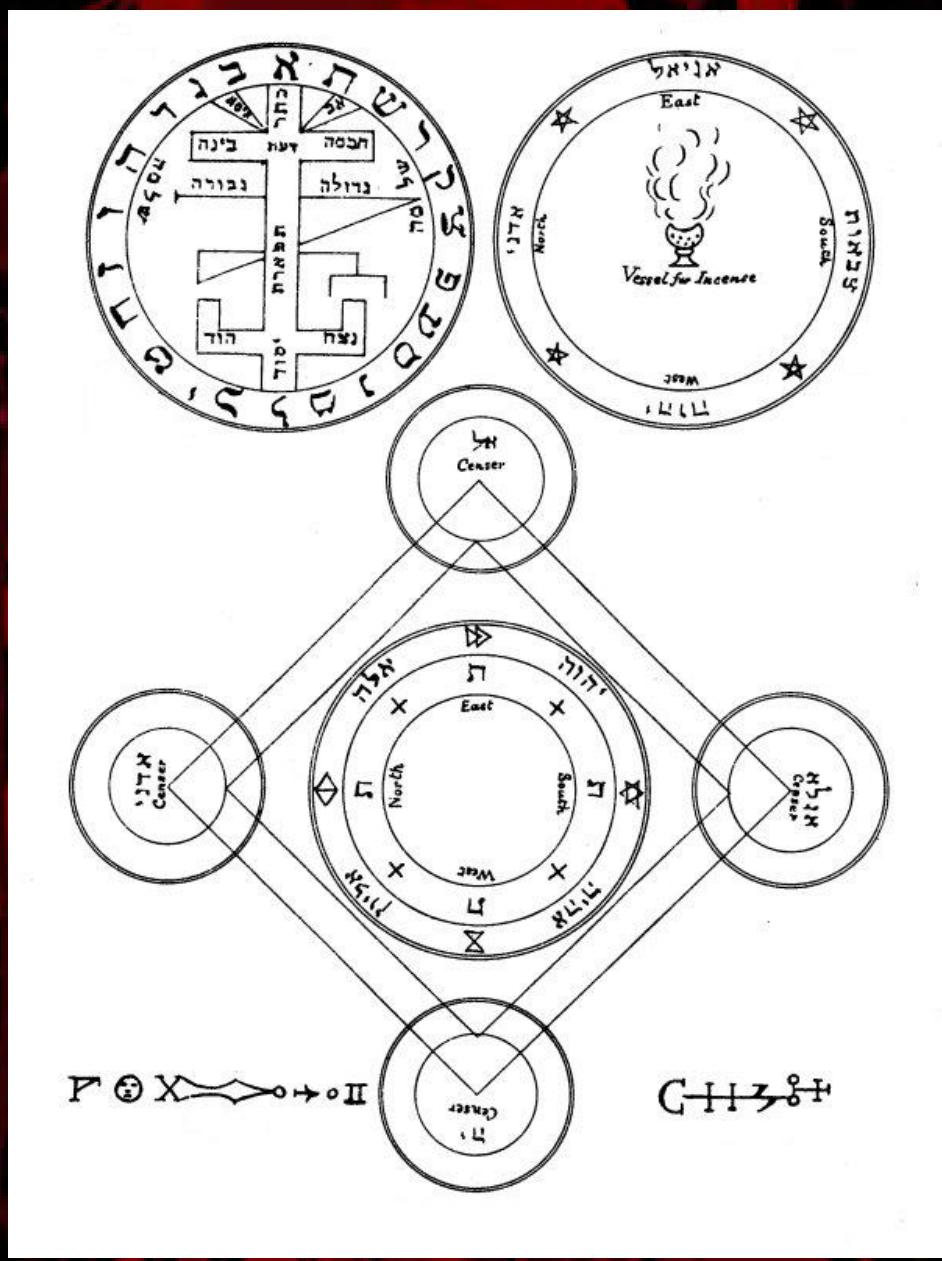


DEATH'S REBIRTH



THE ORIGINS OF NECROMANCY

BY ADAM GRAHAM

DEATH'S REBIRTH

THE ORIGINS OF NECROMANCY

A fan made supplement for 2nd Edition Warhammer Fantasy Roleplay

Written By
Adam Graham

Edited By
Dawn Lewis

Additional Material By
Jude Hornborg and Jerzy Smialek

Proofread By
Jude Hornborg and Steven Lewis

Page Background Image By
Nuchylee - FreeDigitalPhotos.net

This document is completely unofficial and in no way endorsed by Games Workshop Limited.

WARHAMMER FANTASY ROLEPLAY, THE WARHAMMER FANTASY ROLEPLAY LOGO, WFRP, CHAOS, THE CHAOS DEVICE, THE CHAOS LOGO, CITADEL, CITADEL DEVICE, DARKBLADE, 'EAVY METAL, FORGE WORLD, GAMES WORKSHOP, GAMES WORKSHOP LOGO, GOLDEN DEMON, GREAT UNCLEAN ONE, GW, THE HAMMER OF SIGMAR LOGO, HORNED RAT LOGO, KEEPER OF SECRETS, KHEMRI, KHORNE, THE KHORNE LOGO, LORD OF CHANGE, NURGLE, THE NURGLE LOGO, SKAVEN, THE SKAVEN SYMBOL DEVICE, SLAANESH, THE SLAANESH LOGO, TOMB KINGS, TZEENTCH, THE TZEENTCH LOGO, WARHAMMER, WARHAMMER WORLD LOGO, WHITE DWARF, THE WHITE DWARF LOGO, AND ALL ASSOCIATED MARKS, NAMES, RACES, RACE INSIGNIA, CHARACTERS, VEHICLES, LOCATIONS, UNITS, ARTEFACTS, ILLUSTRATIONS AND IMAGES FROM THE WARHAMMER WORLD ARE EITHER ®, TM AND/OR © COPYRIGHT GAMES WORKSHOP LTD 2000-2011, VARIABLY REGISTERED IN THE UK AND OTHER COUNTRIES AROUND THE WORLD. USED WITHOUT PERMISSION. NO CHALLENGE TO THEIR STATUS INTENDED. ALL RIGHTS RESERVED TO THEIR RESPECTIVE OWNERS.

*Spirits blow
Across the plain
Khemri's dead
Knows no more pain*

*Cold and black
Rising to the sky
Forged with the souls
Of the slaves that died*

*Blue lightning
Crawls across its peak
The Usurper comes
Our hearts turn weak*

*He threw down our gods
Before our eyes
Calls to the grave
And all the dead rise*

*Death will come
Without a sound
Pray the walls fall on us
So our body's not found*

Sung by the children during the Usurper's siege of Mahrak.

TABLE OF

CONTENTS

Volume I:	The Cult of Eternal Life	5
Volume II:	The Gift of Blood	8
Volume III:	The Taint of Necromancy	12
Volume IV:	Sinister Beginnings	15
Volume V:	The Darkest of Magics	17
Volume VI:	Magic Most Foul	22
Volume VII:	My Greatest Works	24
Volume VIII:	The Cult of Nagash	29
Volume IX:	Creatures of the Tombs	34

FOREWORD

This supplement for Warhammer Fantasy Roleplay is written primarily for the GM and is intended to enhance their use of the followers of Nagash and the plague of undeath that his vile acts have inflicted upon the Old World.

This booklet details the origins of Alchemy as discovered by the Mortuary Cult priests of ancient Nehekara and the advent of Necromancy as developed by the Great Necromancer himself. Petty and Lesser spells are described within that were used by the Mortuary Cult long ago, as well as those discovered by Nagash as he delved into the practice of Blood Magic. The full Lore of Nagash is presented, complete with Petty, Lesser, and Ritual spells. An alternative Nagash's Curse Chart provides necromantic flavor for spell-casting mishaps, and a Bestiary of over 10 Undead is also included. Lastly, two new Career Paths for the followers of Nagash round off this supplement.

I hope that you will find this work to be useful and inspiring to your Warhammer campaigns for years to come.

Adam

VOLUME ONE

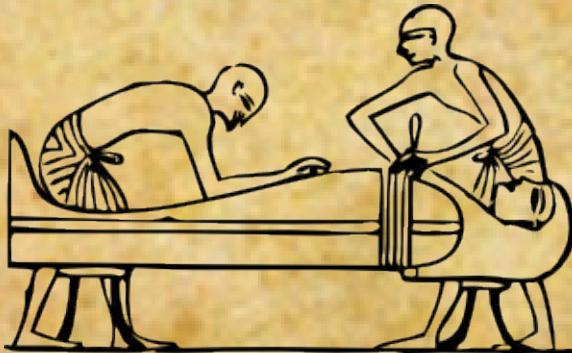
THE CULT OF ETERNAL LIFE

"Foolish, misguided, cowards. Their immortality is surpassed only by their shortsightedness. So enslaved to their useless rituals and invocations in the traditions of Usirian and Djaf that they are unable to break free from the lies of their faith and taste true power."

THE MORTUARY CULT

In ancient times the Mortuary Cult was a priesthood of ancient Nehekara founded by King Settra for the purpose of uncovering the secrets of immortality. The priests of the cult were primarily physicians and alchemists but above all else they were true masters in the art of mummification.

There was an order of the Mortuary Cult present in every city of ancient Nehekara, each having numerous priests and acolytes overseen by the city's High Priest. The order, tasked as it was with the quest for everlasting life, answered only to the Priest King of the city they operated in. Their works were not subject to the scrutiny of others, for they and their discoveries were beyond the laws of man.



The focus of the Mortuary Cult, immortality, was steeped in religious rituals and traditions which were implemented throughout the Ceremonies of Preservation. During the preparation of the physical body (*Kha*) various rites and incantations were conducted in order to ensure that the spirit (*Akhu*) would remain linked to the corpse and therefore able to return from the Realm of Souls to the mortal world when the secret of true immortality was found.

During the centuries following King Settra's death the Mortuary Cult's research led to the invention of numerous potions and elixirs capable of extending their lives by decades and more. Eventually this brought them to the discovery of an elixir that did grant immortality, though at a price: Lichedom.

The state of Lichdom freed the priests from the burden of a natural death. However, the body itself still aged, eventually withering away to that of a dry corpse. Unfortunately this was not the answer to eternal life Settra or the kings of Nehekara were seeking. Nor had the priests discovered how the *Akhu* was to actually rejoin with the *Kha* and rise again. So their work continued.

THE MORTUARY CULT TODAY

The Priests of the Mortuary Cult have taken on a new role since the ritual of Great Awakening cast by Nagash. No longer are they concerned about the preparation of the dead, for the dead are all that remains in Nehekara. Their sole duty now is to animate and empower the Undead legions of the ancient Priest Kings they served in life.

The curse laid upon the land by the Great Necromancer changed the Liche Priests of the Mortuary Cult, granting them great power over the dead. In addition to these new found abilities many began to experiment with the foul magic of Necromancy first discovered by Nagash. Unlike mortal Necromancers who are drawn to the art of the dead for the purposes of immortality, the Lich Priests, having conquered this ages ago, are only concerned with bolstering the ranks of their king's army and providing them with magical support.

STUDIES OF THE MORTUARY CULT

The priests of the Mortuary Cult created many rites and elixirs meant to both extend the life of their masters and preserve their corpses for their reawakening into everlasting life. Though many of these ancient rites and formulas have been thoroughly forgotten over the centuries they are still useful to those who hope to unlock the secrets of immortality.

INVOCATIONS

These are two of the more well known spells which the priests of the Mortuary Cult would use in the process of the Ceremonies of Preservation. These Invocations may be learned with the use of the Extra Spell Talent for 50 xp per spell by anyone who discovers them and has access to Petty Magic (Arcane, Nagash, or Necromancy) spells.

Unlike other spells, the ingredients for these invocations are required for their success. The following invocations all contain two descriptions, one detailing the ancient Nehekharan belief for the spell's use, and a second which describes what the spell actually does.

ANKH'RAM

Casting Number: 6

Casting Time: 1 hour

Duration: Instant

Range: Touch

Ingredients: Golden bracelet

Nehekharan Belief: Through this invocation the *Akhu* of the deceased becomes forever linked to their *Kha* thus allowing them to be rejoined when awoken to everlasting life. This incantation was only used upon the Tomb King and his Herald. No others were worthy of such honor.

Description: A corpse affected by this spell who is also under the effects of the *Invocation of the Open Door* may be raised from death with their full faculties and memories intact if the appropriate magics are used to do so. If the bracelet that is used as the ingredient for the invocation is removed from the corpse before it is re-animated the special aethyric link will be forever broken. In such cases the corpse will only be able to be raised as a lesser form of undead.

THE OPEN DOOR

Casting Number: 5

Casting Time: 1 minute

Duration: Instant

Range: Touch

Ingredients: Birth Name of the target corpse

Nehekharan Belief: This invocation is the first step in securing Usirian's permission for the return of the *Akhu* from the Realm of Souls to the Blessed Land.

Description: This invocation allows the *Kha* of one who has not been dead for more than 10 days to form a link to their *Akhu* allowing it to then be further affected by additional magics (*Ankh'ram*).

OILS & ELIXIRS

The following potions may be created as per the rules for Potion Creation in the *ROS* (pages 201-202) by those in possession of their ancient formulas. These formulas are considered to be Very Rare as the originals are scribed in Nehekharan Hieroglyphics on the walls of the House of Everlasting Life and few have made the journey to the Land of the Dead to obtain copies and return.

LICEDRAUGHT

Effect: The pinnacle of immortality that was reached by the priests of the Mortuary Cult was known as the Liceddraught. Unfortunately this elixir still allowed their bodies to age and decay until nothing more than a husk of their former *Kha* remained. Nevertheless they did achieve a form of immortality, just not the one they were looking for. Though this concoction has been intently studied by many Necromancers over the ages is it considered a dead end to those seeking a similar state. For though its partaker will not die through mortal means none of the near godlike powers over the dead that can be gained by reaching the same Undead state through arcane rituals are imparted. Over the centuries alchemists have attempted to combine the properties of both the *Liceddraught* and *Potion of Years* in an effort to create a true elixir of eternal life. This has never succeeded.

Lag Time	5 minutes
Volatility	Extreme
Ingredient Cost	35 gc
Ingredient Local	Nehekharan
Ingredient Difficulty	Very Hard (-30%)
Creation Difficulty	Very Hard (-30%)
Creation Time	1 month

OIL OF PRESERVATION

Effect: When this oil is applied to a corpse the process of decay will cease for 1 year. This concoction was originally intended solely for the purpose of preserving the mortal shell of the entombed. After the priesthood discovered the secret of Lichedom they found that regular monthly applications to their corpse-like bodies allowed them to retain a somewhat normal appearance. Corporeal Undead who have this oil applied to them within 1 day of their death and reanimation will look as if they are still alive for a month, unless one looks too closely. An Average (+0%) Perception Test is needed to discover the ruse.

Lag Time	None
Volatility	Moderate
Ingredient Cost	3 gc
Ingredient Local	Nehekara
Ingredient Difficulty	Average (+0%)
Creation Difficulty	Average (+0%)
Creation Time	3 days

POTION OF YEARS

Effect: This magical potion was created for the Priest King and him alone. Of course the Grand Hierophant had to test each batch to make sure it wasn't made incorrectly. When consumed this elixir will very nearly halt the aging process for

three months. Continued use will keep you looking and feeling young for decades to come as you will only age 1 year for every 3 that pass. Those who use this fabulous elixir for a year or more will succumb to addiction automatically. Once addicted you must succeed a Will Power Test for every day after the third month that you do not receive a dose. This Will Power Test grows more difficult for each day that passes (cumulative -10%) until the Test is failed. Once failed you will suffer from severe headaches and spasms, as well as be incredibly irritable toward even the slightest of comments from others (-30% to Fellowship, Toughness, and Will Power) until a dose of the elixir is secured for your use, for which you will be willing to do anything, even murder, to get it.

Should you be lucky enough to beat the addiction to this potion for more than a month's time you will find yourself freed from the mental and physical penalties; however, you must succeed a Hard (-20%) Will Power Test or gain an insanity of the GM's choosing.

Lag Time	1 week
Volatility	Moderate
Ingredient Cost	25 gc
Ingredient Local	Nehekara
Ingredient Difficulty	Hard (-20%)
Creation Difficulty	Hard (-20%)
Creation Time	1 week

Lord Magister,

Hope this finds you well. Operation Deaddays is underway, but might need to implement Plan Orange. Please advise on status of Nagash.

Sending spies to Forest of Shadows. On brink of major breakthrough with BT but some complications involving Dth. Recall you mentioned Nagash using marks of Chaos to cover footprints.

Will write more when secure delivery is re-established. Currently reading Liber Mortis - very enlightening.

K-H

- Note from Karl-Heinz Wasmeier of the Purple Hand, to Egrimm van Horstmann

VOLUME TWO

THE GIFT OF BLOOD

“...as the taste of blood saturates the air my soul swims in anticipation of its aethyric vitality granting me the power of the gods.”

BLOOD MAGIC

It was through the secrets teased and tortured from his mysterious Dark Elf captives that Nagash was able to learn the mysteries of the winds of magic. Unfortunately the manipulation of the winds did not come easy to him. As such he relied upon archaic blood rituals to draw to him the aethyric energies required for his incantations to him. As his skill grew he began to delve into the creation of alchemical concoctions derived from blood and other strange ingredients, as well as grotesque blood rituals.

PETTY SPELLS (BLOOD)

These spells were among the first incantations Nagash learned, although he himself did not study the sickening Lore of Blood used by the cruel Dark Elves of Naggaroth. Those with the Petty Magic (Arcane) Talent who discover the secrets to these archaic spells may learn them with the Extra Spell Talent for 50 xp per spell.

BLOOD PROXY

Casting Number: 6

Casting Time: Half action

Duration: Your next spell

Range: You

Ingredients: 1 Wound of your own blood (+1)

Description: This minor magic allows you to substitute a vial of fresh blood (approximately 4 ounces and no more than an hour old) for the spell ingredient of any Petty or Lesser magic that you cast immediately following this one. The normal casting bonus for having the ingredient will apply.

BLOODFEAST

Casting Number: 4

Casting Time: Full action

Duration: Instant

Range: You

Ingredients: None

Description: Upon casting this spell you are able to metabolize a pint of fresh blood in order to fulfill all of your nourishment requirements for the day. The blood consumed cannot be your own.

BLOOD PURGE

Casting Number: 6

Casting Time: Half action

Duration: Instant

Range: 6 yards (3 squares)

Ingredients: A fresh human heart (+1)

Description: This grotesque spell causes a single victim who fails a Toughness Test to suffer $1d10/2$ (round up) Wounds, regardless of Toughness Bonus or armor, as they vomit forth their own blood. *Blood Purge* is a *magic missile*.

CLOT

Casting Number: 5

Casting Time: Full action

Duration: 1 minute (6 rounds)

Range: You

Ingredients: A bandage (+1)

Description: With this minor incantation you are able to cause your own blood to clot instantly if it should begin to flow due to Wounds. For the duration all non-magical induced Wounds you suffer are reduced by 1. This reduction is applied after accounting for Toughness and armor if relevant.

DAEMONVEIN

Casting Number: 6

Casting Time: Half action

Duration: 1 round / Magic Characteristic

Range: You

Ingredients: A vial of congealed blood (+1)

Description: This incantation instantly raises and darkens the veins in your entire body giving them a cored daemonic appearance that strikes fear in all who witness them.

EYE HEMORRHAGE

Casting Number: 5

Casting Time: Half action

Duration: Instant

Range: Touch

Ingredients: A popped eyeball (+1)

Description: Victims of this spell who fail their Toughness Test suffer a massive hemorrhage to their eyes resulting in blindness for 1d10 rounds.

LESSER MAGIC

As Nagash plunged deeper into the incantations of blood gleaned from his captives he developed more ways in which to gain the power he sought. These Lesser spells are all but nonexistent in the Old World today. The only real manipulators of magic such as this are occasional Vampires and the sadistic Blood Cultists of Nagash. As Lesser spells they are however able to be learned by any who discover them.

INCANTATION OF REAPING

Casting Number: 12

Casting Time: Full action

Duration: Special, see below

Range: Touch

Ingredients: None

Description: This truly vile incantation formed the very cornerstone of Nagash's foul sorcery. When cast upon one who has recently expired this evil spell temporarily binds the soul of the victim to their own blood, which you are then able to mystically devour. This of course utterly destroys the soul of your victim as it in turn grants you great power. Invigorated by the raw aethyric vitality of your victim's blood you gain a bonus of +3 to all Casting Rolls for a number of spells equal to their Toughness Bonus.

Incantation of Reaping must be cast within 1 minute (6 rounds) of the target's death or else their *Akhu* will have separated from their blood thereby causing the latter to lose its aethyric vitality. This spell may only be cast upon mortals that had a soul in life. Though animals do have a life energy

of sorts their *Sekhem* is not strong enough to grant the benefits that this incantation provides, while Daemons and the Undead are immune to the spell's effects.

Additional castings of this incantation while currently under its effect will increase the number of spells that may be cast with its imparted bonus. However, the casting bonus itself will not increase. If the aethyric energies of the mystically devoured blood are not used within 24 hours they will dilute and become useless to you.

WEEPING WOUNDS

Casting Number: 13

Casting Time: Half action

Duration: 1 round / Magic Characteristic

Range: Touch

Ingredients: A vial of poisoned blood (+2)

Description: This incantation causes your target to bleed profusely from their nose, eyes, and ears. Victims of this spell are inflicted with a number of Wounds equal to your Magic Characteristic, regardless of Toughness Bonus or armor, for the duration of the spell.

RITUAL MAGIC

The height of Nagash's power before his exile from Khemri was gained through horrific blood rituals. These rites were so grotesque that they sickened even some of his own immortal servants. This ritual is potentially Nagash's most powerful.

AETHYRIC RESERVOIR

Type: Arcane

Arcane Language: Daemonic

Magic: 3

XP: 300

Ingredients: All the blood from a number of victims equal to the Casting Number of the ritual you intend to power.

Conditions: You must scribe the ancient runes of this ritual upon the bodies of those to be sacrificed with ink made from a mixture of blood and mercury. The sacrificial blood must be collected in a bowl made of pure gold that is large enough to contain all of the blood required for the intended ritual (average 1.5 gallons per sacrifice).

Consequences: Failing the Casting Roll results in a backlash that causes you to be reduced to 0 Wounds (heal as normal) and have your Magic Characteristic reduced to 0, returning at a rate of 1 point per week.

Casting Number: 21

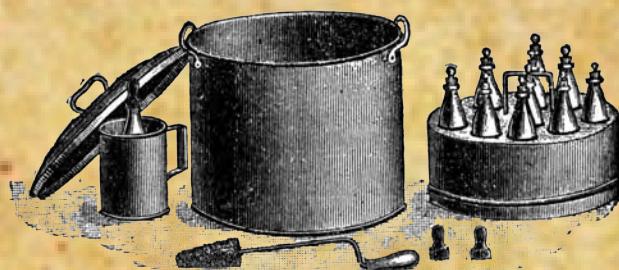
Casting Time: 20 minutes per victim to be scribed, 1 hour per victim to be tortured and sacrificed. When the last victim is sacrificed the ritual is concluded.

Description: This powerful ritual allows you to store the aethyric energies of your victim's blood for the powering of another ritual to be cast by you. The unbridled power of raw blood when gathered in this way is so potent that when the number of victims sacrificed equals the Casting Number of the ritual to follow said ritual will be cast automatically and without failure save by interruption of the casting process. All ingredients and conditions for the following ritual must be met as normal.

Aethyric Reservoir and the ritual to be empowered must be cast by the same person and no more than a single hour may pass between the completion of one and the beginning of the other.

BLOOD ALCHEMY

The following potions may be created as per the rules for Potion Creation in the *ROS* (pages 201-202) by those in possession of their ancient formulas. The blood used for these concoctions must be fresh and harvested through acts of torture, otherwise the blood will not contain the aethyric qualities needed for success.



BLOOD DRAUGHT

Effect: When consumed this draught will heal you of a number of Wounds equal to double the Toughness Bonus of the poor soul whose blood was used in the elixir's mixture. The ingredients to this elixir are fresh blood, chervil, comfrey, and lotus leaves. Use of more than one draught per day will lead to addiction.

Lag Time	None
Volatility	Minor
Ingredient Cost	7 gc
Ingredient Local	Desert
Ingredient Difficulty	Average (+0%)
Creation Difficulty	Average (+0%)
Creation Time	2 days

ELIXIR OF POWER

Effect: Before progressing to potions and spells granting immortality Nagash first put his mind to increasing his potential spell casting abilities, which interestingly enough were not that vast. The *Elixir of Power* is one such potion. When consumed you gain a bonus of 1d10 to a number of Casting Rolls equal to your Magic Characteristic that occur within the hour. The bonus granted by this potent elixir is not considered to be a Casting Die and therefore is not counted for instances of Nagash's Curse.

This elixir is very dangerous to partake of as its primary ingredient, blood, is infused with enough Black Lotus Root to kill 10 men. Upon drinking the *Elixir of Power* you must succeed a Very Hard (-30%) Toughness Test or suffer 2d10 Wounds, regardless of Toughness Bonus or armor, due to Black Lotus poisoning. If you should be so foolish as to attempt and use this powerful elixir more than once a week you will be required to make an additional successful Very Hard (-30%) Toughness Test to resist the poisonous build up in your body. If failed you will slip in to a comatose state and die within 1d10 days.

Lag Time	None
Volatility	Extreme
Ingredient Cost	18 gc
Ingredient Local	Desert
Ingredient Difficulty	Hard (-20%)
Creation Difficulty	Challenging (-10%)
Creation Time	2 weeks

ELIXIR OF RENEWAL

Effect: It was this fantastic elixir that Nagash and his newly created Immortals supped upon to refresh their energies after partaking of the *Elixir of Immortality*. Though not required for actual survival it did fulfill all of their sustenance needs as well as healed any injuries they might have had and grant them a reserve of magical energy with which they were able to call upon during the following 24 hours.

Though the *Elixir of Renewal* has no life extending effects of its own it is the pinnacle of man's attempt to draw near to the fabled *Elixir of Immortality*. After consuming a dose of this powerful elixir you will be healed of 1d10 Wounds, gain a bonus of +5% to all of your Main Characteristics and you may choose to automatically succeed a Channeling Test as a free action a number of times equal to your Magic Characteristic throughout the 24 hour duration of the elixir.

In order to properly create this elixir the blood to be used must be from a donor no older than their mid twenties. The blood must then be targeted with the Petty Magic (Blood) spell Blood Proxy before it is added with the rest of the ingredients. As each dose of this elixir is approximately sixteen ounces 4 such castings are required per dose made. Some of the more exotic ingredients for this elixir are Black Lotus, Black Stripe Viper Venom, and Dreamwood.

Due to the manner in which this elixir is created it always works as intended if it is successfully made. However, three hours after its mixing it is rendered inert and useless.

Lag Time	5 minutes
Volatility	Special
Ingredient Cost	20 gc
Ingredient Local	Desert
Ingredient Difficulty	Average (-30%)
Creation Difficulty	Very Hard (-30%)
Creation Time	1 day

POTION OF ENHANCEMENT

Effect: This potion is not a single formula but a generic recipe for numerous concoctions. Blood can be mixed with many different ingredients, each capable of producing a different enhancing effect on one's physical or mental attributes. Consuming a *Potion of Enhancement* grants a bonus of +10% to the Main Characteristic chosen at the time of its creation. This effect lasts for 2d10 hours. Each such elixir must be created as their own batch.

Lag Time	1d10/2 rounds
Volatility	Major
Ingredient Cost	9 gc
Ingredient Local	Varies
Ingredient Difficulty	Average (+0%)
Creation Difficulty	Hard (-20%)
Creation Time	2 weeks

REGENERATING VITAE

Effect: This powerful potion imbues its drinker with the power of regeneration for 1d10 hours thus enabling them to make a Toughness Test at the start of each turn with success resulting in the regaining of 1 Wound. This potion ceases to function if the user actually dies. Through countless attempts of trial and error it has been discovered that adding the blood of a Chaos Troll to the mixture of this recipe will make the creation process much less difficult (reduces Creation Difficulty to Challenging (-10%) and Ingredient Cost increases to 20 gc).

Lag Time	1d10 minutes
Volatility	Extreme
Ingredient Cost	14 gc
Ingredient Local	Desert
Ingredient Difficulty	Hard (-20%)
Creation Difficulty	Very Hard (-30%)
Creation Time	1 month

VOLUME THREE

THE TAINT OF NECROMANCY

“You believed you could follow in my footsteps without repercussion?”

NAGASH'S CURSE

Wielding the often unpredictable power of magic is never an exercise in absolute safety, even less so for the foul energies of Necromancy. Magic is a fickle thing, never fully controlled or mastered, regardless of the skill of the practitioner.

The following chart is presented as a replacement to the Chaos Manifestation Chart for instances of Tzeentch's Curse as described in *WFRP* (page 143). This change is intended to incorporate a more necromantic flavor to the manifestations that occur to wielders of Necromancy and the Lore of Nagash as well as the Lesser and Petty magics associated with them. They are slightly more debilitating than the original Chaos Manifestations presented in the Official book, as the manipulation of Dhar is never as forgiving as that of the other winds of magic.

MINOR NECROMANTIC MANIFESTATIONS

Die Roll	Result
01-10	Necrotic Witchery: All plants and foodstuff within 20 yards (10 squares) of you withers and rots.
11-20	Rupture: Your nose bleeds until you succeed a Toughness Test. You may test once per round.
21-30	Spirit Wind: A host of spiritual entities sweeps through the area instilling Fear in all who fail a Will Power Test, including yourself.
31-40	Deathly Aroma: You reek of Death, reduce your Fellowship by -10% for 1d10 minutes.
41-50	Ghostly Light: You glow with the haunting light of a Ghost for 1d10 rounds. You suffer -20% to all Fellowship Tests and those attacking you receive a +10% bonus to their Weapon and Ballistic Skill Tests to strike you for as long as this condition persists.
51-60	Aura of Death: Animals within 20 yards (10 squares) of you that fail a Fear Test get spooked and flee unless successfully restrained. Those that succeed their Fear Test attack you if able.
61-70	Haunted: Ghostly voices fill the air for the duration of your spell whispering of your demise, gain 1 Insanity Point.
71-80	Dhar's Shock: The dark energies coursing through you inflicts 1d10 Wounds regardless of Toughness Bonus or armor.
81-90	Mental Block: You channel too much Dhar. Your Magic Characteristic is reduced by 1 for 1d10 minutes.
91-95	Whimsy: The GM can choose any result from this chart or make up a comparable Minor Effect.
96-00	Unlucky! Roll on Major Necromantic Manifestations instead.

MAJOR NECROMANTIC MANIFESTATIONS

Die Roll Result

01-10	Dead Eyes: Your eyes take a milky yellow hue with no pupil or iris. They return to normal at dawn the following day. This effect results in you being color blind for the duration resulting in a -10% penalty to all sight based Perception Tests.
11-20	Silenced: You lose your voice for 1d10 rounds.
21-30	Overload: You are overwhelmed by dark energies and are stunned for 1d10/3 rounds (round up).
31-40	Awakened: A Wight bursts forth from the ground and attacks you until destroyed.
41-50	Nagash's Instruction: You gain spiritual insight from the Great Necromancer and gain 1 Insanity Point. Any time after this event, you can spend 100 xp and gain a single spell of your choice from the Lore of Nagash.
51-60	Dhar's Attack: Dark energies burn through you inflicting 1d10 Wounds regardless of Toughness Bonus or armor. Next round you must succeed a Toughness Test or suffer an additional 1d10 Wounds.
61-70	Enfeeblement: Your body is wracked with dark energies reducing your Toughness by 10% for 1d10 minutes.
71-80	Mindnumb: You channel too much dark energy. Your Magic Characteristic is reduced by 1 for 24 hours.
81-90	Spiritual Possession: You are possessed by a spiritual entity for 1d10 minutes. During that time, the GM controls all of your actions and when you take control of your body again you'll have no memory of what you just did.
91-95	Perverse Delight: The GM can choose any result from this chart or make up a comparable Major Effect.
96-00	Trick of Fate: Roll on Catastrophic Necromantic Manifestations instead.

CATASTROPHIC NECROMANTIC MANIFESTATIONS

Die Roll Result

01-10	Rigor Mortis: The semblance of death permeates your body, 1 random limb become useless for 24 hours as if removed by a critical hit.
11-20	Dhar's Release: You loose control of the dark magic as you cast the spell. Everyone withing 30 yards (15 squares), including you, looses 2d10 Wounds regardless of Toughness Bonus or armor.
21-30	Nagash's Reprimand: The power of Dhar overwhelms you, knocking you out for 1d10 minutes.
31-40	Dhar's Backlash: The energies of Dhar lash out at you. You suffer a Critical Hit to a random location. Roll 1d10 to determine the Critical Value.
41-50	Nagash's Vision: Spirits of the dead show you the future world under Nagash's rule. You gain 1d10 Insanity Points.
51-60	Zombie Mind: Your ability to use magic is burned away. Your Magic Characteristic is reduced to 0. For each full 24 hours that passes, it increases by 1 until it returns to full strength.
61-70	Uninvited Company: You are attacked by a number of Spectres equal to your Magic Characteristic.
71-80	Mark of Nagash: You suffer 1d10 Wounds regardless of Toughness Bonus or armor and a random Necromantic Side-Effect as a two inch mark of Nagash burns it way into a random part of your body. Should you ever receive 6 of these you will become an eternal servant to Nagash (as per the GM). Removal of the branded skin will make no difference to the contract.
81-90	Separation of the Akhu: Your spirit leaves your body and you become a Ghost. Unless you have a Fate Point it's time to make a new character.
91-00	Dark Inspiration: The GM can choose any result from this chart or make up a comparable Catastrophic Effect.

M. Magistri W,

The Great Necromancer's immediate goal is recovering all of his power. We are unsure if he regained corporeal form following the Night of the Restless Dead, but from that night onwards his presence radiates from Nagashizzar once more, and it is a presence none of the blessed Lords of Change are willing to challenge. Still, the Feathered Lords assure me that Nagash is no longer capable of what he could once do.

This short-term goal, if one can use this term regarding the undead, is merely a prerequisite for the Liche Lord's ultimate aim of ending all life in the world and enslaving the world. As far as I'm aware, both these goals require the acquisition of necromantic artefacts, and the practicing blood magic. It appears that artefacts crafted personally by Nagash are of particular interest to him.

Your own people have provided me with reports regarding those idiots Kemmler and Salladh-bar, and I believe there will be other similar pawns of the Great Necromancer. Disguising the Mark of Nagash as the Mark of Nurgle was crafty, but making Salladh-bar's one resemble that of our Lord was an ingenious touch. I find it only fitting that an accomplished sorcerer like Nagash is also such a grand schemer which greatly pleases our Lord.

Be warned that there are others though. Not unwitting pawns like the ones you encountered, these pitiful creatures serve the Great Necromancer of their own free will. Sometimes he steers them much like he does with the pawns, subtly influencing their actions until the satisfactory outcome is achieved. Did you know that Von Carsteins' wars against the Empire could have been staged by Nagash? And only one of them suspected the Liche Lord had a hand in it, the others thought that the desires they felt were their own! I believe he wouldn't be able to influence such powerful vampires, not over such distance in any case, if it was not for that ring they had. As Kemmler's example showcases, however, it is entirely possible for Nagash to bend mortals to his will.

Apparently, when dealing with willing servants, Nagash prefers to conserve his will and send his higher-ranking minions as messengers, bearing orders and rewards. This has the upside of allowing material rewards such as artefacts or even coin as opposed to such things as necromantic lore.

There are also promises of immortality to the living and indestructibility to the undead involved. Apparently Nagash has a way of bringing the servants he marked back from the dead no matter the distance separating them. And once reanimated by Nagash's magic, no creature can resist his commands. A safety measure he doubtlessly instituted following the Tomb Kings' rebellion. This is the ultimate fate of all those whom the Liche Lord marks. Whether initially willing servants or not, whether animated as liches, trapped in the materium as ghosts, even though they might have minds of their own, sooner or later they will be unflinchingly loyal to the Great Necromancer.

EvH

- Egrimm van Hortsman's letter to Karl-Heinz Wassmeier, the Magister Magistri of the Cult of the Purple Hand

VOLUME FOUR

SINISTER BEGINNINGS

"Though they are the simplest of incantations, I have only yet begun."

THE DISCOVERY OF DHAR

After fleeing from Khemri to the shores of the Sour Sea, Nagash discovered a new source of magical energy, one that was much more potent than the magic of blood he had learned from his Dark Elf captives. As he began to ingest trace amounts of Warpstone he discovered new ways to manipulate the forces of Dhar energy. By consuming even larger amounts of Warpstone his magic began to grow exponentially, until the power over death and the dead became his.

PETTY MAGIC (NAGASH)

Those who begin their studies into the dreadful art of Necromancy are not usually fortunate enough as to learn firsthand the works of the Great Necromancer. Those lucky few who do however are granted the knowledge of the basics of necromantic power as it was first used many millennia ago.

The Petty Magic spells described here are very rare among mortals, though it is not completely unheard of for them to learn of their formulas. More often they are the first magics taught to budding Vampire sorcerers. The famous Lich Priests of the Mortuary Cult of Nehekara have mastery over these minor spells as well, and there are rumors of a so-called "Cult of Nagash", if such a cult truly exists its followers would most assuredly use spells such as these.

These spells may be learned by anyone with access to the Petty Magic (Arcane, Necromancy, or Nagash) Talent. If you have already acquired a group of Petty spells these new incantations may be learned by use of the Extra Spell Talent for 50 xp per spell.

COMMAND CORPSE

Casting Number: 4

Casting Time: Full turn

Duration: Concentration

Range: Touch

Ingredients: A drop of blood (+1)

Description: This minor incantation allows you to animate and control the intact remains of a single humanoid corpse that is no more than a week dead. The creature will be animated as a normal Zombie under your control for as long as you concentrate upon them (Full Action) and they remain within your sight.

DARK LIGHTNING

Casting Number: 6

Casting Time: Half action

Duration: Instant

Range: 16 yards (8 squares)

Ingredients: A piece of obsidian (+1)

Description: You call forth a charge of crackling black energy with which to strike your victim. *Dark Lightening* is a *magic missile* with Damage 3.

DETECT WARDS

Casting Number: 5

Casting Time: Full action

Duration: 1 minute (6 rounds)

Range: You

Ingredients: A broken holy symbol of Usirian (+1)

Description: Your eyes are opened to the presence of protective wards that would prevent the animation of a corpse.

DYING VISAGE

Casting Number: 5

Casting Time: Half action

Duration: 1 round

Range: You

Ingredients: A rotted piece of flesh (+1)

Description: With this spell you cause a single target who you make eye contact with to see your face as a visage of their own death. They must succeed a Fear Test or act appropriately for 1 round. A victim of this spell may only be affected by its magic once per encounter as further visions of their demise become unbelievable and have no effect.

MEND BONE

Casting Number: 5

Casting Time: Full action

Duration: Instant

Range: Touch

Ingredients: A surgical pin

Description: This spell allows you to mend the broken bones of a corpse. The entire skeletal structure of a creature no larger than an Orc is repaired to its original condition as long as none of its bones are missing. This spell has no effect on creatures that are animated or alive, only those that are dead.

TONGUE OF THE DEAD

Casting Number: 4

Casting Time: Full action

Duration: 1 minute (6 rounds)

Range: You

Ingredients: The tongue of a translator (+1)

Description: This incantation will enable you to speak with any Undead Spirit regardless of their language. This spell in no way makes the Spirit favorably disposed toward you, it only lets you understand their archaic speech.

LESSER MAGIC

As Nagash's mastery over Warpstone grew he steadily developed more potent magics. The lesser spells here are some of those he engineered in his conquest over the art of the dead. Though rare at best among the living, any who discover their secrets may learn them.

DHAR'S MIGHT

Casting Number: 12

Casting Time: Full action

Duration: 1 minute / Magic Characteristic

Range: You

Ingredients: A pinch of Warpstone dust (+2)

Description: You fill your body with dark energies thereby enhancing one of your physical attributes. You gain a +10% bonus to your Strength, Toughness, or Agility Characteristic, your choice, for the duration.

Unlike other Lesser spells *Dhar's Might* requires the use of Dark Magic to be cast successfully.

METABOLIZE ABN-I-KHAT

Casting Number: 14

Casting Time: Half action

Duration: Instant

Range: You

Ingredients: None

Description: The gateway to infinite power, or so it is believed. This incantation allows you to metabolize Warpstone and use its energies to power your magic like a Skaven. The magic of this spell will protect you from the dangerous aspects of actually consuming the Warpstone in that you are not subject to gaining mutations by doing so. All other perils for handling Warpstone apply.

A dose of Warpstone is 1 ounce. For each ounce consumed you gain a bonus of +3 to your next Casting Roll, but it also increases the risk of Nagash's Curse. Treat all doubles on the Casting Roll as triples, and all triples as quadruples.

Each time you use this spell and consume any amount of Warpstone you must succeed a Challenging (-10%) Will Power Test or become forever addicted to the substance. Should addiction occur you suffer a cumulative -10% penalty to all Characteristics for each day you go without a dose. If this penalty reduces your Toughness Characteristic to 0, you die. Once addicted however, the increased risk of Nagash's Curse will no longer affect you.

Undead are not affected by the negative aspects of Nagash's Curse when using Warpstone, though they may still become addicted to its use. Once addicted, they will no longer require this spell to metabolize the burning stone.

VOLUME FIVE

THE DARKEST OF MAGICS

“If the fools only knew the secrets that have been withheld from them.”

LORE OF NAGASH SPELL LISTS

Elemental	Mystical	Cardinal	Summoning
Arise	Aethyric Conduit	Avoid Destruction	Arise
Blight*	Avoid Destruction	Blight*	Akhu's Surrender
Command Spirit	Curse of the Dead	Curse of the Dead	Awaken Wight Captain
Death Grip	Flight of the Scarabs	Death Grip	Command Spirit
Dhar's Blessing	Icy Miasma of Death	Dhar's Blessing	Corpse Blast
Gaze of Nagash*	Pestilence	Gaze of Nagash*	Great Arising
Great Arising	Spectral Form	Spectral Form	Hellish Vigor*
Hellish Vigor*	Terrifying Gaze	Terrifying Gaze	Shadow of the Dead
Withering Wave*	Unyielding Kha	Winds of Decay	Skull Guardian
Wight's Awakening	Winds of Decay	Withering Wave*	Wight's Awakening

* These spells are found in *Night's Dark Masters* pages 118-120

THE LORE OF NAGASH

Unlike the Lore of Necromancy, which is a diluted form of the works of Nagash, the original lore of the dark art of the dead, the Lore of Nagash, was never meant to be wielded by any other than the Great Necromancer himself. Due to this the spells of this terrible lore tap into the raw Dhar energies in a way that is very destructive, both in their effects and mortal spell casters who attempt to channel them. Therefore, mortals who choose to bend such dark magic to their bidding suffer certain consequences.

Whenever a mortal spell caster attempts to invoke a spell or ritual specifically requiring the *Dark Lore (Nagash)* Talent opposed to any other, they suffer a number of Wounds equal to the number of Casting Dice they used to cast the spell whether it is successful or not. This includes the die required for using Dark Magic as well as any other

bonus die regardless of their source (though not Chaos Dice). Additionally, should an instance of Nagash's Curse occur a Necromantic Side-Effect is immediately acquired in addition to any Side-Effect gained for rolling doubles on the chart.

The Lore of Nagash presented here replaces the lore printed in *Night's Dark Masters* (118-120). A few of the spells which were unique to the original lore remain; however, those that were borrowed from the Lore of Necromancy have been replaced with more powerful versions as they are a more purer form of black magic. The Spells *Ride through the Night* and *Fountains of Blood* have been omitted from this version of the lore as they are not considered to be spells created by Nagash, but instead penned by Necrarch Vampires centuries later. The spells listed here should be very rare for a mortal Necromancer to get their hands on. They are the spells of the dead.

AETHYRIC CONDUIT

Casting Number: 22

Casting Time: Full Action

Duration: Your next spell

Range: You

Ingredients: Pinch of Warpstone (+3)

Description: This incantation allows your next spell, which must immediately follow this one, to be able to affect the physical world while you are in an Ethereal state. If you perform any action other than the casting of another spell this incantation's effects will be lost, though you may attempt to Channel as normal.

AKHU'S SURRENDER

Casting Number: 30

Casting Time: Full action

Duration: Instant

Range: 6 yards (3 squares)

Ingredients: Speak the victim's birth name (+3)

Description: This horrific spell rips the victim's *Akhu* from their *Kha* instantly killing them and transforming their now Undead spirit into that of a Ghost completely under your control forever more.

Victims of this spell are entitled to an Opposed Will Power Test to resist its effects if they are still alive when the incantation targets them. If the spell is cast after the victim's death they will have no chance of resisting its effects; however, this must be done within 1 minute (6 rounds) of their dying or the spirit will have moved on. This spell has no effect on Daemons or the Undead.

ARISE

Casting Number: 8

Casting Time: 1 half action per corpse

Duration: Instant

Range: 12 yards (6 squares)

Ingredients: Dust from a grave (+1)

Description: You re-animate the dead, creating a number of Skeletons or Zombies equal to double your Magic Characteristic. You must have fresh corpses for Zombies or aged remains for Skeletons. If the corpse is incomplete the Skeleton or Zombie's statistics should be modified accordingly as if the creature has suffered a permanent injury from a critical hit.

AVOID DESTRUCTION

Casting Number: 16

Casting Time: Full Action

Duration: 1 minute / Magic Characteristic

Range: You

Ingredients: A miniature golden locust (+2)

Description: This incantation allows you to escape bodily destruction should it occur within its duration. Any physical damage that would reduce you to 0 Wounds or less will instead cause your body to explode into a swarm of locust that fly away from the scene as quickly and directly as possible. This spell only protects you from actual physical destruction due to Wound loss, it will not protect you from being slain by a spell or effect that causes death without actually dealing Wounds, such as the Lore of Death Spell *Life's End*.

You must sacrifice 1 Wound when this spell is cast which will be returned to you if the spell expires before being activated. If the spell's effect is triggered it is this Wound that keeps you at 0 Wounds instead of suffering a Critical Effect.

While transformed into a locust swarm you have a Flying Move of 10 and may perceive your surroundings as normal. You may stay in this form for up to 1 hour, after which you will automatically reform to your natural state, which requires 1 full turn.

AWAKEN WIGHT GENERAL

Casting Number: 30

Casting Time: 2 full actions

Duration: Instant

Range: 12 yards (6 squares)

Ingredients: The blood of a priest of Usirian (+3)

Description: As *Wight Awakening* but you create a single Wight General instead. The remains must be those of a character with an advanced martial career (as determined by the GM).

A Wight General is not subject to eventual crumbling as a normal Wight is when they are beyond your range of control for long periods of time. A Wight General is more intelligent than a normal Wight and may issue orders to Skeletons, Wights, and Zombies that you have given to him to command. Additionally, your summoned Undead will not crumble away as long as they remain within 96 yards (48 squares) of a Wight General whom you have created.

COMMAND SPIRIT

Casting Number: 17

Casting Time: Half action

Duration: Permanent

Range: 24 yards (12 squares)

Ingredients: A piece of stone from a desecrated sarcophagus (+2)

Description: You bend one of the ethereal Undead to your will. You can target any one creature with both the Ethereal and Undead traits within range. The creature is entitled to a Hard (-20%) Will Power Test to resist this spell's effect with failure resulting in them falling permanently under your control.

CORPSE BLAST

Casting Number: 10

Casting Time: Full action

Duration: Instant

Range: 48 yards (12 squares)

Ingredients: Cracked bones (+1)

Description: With this incantation you cause a single corporeal Undead under your control to explode sending deadly bone fragments into the surrounding area. Center the large template upon the target Undead and all those within the area are struck by a Damage 3 hit from bone shrapnel. The targeted Undead will be completely destroyed.

CURSE OF THE DEAD

Casting Number: 12

Casting Time: Half action

Duration: Instant

Range: Touch

Ingredients: A Necromancer's hand (+2)

Description: This spell curses your victim with a Necromantic Side Effect (TDP page 7) unless they succeed a Toughness Test. Those affected gain 1 Insanity Point due to the trauma of acquiring a necrotic change.

DEATH GRIP

Casting Number: 11

Casting Time: Half action

Duration: 1 round / Magic Characteristic

Range: 48 yards (24 squares)

Ingredients: Skeletal hand (+2)

Description: This spell causes your victim to suffer the full effects of rigor mortis, requiring them to succeed a Toughness Test or be stunned for the duration. This spell has no effect on

Daemons or the Undead.

DHAR'S BLESSING

Casting Number: 11

Casting Time: 1 full action per Wound healed

Duration: Instant

Range: You

Ingredients: Blood of a newborn child (+2)

Description: Through your command of the darkest of power you cause your entire being to be flooded with pure Dhar energy thereby healing your body (or spirit) of 1 Wound per round spent in the casting of this spell. This spell will not heal you beyond your normal Wound maximum.

Dhar's Blessing will have a negative effect on you if do not have the Undead Trait. Instead of healing you, you will be inflicted with 1d10 Wounds that ignore your Toughness Bonus and armor. Additionally, you must make a Very Hard (-30%) Toughness Test or gain 1d10/3 Mutations (rounded up to a minimum of 1).

FLIGHT OF THE SCARABS

Casting Number: 20

Casting Time: 2 full actions

Duration: Special, see below

Range: You

Ingredients: Golden Scarab pendant (+3)

Description: When this spell is cast you summon forth a swarm of Scarabs which descend upon, and seemingly devour, you as they carry you away to a new location. The destination of the Scarab's travel must be determined during the casting of the spell and may not be altered during the flight. Only a location known to you and that the beetles may freely enter may be chosen as a destination. If for some reason this location becomes inaccessible during their flight the Scarabs will deposit you as near to the desired site as possible.

These Scarabs are able to fly at a mystical speed of 60 mph, and are considered to be *flying high*. For the most part the swarm is considered immune to damage and disruption. Though area (template) spells and attacks could conceivably do them harm it is unlikely that enough of the Scarabs could be destroyed to cause the magic of the spell to fail. As always the GM is final arbitrator in these special circumstances.

It requires a full turn for the Scarabs to consume you and carry you away, and for them to reform your body at your chosen destination. *Flight of*

the Scarabs has a duration of however long is required for them to fly you to your chosen location.

GREAT ARISING

Casting Number: 22

Casting Time: 2 full actions

Duration: Instant

Range: 48 yards (24 squares)

Ingredients: Dust of a Mummy (+3)

Description: As *Arising* however all the dead in the general vicinity are affected.

ICY MIASMA OF DEATH

Casting Number: 18

Casting Time: Full action

Duration: 1 minute (6 rounds)

Range: You (large template)

Ingredients: Pinch of Warpstone dust (+2)

Description: This spell infuses the area around you with the unholy coldness of death. Any living entity who enters this area feels the icy touch of death chill them to their bones, they are only able to take half actions for as long as they remain in the area affected. Those who remain in the area of effect for more than 1 round must succeed a Toughness Test or be inflicted with a Damage 3 hit that ignores Toughness Bonus and armor.

This spell has a duration of 1 minute but it may be maintained with a successful Will Power Test each round thereafter.

PESTILENCE

Casting Number: 28

Casting Time: Full action

Duration: 1 round / Magic Characteristic

Range: Cone template

Ingredients: A scarab husk (+3)

Description: You belch forth a streaming mass of scarabs and locust upon your foes. Those struck by this mass of insects become completely engulfed by them for the duration of the spell. This causes your victims to suffer 1d10/2 (round up) Wounds per round regardless of Toughness Bonus or armor. Additionally, all actions by those affected are considered Challenging (-10%) due to the pain and distraction wrought by this foul swarm.

SKULL GUARDIAN

Casting Number: 16

Casting Time: Full action

Duration: 1 minute / Magic Characteristic

Range: You

Ingredients: A Tomb Blade (+2)

Description: You animate an intact skull for the sole purpose of defending you from melee attacks. The risen skull will float around you at approximately waist level and may parry 1 incoming attack per round using your Will Power in place of Weapon Skill. This does not count against your limit of 1 parry per round. You may only benefit from 1 *Skull Guardian* at a single time.

SHADOW OF THE DEAD

Casting Number: 28

Casting Time: 2 full actions

Duration: 1 minute / Magic Characteristic

Range: You (see description)

Ingredients: Scarab swarm (+3)

Description: You cause the entire area within 100 yards (50 squares) of you to be plunged into the dark shadow of night, thereby invigorating the Undead within. All Undead within the area of effect, whether under your control or not, are granted a bonus of +2 to their Toughness Bonus, +3 to their Wound maximum, and a bonus of +1 to their Attack Characteristic for the duration of the spell, or until they exit its confines. The area affected by this spell is stationary once cast: it does not move with you. This spell will enhance you as well if you are Undead.

SPECTRAL FORM

Casting Number: 17

Casting Time: 2 full actions

Duration: 1 hour / Magic Characteristic

Range: You

Ingredients: Dust from a Spirit's corpse (+2)

Description: You transform yourself into a Spectre as described in *OWB* page 110, gaining all Talents and Special Rules, though your Profile remains your own. Items in your possession will also make the transformation as long as your total Encumbrance Value does not impose a Movement penalty. Items that you wear or carry will become normal (non-ethereal) should you discard them.

TERRIFYING GAZE

Casting Number: 32

Casting Time: Full action

Duration: Instant

Range: 24 yards (12 squares)

Ingredients: Eye of a liche (+3)

Description: With the merest glance you cause Terror in those who meet your gaze. A single victim within range whom you focus your stare upon is inflicted with 1d10 Wounds regardless of Toughness Bonus or armor and must make a Very Hard (-30%) Terror Test or be struck dead with fright. Those who succeed their Terror Test will still suffer from Terror though on the following round they may test as normal to overcome it.

UNYIELDING KHA

Casting Number: 22

Casting Time: Full action

Duration: 1 minute (6 rounds)

Range: You

Ingredients: Bronze shield (+3)

Description: This spell causes your Kha (flesh) to harden and become as unyielding to damage as a shield of war. You become immune to the effects of Ulric's Fury and all Critical Hits against you have their Critical Value reduced by 3 for the duration.

WINDS OF DECAY

Casting Number: 26

Casting Time: 2 full actions

Duration: Instant

Range: 48 yards (24 squares)

Ingredients: A handful of sand from Nehekara

Description: You conjure forth an ancient wind from a time long forgotten that causes any and all inanimate objects it should blow upon to age in a matter of moments. Place the large template anywhere within range, all non-magical items within this area are immediately aged by a thousand years and crumble to dust.

The size and weight of an object affected by this spell matters not, though if the target is larger than the template only those parts that fall within the area of effect will be destroyed, though this

could cause large objects (such as a building) to collapse on their own.

If *Winds of Decay* targets an area that includes those capable of moving out of it a Hard (-20%) Agility Test may be made to dive from the area of effect thus escaping the aging effects of the spell, otherwise those caught within will find that everything they carry has crumbled away.

WIGHT'S AWAKENING

Casting Number: 24

Casting Time: 2 full actions

Duration: Instant

Range: 12 yards (6 squares)

Ingredients: A circlet of iron quenched in human blood (+3)

Description: As *Arising* but you create Wights instead. The remains must be those of a character with a martial career (as determined by the GM).

As Wights have a portion of their souls bound to them they are not entirely dependent upon the magical power of a Necromancer in order to remain animated. For every day that their creator is separated from them beyond their range of control there is a cumulative 1% chance that the magic binding them will fade causing them to fall.

Special Note: Unlike the Necromancy version of this spell, *Spell of Awakening*, the spirit of the one to be raised need not have been bound to the corpse before (or immediately after) its death. The dark magic behind this original version is far greater in power. It is capable of drawing from the Aethyr the portions of spirit required for their enhanced vigor and martial skill (*Sekhem* and fragments of *Ren*) regardless of the time that has lapsed since their death.

If these creatures should be destroyed or crumble away due to lack of their master's control they become a normal corpse as its soul is not permanently bound to it. After its soul has departed for the second time it cannot be called back again, therefore any further animation of the corpse will only result in a Zombie or Skeleton being created. Of course if the *Akhu* of the corpse was bound to its *Kha* through an ancient rite, spell, or ritual then the corpse may rise again as a Wight as normal.

VOLUME SIX

MAGIC MOST FOUL

“The simple magic I have previously shown you was meant for a mere apprentice.”

RITUALS OF NAGASH

The following incantations are among the most potent Nagash devised during his conquest of Nehekara. The precise details of these rituals can only be found in the ninth volume of the Nine Books of Nagash.

BLOOD PLAGUE

Type: Arcane

Arcane Language: High Nehekharan

Magic: 3

XP: 300

Ingredients: The birth name and a pint of blood from the initial target. Optional - the names of those of the bloodline you do not wish to affect written in blood.

Conditions: You must have the Dark Lore (Nagash) Talent to perform this ritual.

Consequences: Failing the Casting Roll results in you becoming the target of the spell instead of your victim, even if you have excluded yourself from the ritual's effects.

Casting Number: 20

Casting Time: 2 hours

Description: This was the first ritual created by Nagash that made use of the arcane Nehekharan language instead of the Daemonic arcane tongue of the Druchii. When cast, the entire bloodline of your target will contract a painful disease that causes severe internal bleeding. Victims must succeed a Toughness Test each day or lose 1d10% from their Toughness Characteristic. If their Toughness is reduced to 0 or less, they will die. This wasting disease continues for 10 days. If the victims of this bloody sickness should be lucky enough to survive their Toughness Characteristic will be reduced by -10% permanently due to irreparable damage to their internal organs.

Those of the targeted bloodline whose names are

written in their own blood and burned during the casting of this ritual will be passed over by this foul magic.

CREEPING DEAD

Type: Arcane

Arcane Language: High Nehekharan

Magic: 4

XP: 400

Ingredients: The skull of a Liche Priest and a fist sized chunk of Warpstone

Conditions: You must have the Dark Lore (Nagash) Talent to perform this ritual. This spell may only be cast where the rays of the sun are not shining.

Consequences: Those raised by this spell see the Undead that destroyed them as the object of their torment and turn upon both you and your Undead army.

Casting Number: 24

Casting Time: 1 hour

Description: When this ritual is cast upon your Undead forces all those they slay in combat will rise again on the following round as either a Skeleton or Zombie (as appropriate). These newly created Undead will in turn be affected by the ritual just as your original target Undead, creating new Undead from those they slay. Undead created by this ritual do not count against your normal limit of Undead that you may control and will persist until the cursed rays of Ptra shine upon them. Once they are exposed to natural sunlight they will crumble to dust as the spell's magic burns away leaving only your original host.

RESURRECTION

Type: Arcane

Arcane Language: High Nehekharan

Magic: 3

XP: 300

Ingredients: A ounce of Warpstone, the blood from a number of human sacrifices equal to the target's Toughness Characteristic, a pure golden container large enough to contain all the blood of the sacrifices (average 1.5 gallons per sacrifice), and the targeted corpse.

Conditions: You must have the Dark Lore (*Nagash*) Talent to perform this ritual. The remains to be affected must have been prepared according to the ancient Nehekharan Ceremonies of Preservation, be those of a fallen Liche Priest, or those of one who has had their soul bound to their body through some means (such as a Vampire). The body is immersed into a large basin made of pure gold that has been filled with the blood of the sacrifices. As the ritual is performed, the corpse will absorb the blood and use its aethyric energies to return to life.

Consequences: The incantation is reversed. Instead of calling back the target spirit from the afterlife you inadvertently break your own spirit's ties to the mortal world, banishing it to the Realm of Souls.

Casting Number: 23

Casting Time: 8 hours

Description: This mighty ritual allows you to raise to unlife any corpse that has its soul bound to its body as an intelligent Undead with all their knowledge and memories intact. It is by magic such as this that the Tomb King and Herald are returned to unlife. Even a fallen Liche Priest or Vampire can be brought back from destruction by means of this ritual.

ROLLING DARKNESS

Type: Arcane

Arcane Language: High Nehekharan

Magic: 2

XP: 200

Ingredients: A pound of Warpstone dust

Conditions: You must have the Dark Lore (*Nagash*) Talent to perform this ritual.

Consequences: The ritual is still cast, however only your opponent's Undead receive the bonuses granted by this incantation.

Casting Number: 18

Casting Time: 1 hour

Description: This is actually one of the most common rituals of Nagash used by the Liche Priests of the Mortuary Cult as it allows their liege's forces to battle throughout the day without fear of Ptra's damning rays. Once cast this ritual causes a rolling cloud of darkness to spread across the battlefield (up to 1 square mile) blocking out the light of the sun and lasting until the battle is over. This has the effect of bolstering all Undead within the area as if affected by the Dark Lore (*Nagash*) spell *Shadow of the Dead*, as well as granting any bonuses that specific Undead receive for being in natural darkness.

VOLUME SEVEN

My GREATEST WORKS

"You must think me a fool to lay the secrets of everlasting life and power before you in their entirety. Attempt to follow me if you dare, but be warned! Your soul will be but a mild amusement to the entities that will consume it when you fail."

THE ELIXIR OF IMMORTALITY

The fabled Elixir of Immortality is believed by the Church of Sigmar, and most scholars, to be nothing more than heretical nonsense. There are those few however, that hope it to be true. If this fabled elixir is real, which we will assume it is, calling it the greatest discovery of Nagash would be quite humble, as it is quite possibly the most powerful creation man has ever accomplished. This makes it all the more unfortunate that not only has it never been successfully duplicated, but that its formula is shaped in such vile and horrendous acts of torture and bloodletting that every other evil deed Nagash did seems holy in comparison.

Just as with all Blood Alchemy concoctions, the harvested blood must be taken during the act of torture. As pain wracks the body the blood becomes excited and increases its energies, or *Sekhem* as the Nehekharans called it, thereby giving the blood the mystical qualities required for magical or alchemical use. The greater the pain inflicted upon the victim the greater quantity of *Sekhem* transfers to the blood and the more powerful the incantation or elixir can potentially be. In the case of the Elixir of Immortality, the level of torture inflicted upon the victims were so heinous and brutal that their screams are said to still reverberate through the passageways of the pyramid of Khetep where the foul ceremony took place.

It is unknown exactly how many victims Nagash used for this foul rite but the blood drawn was then distilled to even greater potency through an archaic ritual gleaned from his Witch Elf captive. This powerful blood ritual is what Nagash, in his wisdom and paranoia, left out of his notes. The lack of this information is what has confounded all who would attempt to walk in his footsteps, for without the ritual the elixir cannot be created as Nagash made it.

Of course, over countless centuries, this small setback has not stopped others from attempting to recreate Nagash's greatest work. Most attempts meet with absolute failure and death as the amount of poison and mercury mixed with the blood is quite staggering. Others, like Neferata, have met with partial success, though it is believed that W'soran was actually being guided by Nagash when he and Neferata created the Elixir of Life. Others still concoct a variety of powerful potions and elixirs, some able to prolong the life of their recipient for decades and more, but one fact remains, the mystery of immortality as Nagash discovered it is still as much a secret today as it was thousands of years ago.

Of those who Nagash allowed to partake of his original elixir only Arkhan the Black still lives. He alone carries knowledge of the ritual involved in the fabled elixir's creation, yet even he does not know all the details. Of course Arkhan has no need of the elixir and even less desire to share his insights.

Lord Magister,

I marvel at your infinite wisdom, Lord Magister. As you know, I have concocted numerous drugs and toxins over the years to further our mutual aims. Many of these formulas trace their origins to the ancient empires of Khemri and Lahmia. Correctly translated, the papyrus make reference to a keystone called the Ebon Tablet, which I have subsequently learned was the foundation of ancient alchemy. I've recently begun to wonder if the legendary Ebon Tablet was authored by none other than Nagash himself.

Last month, my top agent shadowed one of Dieter Helsnicht's apprentices back to the Forest of Shadows from a Middenheim apothecary. In the forest's depths, he witnessed a coven of dark disciples imbibing an unknown elixir. At first, I assumed the potion was intended to ward off their degenerative conditions, but subsequently I've deduced that Helsnicht's disciples are influenced by some manner of mind control. At times, my agent reports they behave like drug-addicted pawns, driven by a will beyond their own.

You might be especially interested in my latest discovery. When attempting to hypnotize the aforementioned apprentice in Middenheim, I found his mind impenetrable. This week, I obtained a partial transcription of the Liber Mortis, suspecting vampiric servitude as the cause of this behaviour. Indeed, it turns out that a vampire's thralls are addicted to the bite of their masters, and are heedless of other influences. But has Helsnicht himself become a vampire, or does the elixir of which his disciples partake enslave them to an even higher power?

It was written in Liber Mortis that Nagash created vampires using the secrets of alchemy, and that all vampires are in some way indentured to him. I am now considering the possibility that Nagash's insidious legacy has filtered down through the ages. The vampires' saliva is a cerebral astringent - also the rarest ingredient inscribed on the Ebon Tablet. According to Nshesharan alchemists, the formula for cerebral astringents was known only to one man, whose name could not be written...

Shall I pursue this course of study further, Lord Magister? With the Time of Change upon us, I wish that our grand plan shall not be foiled by a 4,000 year old potion. Perhaps we can even turn this revelation to our advantage...

K-H

- Letter from Karl-Heinz Wasmeier of the Purple Hand, in reply to Egrimm van Horstmann

THE GREAT AWAKENING

Quite possibly the most powerful ritual performed by any single being in the history of the Old World, the ritual of Great Awakening snuffed out all life in Nehekara, forever transforming it into the Land of the Dead.

After consuming vast amounts of Warpstone Nagash began sacrificing Greenskins by the hundreds in a profane blood rite that drew out their life's essence to fuel his coming ritual. Upon devouring the *Sekhem* of a thousand souls and drawing on the power of tons of Warpstone Nagash performed the ritual, damning the once beautiful land of Nehekara for all time. Every living thing in the land, man, beast, and even plant life were struck dead and withered. As the full moon of Morrslieb shone down upon the sands of Nehekara the newly dead, as well as those from centuries past, began to stir. The great necropolises emptied as the preserved bodies of the ancient kings of Nehekara and their endless warriors crawled into the night. Drawn like moths to a flame, they marched toward the source of their creation and their new master, Nagash, the Great Necromancer, Eternal King of Nehekhar.

The only location at which this mighty ritual's rites are known to be scribed is upon the walls of Nagash's throne room in Nagashizzar. Needless to say none have journeyed there to learn of its requirements for casting, except for possibly Arkhan the Black. Though even with the proper rites, none could ever hope to rival the power at which Nagash performed the ritual as his power then was nearly equal to the gods themselves.

GREAT AWAKENING

Type: Arcane

Arcane Language: High Nehekharan

Magic: 5

XP: 500

Ingredients: A sacrificed soul and 1 pound of Warpstone for every 5 square miles you wish the magic to affect.

Conditions: You must have the Dark Lore (*Nagash*) Talent to perform this ritual. You must also have the Undead Trait to perform this ritual otherwise you automatically fail the Casting Roll and suffer the Consequences.

Consequences: Failing this ritual causes your soul to be literally torn apart by the overwhelming amount of Dhar you have attempted to channel. Your spirit is scattered to the Aethyr never to be rejoined again. A Fate Point will not spare you

from this inevitable destruction.

Casting Number: 38

Casting Time: From sunrise to sunset

Description: This ritual is the greatest of Nagash's foul sorcery. No other incantation of awakening can rival its power. It was with this horrendous ritual that Nagash's power reached incredible heights and cursed all of Nehekara to an awakening of undeath.

As the ritual is performed a boiling cloud of malign evil spreads across the sky. As it progresses dark green bolts of lightning strike down man and beast alike, while a torrential rainstorm of blood assaults the land. When the ritual draws near completion, all the dead of the land will arise. From the lowliest slave to the mightiest of kings, all who sleep in death will awaken and heed the call of their new master of unlife.

Those animated by this spell will rise to the Undead form most appropriate to them. Simple corpses will arise as Skeletons or Zombies, while those with portions of their soul bound to them will awaken as Wights, or worse. Even a fallen Liche or Vampire will have their soul and body restored to unlife should their corpse be present.

THE NINE BOOKS OF NAGASH

The Nine Books of Nagash are unquestionably the foremost authority on the dark art of the dead. They are an encyclopedia of death, detailing all the notes and discoveries Nagash chose to put to pen. They chronicle his beginnings in the Mortuary Cult of Khemri, his pursuits in Blood Magic and Alchemy, his discovery of the effects of Warpstone consumption and subsequent invention of the Lore of Necromancy. Though there exist countless grimoires on this blackest of magic nothing can compare to the original works of Nagash.

As they form the basis upon which all Necromancy is founded, the Nine Books of Nagash have been transcribed numerous times over the centuries by a host of different writers. Unfortunately, due to the cryptic nature of many of Nagash's notes, vital sections of the different rites and rituals have been omitted or changed over the centuries with each new transcription. This problem has been compounded by paranoid Vampires and Necromancers who have omitted entire chapters from their transcripts to ensure certain powerful information is not made available to their apprentices. There are therefore numerous different versions of Nagash's masterpiece which has led to many a

Necromancer and scholar being driven completely mad after attempting to perform perilous rituals and incantations that had no chance of success.

The original Nine Books of Nagash are said to be written in blood upon pages made from human skin and bound with dwarf hair. The set as a whole has been broken up and scattered across the Old World. Mannfred von Carstein claims to possess one of these as does Neferata. Zacharias the Everliving is reputed to have a full set of the damnable books although only one of these is believed to be an original. The Church of Sigmar is also known to have an ancient collection, though if any of these are original versions they are not saying. The location of the remaining books is a mystery to even the necromantic scholars who delve into such lore.

USING THE NINE BOOKS

Many of Nagash's writings have been translated into Reikspiel by the Necromancer Nevin Kantor, under orders from Konrad von Carstein, and most famously by Frederic Vanhal in his tome the *Liber Mortis*. However, neither of these writers translated the entirety of Nagash's damnable works and therefore the majority of the copies that are presently circulating today are those that were transcribed by Necrarch Vampires and are only written in High Nehekharan.

The Nine Books are divided into topics by their volume. Even with the numerous transcriptions that have taken place over the years, the basic layout of this morbid encyclopedia has remained constant:

1. The Mortuary Cult Practices
2. Blood Magic
3. Blood Alchemy
4. Blood Rituals
5. The Elixir of Immortality
6. Warpstone and its Uses
7. Petty Magic (Nagash) and Lesser Magic
8. The Lore of Nagash
9. Necromancy Rituals

USING A COPY

If you have part of a copy of one of the Nine Books of Nagash and study its content for 1 week, you may make an Academic Knowledge (Necromancy) Test to glean the information required to learn any one alchemical formula, incantation, or ritual that is covered by the volume you possess (GM's choice). XP must be used to purchase any spell as normal. There is a 30% chance that the information contained within is lacking, if this is

the case the formula or spell cannot be learned and you will instead gain 1 Insanity Point.

If you are lucky enough as to acquire a complete copy of a Book of Nagash you may make an Academic Knowledge (Necromancy) Test for each formula or incantation contained within and learn it individually as described above. Complete books have a much greater chance of containing misinformation. There is a 99% chance that 25% of the spells and formulas are useless. The GM secretly records those that are incorrect and any attempt by you to learn them results in you gaining 1 Insanity Point.



Having access to all Nine Books of Nagash and perusing them automatically causes you to gain a Mark of Nagash (Catastrophic Necromantic Manifestation). Additionally, you must make a Very Hard (-30%) Willpower Test or gain 1d10 Insanity Points. Individually each volume is treated as its own book using the rules above, but there is a 10% chance that the ritual *Ancient Renewal of Nagash* (TDP page 21) is properly inscribed over all 9 volumes and may therefore be learned with a successful Very Hard (-30%) Academic Knowledge (Necromancy) Test.

USING AN ORIGINAL

Should you find yourself fortunate enough, or unfortunate as the case may be, to come into the possession of one of the original Nine Books of Nagash you will have in your hands one of the most powerful necromantic artefacts in existence. If you are a living being, merely possessing one of these books for a week will cause you to gain a random Necromantic Side Effect should you fail a Toughness Test. This Test must be made for every week that the book remains in your possession and for every 3 Necromantic Side Effects you gain in this way you also gain a Mark of Nagash (Catastrophic Necromantic Manifestation). Undead are immune to the chance of gaining a Necromantic Side Effect; however, they must still

test each week to determine whether or not they gain a Mark of Nagash.

Reading Nagash's abominable work as he wrote it is so mind jarringly sadistic and depraved that you must succeed a Terror Test just to open its pages, failure results in you being unable to attempt to study the book's contents again until the following day. Those who succeed must make a Hard (-20%) Will Power Test or gain 1d10/3 (round up) Insanity Points. For every week spent studying the soul damning pages of Nagash's work you may attempt an Academic Knowledge (Necromancy) Test with success enabling you to learn 1 of the secrets the volume contains (purchased with xp as normal). Regardless of which volume you possess you will have Lore Seeker added to your list of Career exits. Additionally, each of the Nine Books grants you a bonus of +1 to your Magic Characteristic

when casting any form of Necromantic Incantation, be it Petty, Lesser, Lore, or Ritual magic. This bonus is cumulative for every original book you have on your person. Finally, having one of the Nine books of Nagash as a reference grants you a bonus of +20% to any Academic Knowledge (Blood Alchemy, Blood Magic, Necromancy, or Nehekharan Theology) Skill Test.

There is an ancient legend circulated among the practitioners of Necromancy that those who possess one of the original Books of Nagash is watched by the Great Necromancer himself. It is said that this grants such chosen individuals the ability to commune with the god of undeath. Those who please him are reported to be gifted with great power over the dead and prominence in his kingdom of death when it comes to fruition.

FORBIDDEN LORE

The study of forbidden lore such as Necromantic Rituals and the Nine Books of Nagash can be very dangerous to the foolish mortals who dare to undertake research into this field. Although necromantic research often begins quite innocently as one searches for a cure to some foul disease, or simply follows an academic reference from another book, these heretical writings are usually scribed by scholars who are either nearly or completely insane (at least according to the standards of civilized men). Their transcripts often follow circular reasoning that bends in upon itself to reach some unfathomable conclusion, only after twisting the mind of the reader to the warped and vile ideals it conveys. Contemplating the horrific acts promoted by these texts is enough to drive most sane men mad. Additionally, strange and cryptic logic, magical traps and false truths are almost always placed within the text in order to prevent all but the most dedicated of scholars from uncovering the secrets within.

Most forbidden manuscripts impose penalties upon those who attempt to study them. These can range from inflicting Insanity Points on the reader, to the accidental summoning of uncontrollable Daemonic entities. Eventually the gods who have a vested interest in the damnable writings will take notice of the necromantic scholar. This is especially true of forbidden lore that promotes ideals specific to a single power, such as Nagash.

Presented below are a few optional consequences that may be used to help convey the seriousness of possessing and studying forbidden lore. *This is by no means an exhaustive list and GMs are encouraged to invent even more devious circumstances unique to their campaigns, especially if their players are the necromantic scholars involved.*

- Whenever an Insanity Point is inflicted upon a pursuer of forbidden lore or dark magic rituals, the scholar also begins to witness visions related to the foul works he is studying. As more Insanity Points are gained, these visions grow stronger until the scholar loses the ability to distinguish between visions and reality. In many cases, this could call for a Will Power Test to avoid becoming overwhelmed with Fear or Terror.
- If an Insanity is inflicted as a result of studying forbidden lore then acquiring more of such knowledge will become the scholar's sole obsession. As he plunges deeper into these vile works he will attract the attention of minions and cultists related to the focus of his study. When this happens, the GM may allow the "Cultist" Career Path to become available to PCs if they can come to agreeable terms with their new found "friends".
- When a Daemonic or Undead entity is accidentally summoned by recitation of a blasphemous script, those linked to the writing (in this case Nagash) will become aware that the scholar is dabbling in arcane rites. Cultists dedicated to the Power's cause will be directed to seek out these individuals to either aid or hinder their work.

VOLUME EIGHT

THE CULT OF NAGASH

“Foolish weakling. Worship me if you must, but know that you will not be spared from the death of all things”

ORIGINS OF WORSHIP

The first time Nagash was revered as a god was by the barbarian tribes of Cripple Peak, although this had little to do with what would become the Cult of Nagash. It was Neferata, daughter to King Lahmizzash and heir to the throne of Lahmia, whose obsessions, sparked by Nagash's servant W'soran, formed what would become the first Cult of Blood.

THE CULT TODAY

With the destruction of Nagashizzar, Lahmia, and the rest of Nehekhar, as well as the eradication, where possible, of the very name and deeds of the Great Necromancer, it might be surprising to some that the dark cult still thrives. Today, the Cult of Nagash is dominated by those referred to as “Death Cultists”, depraved individuals who seek to destroy all life in pursuit of Nagash's utopian Kingdom of Death. However, Nagash's followers are diverse in their beliefs. Secret assassin sects perform blood rituals that were considered acceptable before Nagash's expulsion from Khemri, while Strigany mystics still practice Nagashite blood mysticism that can trace its origins back to the kingdoms of Mourkain, Strigos, and Lahmia. These Blood Cultists, as they're commonly known, hold divergent beliefs from those of the Death Cult. They await the Age of a Thousand Thrones, when mortals will be judged by Nagash for their sacrifice believing they will be rewarded accordingly.

Although Nagash himself is unconcerned with petty doctrinal differences, his ultimate goal is more closely aligned with those of the Death Cult. In fact, the Thousand Thrones scripture was largely fabricated by Nagash and his Dark Lords to trick the Vampires and the Cults of Blood into aiding in his rebirth.

THE DEATH CULT

The origins of Nagash's Death Cult can be traced to the chief of his immortals, a former Liche Priest of the Mortuary Cult, Arkhan the Black. It was he who gathered supporters to Nagash's cause after the Great Ritual transformed Nehekhar into the land of the dead. In the years following Nagash's destruction at the hands of Alcadizaar other Nagashite Death Cults were founded by the prophets Kadon, Vorag and W'soran. These four figures are considered to be the original high priests of the Cult of Nagash.

The majority of Nagash's Death Cultists are deluded scholars who stumble across the ramblings of some unknown prophet about the end of pain and suffering under the emotionless reign of Nagash, they come to believe that a world populated by only the dead will finally be a world of transcendent glory. These crazed individuals seek to hasten their dark master's return to the mortal world by gathering ancient artefacts and prophesies relating to him, these they then use for sacrificial ceremonies in his unholy name. They believe that every such ritual performed lends power to his corporeal rebirth.

Though it is easy to assume that Necromancers would be common among the ranks of the Death Cults, this is not so. Death Cultists of Nagash view most Necromancers as self serving seekers of power and immortality. This is not what the Death Cult teaches. They live only to bring about the realization of Nagash's world of undeath, not the fulfillment of their own selfish ambitions. This is not to say that there are no Necromancers within the Cult, but most Necromancer cultists learn the art of the dead after they have been indoctrinated into the faith and not before.

LORE SEEKER (BASIC)

Initiates into the Death Cult of Nagash are often failed students or scholars whose wretched minds have been blasted by the reading of some ancient text they believe portends the end of the world by Nagash. They seek to gain favor in the time of his coming and therefore blindly devote their energies to quicken his return. Initiates into the Death Cult are tasked with locating and searching forbidden libraries for ancient doctrines pertaining to their master.

- LORE SEEKER -

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+1	-	-	-	-	-	-

Skills: Academic Knowledge (Ancient Prophecy), Academic Knowledge (Theology), Charm or Gossip, Read/Write, Search, Secret Signs (Cult of Nagash), Speak Language (any 1), Speak Language (Nehekharan)

Talents: Linguistics or Savvy

Trappings: Heretical Lore

Career Entries: Dreg, Scholar, Strigany Mystic

Career Exits: Cabalist, Dreg, Strigany Mystic, Student

Special: You must have an Insanity Point to enter this career. If you choose this as your starting career you begin with 1d10/3 (round up) Insanity Points.

CABALIST

The more indoctrinated of the Death Cultists are no longer kept busy solely searching forbidden libraries for forgotten lore. They are now entrusted with locating and securing relics and ritual sites that may be used to empower their lord through sacrifices in his name. At times, they are called upon to arrange for the transportation of important articles of the faith. These cultists are trained in the basics of the holy lore of Nagash to aid them in their endeavors.

- CABALIST -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	-	+5%	+10%	+20%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+1	-	-

Skills: Academic Knowledge (Ancient Prophecy), Academic Knowledge (Theology), Channeling, Charm or Gossip, Common Knowledge (any 1), Magical Sense or Perception, Read/Write, Search, Secret Signs (Cult of the Dead), Speak Arcane Language (High Nehekharan), Speak Language (any 2), Speak Language (Nehekharan)

Talents: Linguistics or Seasoned Traveler, Petty Magic (Nagash)

Trappings: Prophetic writings pertaining to Nagash

Career Entries: Lore Seeker

Career Exits: Death Priest, Necromancer, Scholar

Special: You must have an insanity to enter this career.

DEATH PRIEST

Acknowledged as dedicated servants of Nagash, Death Priests are tasked with authenticating the discoveries of Lore Seekers and Cabalists, as well as any other cult member that should make a noteworthy find. They also aid the sect's Chosen One in the performance of sacrifices and rituals. Death Priests learn the dreadful Lore of Nagash and have no fear of the dangers in manipulating a magic meant for the dead. They believe that the necromantic changes that afflict them through its use are blessings from their dark master. Some Death Priests waste away and die having succumb to the ultimate effect of wielding the spells of Nagash, these Priests are revered by the Death Cult who believe that they have transcended into perfect unity with their god.

- DEATH PRIEST -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	-	+10%	+15%	+30%	+30%	+25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+5	-	-	-	+2	-	-

Skills: Academic Knowledge (Ancient Prophecy), Academic Knowledge (any 2), Charm or Gossip, Command or Intimidate, Common Knowledge (any 2), Evaluate or Haggle, Magical Sense or Perception, Read/Write, Search, Secret Signs (Cult of the Dead), Speak Arcane Language (High Nehekharan), Speak Language (any 3), Speak Language (Nehekharan)

Talents: Aethyric Attunement or Meditation, Dark Lore (Nagash), Dark Magic, Fast Hands or Mighty Missile, Lesser Magic (any 2), Linguistics or Menacing

Trappings: Fragments from one of the Nine Books of Nagash

Career Entries: Cabalist

Career Exits: Chosen One, Mortifactor, Scholar

CHOSEN ONE

Each Death Cult sect is led by a Chosen One. Unlike many villainous cults where the strong lead until a stronger leader emerges, Death Cult leaders are chosen. How exactly this is done is unclear to all but the Chosen Ones themselves. However, when they present themselves as the new directors of their sect's activities it is always evident to their followers that they have most certainly been chosen to do so. A Chosen One is usually attended by at least two Death Priests, even in smaller sects.

- CHOSEN ONE -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	-	-	+15%	+20%	+40%	+35%	+30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+7	-	-	-	+3	-	-

Skills: Academic Knowledge (any 4), Charm or Intimidate, Command, Common Knowledge (any 3), Evaluate or Gossip, Magical Sense or Perception, Read/Write, Search, Secret Signs (Cult of the Dead), Speak Arcane Language (any 1), Speak Arcane Language (High Nehekharan), Speak Language (any 4)

Talents: Aethyric Attunement or Meditation, Dark Lore (Nagash), Fast Hands or Mighty Missile, Lesser Magic (any 2), Linguistics or Unsettling

Trappings: A copy of one of the Nine Books of Nagash

Career Entries: Death Priest

Career Exits: Undying One

Special: You must be chosen by Nagash to enter this career (suffer from the Nagash's Curse Catastrophic Necromantic Manifestation result: Mark of Nagash).

THE CULTS OF BLOOD

By enticing Neferata with promises of power and immortality, W'soran was able to deceive her into following the studies of Nagash. Then, through an elaborate plot, he orchestrated the destruction of the Mortuary Cult in Lahmia sparing only those loyal to him. Within a few short years, Neferata and W'soran had discovered the secrets to the Elixir of Life, established absolute rule over Lahmia, and turned the city's Mortuary Cult into the first cabal of fanatical worshipers of Nagash. It was at the Temple of Blood that these newly transformed Vampires worshiped Nagash as a giver of strength, vitality and immortality.

Later, Nagash's betrayal led the Vampires to abandon his doctrines, just as they had once abandoned their Old Gods in favor of Nagash. Although Vampires still practice Nagash's foul magic today, his blood worship survives primarily through Strigany mysticism and Arabyan assassin-cults. Occasionally, Vampires lure mortals to their service by using blood cults as fronts and as such the various sects of the Cults of Blood have many different loyalties. Though they ultimately worship Nagash they are much more self indulgent in their practice.

Those seeking entry into the Cults of Blood come from many backgrounds as they are not usually seekers of faith, but the acquisition of power. Though they are aware that the Blood Cult is serving a forbidden god, they often do not link this to Nagash, unless they are of a descent, such as Arabyan or Strigany, where the knowledge of his worship is more common.

HARVESTER (BASIC)

Harvesters are sadistic physicians who have turned their skills to the gruesome art of torture and elevated it to new heights. The aethyric qualities of blood increase proportionately with the amount of pain endured by the donor, and these monsters seek to extract every last drop of power from the blood they collect. Though this may seem a very base profession for those entering into a cult of power and immortality, the proper harvesting of blood must be learned if one is to be successful in using its aethyric energies.

- HARVESTER -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+5%	-	-	+10%	+10%	+15%

Secondary Profile

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

Skills: Academic Knowledge (Anatomy), Charm or Intimidate, Common Knowledge (any 1), Heal, Read/Write, Torture

Talents: Acupuncture, Menacing or Suave, Strike to Injure or Surgery

Trappings: Surgical knives, Torture devices

Career Entries: Apothecary, Assassin, Barber-Surgeon, Physician, Strigany Mystic

Career Exits: Barber-Surgeon, Blood Priest, Interrogator, Strigany Mystic

NEW TALENT: ACUPUNCTURE

Description: The art of acupuncture is an ancient form of bodily healing that has been perverted by the Cult of Blood for the purpose of keeping a victim still during torture, yet allowing them to feel all the pain associated with the act. You are able to use the Heal Skill for purposes of paralyzing a subject with the application of pins inserted into certain pressure points on their body. Those affected will be unable to move their body save their eyes and mouth. The application of these pins must be precise, therefore the victim must be restrained, or willing, for it to be done properly.

BLOOD BINDER

Once the proper procedures for drawing blood have been mastered a Blood Binder then learns to create potions and elixirs from the precious ingredient. They experiment with every known drug, poison, and medication, searching for any unique effects they may have on the aethyrically charged blood. Additionally, they learn the basic incantations Nagash himself first learned from his Dark Elf captives.

- BLOOD BINDER -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	-	+15%	+5%	+5%	+15%	+20%	+25%

Secondary Profile

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

Skills: Academic Knowledge (Anatomy), Channeling, Charm or Intimidate, Common Knowledge (any 1), Heal, Prepare Poison, Read/Write, Speak Arcane Language (Daemonic), Torture, Trade (Apothecary)

Talents: Menacing or Suave, Petty Magic (Blood), Strike to Injure or Surgery, Strike Mighty Blow or Strike to Stun

Trappings: Alchemical lab, 1 Blood Alchemy formula, Trade Tools (Apothecary), Surgical knives

Career Entries: Harvester

Career Exits: Blood Reaper, Physician, Strigany Mystic

BLOOD REAPER

Blood Reapers are often seen as the leaders of a Blood Cult sect, as such they perform the majority of the sect's ritual sacrifices to Nagash. Although not masters of magic by any stretch of the imagination, Blood Reapers are among the most competent manipulators of Blood Magic next to Vampires and the Druchii. As they have mastered the more common alchemical blood concoctions and minor magics they often plunge themselves into research for the fabled Elixir of Immortality; a journey that will undoubtedly consume them until their death. Blood Reapers are skilled in many of the lesser Blood Magic spells and often learn other spells that deal with necromancy and death if they can be used in their quest for everlasting life and power. Those who fail in this quest (which are most) are often tempted by the Vampires they

so wish to emulate, and end up as a thrall. Then they realize that their quest for power and immortality has turned them into an slave to one of the true masters of death, at least for a few decades.

- BLOOD REAPER -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	-	+25%	+10%	+10%	+20%	+30%	+35%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+6	-	-	-	+2	-	-

Skills: Academic Knowledge (Anatomy), Channeling, Charm or Intimidate, Common Knowledge (any 2), Heal, Prepare Poison, Read/Write, Sense Magic, Speak Arcane Language (Daemonic), Torture, Trade (Apothecary)

Talents: Aethyric Attunement or Dark Magic, Lesser Magic (any 2), Menacing or Suave, Strike to Injure or Surgery, Strike Mighty Blow or Strike to Stun, Witchcraft

Trappings: Alchemical Lab, 3 Blood Alchemy formulas, Trade Tools (Apothecary), Surgical knives

Career Entries: Blood Binder

Career Exits: Assassin, Necromancer, Vampire Slave

M. Magistri W,

A curious discovery indeed. Proceed with your studies. See if you can obtain samples of the potion. If we unlock its secret we may be able to use it in our Lord's service. Focus on switching the imbiber's allegiance from Nagash to our Lord.

Imagine if you could slip a dose into BT's wine. We wouldn't have to cater to the whims of this doppelganger of yours.

Even should you be unable to replicate the entralling power of the potion, its mind-clouding effect should prove most useful.

I await your report with great anticipation.

Evh

- Egrimm van Hortsmann's reply to Karl-Heinz Wassmeier, the Magister Magistri of the Cult of the Purple Hand

VOLUME NINE

CREATURES OF THE TOMBS

“I commanded them, and they obeyed me, from the grave.”

NEHEKHARAN UNDEAD

At the time Nagash cast the ritual of Great Awakening his power rivalled that of the gods themselves. Unlike those who came after him, Nagash was able to call large portions of a corpse's *Akhu* back from the Realm of Souls and infuse it into the bodies he raised. This, combined with the fact that ancient Nehekharan's spent more time preparing for death than actually living, meant that the risen dead of Nehekhar were more formidable than any found elsewhere in the Old World. Even a commoner of Nehekhar received proper funeral rites leading up to their burial and the more coin that changed hands the more elaborate, and potent, the ritual was so a much greater proportion of their *Akhu* was bound to their *Kha*.

It is commonly believed that all the dead in Nehekhar are animated but this simply is not true, at least not entirely. When Nagash cast his Great Ritual of Awakening all the dead of the ancient land did arise. Many however have since been destroyed or cut off from the magic that sustained them. There are therefore countless corpses scattered across the Land of the Dead ready to be animated by those with the power to do so. They are either buried beneath the sand of some long forgotten battlefield, or found resting within one of the many necropolises that dominate the surroundings of the land's ruined cities.

Of the Undead of Nehekhar there are a certain few who cannot rise again as their former selves easily should they be destroyed. Liche Priests, Tomb Heralds, Mummies and Tomb Kings are among the ancient and powerful Undead that may only be rejoined to their former state of unlife by having rare and powerful ritual magic used upon them. Of course such beings go to great lengths to ensure that such magic is available to them should they fall. Most lesser types of Undead may be restored to their former state should they be

destroyed as long as there is enough of their body to reanimate.

BESTIARY

The following pages give an account of many of the better known creatures found in the Land of the Dead that are either currently animated by old and powerful incantations, or that can be readily animated today. This is in no way intended to be a complete list detailing all entities found there. Official books such as *Lure of the Liche Lord*, *Night's Dark Masters* and the *Old World Bestiary* contain more Undead and Constructs that can be used by a Necromancer or Tomb King in their conquest for dominance.

Following this bestiary is a bibliography for ease of reference to the Undead mentioned here and where they may be found, in both the official Black Industries publications and a few fan made supplements.

BONE GIANT

Bone Giants are an extreme rarity as the process of their creation requires many years and powerful ritual magic. It is far easier to repair one that has fallen than to start anew. Most of those that do exist have been around for thousands of years. If one should fall in battle its remains are painstakingly recovered by the victor so they can be repaired and animated once again.

These massive creatures are not crafted from any single beast but from the remains of great and powerful creatures that are rumored to have roamed the land before the coming of man. The skeletal remains of these creatures are fused together with wood and metal, then bound with powerful magic. They are made to resemble Nehekharan heroes from ages past and fitted with massive plates in a semblance of armor. When these towering beasts go to war even the fearless Undead have been known to give pause.

BONE GIANT

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	0%	69%	59%	18%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
5	52	6(12)	5(10)	6	0	0	0

Skills: None

Talents: Lightning Parry, Natural Weapons, Night Vision, Strike Mighty Blow, Sturdy, Terrifying, Undead, Unstoppable Blows

Special Rules:

- *Crushing Death:* Bone Giants are so massive that when they fall anyone in melee combat with them must make a successful Challenging (-10%) Agility Test or suffer a Damage 7 hit from the toppling creature.
- *Hideous Strength:* All Bone Giant attacks count as having the Impact Quality.
- *Huge Creature:* Bone Giants are towering monstrosities standing more than twenty-five feet tall. Their Strength and Toughness Bonus is considered to be doubled.
- *Mindless:* Bone Giants are Constructs and therefore have no mind of their own. They have no Intelligence, Will Power, or Fellowship and can never take or fail Tests based on these Characteristics.
- *Shambling:* Bone Giants are relentless but slow. They cannot take the run action.

Armor: Heavy Armor (metal plated body)

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

Weapons: Hand Weapon (Massive Sword), Fists

Slaughter Margin: Very Hard

LICHE PRIEST

The Liche Priests of the Mortuary Cult are masters of the dead in Nehekara. It is through their force of will that the armies of the Tomb Kings are brought to life. A Liche Priest is always found in the service of the Priest King or other influential noble who they served in life, maintaining and expanding their army of dead. In addition to their natural powers over Undead, Liche Priests are wielders of powerful magic which they use to enhance and strengthen the armies of their charge.

LICHE PRIEST

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
56%	35%	47%	52%	57%	78%	83%	52%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	33	4	5	4	4	0	0

Skills: Academic Knowledge (Nehekara +20%, Magic +20%, Necromancy +20%, Theology +20%), Channeling +20%, Charm, Common Knowledge (Araby, Border Princes, Nehekara +20%, Southlands), Gossip, Heal +20%, Intimidate +20%, Magical Sense +20%, Perception, Read/Write +20%, Ride, Search, Speak Arcane Language (High Nehekharan +20%, Magick +20%), Speak Language (Arabyan +20%, Classical +20%, Nehekharan +20%), Trade (Apothecary +20%, Embalmer +20%)

Talents: Aethyric Attunement, Dark Lore (Nagash), Dark Magic, Fast Hands, Keen Senses, Lesser Magic (any 6), Master of the Dead, Meditation, Mighty Missile, Night Vision, Petty Magic (Nagash) Strong-minded, Surgery, Terrifying, Undead

Special Rules:

- *Natural Necromancer:* A Liche Priest casts necromantic incantations as if they possessed the ingredients for the spell, even if they do not. This ability does not apply to ritual magic.
- *Raise Dead:* A Liche Priest is capable of animating the dead by sheer willpower alone. This natural ability functions as the incantations of *Greater Arising* or *Wight's Awakening*, as appropriate, though no Casting Roll is required and only a Full Action is needed to use the ability. The animation of greater Undead requires the use of spells or ritual magic as normal.

Armor: None

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

Weapons: Hand Weapon

Slaughter Margin: Very Hard

Magic of the Liche Priest

Listed below is a makeup of the most common incantations used by the Liche Priests of the Mortuary Cult. Many will of course have other incantations that they have learned over the centuries as well as access to no small number of ritual magics.

INCANTATIONS OF THE LICHE PRIESTS

Banish Undead*

Call of Vanhel*

Corpse Blast

Dhar's Blessing

Gaze of Nagash**

Hellish Vigor**

Shadow of the Dead

Winds of Decay

Withering Wave**

* These spells are found in WFRP page 162

** These spells are found in Night's Dark Masters pages 118-120

NEW TALENT: MASTER OF THE DEAD

Description: Unlike a mortal Necromancer, Greater Undead, such as a Liche or Vampire, are capable of summoning and controlling a vast number of undying servants. Though scholars often credit these paragons of undeath with unbridled power over the dead even Nagash himself had limits to the number of Undead he could command at a time. Conceivably, there is no limit to the amount of dead that can be raised by a spell or ritual provided that the magic used is powerful enough to effect the number of corpses present. Maintaining the newly risen however can prove problematic. Greater Undead may control a number of Undead servants equal to $1/10^{\text{th}}$ their Will Power Characteristic multiplied by 500, to a distance of up to 5 miles and command them as a free action. If multiple instructions are to be given to different elements of the Undead host a half action is required for each additional command.

MUMMIES

The nobility of Nehekharan society were administered burial rituals that were rivaled only by their king. Their rise to undeath is quite unique as they cannot be commanded by others and in fact can command other Undead as a Necromancer. They cannot however, create Undead themselves unless they have some form of magical ability.

Mummies typically have their own cult of followers, or possibly even a princedom. They ally themselves to a Tomb King if it is advantageous for them or when they feel they have no choice in the matter.

The basic profile for a Mummy can be found in *LotLL* page 103, or *OWB* page 101. There are no known magics to create creatures such as these, at least not beyond the knowledge of the Mortuary Cult. Those that do walk the Old World are believed to have existed since the time of Nagash's curse, just as the Tomb Kings themselves.

SKELETAL STEED

The armies of the dead put the remains of the fallen horses of the desert to great use, either as mounts for their cavalry, or hitched in pairs to one of the famous Nehekharan war chariots.

SKELETAL STEED

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20%	0%	35%	32%	25%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	8	0	0	0

Skills: None

Talents: Frightening, Natural Weapons, Strike Mighty Blow, Undead

Special Rules:

- Mindless:** Skeletal Steeds are animated corpses with no mind or spirit of their own. They have no Intelligence, Will Power, or Fellowship and can never take or fail Tests based on these Characteristics.
- Shambeling:** Skeletal Steeds are relentless but slow. They cannot use the run action.

Armor: None

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

Weapons: Hooves

Slaughter Margin: Routine

SKELETON

Though still mindless Undead the reanimated Skeletons of ancient Nehekharan have just enough traces of Ka (reasoning) to allow them to make simple tactical decisions during combat as well as coordinate attacks with others of their kind. They may also be given slightly more specific instructions than simple two word commands.

SKELETON SOLDIER

The mainstay of a Tomb King's army, Skeleton Soldiers (*LotLL* page 101), may be animated by

means of any ability, spell or ritual capable of raising Skeletons and Zombies as long as the proper remains are present.

SPIRITS

The Spiritual Undead of Nehekhar are similar to those in other parts of the Old World. Nagash dabbled in the creation of such ethereal entities but it was not something he did regularly, therefore, as most Spiritual Undead come into existence through horrific circumstance, or bizarre curse, they are no more prevalent in the Land of the Dead than anywhere else.

TOMB GUARD

The fearsome Tomb Guard (*LotLL* page 102) are the elite guard of a Tomb King and do not normally serve as warriors in the army. Any necromantic power capable of raising a Wight may be used instead to raise these powerful Undead.

Tomb Guard are under the authority of those who animated them, but ultimately answer to a Tomb Herald, or directly to the Tomb King they serve.

TOMB HERALD

The Tomb King's personal champion is always chosen from the most skilled of the Tomb Guard. These mighty warriors are true masters of martial prowess, requiring powerful ritual magic in order to restore them to unlife should they fall.

As the Tomb Herald is personally responsible for the safety of his king he is never far from his side whether on, or off, the field of battle. The Herald himself is usually surrounded by no less than eight Tomb Guard who wait upon his command.

TOMB HERALD

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
84%	72%	65%	76%	68%	45%	52%	45%	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
3	42	6	7	5	0	0	0	

Skills: Academic Knowledge (Strategy/Tactics +20%), Charm, Command +20%, Common Knowledge (Araby, Border Princes, Nehekhar) Dodge Blow +20%, Drive +20%, Gossip, Intimidate +20%, Perception +20%, Read/Write, Ride +20%, Search, Secret Language (Battle Tongue +20%)

Speak Language (Classical, Nehekharan)

Talents: Ambidextrous, Acute Hearing, Disarm, Fleet Footed, Lightning Parry, Lightning Reflexes, Keen Senses, Natural Weapons, Night Vision, Quick Draw, Sixth Sense, Specialist Weapon Group (any 3), Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy, Terrifying, Undead, Very Resilient, Very Strong, Warrior Born

Special Rules:

- **Eternal Protector:** A Tomb Herald may use their Doge Blow or Parry action during their turn in order to defend their king from weapon attacks if they are within 1 yard (adjacent square) of them when the attack occurs. A Parry is resolved as normal. To use Dodge Blow the Tomb Herald must place himself in between the attacker and his king thereby having the weapon strike him instead. These actions count against the normal limit of 1 dodge or parry per round.
- **Hideous Strength:** All Tomb Herald attacks count as having the Impact Quality.
- **Tomb Blade:** Any weapon a Tomb Herald wields is considered magical. In addition, Tomb Heralds roll for Ulric's Fury whenever they roll a 9 or a 10, instead of just a 10.

Armor: Heavy (Best Full Plate Armor)

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

Weapons: Best Hand Weapon and Best Shield

Slaughter Margin: Very Hard

TOMB KING

The rulers of Nehekhar, Priest King in life, Tomb King in undeath. No matter what you may have heard through story and legend, rest assured, a Tomb King is the absolute master over his dead legions. Though they do not normally have the knowledge of Necromancy like a Liche Priest, or the martial training of a champion warrior, a Tomb King's command to their Undead legions cannot be ignored. His undying subjects exist to serve him and until their destruction they will do nothing less.

This profile should be considered generic and should be altered accordingly as each Tomb King is a unique being unto himself. The Tomb King represented here is profiled as a political leader, competent warrior, and military strategist.

TOMB KING

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52%	43%	45%	36%	54%	68%	72%	78%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	38	4	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry +20%, History +20%, Law +20%, Strategy/Tactics +20%, Theology +20%), Charm +20%, Command +20%, Common Knowledge (Araby, Border Princes, Nehekara +20%) Dodge Blow, Drive, Gossip +20%, Haggle +20%, Intimidate +20%, Perception +10%, Read/Write +20%, Ride, Secret Language (Battle Tongue +10%) Speak Language (Arabyan +10%, Classical +10%, Nehekharan +10%)

Talents: Dealmaker, Etiquette, Master Orator, Night Vision, Public Speaking, Quick Draw, Savvy, Schemer, Specialist Weapon Group (Flail), Strike Mighty Blow, Suave, Supper Numerate, Terrifying, Undead

Special Rules:

- **Ancient Curse:** The one who delivers a killing blow to a Tomb King must immediately succeed a Challenging (-10%) Will Power Test or lose 2d10 Wounds regardless of Toughness Bonus or armor. Use Sudden Death rules to determine the effects of Critical Injury.
- **Ancient Kingship:** Tomb Kings cannot be controlled as other Undead. Their will is such that all other Undead (with the exception of Mummies) must heed their command. Mindless and lesser Undead automatically fall under their command unless controlled by another. Greater Undead, such as a Liche Priest, must succeed a Hard (-20%) Will Power Test in order to resist their command. Once an Undead creature has succumb to the control of a Tomb King his authority is absolute, the only way to break this power is to be released, or destroyed. In this way all of a Tomb King's vassals are unwavering in their loyalty. Additionally, a Tomb King is considered to have absolute command over any Undead creature that is in turn controlled by another Undead under their authority.
- **My Will Be Done:** A Tomb King can strengthen his military host by sheer

willpower alone. With a successful Command Test, a Tomb King can cause all Undead under his control that are within 100 yards (50 squares) to be empowered as if affected by the spell *Call of Vanhel* (WFRP 162), or *Hellish Vigor* (NDM 119).

Armor: Heavy (Best Breastplate and Death Mask)

Armor Points: Head 2, Arms 0, Body 2, Legs 0

Weapons: Best Hand Weapon and Flail

Slaughter Margin: Very Hard

TOMB SCORPION

Tomb Scorpions are Undead Constructs created by the Mortuary Cult in ancient days. As the Bone Giant, they are a fusion of bone, wood, stone and metal; however, more than magic holds these unique creatures together. A Tomb Scorpion's carapace is fashioned around the corpse of an ancient dead Priest. Though the Liche Priest is unresponsive to rituals of awakening his bound soul is able to bring these constructs to life.

TOMB SCORPION

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	0%	57%	60%	32%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	46	5	6	7(3)	0	0	0

Skills: Ambidextrous

Talents: Frightening, Natural Weapons, Strike Mighty Blow, Undead

Special Rules:

- **Death from Below:** Tomb Scorpions are able to bury themselves beneath the sands and move through the dunes unnoticed. They then rise to the surface and attack in the midst of their enemies causing great confusion.
- **Hideous Strength:** Tomb Scorpion claw attacks count as having the Impact Quality.
- **Mindless:** Tomb Scorpions are Undead Constructs and therefore have no mind or spirit of their own. They have no Intelligence, Will Power, or Fellowship and can never take or fail Tests based on these Characteristics.
- **Poisonous Tail:** The tail attack of a Tomb Scorpion is a necrotic poison. Those who receive a Wound from this dreadful attack must make a Hard (-20%) Toughness Test

- or suffer an additional Damage 5 hit from poison regardless of Toughness Bonus or armor. The tail attack of a Tomb Scorpion may only be used once per round.
- **Shambling:** Tomb Scorpions are relentless but slow. They cannot use the run action.

Armor: Medium Armor (Metal and Stone Carapace)

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

Weapons: Claws and Tail

Slaughter Margin: Hard

USHABTI

Before Nagash brought about the nullification of the covenant between the gods and men, the Ushabti were warriors gifted with divine attributes reflective of the deity they devoted themselves to. After the siege of Mahrak and the breaking of the divine covenant, the priests of Nehekhar made enormous stone statues in representation of the gods that had abandoned them, placing them as guardians over the pyramids of the Tomb Kings. The priests of the Mortuary Cult then bound powerful spirits to these constructs allowing them to rise up and defend the necropolis they stand silent vigil over, even centuries after their creation.

The Ushabti are detailed on page 103 of *LotLL*; however, a slightly more updated version is presented here to better reflect their immense size and their eternal dedication as guardians over the Nehekharan dead.

USHABTI

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46%	0%	62%	54%	25%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	32	6	5	5	0	0	0

Skills: None

Talents: Natural Weapons, Night Vision, Specialist Weapon Group (Two-handed Weapon), Strike Mighty Blow, Strike to Injure, Terrifying

Special Rules:

- **Construct:** Ushabti are not living creatures but animated statues. Their stone construction grants them 5 Armor Points to every area.
- **Crushing Death:** Ushabti are so massive that when they fall anyone in melee combat

with them must make a successful Challenging (-10%) Agility Test or suffer a Damage 7 hit from the toppling creature.

- **Hideous Strength:** All Ushabti attacks count as having the Impact Quality.
- **Mindless:** Ushabti have no mind of their own. They have no Intelligence, Will Power, or Fellowship and can never take or fail Tests based on these Characteristics.

Armor: None

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

Weapons: Great Weapon (Ritual Blade) and Fists

Slaughter Margin: Very Hard

WIGHT

Heroic warriors of ancient Nehekhar were often rewarded with honorable burial rites by their king and so were returned to life as Wights. Not all Wights are servants to the military host of a Tomb King; however, those that are either act as officers or minor advisers to their liege.

WIGHT GENERAL

The most loyal of the Tomb King's soldiers were granted more elaborate rites of mummification than those of lesser station, as such they rose from death as powerful Wights. Just as they did in life it is they who lead their kings warriors into glorious battle.

Though the Wight General is described in *LotLL* (page 104) an updated profile has been presented here to make them on par with the Wight Captain detailed in *The Dark Path* (page 16).

WIGHT GENERAL

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	35%	45%	45%	35%	35%	55%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	-	0	0

Skills: Academic Knowledge (Strategy/Tactics), Perception, Read/Write, Speak Language (Nehekharan)

Talents: Frightening, Night Vision, Undead

Special Rules:

- **Wight Blade:** A Wight General wields ancient, deadly weapons infused with the power of the Undead. In the hands of a

Wight General, these blades count as magical weapons and inflict SB+2 Damage. When a Wight General causes a Critical Hit, it must make two rolls on the Table 6-3: Critical Hits on page 133 in WFRP and inflicts the deadlier result. The Wight Blades are otherwise ordinary hand weapons when wielded by anyone else.

Armor: Heavy Armor (Full plate Armor)
Armor Points: Head 5, Arms 5, Body 5, Legs 5
Weapons: Wight Blade and Shield
Slaughter Margin: Hard

ZOMBIE

Zombies are very rare in the Land of the Dead as the only freshly dead bodies are those of interlopers into the former Blessed Land. The few that do exist possess no additional spiritual strength than others of their ilk as they were most certainly not around during the time of the Great Awakening, nor are tomb robbers granted burial rites.

UNDEAD BIBLIOGRAPHY

The following is a quick reference for the original source of the Undead mentioned here.

UNDEAD REFERENCE

Creature	Source
Liche Priest	JBE: Liche
Mummy	LotLL - 103, OWB - 101
Skeleton	WFRP - 231
Skeletal Soldier	LotLL - 101
Spirits	OWB - 109
Tomb Guard	LotLL - 102
Tomb King	LotLL - 92
Ushabti	LotLL - 103
Wight	WFRP - 231
Wight General	LotLL - 104
Zombie	WFRP - 231

Abbreviations:

- JBD: [Jackdays Bestiary Expansion](#)
- LotLL: Lure of the Liche Lord
- OWB: Old World Bestiary
- TDP: [The Dark Path](#)
- WFRP: Warhammer Fantasy Roleplay