick) +10%, Charm +10%, Channelling +20%, Perception, Dodge Blow +10%, Common Knowledge (Araby), Intimidate +10%, Speak Language (Optional).

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron.

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the warp until healing.

Elemental Resistance: These Djinn are resistant to the element of Water, and therefore any spells or magical effects that use it against them have no effect.

Magic Resistance: Araby is hostile to the element of water, and the Marid have benefited. Marid receive a +20% modifier to resist the effects of any spells, and damage is reduced by 2.

Absorption of Magic: All wizards within a radius of 48 yards have their magic characteristic reduced by 1, as the Marid absorbs the magic into their crystalline liquid form.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Arms and hands.

Lesser Marid

The lesser form of Marid dwell in water, and are prone to be worshipped by many of the coastal villages of Araby. They see the coming of these unsociable creatures as a blessing, for water sustains these communities, and an elemental of water can only be good news.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61	37	53	53	58	58	68	55
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	33	5	5	4	2	-	-

Skills: Command +10%, Secret Language (Djinn) +10%, Arcane Language (Magick), Charm, Channelling +10%, Perception, Dodge Blow +10%, Common Knowledge (Araby), Intimidate +10%.

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision, Will of Iron.

Special Rules: Magic Djinn: Djinn are able to use magic associated with their element (See **Djinn Magic**). They cast in the same way as ordinary wizards, except the spells are treated as if an ingredient is used, and are not affected by the effect of Tzeentch's Curse.

Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the warp until healing.

Elemental Resistance: These Djinn are resistant to the element of Water, and therefore any spells or magical effects that use it against them have no effect.

Magic Resistance: Araby is hostile to the element of water, and the Marid have benefited. Marid receive a +20% modifier to resist the effects of any spells, and damage is reduced by 2.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Arms and hands.



Servant Marid

Looking like dog-sized translucent anthropoids, the body of the Marid servant is constantly shifting with its own tidal pattern. Due to their lack of human-like appendages they are never seen serving Djinn nor human, and are most likely to be encountered in packs around sacred pools and hidden bays beneath isolated cliff sides.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	17	33	33	38	28	48	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	3	-	-	-

Skills: Secret Language (Djinn) +10%, Perception, Dodge Blow, Common Knowledge (Araby).

Talents: Daemonic Aura, Menacing, Magic Resistance, Night Vision

Special Rules: Instability: On any round where the Djinn receives damage but does not provide it in return, they must make a Willpower test. If they fail, they are forced to return to the warp until healing.

Elemental Resistance: These Djinn are resistant to the element of Water, and therefore any spells or magical effects that use it against them have no effect.

Magic Resistance: Araby is hostile to the element of water, and the Marid have benefited. Marid receive a +20% modifier to resist the effects of any spells, and damage is reduced by 2.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Small claws and feelers.

MAGIC OF THE DJINN

Djinn have the unusual ability to manipulate solely the element from which they were born, as a result of their unusual creation. Because of this, each of the four types of Djinn has the ability to one of the four limited spell lists below, depending on their type.

Table 3-1: The Lores of the Djinn (* = Realms of Sorcery, ** = Tome of Salvation)

The Dao	The Djinn	The Ifrit	The Marid
The Stone Fist	Wind Shield	Display of Power	Walk on Water
Stone Wall	Howling Wind	Wall of Fire	Disrupted Magic
Earthquake	Tornado	Firestorm	Destructive Wave
Flesh of Clay*	Lightning Bolt*	Breathe Fire*	Shroud of Invisibility*
Earth Blood*	Lightning Storm*	Inextinguishable Flame*	Geyser*
Earth Gate*	Wind Blast*	Fire Ball*	Dormancy**

The Stone Fist

Casting Number: 12

Casting Time: Full Action

Range: None

Ingredient: None

Description: For a number of rounds equal to the magic characteristic of the caster, their fists are transformed into a pair of huge stone hammers, providing an extra +2 to their attacks and Strength bonus and with all melee attacks gaining the impact quality. However, all attacks must be unarmed.

Stone Wall

Casting Number: 16

Casting Time: Full Action

Range: 12 Yards

Ingredient: None

Description: For a number of minutes equal to the caster's magic characteristic, they can create a high stone wall, 10 Yards wide and 6 Yards high. The wall has 20 wounds and Toughness 8, and blocks anybody unable to fly over, pass through or destroy it.

Earthquake

Casting Number: 22

Casting Time: Double Action

Range: 48 Yards

Ingredient: None

Description: For 3 Rounds, the Dao can call forth an earthquake in a 10-yard area. Each person within the area must make a Very Hard (-30) Agility test or fall over and receiving a S2 armour ignoring hit. Successes half the movement of the effected, and must also repeat the test every round while the earthquake endures.

Wind Shield

Casting Number: 10

Casting Time: Full Action

Range: Touch

Ingredient: None

Description: For a number of minutes equal to the caster's magic characteristic, the Djinn can surround himself or others with a mystical wind that sends arrows astray, weakening the damage of all ranged weapons to 0.

Howling Wind

Casting Number: 15

Casting Time: Full Action

Range: 48 Yards

Ingredient: None

Description: For a number of rounds equal to the caster's magic characteristic, the Djinn can focus a torrent of wind in a 5-yard area. Any characters that enter the area must make a successful toughness test or be stunned for 1 round. Those within the target location cannot receive or use ranged attacks, and all melee tests suffer a -20 penalty.

Tornado

Casting Number: 16

Casting Time: 3 Half Actions

Range: 12 Yards

Ingredient: None

Description: For a number of minutes equal to the caster's magic characteristic, they can create a high stone wall, 10 Yards wide and 6 Yards high. The wall has 20 wounds and Toughness 8, and blocks anybody unable to fly over, pass through or destroy it.

Display of Power

Casting Number: 13

Casting Time: Full Action

Range: Touch

Ingredient: None

Description: For a number of minutes equal to the caster's magic characteristic, anyone who tries to attack the Ifrit suffers -20 to their WS and -10 to their BS, as the creature shines with fiery daemonic light. Additionally, all characters within a yard of the Ifrit must make a successful agility test or receive a S3 hit from the surrounding flames. This spell also causes fear.

Wall of Fire

Casting Number: 16

Casting Time: Full Action

Range: 12 Yards

Ingredient: None

Description: For a number of minutes equal to the caster's magic characteristic, the Ifrit conjures a wall of fire that harms anyone who tries to pass through. The wall has a height of 10 yards and a width of 6 yards, with anyone passing through it having to pass a successful challenging (-10) agility test to roll through the flames or receive a S6 hit. If the test is successful, they receive only an S1 hit.

Firestorm

Casting Number: 26

Casting Time: Double Action

Range: 48 Yards

Ingredient: None

Description: For a number of rounds equal to the caster's magic characteristic + 1d10, the Ifrit summons forth a great pillar of fire 10 yards' height and with a 6-yard diameter. Everyone caught within the blaze suffer 1d10/2 (rounding up) hits with S7 damage. If they fail to perform a successful toughness test, they are also stunned for one round.

Walk on Water

Casting Number: 13

Casting Time: Double Action

Range: Touch

Ingredient: None

Description: The Marid or other effected creatures have the ability to walk on water as if they are walking on solid flat ground, as the waves flatten before them to accommodate their steps. Falling over, lying down or reaching dry land immediately causes the spell to stop working.

Disrupted Magic

Casting Number: 16

Casting Time: Full Action

Range: 48 Yards

Ingredient: None

Description: For a number of minutes equal to the caster's magic characteristic, the Marid causes any spell caster within range to struggle with the uttering of the arcane words of their spells, or the winds of magic struggle to take power. They must roll an additional dice when casting, which has no effect in determining power but does count to the effects of Tzeentch's curse. If Tzeentch's curse occurs, the manifestation level increases by an extra level (e.g. 2 matching dice is counted as 3).

Destructive Wave

Casting Number: 25

Casting Time: Double Action

Range: Special

Ingredient: None

Description: For a single Round, the Marid causes a nearby water source to rapidly rise in water levels and flow, causing it to move in violent and unpredictable ways and exploding forth with far more power and quantity than is naturally expected. Anything caught in the rush of water (GM discretion) receives a S10 hit, with the damage decreasing by 1 for every 10 yards the wave travels to its destination.



TOMB KINGS CHARACTERS

Like the vast deserts of Araby, the dead land of Nehekara itself is a fertile ground for exploring new stories and characters. While the concept itself is fairly unusual, below I have written rules for creating and playing the undead denizens of Khemri and beyond, as well as a guide for running such campaigns as both a player and a Game Master.

While the careers and spell lists included in this chapter may serve better organised into their respective areas of this book, I have decided to contain them all here for ease-of-use purposes.



ROLEPLAYING TOMB KINGS

The undying lords of Nehekara are a proud and unwavering group, like the rulers and kings of the living they too are prone to treachery and internal warring. As the first Great Empire of mankind, the arrogance of Tomb Kings characters cannot be questioned. Those they deem lesser to them are barely acknowledged. This theme pervades their entire personality, with their voices being slow and methodical to match. Those tomb kings still with functioning spines walk with a royal posture and act with blue-blooded certainty. The Tomb Kings too are religious creatures, and are devoted to their deathly gods and the creatures and beings they personify. It remains evident that beyond the embrace of the crypt, the Tomb Kings act and behave like regular human nobility, giving players a lot of freedom in how to act and behave.

CREATING TOMB KING CHARACTERS

It is only the rarest situation where a Denizen of Nehekara would interact positively with members of other races. So it is recommended that the entire party be members of the undying courts, unless they or the GM can think of an interesting and dramatic way such a relationship with the living could come about. Regardless, below you can find rules for creating your Tomb King character, whether as one of the long-dead rulers themselves, a member of the Liche Priesthood, or another who still retained their free-will after Nagash's Great Spell of Awakening.

Racial Features

Tomb Kings characters of all origins begin play with the following skills and talents, with all characteristics being generated from **Table 4-2: Characteristic Generation**:

Skills: Common Knowledge (Nehekara), Speak Language (Nehekharan), Command, Academic Knowledge (History, Necromancy).

Talents: Undead, Night Vision, Menacing, 1 randomly selected talent from the **Human Talents Table** in the core rulebook.

Alongside this, Tomb Kings characters can also roll for or select a City of Origin from **Table 4-1: City of Origin** in order to gain additional skills and Talents. Players wishing to create their own Origin city can propose their own skills or talents with the GM's permission. If players decide to be from one of the following cities or create their own, they gain a +10 bonus to all Common Knowledge (Int) tests involving their city of origin and +20 to similar tests involving parts or events of the city from the time of their life.

Table 4-1: City of Origin

Roll	City	Benefit
01-20	Khemri	Command +10 and Intimidate; Etiquette;
21-30	Zandri	Row and Read/Write; Linguistics and Sail;
31-40	Numas	Academic Knowledge (History) + 10; Schemer;
41-50	Quatar	Perception, Navigation and Follow Trail or Trade (Stoneworker);
51-60	Lahmia	Necromancy +10; Seasoned Traveller;
61-70	Mahrak	Concealment and Shadowing or Academic Knowledge (Theology);
71-80	Lybaras	Gossip or Charm, Trade (Engineer or Lichecraft); Savvy
81-90	Rasetra	Outdoor Survival, Common Knowledge (Southlands); Hardy or Strike Mighty Blow;
91-100	Charnel Valley	Trade (Merchant) and Haggle; Flee! Or Dealmaker

Table 4-2: Characteristic Generation

Characteristic	Roll
Weapon Skill (WS)	30 + 2d10
Ballistic Skill (BS)	20 + 2d10
Strength (S)	30 + 2d10
Toughness (T)	30 + 2d10
Agility (Ag)	15 + 2d10
Intelligence (Int)	25 + 2d10
Willpower (WP)	30 + 2d10
Fellowship (Fel)	15 + 2d10
Attacks (A)	1
Wounds (W)	—Roll 1d10 and consult Table 4-3: Starting Wounds —
Strength Bonus (SB)	—Equal to the first digit of your Strength Characteristic—
Toughness Bonus (TB)	—Equal to the first digit of your Toughness Characteristic—
Movement(M)	3
Magic (Mag)	0
Insanity Points (IP)	1d5
Fate Points (FP)	—Roll 1d10 and consult Table 4-4: Starting Fate Points —

Table 4-3: Starting Wounds

d10 Roll	Wounds
1-3	12
4-6	14
7-9	15
10	17

Table 4-4: Starting Fate Points

d10 Roll	Fate Points
1-4	0
5-7	1
8-9	2
10	4

Death in Nehekara, the **Shatter Test**:

It would be impossible to write rules and a guide for creating Tomb King characters and running Tomb Kings campaigns without addressing the elephant in the room. At its core, Warhammer Fantasy Roleplay is a game about a brutal world where death is right around the corner and characters come to go. You might be wondering how this incredibly important theme can apply to playing a race devoid of the risk of death, while I've written Tomb King characters to be significantly stronger than your regular humans, I have also made sure to maintain the risk of permanent death through the system described below, while maintaining the character of the race and their lore:

Whenever a Tomb King character sustains a wound (Physical, Ranged or Magical) that would see them die as any other mortal would, the player is forced to roll a single d10 modified by the character's Willpower Bonus. If the roll is less than 8, the character's form crumples into a lifeless pile of bones, forcing the player to permanently spend a Fate Point or be forced into an endless sleep by the will of their opponent. If they succeed this test however, the character is shattered, they maintain control of their mental and sensory capabilities, but cannot move unless reassembled by an outside force. If the character is forced to make a Shatter Test by the forces of a rival Tomb King, the character must instead make an Opposed WP test against their rival and if lost, subtract from their roll their opponents Degrees of Success. If they win however, they can add to their roll their own Degrees of Success.

Characters who fail the test and burn a fate point regain sentience in $1d10 + \text{Critical Value}$ days or after a period suitable for the GM.

*King Akhemrach the Tall is ambushed by the treacherous forces of his Liche Priest Uzait. After a lengthy engagement, the King sustains a hit from an enemy Ushabti powerful enough to put him at -8 Wounds and break apart his body. Akhemrach rolls a 2 in his **Shatter Test**, which coupled with his Willpower Bonus of 4 only results in a 6, below the requirement to succeed his test. Akhemrach chooses to spend one of his remaining Fate Points to hold on to his unlife and take revenge upon Uzait, returning to the world after 5 Days (his 1d10 roll) plus an extra 8 Days for the hit he took earlier.*

Now he must wait for a tomb robber foolish enough to reassemble his bones...

Note: Depending on how the GM wants to balance this mechanic, the use of a successful Academic Knowledge (Necromancy) or Chanelling test can have one of the following effects:

- Allow the victim to roll a second d10 for their Shatter Test and choose the best result.
- Allow the victim to add the degrees of the success of this test to their result.
(Recommended)
- Allow the victim to add an extra d5 to their result.

TOMB KINGS CAREERS

Before the doom of Nehekara and the Great Awakening, the inhabitants of the land were just like all others, they had jobs and ambitions and dreams. Only those of a strong will managed to hold onto their sentience after the return however, and so Tomb King characters aren't likely to be Hunters, Toll keepers or Peasants. The table below provides a list of all starting careers a Tomb King player can begin with.

Note: There are no restrictions in career exits for Tomb King players in vanilla careers, GMs should take note to be sure any careers their players wish to advance into are relevant to the spirit of the race (e.g. Moving from Initiate to Barber-Surgeon). Career exits with clear Tomb King parallels (e.g. Soldier to Tomb Warrior) should be replaced with this alternative.

Table 4-5: Tomb King Starting Careers (* = New Career)

Roll	Career
01-15	Lesser King*
16-25	Tomb Warrior*
26-35	Mortuary Hierophant Initiate*
36-40	Bodyguard
41-45	Tomb Rider*
46-50	Zandri Marine* **
51-55	Reclaimer*
56-60	Embalmer
61-65	Initiate
66-70	Scribe
71-75	Servant
76-80	Temple Guardian
81-85	Tender*
86-90	Necrotect*
91-95	Inspector*
96-100	Cage Warden*

Note: It is recommended that at least one player begins the game with the Lesser King career option.

***Only characters from Zandri can become Zandri Marines.*

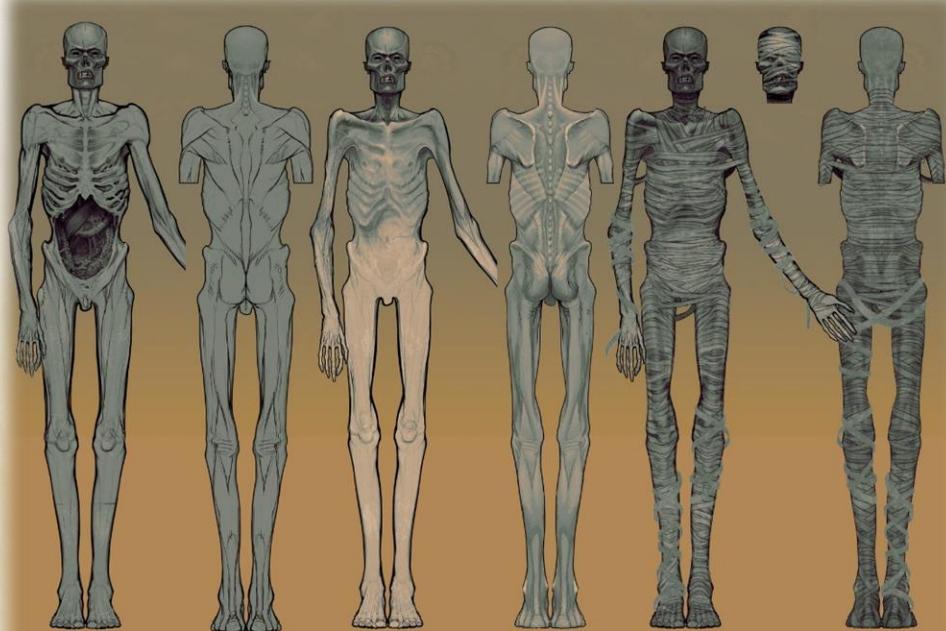
NEW CAREERS

Table 4-6: Basic Careers

Lesser King	Zandri Marine	Tender
Tomb Warrior	Reclaimer	Necrolect
Tomb Rider	Cage Warden	Inspector

Table 4-7: Advanced Careers

Tomb King	Tomb Guard	Master of Arrows
High King	Tomb Captain	Master of Horse
Tomb Herald	Necrobeast Master	Master of Scouts
Necropolis Knight	Casket Keeper	Master of Chariots
Rememberer		



Lesser King

Perhaps in their time they were mighty, with armies stretching across all of Khemri. With the Great Awakening however this time has long gone. Against their ancestors these kings are a mere passing thought, eager to reclaim their glories and earn their place amongst the warring Kings of Nehekara.

While many of the lesser kings of Nehekara were ordered to return to their rest by the will of greater rulers. It isn't rare to see some still remain active in their reclamation, either through their own force of will or in serving their mightier ancestors.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+5%	-	+10%	-	+5%	+10%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Read/Write, Command, Ride, Academic Knowledge (Genealogy, History), Speak Language (Nehekharan), Intimidate or Charm, Ride, Common Knowledge (Nehekara).

Talents: Strike to Stun or Etiquette, Strike Mighty Blow or Schemer, Ancient Master, Flee! or Coolheaded.

Trappings:

Career Entries: Hierophant, Tomb Captain, Necrobeast Master.

Career Exits: Tomb King, Necrobeast Master.

New Talent – Ancient Master:

Centuries ago, this man was a king worthy of splendour, be it a ferocious warlord, a wealthy administrator, or a shrewd diplomat. As such, there are those from the newly Risen who may have read stories of their words and deed, and maybe some who modelled themselves on such acts.

When making Charm or Command tests against characters (Fellow Tomb Kings, living descendants, undead servants etc.) from their own lands or bloodline, this character gains up to a 20% bonus to their test. The bonus can vary on contextual factors such as the success of their rule, the pride of the target, or the current status of the King.



Tomb Warrior

While it was the Kings and Rulers of Nehekara who retained the strength of will to keep control of their consciousness during the Great Awakening. There were some, mighty warriors and bodyguards of the Kings, who also showed this power. Those known as the sentient Tomb Warriors are not as mighty as the other members of the Legions who retained their will, but to retain it all the same is proof of their potential. When serving an ambitious King, anything is possible...

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+10%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Dodge Blow, Intimidate, Heal, Perception or Common Knowledge (Nehekara).

Talents: Disarm or Quick Draw, Sharpshooter or Strike Mighty Blow, Specialist Weapon Group(Two-Handed) or Mighty Shot.

Trappings:

Career Entries: Zandri Marine, Cage Warden, Reclaimer, Tender, Servant, Bodyguard, Initiate.

Career Exits: Bodyguard, Tomb Guard, Tomb Herald, Reclaimer, Zandri Marine, Initiate, Master of Arrows, Cage Warden.



Tomb Rider

Riding across the sandy plains of Nehekara mounted on the fleshless remains of their once proud steeds. These skeletal riders drive their ancient spears or fire their antique bows against the enemy with pinpoint precision. While a late edition to the legions of Nehekara, the Kings of old found ample use of their light cavalry, with many great and mighty heroes proving themselves amongst the ranks. It is these heroes that rise once again alongside their lords, Their loyal mounts in tow.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+5%	+5%	-	+5%	+5%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+1	-	-	-	-	-	-

Skills: Concealment or Heal, Navigation, Perception, Ride, Follow Trail, Animal Care, Animal Training, Common Knowledge (Nehekara or Araby)

Talents: Hardy or Rover, Quick Draw or Strike Mighty Blow, Sharpshooter or Strike to Injure, Quick Reload or Very Resilient.

Trappings:

Career Entries: Tomb Warrior, Reclaimer, Inspector, Tender.

Career Exits: Necropolis Knight, Tender, Master of Horse, Master of Scouts, Master of Chariots.



Zandri Marine

In Western Nehekhaba lies the ruined port city of Zandri. Once famous for its great shipyards, the fleets have since turned silent. Now however at the return of King Amenemhetum have the dread crafts come forth from the Vulture's Port, now recrrewed by the famed Zandri Marines that once conquered the waves of the Black Gulf and tamed the Great Ocean, the seas theirs for the taking once more.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+5%	+10%	-	+5%	-	+5%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
+1	+3	-	-	-	-	-	-

Skills: Common Knowledge (Southlands or Tilea or Estalia or Araby), Dodge Blow, Secret Language (Battle Tongue), Intimidate, Row, Swim, Command.

Talents: Specialist Weapon Group (Two-Handed), Disarm or Strike to Stun, Strike Mighty Blow.

Trappings:

Career Entries: Tomb Warrior, Reclaimer, Inspector.

Career Exits: Admiral, Tomb Guard, Inspector, Reclaimer.



Reclaimer

The Old Kingdom once stretched from the Dark Lands to Estalia, and from the plains of Averland to the Jungles of the Southlands, so it was once, so it shall be again. Reclaimers are lesser nobles or court officials sent forth under the protection of the Tomb Kings to rediscover the ancient Tombs of Nehekara across the world, returning the artefacts and mapping the rediscovered borders for future reconquest. It is these servants who pave the way for a new Golden Age...

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	-	-	+10%	+5%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	-	-	-

Skills: Academic Knowledge (Cartography), Common Knowledge (The Empire or Darklands or Southlands or Estalia or Tilea), Disguise, Evaluate.

Talents: Rover, Orientation, Seasoned Traveller, Savvy, Uncover.

Trappings:

Career Entries: Tomb Warrior, Zandri Marine, Scribe Servant, Inspector.

Career Exits: Rememberer, Master of Scouts, Inspector, Tomb Warrior, Tomb Rider, Zandri Marine, Tender.

New Talent – Uncover:

The Royal Reclaimers are charged by their King to seek out and return the artefacts and places of the Old Kingdom back to the grip of the undying courts.

When making an Evaluate test to gather more information about a potential Nehekhanan artefact, those with this talent gain +10 to their existing modifiers.

Alongside this, when charting the location of discovered ruins or immovable relics, those with this talent also gain +10 to any Academic Knowledge (Cartography) tests to accurately record its location.



Cage Warden

The Cage Wardens are the officials or warriors charged with managing and defending the prisons of the land, while a straightforward and simple task during days before the Great Awakening, now those who formerly guarded petty criminals became hosts to corrupted abominations. Thus, the newly arisen Wardens are now unrelenting warriors, capable of pursuing and subduing even the most ferocious foe.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+5%	+5%	+10%	-	-	+10%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-



Skills: Dodge Blow or Heal, Intimidate, Search, Perception, Follow Trail or Silent Move

Talents: Strike to Stun, Specialist Weapon Group (Entangling), Strike Mighty Blow, Menacing or Wrestling.

Trappings:

Career Entries: Tomb Warrior, Inspector, Servant, Necrotect.

Career Exits: Tomb Warrior, Casket Keeper, Master of Arrows.

Tender

The armies of Nehekara are made up of more than the skeletal remnants of the kings and warriors of ages past, the rituals of the Liche priests and dark magics of Nagash paved the way for great monstrous creatures and abominations of magic and construction to march beside the legions in their undying wars. Tenders are those individuals capable of maintaining these beasts, training them to serve like they once did in life.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	+5%	+10%	+5%	-	-	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Training, Animal Care, Charm Animal or Perception, Follow Trail.

Talents: Coolheaded or Very Strong, Wrestling or Lightning Reflexes, Specialist Weapon Group (Entangling), Trade (Any two: Aviarist, Horse Trader, Kennel Master or Stableman)

Trappings:

Career Entries: Tomb Rider, Servant, Reclaimer, Necrotect.

Career Exits: Tomb Warrior, Tomb Rider, Necrobeast Master, Necrotect.



Necrotect

Taskmasters, builders and architects in a single package. The Necrotects of ancient Nehekhara were responsible for putting their kings wishes into reality, building marvellous temple complexes and towering statues to inspire their peers and rivals. After the great awakening, the role of the Necrotect has become one of war, their ancient whips lashing against fleshless backs and living stone as the Necrotects drive the armies onwards to war.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+5%	-	-	+5%	+5%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Command, Drive, Speak Language (Nehekharan), Trade (Stoneworker), Perception, Navigation and Academic Knowledge (Strategy/Tactics).

Talents: Drive Onwards, Specialist Weapon Group (Entangling), Etiquette, Strike Mighty Blow, Menacing.

Trappings:

Career Entries: Tender, Tomb Warrior, Servant.

Career Exits: Tender, Tomb Herald, Servant, Cage Warden.

New Talent – Drive Onwards:

The Necrotect is a merciless taskmaster, their soul bound whips torturing the very souls of all those they strike to march onwards.

When within 10m+Fellowship Bonus of a Necrotect, all Tomb King soldiers can add 1d10 to the distance of all run and charge actions, and 1d5 to all other movement actions.

Alongside this, all their attacks deal +1 extra damage.



Inspector

When Settra the Imperishable ordered the unworthy Kings of Khemri to return to their slumber within their great burial chambers, he entrusted some of his servants to check on these kings to be sure they still follow the mandate of the High King. The Inspectors are charged with travelling the dread desert and ensuring that these kings do not scheme and plot against Settra while on campaign. While none can ever match Settra, the inspectors carry his word, and threaten his vengeance to all who challenge him.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	+5%	-	-	-	+15%	+10%	+15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Charm, Command, Evaluate, Haggle, Gossip, Perception, Read/Write, Common Knowledge (Nehekara), Speak Language (Nehekharan).

Talents: Dealmaker, Seasoned Traveller, Rover or Alley cat.

Trappings:

Career Entries: Zandri Marine, Reclaimer, Servant.

Career Exits: Zandri Marine, Master of Scouts, Cage Warden, Tomb Rider, Reclaimer.



RUNNING TOMB KINGS CAMPAIGNS



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