

KALEVALA HAMMER
WARHAMMER FANTASY ROLEPLAY
UNOFFICIAL RULE EXPANSION

Bestiary Expansion

by Jackdays



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 2000-2008, 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.

LICHE

Common View

Aye, I have travelled beyond the Badlands to the endless deserts of Araby. Hot and dry lands they are. And that sand. I hate the sand. Truly place of the dead. I was there many years with local manlings. Served in couple of armies. Dark skinned folk they are. Burned by the sun I reckon. In there we faced the legions of the Restless Dead. I joined local kings army to fight them in one of the desert cities. First I didn't believe, but then thousands of skeletons and other undead monsters slowly came to the gates of city and started attack against the walls. Even the bravest of our mercenary company were scared to behold that army of Undead. I tell you, give me Grobi army anytime. We fought their siege for weeks. Taught couple of times that we lost. Their leader was powerful skeleton with flaming eyes. Wielded strong evil magic and were terrifying site to behold. It could call the storms from the sky and summon dead back to life. Local manlings told me that this leader was Tomb King. Ancient King resurrected by vile magic. They told me that there were others like him in these lands. Many actually with armies of Undead. Truly place of the dead. I hate the sand.

- **Brokk Sandfeet, Dwarven Mercenary**

The Scholar's Eye

During the ancient times of Nehekhara Wizards knew the true power of Necromancy. What most Necromancer do these days are just shadow of what they could do back then. Most of their knowledge is lost, or destroyed by Witch-Hunters, during the centuries. Which is good. This includes also the most powerful Incarnations. One of the most powerful was Ritual that could give person a eternal life. Ritual created by Nagash himself. This vile magic didn't really give eternal life, but turned these chosen ones to a powerful undead creatures. Liches. Some of these Undead monsters still roam in the ancient lands of Nehekhara. There are also rumours that some Necromancers know the secrets of this dreadful Ritual and have used it in our time also succesfully. They will be found and destroyed eventually.

- **Hierophant Gottfried Koehl, Magister of the Order of Light**

Our Own Words

You say that the Vampires are Night's Dark Masters? Masters of Undead? I laugh at you. Fool. They were but lesser undead compared to us. They were the ones who were frightened by Nagash and fled our lands. No. We, the Tomb Kings, are true masters of Undead. Liches that live forever under the sun without fear.

- **Pharakh, Tomb King**

A Liche is powerful undead creature that has used most darkest and vile magic to extend its life unnaturally. These creatures are scheming and usually insane. They hunger for ever greater power, long-forgotten knowledge, and the most terrible of arcane secrets. Because the shadow of death does not hang over them, they often conceive plans taking years, decades, or even centuries to come to fruition.

A Liche is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Powerful aura of fear surrounds these masters of undead. Liche created from the living person looks like fresh corps. Warmth disappears soon from the body and it becomes pale. There is no life on the eyes anymore and flesh starts to rot very soon.

Ritual to create the most powerful undead, the Liche, is very closely guarded secret. Also it is very difficult Necromantic spell that requires living sacrifices. It can be cast to any living or dead person turning this person dead, but also same time undead (the Restless Dead). Here are the rules:

- First the ritual is needed and powerful enough spell-caster to cast that ritual succesfully.
- Any creature that has been turned to any other kind of undead (like Vampire) or it's body has been destroyed cannot be turned to Liche.
- Person must have **Magic** Characteristic one (1) or more to embrace the true power of Necromantic *Dhar*. Person can be student of either Arcane or Divine magic.
- Person must not have following Talents because they negate the power of this ritual: *Resistance to Chaos* or *Resistance to Magic*.

Liche has huge powers over the lesser undead. It is the most powerful undead creature, if Vampires are not counted. This is why the "honor" of becoming one is usually reserved only few, like in ancient Khemri to the greatest of kings (not that many even know the secrets of rituals needed to create Liche or has the power to cast the ritual). Most powerful Necromancers, that have mastered this magic, may even turn themselves to these undead creatures.

Origins of the Liche:

(Text is taken from the *Games Workshop site: Tomb Kings - Warhammer Fantasy Battle*)

In their desire to defy death, the kings of Nehekara founded the Mortuary Cult and appointed the priesthood, of which the Liche Priests are all that remain. The priests were commanded to study the arts of mummification and communion with the gods. Steadily, over many centuries, the priests learned how to preserve a corpse from decay until the art of mummification had become very elaborate. They also devised a vast lore of incantations and rituals intended to enable the dead king, as well as his entire court and army, to be awakened from death. The first generations of priests, whose skills and knowledge were rudimentary, died after prolonging their own lives far beyond their natural span. They passed on their knowledge to the next generation of priests who exceeded them in wisdom and expertise. In this way, their knowledge accumulated until the fifth generation of priests who did not die, though their bodies slowly withered away until they were little more than living corpses. Thus the entire priesthood became the Liche Priests, able to officiate the Mortuary Cult of heir king in perpetuity, and they held great power in the land. Indeed, they were the only subjects of the king who could not be executed, since he depended on their knowledge and loyalty in order to live beyond his own death. In this way the priesthood became a formidable power behind the throne.

Liche Template

When person is changed to undead Liche it will gain following bonuses to its Characteristics, Skills, Talents and Traits automatically. Liche has more its will from the time it was living. Because of this it actually can gain experience and learn new things gaining more careers and skills. Like with all undead this learning becomes "little" slower and gaining a career may easily take century, or Liche may only gain couple of careers in millenium (or not even that). Commonly Liche become more involved with Dark Magic gaining more careers in that (if not allready powerful Necromancer) or Liche may learn new spells becoming more powerful spell-caster.

Note: These stats are based mostly on the information from *Lure of the Liche Lord* (WFRP2 sourcebook), but also info from *Karak Azgal* (WFRP2 sourcebook).

Type: Undead (Corporal) or Undead (Ethereal)

Size: Any, usually Medium (Humand, Dwarf...)

Habitat: Any

Range: Any

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+5	-	-	-	+1	+2	-

Skills: Academic Knowledge (Necromancy), Intimidate, Magical Sense, Perception

Talents: -

Traits: Night Vision, Terrifying, Undead, Undead Gifts (Deathstight, Domination, Enchanced Necromancy, Hate Sunlight, Immunity to Normal Weapons), Will of Iron

New Traits: Undead Gifts

Undead Gifts are similar to Vampires Blood Gifts. They are powers that come in time. To Liche these Gifts come from the power of *Dhar* that every Liche controls. For about every other century choose new Gift from the list below until all are chosen. GM decision Liche may learn these Gifts slower rate or even faster rate. Also if Liche is not active (laying dormant in it's tomb and passing time...etc.) it should not gain these Gifts. GM may rule on this and collect needed Gifts to the Liche. Example weak Tomb Prince Liche may only have few Gifts, even it is as old as Tomb King Liche, who might have most of these Gifts. Tomb Prince is just weaker in power...

Some Gifts are originally from *Night's Dark Masters* (WFRP2 sourcebook), some from *Lure of the Lich Lord* (WFRP2 sourcebook).

Aura of Command

Liches presence is so powerful that living opponents within 8 yards (4 squares) suffer a -10% penalty to their **Weapon Skill** and **Will Power** Characteristics.

Claws of Death

Liches claws become steel-sharp and long. It gains Natural Weapons (Claws).

Curse

The person who delivers the blow that destroys the Liche must immediately succeed on a **Challenging (-10%) Will Power Test** or immediately lose 2d10 **Wounds** regardless of armour or **Toughness Bonus**. Use Sudden Death rules to determine the effects of Critical Injury.

Dark Empathy

Liche can partially read a subject's mind, at least picking out surface thoughts and reading mood. Liche must see this subject clearly.

Deathsight (automatic)

Liche can see spirits and souls that are normally invisible, as per the Lore of Death spell of the same name. This Trait functions continuously.

Domination (automatic)

Liche can use his commanding presence and magical powers to put the weak willed under his control. He may attempt to control a single living creature within 24 yards (12 squares) as a full action. This is an opposed test that pits Liche **Fellowship** against the target's **Will Power**. If Liche wins, it gains complete control over the target and can compel the target to do as he wishes. The target may attempt to break free from this control after 1d10 rounds with another opposed test. Any suicidal orders entitle the target to a **Challenging (-10%) Will Power Test** to break the domination. Liche can free a subject from domination at any time as a free action.

Enhanced Necromancy (automatic)

Liche has naturally power over the other undead and ability to create new ones:

- Liche is not limited to the number of undead that it can animate and control, Nor is it limited by the range at which it can exert this control.
- Liche has total control over his undead followers and they cannot be turned *or* controlled by any other similar power (even another Liche or Vampire).
- Liches power is not limited to restoring life to the dead. It can reverse the proces, taking away the power that animates his servants and returning them to the natural order.
- Liches own energies are tied to each of his servants, and it can sense their presence and control their activities no matter where they are. Because of this link it can also see through their eyes and hear through their ears merely by concentrating on the undead in question. With more concentration, Liche can speak through their servant's mouth, though the words may be garbled slightly.
- If Liche can cast Necromantic spells it can use *Re-Animate* spell to raise just died corpse to a Zombie with all it's thoughts, memories, and personality traits intact. So the newly reanimated individual looks and sounds as if it were still alive (though they are still a Zombie). Fresh corpse still looks real, but it is cold and rotting. Only pallor, eye colour, is lost as any visible wounds/damage.

Ethereal Shadow

Liche becomes ethereal shadow and gains *Ethereal* Talent. Liche body turns to a dust and only spirit remains. Liche becomes insubstantial and weightless. It can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only pass through them. An ethereal creature partially hidden inside an object gains a +30% bonus on Concealment Tests. An ethereal creature that wishes to be completely silent, doesn't need to make Silent Move Tests. Ethereal Liche is also immune to normal weapons, which simply pass through its body as if it wasn't there. Daemons, spells, other ethereal creatures, and an opponents armed with magic weapons may all injure Liche normally.

Ethereal Shadow Liche has special power that makes it partly this world (not fully shadow). Even it's body is considered to be ethereal it still can touch mortals, even hurt them. Liche can wear clothing over it's shadow body, even armour and wield weapons. It can also touch and move objects. But if it's concentration fails, then it may drop any items that it is holding. GM may decide if this concentration takes Liches extra attack away if it is holding something. Also items that it may be holding are not ethereal and do not pass through solid objects like Liche.

This is very rare Talent for Liche, but possible. Even there is no other Gifts left not all Liche still gain this Trait. Those that become ethereal usually hide this by covering their semi-shadow form.

Farsight

Liche can look upon others, seeing them from a distance through a mirror or a pool of water. This power increases through centuries. Starting distance is about 100 miles and Liche needs **Average Will Power Test** to find person, item or location this way. If unsuccessful then it cannot try again in one day. As for rule, the distance of power increases about mile in two years. So, 500 years old Liche can see about 350 miles away. Ancient Nehekrahan Liches may easily see thousands of miles away.

Hate Sunlight (automatic)

Liche can operate in the sunlight, but is always more powerful in the darkness. Direct sunlight subtracts **Magical** Characteristic by one (1).

Immunity to Normal Weapons (automatic)

Because Liches body is dead, and it's spirit connected to this body with Dark Magic, it becomes immune to normal weapons. Enchanted weapons and magic still wound Liche.

Lord of the Earth

Once per day, as a full action, Liche may call forth a power of earth. This can be done in two ways: In desert area Liche may rise small sandstorm and in rocky terrain (like in the mountains) it may cause small earthquake and avalanche.

The sandstorm makes flying impossible and all **Ballistic Skill** Tests take a -30% penalty (basically they are impossible). Also normal persons have problems to see in the storm (undead do not have this problem). Their range of vision is just few yards. All Tests basically take -10% penalty in the storm (GM decision). Also sand goes everywhere spoiling easily water supplies. The storm protects all within a mile of Liche from sun. If Liche is killed, the storm quiets immediately. Otherwise, it lasts for a 1d10 minutes times Liches **Magic** Characteristic.

Small tremour that Liche may call in the rocky terrain causes all the persons make **Challenging (-10%) Agility Test** or they fall to the ground. Animals must make **Average Will Power Test** or they get frightened and may run away. Open mountain territory this may cause falling rocks. Every person (and animal) will be hit by 1d10 rocks that cause Damage 3 hits, if they do not succeed **Challenging (-10%) Agility Test** or **Easy (+10%) Dodge Blow Test**. In snowy mountains this may cause avalanche and inside caves collapse. Every person (and animal) must succeed on a **Challenging (-10%) Agility Test**. Failure means that the character takes a Damage 6 hit disregarding armour and is now buried under snow or rocks. A trapped character can crawl free by succeeding on a **Very Hard (-30%) Strength Test**. Otherwise, companions may dig out the victim.

Lord of the Sky

Once per day, as a full action, Liche may call forth a huge and terrible storm, even from a completely blue and quiet sky. The storm makes flying impossible and all **Ballistic Skill** Tests take a -10% penalty. The storm protects all within a mile of Liche from sun. If Liche is killed, the storm quiets immediately. Otherwise, it lasts for a number of hours equal to Liches **Magic** Characteristic.

Mastery Over Flesh

Liche is naturally gifted at manipulating and controlling the flesh of the dead. When casting *Call of Vanhel*, *Hellish Vigour* (*Night's Dark Masters*), *Raise the Dead*, *Re-Animation*, or *Spell of Awakening*, you gain a +4 bonus on the Casting Roll. You must meet all the usual requirements of casting the spell. This bonus also applies to *Greater Necromancy*, which is featured in the *Night's Dark Masters* (WFRP2 sourcebook).

Rage

Liche is easily drove to a mad rage. Liche gains *Frenzy* Talent.

Terrible Blows

Liche has great strenght and incredible speed that allows it to rain blows of terrifying force on its enemies. Whenever Liche makes a melee attack using the Standard Attack or Charge action, it may roll one extra damage die than usua and take the higher result. If the weapon it uses has the *Impact* Quality, Liche may roll three dice and choose the highest.

Undead Stamina

Liches body is capable of withstanding considerable punishment. Because this it gains 1d10+10 **Wounds** more.

Undead Strenght

Liche is very strong. Increase both **Strenght-** and **Toughness** Characteristics by +10%.

Will of Iron (Automatic)

A creature with this talent is immune to fear and terror, as well as the effects of the Intimidate skill and the *Unsettling* Talent.

Rulers of the Land of the Dead

In here there are two example Liches from the lands and times of the ancient Nehekhara: Tomb King and Liche Priest. Both have laid dormant for many centuries and gained only six Gifts. But both have gained also some Experience. Following profiles include career Characteristic bonuses also (second line).

- Tomb King learned the secrets of Mortuary Cult in the final days of his life. He was both powerful and experienced politician and general, but not really magic-user. He had to learn the basics of magic-using that he could be mummified and resurrected one day. Since he has awoken as a Liche he has advanced to become Journeyman Wizard and learned the true power of Necromancy (this career is completed).
- Tomb Liche was typical member of Mortuary Cult. He was Wizard Lord of Necromancy. Since he has awoken as a Liche he has learned more spells in the form of *Extra Spell* Talent.

Extra Spell:

Can be originally found from the *Realms of Sorcery* (WFRP2 sourcebook). It has been modified to include also Dark Lores.

Extra Spell [Talent]

Description: Your deeper studies into your Arcane Lore or Dark Lore gives you the ability to cast a spell not on your Spell List. *Extra Spell* is unusual in that it is not one talent but many, and each must be acquired individually. Each *Extra Spell* Talent gives you access to a single spell, noted in parenthesis, such as *Extra Spell (Wind Blast)*, for example. This spell must come from your Arcane Lore or Dark Lore, so you must have either one before you can gain this Talent. Each spell costs 100 xp.

Tomb King Liche

Career: Journeyman Wizard (ex-Apprentice Wizard, ex-Noble Lord, ex-Politician, ex-Noble)

Race: Undead (Liche), former Human (Nehekharan)

- Tomb King Liche Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
72	42	67 (6)	66 (6)	47	54	69	60
+25%	+15%	+10%	+10%	+10%	+20%	+25%	+30%

Skills: Academic Knowledge (Genealogy/Heraldry, Magic) (Int +10), Academic Knowledge (Law, Necromancy, Strategy/Tactics) (Int), Blather (Fel), Channelling (WP +10), Charm (Fel +10), Command (Fel +20), Common Knowledge (Nehekhara +20) (Int), Common Knowledge (Araby, Border Princes) (Int), Consume Alcohol (T), Evaluate (Int +10), Gossip (Fel +20), Haggle (Fel), Intimidate (S +10), Magical Sense (WP +20), Perception (Int +20), Performer (Actor) (Fel), Read/Write (Int +20), Ride (Agi +10), Search (Int), Speak Arcane Language (High Nehekharan) (Int +10), Speak Language (Classical, Nehekharan) (Int +20), Speak Language (Arabyan, Reikspiel) (Int)

Talents: Ambidextrous, Dark Lore (Necromancy), Dark Magic, Dealmaker, Etiquette, Fast Hands, Lesser Magic (Aethyric Armour, Skywalk), Master Orator, Mighty Missile, Petty Magic (Arcane), Public Speaking, Savvy, Schemer, Streetwise, Very Resilient, Warrior Born

Traits: Night Vision, Terrifying, Undead, Undead Gifts (Aura of Command, Curse, Deathstare, Domination, Enhanced Necromancy, Hate Sunlight, Immunity to Normal Weapons, Lord of the Earth, Lord of the Sky, Undead Stamina [+15 **Wounds**], Undead Strength), Will of Iron

Combat

Attacks: 3 (+1); **Movement:** 4; **Wounds:** 38 (+6)

Magic: 3 (+2); Petty Magic (Arcane), *Aethyric Armour*, *Skywalk*, Dark Lore (Necromancy)

Armour (Heavy): Best-Crafted Breastplate and Helmet (Head 3, Arms 0, Body 3, Legs 0)

Weapons: Unarmed Strike (1d10+2; double AP value), Best-Crafted Khopesh (WS 77; SB+1; 1d10+7; Slow)

Slaughter Margin: Very Hard

Liche Priest

Career: Wizard Lord (ex-Master Wizard, ex-Journeyman Wizard, ex-Apprentice Wizard)

Race: Undead (Liche), former Human (Nehekharan)

- Liche Priest Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
53	45	46 (4)	64 (6)	56	73	83	54
+15%	+15%	+5%	+15%	+20%	+35%	+40%	+20%

Skills: Academic Knowledge (Magic +20, Necromancy +20, Theology +20) (Int), Academic Knowledge (Genealogy/Heraldry) (Int), Channelling (WP +20), Charm (Fel), Common Knowledge (Border Princes +20, Nehekharan +20) (Int), Common Knowledge (South Lands) (Int +10), Gossip (Fel +10), Intimidate (S +20), Magical Sense (WP +20), Perception (Int +10), Read/Write (Int +20), Ride (Ag +10), Search (Int), Speak Arcane Language (High Nehekharan +20) (Int), Speak Arcane Language (Daemonic) (Int +10), Speak Arcane Language (Magick) (Int), Speak Language (Classical, Nehekharan) (Int +20), Speak Language (Araby) (Int +10), Speak Language (Any three from the time of Nehekharan) (Int), Trade (Stoneworker) (Ag; bought)

Talents: Aethyric Attunement, Dark Lore (Necromancy), Dark Magic, Fast Hands, Hardy*, Lesser Magic (Aethyric Armour, Dispel, Magic Alarm, Magic Lock, Shadowblood, Skywalk), Meditation, Mighty Missile, Petty Magic (Arcane), Strong-Minded, Suave, Very Resilient

Traits: Natural Weapons (Claws of Death), Night Vision, Terrifying, Undead, Undead Gifts (Claws of Death, Dark Empathy, Deathstare, Domination, Enchanted Necromancy, Farsight, Hate Sunlight, Immunity to Normal Weapons, Lord of the Sky, Master Over Flesh, Undead Stamina [+15 **Wounds**]), Will of Iron

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 32* (+5)

Magic: 5 (+4); Petty Magic (Arcane), *Aethyric Armour*, *Dispel*, *Magic Alarm*, *Magic Lock*, *Shadowblood***
Skywalk, Dark Lore (Necromancy), Ritual (Father W'soran's Architect**, Unlife of Nagash*), Extra Spell (The Animus Imprisoned***, Gaze of Nagash**, Hellish Vigour**, Limbwithers***, Tomb Robber's Curse***)

Armour: - (Head 0, Arms 0, Body 0, Legs 0)

Weapons: Claws of Death (1d10+4)

Slaughter Margin: Very Hard

* NEW. Can be found from this document.

** Can be found from *Night's Dark Masters* (WFRP2 sourcebook)

*** Can be found from *Realms of Sorcery* (WFRP2 sourcebook)

Dark Magic of Nehekara

Current times Liches are commonly rare, powerful Necromancers who usually know only the Lore of Necromancy. But, in the ancient times of Nehekara the Liche Priest of Mortuary Cult were true masters of death magic. They combined both *Dhar* and *Shyish*, the Purple Wind. Those “priests” (actually Necromancers who followed Wizard career path) choose their Lore from the following: **Lore of Necromancy**, **Lore of Nagash** (*Night's Dark Masters*) or **Death Mystical** (*Realms of Sorcery*). Usually spell List choice for Priests of Mortuary Cult were either *Dark Lore (Necromancy)* or *Dark Lore (Nagash)*.

It was also common that “priests” that reached Journeyman Wizard career took Academic Knowledge (Necromancy) as substitution for Academic Knowledge (Magic) and usually also Academic Knowledge (Theology). Academic Knowledge (Theology) is needed to learn the religious rites and symbols of Nehekara. Also “priests” can substitute any time Speak Arcane Language (Magick) to Speak Arcane Language (High Nehekara). Today Necromancers must learn these abilities as extra skills.

Nehekara priests many times used Warpstone to power their Incarnations and spells (Nagash actually discovered it's use). Greater Necromancy was what priests first discovered after normal Necromancy. More information about that can be found from the *Night's Dark Masters* (WFRP2 sourcebook). After that priests, who tried to find ways for eternal life, discovered Rituals to expand their life unnaturally sucking the life of others. But even then they eventually died and were dragged screaming to the netherworld. But finally the most vile Ritual was created. Ritual that would turn any powerful enough person to a strongest of undead – the Liche.

Nagash power and skills in Dark Magic's were even more greater than any other Liche Priests. His most powerful Incarnations could swept through lands and wake all the undead, to rise the Tomb Kings as Liches, and armies for them to command. These Rituals are lost with Nagash. And that might be better for the world.

Drain Life

Type: Arcane

Arcane Language: High Nehekharan

Magic: 2

XP: 200

Ingredients: Must be done to a living person. During the ritual a living person (same race as the one who is going to expand his/her life) must be sacrificed and it's heart eaten.

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

Consequences: If you fail the Casting Roll your body becomes 10 years older physically.

Casting Number: 18 (rises by one point every time used)

Casting Time: 4 hours

Description: When Ritual is cast the Necromancer drains (consumes) the life of the other person and this way expands his/her own. Necromancer stop aging for a 5 years physically (after that body starts aging again). This Ritual can not be used forever, that why Casting Number becomes one point harder every time.

Magical Items:

Unholy Magic Item created by Nagash.


Soul Draining Daggers of Nagash

Academic Knowledge: Necromancy

Item Description: Dark, wicked and curved long dagger of Nehekara style. Nehekara symbols in blade shine sickly green light when they touch blood. Soul Draining Daggers are Best Quality Daggers; Enc 9; +5% to **WS**; SB-3.

Powers: When used for any Necromantic Ritual (like *Drain Life* or *Unlife of Nagash*) were living sacrifices are needed user gains a +4 bonus on the Casting Roll when using the dagger. Otherwise dagger counts just enchanted weapon.

History: During his time Nagash used his magical abilities and Warpstone to create many different items. Soul Draining Daggers were one of these. He created these for every dark pupil he had. About dozen are known to survive to this day. Order of Light has only one of these in their vaults.



Unlife of Nagash (also called Transformation of the Liche)

Type: Arcane

Arcane Language: High Nehekharan

Magic: 3

XP: 400

Ingredients: Body, *or* living person, that has not been risen as any other undead before. Person must have had, *or* have, **Magic** Characteristic one (1) or more (could be either Arcane *or* Divine caster). Person must not have following Talents: *Resistance to Chaos* *or* *Resistance to Magic* (these negate the power of Ritual). Certain rites with Nehekharan symbols (runes) are needed to prepare the body for Ritual (ancient times bodies were embalmed and mummified). These rites can be done to a living person also. During the ritual five living persons (same race as the one who is going to become Liche) must be sacrificed and their brain must be used (burned).

Conditions: You must have the *Dark Lore (Necromancy)* *or* *Dark Lore (Nagash)* Talent to perform the ritual. To do the rites and Nehekharan symbols for the body *or* living person following skills are needed: Arcane Knowledge (Theology), Speak Arcane Language (High Nehekharan) and Read/Write, and also knowledge of Nehekharan customs. The one who does these rites and symbols doesn't need to be the one who performs the actual Ritual and sacrifices. Ritual must be done all during the night time.

Consequences: If you fail the Casting Roll you cannot perform the Ritual again for the same body *or* person in one week. You also gain 1d10/2 Insanity Points (doesn't really affect those that are Liche).

Casting Number: 24

Casting Time: 2 hours to prepare the body *or* person. 2 hours to cast the Ritual after this.

Description: The ritual rises prepared body as a Liche and gains most powerful dark gift of unlife. If it is cast to a living person, then this person will die during the ritual (after the Casting Roll succeeds), but will rise again as a Liche after the ritual. Liche will have it's former memories and faculties intact.