



WFRP2 Liche

by Jackdays

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Chapter I: 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 king's 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, Dwarfen 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 an 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 creature. 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 successfully. 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 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 successfully.
- ❖ Any creature that has been turned to any other kind of undead (like Vampire) or its body has been destroyed cannot be turned to Liche.
- ❖ Person must have **Magic** Characteristic one (1) or more to embrace the true power of Death Magic. 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 "honour" 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 Nehekhara 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 it 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 millennium (or not even that). Commonly Liche become more involved with Dark Magic gaining more careers in that (if not already powerful magic-user).

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 (Human, 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: Flammable, Night Vision, Terrifying, Undead, Undead Gifts (Deathsight, Domination, Enhanced 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 Death Magic 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 its 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).

Note! Some Liches have gifts from their lost Gods. They could be Gods chosen or have some other cursed deal with these Gods. These special, divine, gifts are given by the Gods themselves and give even more strange bonuses (or penalties). Examples: High Queen Khalinda and Prince Apophas, the Cursed Scarab Lord.

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.

Day Walker

This Gift negates the effect of *Hate Sunlight*.

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 process, 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 its 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 opponent 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 its body is considered to be ethereal it still can touch mortals, even hurt them. Liche can wear clothing over its 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 would be no other Gifts left, not all Liche gain this Trait. Those that become ethereal usually hide this by covering their semi-shadow form. This Gift negates the effect of *Flammable*.

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.

Flammable (automatic)

Ancient wrappings and embalming fluids make Liches quite flammable. When a Liche is hit with a fire-based attack, any **Wounds** suffered are doubled. This is calculated after any deductions for **Toughness Bonus** or armour.

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 its spirit connected to this body with Death 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 take -10 penalty in the storm (GM decision). Sand goes everywhere spoiling easily water supplies, inside clothing, food... 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 tremor 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.

Speed of Asp

Liche is very fast. Increase both **Agility** Characteristic by +15 and **Movement** Characteristic by +2.

Terrible Blows

Liche has great strength 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 usual 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 Strength

Liche is very strong. Increase both **Strength**- 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.



The Realm of Souls

(Text is taken from the *WFB: Tomb Kings* sourcebook)

The Realm of Souls is the revered afterlife of the ancient Nehekhara. It was believed that upon death, the deceased's spirit would enter the Realm of Souls – also known as the Underworld or the Netherworld. Here the Kings of Nehekhara would reside in fantastic palaces until such time as a golden paradise worthy of their status was prepared, whereupon they would rule for a million years. It would be filled with all their servants, soldiers and worldly possessions, and so these were necessarily buried beside their monarch upon his death.

However, not all inhabitants in the Realm of Souls would be afforded such luxury, for in the lowest levels, the cursed and the damned would be subject to an eternity of torture for their sins. Only wretches, the unworthy and the traitors of Nehekhara society were condemned thus, and the idea that those of noble blood could be damned to such a fate was unthinkable.

The Liche Priests of the Mortuary Cult believe that their magical powers originate from the Realm of Souls. With the proper incantations, the Liche Priests are able to summon forth spirits of deceased warriors from this mystical plain and bind them into corporeal bodies to fight for Nehekhara once more.



Chapter II: Dark Magic of Nehekara

On current times Liches are commonly powerful Necromancers, who usually know only the Lore of Necromancy. They could be former Magisters, with some other Lore originally, or some other academic magic-users.

But, in the ancient times of Nehekara, the Priests of Mortuary Cult were true masters of death magic. They combined both *Dhar* and *Shyish*, the Purple Wind. Those “priests” (actually Wizards) chose *Arcane Lore (Death/Mystical)* and many took also second Lore, which was *Arcane Lore (Light/Mystical)*. Even the use of two Lore was unstable, these Priests were highly skilled in the magic-use, with vast lore of magical incantations and rituals. Then came Nagash and true Necromancy.

Nagash invented the Necromancy and changed the magic-use of Mortuary Cults Hierophants. They started to practice the combination of *Dhar* and *Shyish*. This became the Lore of Nehekara. Mortuary Cult priests usually took *Dark Lore (Necromancy)* as the second Lore. This can be either *Dark Lore (Necromancy)* or *Dark Lore (Nagash)*, which can be found from the *Night's Dark Masters* (WFRP2 Sourcebook). Nehekara wizards used *High Nehekharan* arcane language for magic. As their rituals are made for that language Necromancers of current days must learn this language separately.

Multiple Lore's?

You may use any rules fitting considering use of two (or more) Lore's. Can for example two Lore's be taken during one career or do you need to take the same career again, to gain the second Lore? Are there other penalties for trying to master many Lore's?

My *WFRP2 Career Expansion* -document features some rules about that. Document can be found from same place as this one.

Even Mortuary Hierophants were wizards; they were also priests. Academic knowledge of Theology and rituals were normal part of their everyday life. These priests (later on Liche Priests) had many duties to perform in the necropolises, including renewing the seals upon the portals of the tomb vaults, maintaining the incantations of preservation, and determining the moment of a Tomb King's awakening. Healing and Mummification were also very important skills. Mummification is separated from Embalming of these days. It is more specific practice or repapering bodies especially for Necromantic rituals.

Nehekharan priests were known to use dreaded Warpstone to power their Incarnations and spells (Nagash actually discovered its 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. Finally, the vilest Ritual was created. Ritual that would turn any powerful 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 have 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 its 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 cannot be used forever, that why Casting Number becomes one point harder every time.

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 its former memories and faculties intact.



Soul Draining Daggers of Nagash

Academic Knowledge: Necromancy

Item Description: Dark, wicked and curved long dagger of Nehekharan style. Nehekharan 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) where 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.

Chapter III: Hierophant Careers of the Mortuary Cult

Hierophants of the Mortuary Cult of Ancient Nehekharan (Priests of Mortuary Cult) act as priests performing rituals and rites of their gods. But, they are actually wizards. They are considered to be academic wizards, so their powers, skills in magic-use and knowledge is as powerful as trained wizard of current days of Warhammer World. They are not weak hedge wizards. Hierophant careers are similar, yet modified to normal wizard career path found from the *WFRP2 Core Rulebook*.



Mortuary Hierophant Initiate (Basic) Academic

Similar to Apprentice Wizard and Initiate careers. Besides religious services and theology, new Hierophants must learn about academic magic traditions.

Special: Hierophants of the Mortuary Cult act as priests. Before Nagash, it was common, that more experienced priests took first *Arcane Lore (Death)* and second lore *Arcane Lore (Light)*. After Nagash and the birth of true Necromancy, second lore was Dark Lore.

Career Entries: Apothecary (*Sigmar's Heirs, Career Compendium*), Astrologer (*Sigmar's Heirs, Career Compendium*), Courtier, Embalmer (*Night's Dark Masters, Career Compendium*), Noble, Politician, Scholar, Scribe, Student

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

Skills: Academic Knowledge (Magic), Academic Knowledge (Theology), Channelling, Magical Sense, Perception or Search, Read/Write, Speak Arcane Language (High Nehekharan), Speak Language (any one)

Talents: Aethyric Attunement or Fast Hands, Petty Magic (Divine), Savvy or Very Resilient

Trappings: Religions Symbol, Robes

Career Exits: Mortuary Hierophant Priest



Mortuary Hierophant Priest (Advanced) Academic

Full members of Mortuary Cult.

Special: -

Career Entries: Mortuary Hierophant Initiate

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+5	+5	-	+5	+10	+20	+25	+10	-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Spirits) [*Realm of the Ice Queen*], Academic Knowledge (any one), Channelling, Charm or Intimidate, Command or Gossip, Common Knowledge (any one), Heal, Magical Sense, Read/Write, Speak Arcane Language (High Nehekharan), Speak Language (any one), Trade (Mummification) [Int]

Talents: Arcane Lore (Death/Mystical) or Arcane Lore (Light/Mystical) or Dark Lore (Necromancy), Aethyric Attunement or Dark Magic, Lesser Magic (any two), Meditation or Mighty Missile, Public Speaking

Trappings: Grimoire, Writing Kit, Mummification Tools

Career Exits: Mortuary Master Hierophant



Mortuary Master Hierophant (Advanced)

Academic

Inner circle members of Mortuary Cult.

Special: -

Career Entries: Mortuary Hierophant Priest

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+10	+10	-	+10	+15	+30	+35	+15	-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Spirits) [*Realm of the Ice Queen*], Academic Knowledge (Theology), Academic Knowledge (any one), Channelling, Charm or Intimidate, Command or Gossip, Common Knowledge (any one), Heal, Magical Sense, Read/Write, Speak Arcane Language (High Nehekharan), Speak Arcane Language (Daemonic or Elementalism), Speak Language (any one), Trade (Mummification) [Int]

Talents: Lesser Magic (any two), Master Orator, Mighty Missile or Meditation, Strong-minded

Trappings: Good Quality Robes, Two Magic Items

Career Exits: Mortuary High Hierophant



Mortuary High Hierophant (Advanced)

Academic

High Priest of Mortuary Cult.

Special: -

Career Entries: Mortuary Master Hierophant

Main Profile								Secondary Profile							
WS	BS	S	T	Ag	Int	WP	Fel	A	W	SB	TH	M	Mag	IP	FP
+15	+15	+5	+15	+20	+35	+40	+20	-	+5	-	-	-	+4	-	-

Skills: Academic Knowledge (Necromancy), Academic Knowledge (Spirits) [*Realm of the Ice Queen*], Academic Knowledge (Theology), Academic Knowledge (any two), Charm, Intimidate, Command, Gossip, Common Knowledge (any two), Heal, Prepare Poison, Speak Arcane Language (Daemonic or Elementalism), Speak Language (any two), Trade (Mummification) [Int]

Talents: Etiquette, Fast Hands or Meditation, Lesser Magic (any two), Stout-hearted

Trappings: Good Quality Robes, Three Magic Items

Career Exits: Noble, Politician



Chapter IV: 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 awakened as a Liche he has advanced to become more powerful magic-user and learned the true power of Necromancy.
- ❖ Liche Priest was typical member of Mortuary Cult. He was Hierophant of the Mortuary Cult and a priest. He has first learned the use of Death Magic and then later also Necromancy. Since he has awakened as a Liche he has learned more spells in the form of *Extra Spell* Talent.
- ❖ Both come from Numas.
- ❖ Both use average Characteristics.

Extra Spell

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

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: Mortuary Hierophant Priests (ex-Mortuary Hierophant Initiate, 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
65	45	60 (6)	65 (6)	40	55	65	60
+25	+15	+10	+10	+10	+20	+25	+30

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

Talents: Aethyric Attunement, Dark Magic, Dealmaker, Etiquette, Lesser Magic (Aethyric Armour, Skywalk), Master Orator, Mediation, Mighty Missile, Petty Magic (Divine), Provincial Expertise (Numas), Public Speaking, Savvy (counted), Schemer, Streetwise, Strike Mighty Blow*, Very Resilient (counted)

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

Combat

Attacks: 3 (+1); **Movement:** 4; **Wounds:** 37 (+6)

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

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

Weapons: Best-Crafted Khopesh (WS 70; 1d10+7*; SB+1, Slow), Unarmed (1d10+3*; AP x2)

Liche Priest

Career: Mortuary High Hierophant (ex-Mortuary Master Hierophant, ex-Mortuary Hierophant Priest, ex-Mortuary Hierophant Initiate)

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

- Liche Priest Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55	45	45 (4)	55 (5)	50	70	80	55
+15	+15	+5	+15	+20	+35	+40	+20

Skills: Academic Knowledge (Astronomy) (Int), Academic Knowledge (Daemonology) (Int), Academic Knowledge (Genealogy/Heraldry) (Int), Academic Knowledge (History) (Int), Academic Knowledge (Magic) (Int +20), Academic Knowledge (Necromancy) (Int +20), Academic Knowledge (Spirits) (Int +20), Academic Knowledge (Theology) (Int +20), Channelling (WP +20), Charm (Fel +10), Command (Fel +20), Common Knowledge (Araby) (Int), Common Knowledge (Nehekharan) (Int +20), Common Knowledge (Border Princes) (Int), Gossip (Fel +10), Heal (Int +20), Intimidate (S +20), Magical Sense (WP +20), Perception (Int +10), Prepare Poison (Int), Read/Write (Int +20), Speak Arcane Language (High Nehekharan) (Int +20), Speak Arcane Language (Daemonic) (Int +10), Speak Arcane Language (Elementalism) (Int +10), Speak Language (Arabyan) (Int), Speak Language (Classical) (Int +10), Speak Language (Nehekharan) (Int +20), Trade (Mummification) (Int +20)

Talents: Aethyric Attunement, Arcane Lore (Death/Mystical), Dark Magic, Etiquette, Fast Hands, Lesser Magic (Aethyric Armour, Dispel, Magic Alarm, Magic Lock, Shadowblood, Skywalk), Master Orator, Meditation, Mighty Missile, Petty Magic (Divine), Provincial Expertise (Numas), Public Speaking, Savvy (counted), Strong-minded, Stout-hearted, Suave (counted)

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

Combat

Attacks: 2; **Movement:** 4; **Wounds:** 36 (+5)

Magic: 5 (+4); Petty Magic (Divine), *Aethyric Armour*, *Dispel*, *Magic Alarm*, *Magic Lock*, *Shadowblood****, *Skywalk*, Academic Lore (Death/Mystical), Dark Lore (Necromancy), Rituals (Drain Life**, Father W'soran's Architect***, Unlife of Nagash**), Extra Spell (Gaze of Nagash***, Hellish Vigour***, Limbwith****)

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

Weapons: Quarter Staff (1d10+2; Defensive, Pummelling), Claws (1d10+4)

** NEW. Can be found from this document

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

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