

WARHAMMER TOMB KINGS



WARHAMMER ARMIES





TOMB KINGS



By Matthew Brown

V1.3



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INTRODUCTION

Welcome to the unofficial 9th Edition *Warhammer: Tomb Kings*, your indispensable guide to the ancient and wrathful denizens of the cursed Land of the Dead. This book provides all the information you will require to play with a Tomb Kings army in games of Warhammer.

WARHAMMER – THE GAME OF FANTASY BATTLES

If you are reading this book, then you have already taken your first steps into the Warhammer hobby. The Warhammer rulebook contains all the rules you need to fight battles with your miniatures, and every army has its own army book that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer world. This book allows you to turn your collection of Tomb Kings into a vengeful legion of Undead seeking to reclaim their past glories.

TOMB KINGS

The Tomb Kings are the true monarchs of the Undead. They ruled a vast and mighty civilisation at a time when other men were still barbarians, and now, thousands of years after their deaths, they have been awakened. Rising from their sarcophagi, the mummified Tomb Kings are coming to reclaim their rightful dominions, and woe betide any that stand in their way.

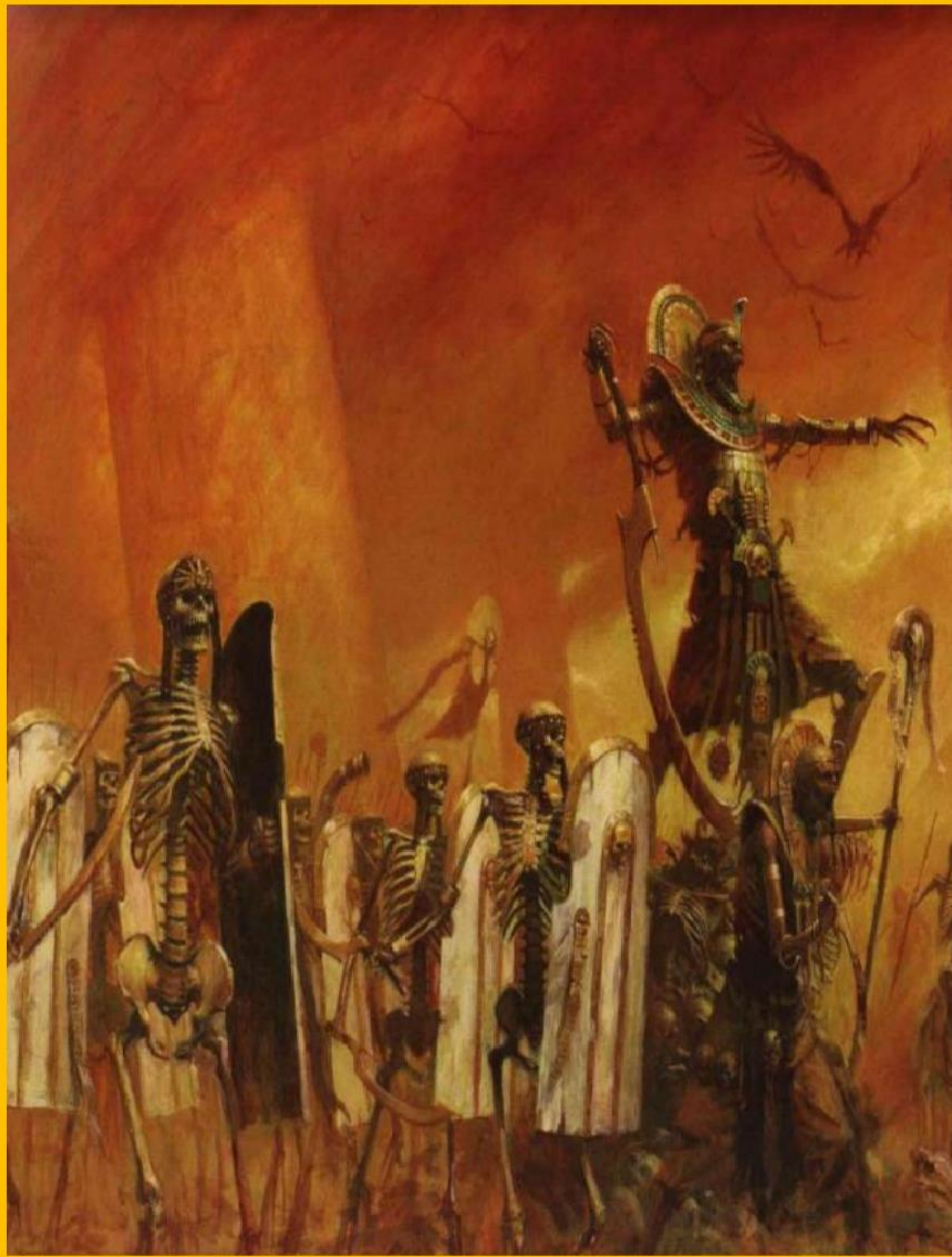
A Tomb Kings army arrayed on the battlefield is a spectacular sight to behold. The undead legions comprise rank upon rank of skeletal soldiers – great phalanxes of gleaming bone decorated with bronze and gold – regiments of Undead cavalry and gilded chariots, mummified heroes and immortal kings, and towering war-statues carved in the images of mythical monsters and ancient gods.

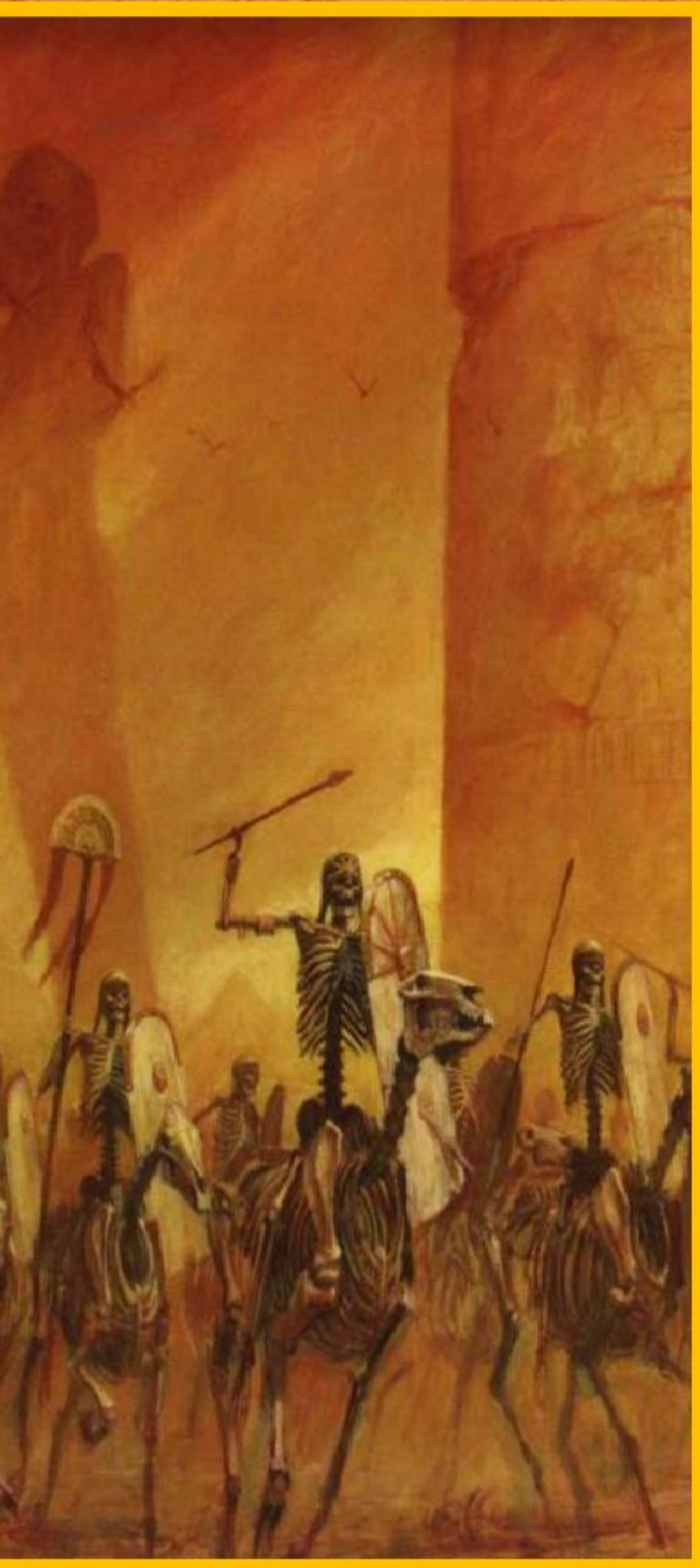
The Tomb Kings are a merciless and implacable force, one that will not stop until its foes have been utterly crushed

HOW THIS BOOK WORKS Warhammer: Tomb Kings contains the following sections:

- **Kings of the Dead.** This section describes the history of the Tomb Kings, including the rise of Nehekhara, its kings' obsession with mortality, and the treachery that cursed the entire realm to undeath. Also included is a map of the Land of the Dead and descriptions of the many bloody conquests fought as the Tomb Kings and their legions battled to restore majesty to their former kingdoms.
- **The Legions of the Tomb Kings.** Each troop type in the Tomb Kings army is examined here. You will find a full description of each unit, alongside complete rules of any special abilities or options they possess. This section also details the spells of the arcane Lore of Nehekhara and the Treasures of the Necropolis – magical artefacts that are unique to the Tomb Kings.
- **Tomb Kings Army List.** The army list takes all the characters, warriors, monsters, and war machines presented in the Legions of the Tomb Kings section and arranges them so you can choose an army for your games. Units are classed as characters (Lord or Heroes), Core, Special or Rare, and can be taken in different quantities depending on the size of the game you are playing.







THE KINGS OF THE DEAD



Across the arid deserts of Nehekhara, vast legions of skeletal soldiers rise from beneath the baking sands to slaughter those that trespass into their domain. It is a lifeless realm with endless dunes stained red with the blood of savages and barbarians. This is the Land of the Dead, where mummified kings are cursed to rule in perpetual unlife. But it was not always thus. There once was a time when the ancient kingdom of Nehekhara stood as the crown of human civilisation; a golden age when its cities shone with majestic splendour, its armies conquered entire nations and its kings ruled as gods amongst men. But this great realm was razed millennia ago through treachery and sorcery; the living perished in an instant, and the dead rose from their tombs. This is the tale of those times...



THE TOMB KINGS

Far to the south of the Old World lies a desolate, wind-swept desert. The few living creatures found in this realm are hardy and fearsome, or small and vicious, but it is far from uninhabited. This is Nehekhara, the Land of the Dead, and the domain of the Tomb Kings.

Nehekhara was once a land of magnificent architecture and noble dynasties. It was ruled over by powerful warrior mystics known as the Priest Kings, who led golden armies against the barbarian tribes that envied the splendour of Nehekhara. They fought their wars with phalanxes of spearmen that stretched across battlefields as far as the eye could see, with regiments of archers that darkened the skies with arrows and with battalions of deadly chariots that swept across the land. The Nehekharians crushed all before them in displays of martial brilliance and magical superiority until their realm reached from the jungle Southlands to the forests of the north. However, the proud kings refused to let mere death cheat them of their accomplishments or rob them of their worldly wealth. It was the belief of the Nehekharian people that after death, they would dwell in the realms of their gods, until the Day of Awakening, when they would return to life in immortal bodies of golden flesh, to dwell forevermore in a land of pleasure and splendour. In preparation for this time, the Nehekharian Kings and Queens were mummified after death in an elaborate ceremony and interred within magnificent burial pyramids. There they would await the day when they would arise in paradise, surrounded by all of their subjects and belongings. Over time, their necropolises became larger and grander than the cities of the living, and it is said that the dead buried beneath Nehekhara outnumber those that live in the Old World many times over.

Through blasphemous perversions of their own magic, the entire population of Nehekhara was cursed to a living death. The corrupt priest Nagash instigated a great catastrophe that simultaneously destroyed every living thing in Nehekhara, and raised the dead from their tombs. The Tomb Kings arose from their sleep prematurely, albeit immortal and more powerful than ever. The once proud rulers of Nehekhara were thus reborn into a mocking travesty of the life they were promised. They awoke from the slumber of death to discover that they were now horrifying creatures; bone-dry cadavers whose once palatial realms were but crumbling shadows of their former glory. Their ancient cities and proud monuments in ruins from centuries of

warfare and Nehekhara's bountiful riches plundered by tomb robbers. The Tomb Kings now fight to restore their empire to its former majesty, striking forth from the desert to reclaim the world that was once theirs.

The trusted advisors of the Priest Kings were the Liche Priests – clerics of great power whose task it was to commune with the Gods and prepare the bodies and souls of the Nehekharian people to enter the realm of death to await rebirth. When a king died, his Priests would embalm his body in an elaborate funeral ceremony and inter his remains in preparation for the Day of Awakening. The Liche Priests, withered from the passing of centuries, are now responsible for reawakening the armies of the Tomb Kings when they march forth for glorious conquest.

THE CURSE OF UNDEATH

Now the Tomb Kings reign from their Necropolises just as they did in life, with legions at their beck and call and powerful magics at their fingertips. However, while the potent enchantments of preservation that were cast upon their mortal remains have preserved their minds intact, all of the Kings and Queens of Nehekhara have been affected differently by the curse of undeath. Those with strong will and a practical temperament have set about restoring the faded glamour of their realms and have begun to reexpand their armies into realms once conquered, driving out the barbarians that have stolen these places in the Kings absence and reclaiming their lost holdings. Some, having the foresight to recognise that the world has changed during the centuries in which they slumbered, have even gone as far as to seek trade in the strange new lands that have arisen since their own demise. A pitiful few were driven hopelessly mad by the realisation of their plight and now live their existence as if nothing had changed and they were truly still alive. These wretched individuals may demand a bowl of fruit or a goblet of wine, not knowing that such things would simply spill from their wasted cadavers, but when the proffered meal arrives, the confused king will simply stare at it, until it rots to dust. Some few have been driven into incandescent rage by the realisation that never gain will they taste food, or drink sweet wine, or enjoy the simple pleasures of touch or the warm sun on their skin. These kings are motivated by wrath, their need for vengeance great, and they wage eternal war upon those who have the temerity to live, whilst their rightful rulers languish in undeath.





THE UNDYING LEGIONS

In ancient Nehekhar, the kings maintained vast legions and proclaimed their victories proudly, so that rivals would know of their strength and tremble. In this way, the names of many legions became legendary. King Nekhesh's Scorpion Legion, for example, halted several barbarian invasions and felled their foes with spears whose tips were fashioned from the black claws of giant scorpions. Likewise, King Phar's Golden Legion of elite heavy chariots were feared for the bone crushing power of their charge and the ruthless ferocity of the elite noble warriors who crewed these golden instruments of destruction. These and a thousand other legendary regiments have now awakened from death, to strike fear in the hearts of their enemies once more.

It was the duty of every soldier to serve his king, not only in life, but beyond death itself, and countless thousands of loyal warriors were buried alive in the great tomb pits of the ancient kings. Assembled in serried ranks as though on parade, the legions of each king were entombed with all the weapons and regalia of war needed to protect their lord in the next life, including bronze-tipped spears, curved swords, and sturdy shields. Many archers were also buried with their masters, together with huge stockpiles of magically blessed arrows. Alongside the foot soldiery of the king's legions were regiments of cavalry and gilded chariots, awaiting the day when they would gallop out of the burial pits and ride the endless desert sands beneath the banner of their king once more.



When the Tomb Kings march to war, they do so with these vast legions at their command, a breathtaking sight of gleaming bone, gold and bronze. The Undying warriors stride unfalteringly across the searing desert and through howling sandstorms. Unmindful of an environment so harsh that it can kill a normal warrior from mere exposure, they close in on their foes. Vast phalanxes of skeletal soldiers advance towards their terrified enemies in relentless unison, wheeling and reforming with an almost supernatural degree of discipline that few living soldiers could hope to match. With startling speed and coordination, the legions of the Undying drive their foes before them, guided by the indomitable will of their King.

The Necromancers, those debased sorcerers who follow the ways of Nagash, use their fell magic to reanimate



long dead corpses, creating Undead automatons that serve their master in a mindless fashion. Such is not the way of the Tomb Kings. Each Skeleton in the numberless legions is inhabited by the soul of an ancient Nehekharan warrior. Through the magical incantations of the Liche Priests, the spirits of loyal soldiers are summoned from the realm of Usirian and bound within their own corporeal remains. These warriors are not slaves to the will of an evil wizard, but dutiful soldiers who unswervingly obey their king's commands in death, just as they once had in life. However, without the extensive rites of mummification and potent wards of preservation lavished upon the Tomb Kings, the Skeletons of the Tomb Kings' legions perceive the world very differently to mortal men. They retain only the most pertinent aspects of their former lives; the years of training and discipline, the martial skills honed on countless fields of battle and, above all else, their oath of eternal loyalty and Undying servitude to their king. All other memories of their former lives are dreamlike and fleeting. Ephemeral faces appear in a flash of remembrance, sparked by a familiar object, and voices without names echo faintly in the back of their minds. Many can no longer even remember their own names, which have faded from their minds like an old stone-inscription, worn away by centuries of wind-blown sand.





THE TOWERING STATUES

To protect the corpses of the kings throughout eternity, the ancient Nehekhharans wrought magnificent statues to guard over their royal tombs. These towering sculptures, made in the images of gods, kings and mythical creatures, were placed in and around the necropolises. Titanic warriors hewn from cliff-faces and giant beasts built from whitest marble, darkest obsidian and blood-red rose-gold stood sentry beside every entranceway. Ranks of imposing Ushabti – statuary carved in the images of a pantheon of ancient gods – lined the labyrinthine corridors of the burial pyramids. Monstrous Sphinxes loomed over the sacred sarcophagi of the Tomb Kings themselves and countless other creations, stranger and even more terrifying, lay buried and forgotten beneath the shifting desert sands.

These stone behemoths were graven by the skilled hands of the Necrotects, an offshoot of the Mortuary Cult. These transcendent artificers wrought many artifacts of great power for their kings, and engineered great civic projects to beautify the cities of Nehekhara and bring glory to the realm. It was the Necrotects who would set the great golden plaques on the war statuary of the kings, and enscribe them with the enchantments of binding and servitude that allow the Tomb Kings to command those stone warriors. The Liche Priests use their incantations

to infuse these golden plaques with magical energy, which spreads throughout the construct via magically conductive leylines laid down by the necrotects, uniting in a network of power that awakens the unliving stone with an enduring animus and even a limited form of intelligence of its own. Ever since then, when the Tomb Kings have made war upon their enemies, constructs of animated stone have fought beside them. These imposing figures waded through the ranks of mortals, crushing their opponents with terrible blows as enemy arrows and sword-strokes rebound harmlessly from their rock-hard frames.

RE-CONQUEST OF AN EMPIRE

The reborn Tomb Kings look upon their shattered lands and skeletal legions, and they are greatly angered. Nehekhara was once a proud and vibrant nation, and its enemies cowered before the might of its kings and the strength of their armies. Year upon year its borders expanded, and with the wealth that comes with conquest, magnificent monuments were raised to honour the gods. The Tomb Kings have now vowed that all of Nehekhara will be restored to its former glory. This will not be achieved until every city is rebuilt, every land reconquered, every stolen treasure restored to its rightful place, and at last, the people of the desert are restored to living flesh once more, as was promised, long, long ago.





THE RISE OF SETTRA

The ancient Empire of Nehekhara was at its most powerful when other men were still primitive and savage – about two and a half thousand years before the coming of the barbarian hero Sigmar Heldenhammer. Through centuries of work, Nehekhara, known to its people as the Great Land, was built into a powerful civilisation. Its people built great cities out of sandstone and marble. They constructed vast roads and fleets of ships to connect each city to its neighbours and trade flourished. Mighty kings, whose every word was law, ruled the people. Vast armies of highly disciplined soldiers were raised and trained in the king's name, and those that invaded their realms were mercilessly cut down.

Ten mighty Kingdoms comprised the Great Land; Khemri, Ka-Sabar, Bhagar, Zandri, Numas, Quatar, Rasetra, Mahrak, Lybaras, and Lhamia. Greatest of all

of these cities was Khemri, and the kings of all of the other Desert Kingdoms paid tribute to the ruling monarch of that city, who was considered first among equals. Together, the Kings of the ten great Kingdoms of Nehekhara subdued the tribes in the surrounding lands, drove out the greenskin hordes that plagued their realms, and ruled from the wester Deserts of Araby to the eastern Sea of Dread. At the height of Nehekhara's power, it had expanded and conquered lands as far north as what is now called the Empire, south into the primordial jungles of the Southlands, and even as far east as the forboding Dark Lands of the Dawi Zharr. The kings' armies marched across the world, bringing their advanced culture to the more primitive peoples of distant lands, and enfolding those crude societies within Nehekhara's protective embrace, while vast fleets of war barques patrolled the Great Ocean and protected the vital shipping routes.



STRIFE IN THE GREAT LAND

Though Nehekhara prospered, the kings were proud and arrogant. Though all of the kings of Nehekhara paid tribute to Khemri, all believed that they themselves had a unique claim as the most important kingdom of the Great Land. Zandri, the greatest city port in the ancient world, contralled virtually all of the shipping routes and connected the other kingdoms of Nehekhara to one another, and to the world, and thus argued that they were the lynchpin that held the Empire together. Quatar, the city of wonders, produced the greatest artistic achievements of that age, as well as the most astouding architectural wonders and civic engineering projects, and argued that theirs was surely the most advanced

kingdom. Mahrak, the City of Priests, was the wealthiest nation in Nehekhara and controlled vast seams of gold, silver, and precious gemstones mined from the mountains, and argued that surely they were the greatest Kingdom of all, for which other city did not trade for Mahraki gold? Eventually, hostilities flared between these great powers, devolving into outright war and over the following years, the Crown of Nehekhara, a symbol of rulership over all of the Great Land, passed from king to conquering king. Dozens of kings rose and fell during this time, but it is known that none were able to maintain power for long.

SETTRA THE GREAT

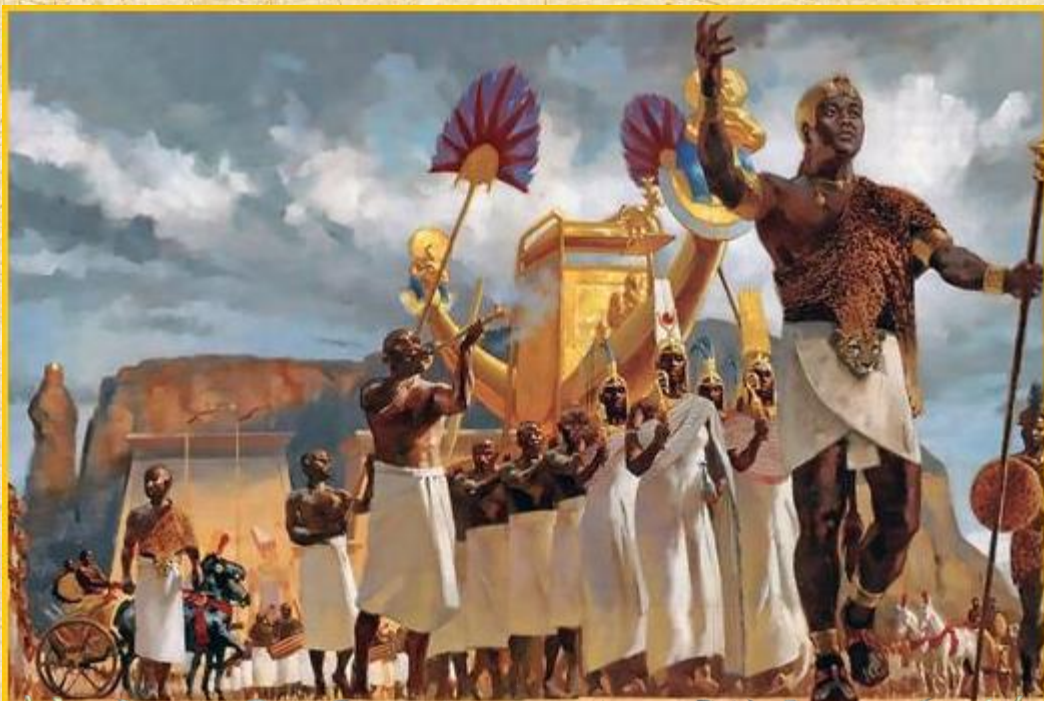
At this time, the Kings were so involved in their power struggle that they had all but ceased paying proper tribute to the Desert Gods, and when the Nehekhara priesthood saw the strife in the Great Land they knew that it was a sign that the gods were angered, however, all of their warnings and protestations to the warring kings fell on deaf ears. That all changed with the coming of Settra. Of all the kings of Nehekhara, none could match the splendour, cruelty and arrogance of Settra, the newly crowned king of Khemri. He was a vain and egotistical man, and demanded not only obedience, but the adoration of his subjects. However, Settra was no fool, and when he listened to his priests he realised that only a king who earned the favour of the Gods, and successfully pacified their anger, could ever earn the true adulation of the people. To this end, Settra alone amongst all of the kings of Nehekhara, paid homage to the Desert Gods; early in his reign he ordered the restoration of the great temples and erected many magnificent statues in their honour.

On the first anniversary of his coronation, Settra beseeched the gods to restore Nehekhara to its former glory and to grant him the strength to conquer his rivals in their Names. In a grand ritual, intended to prove his devotion, Settra sacrificed his own children, one for each of the Nehekhara pantheon. The next day, the Great River of Life flooded for the first time in several decades. With the coming of the waters the fields flourished and the crops grew lush and abundant, and food was plentiful for the first time in many years. This was seen by all as a sign that Settra was indeed chosen

by the gods. So it was that Settra became the first Priest King of Khemri, a ruler who commanded not only the unswerving loyalty of his people and his legions, but who also walked in the divine light of the gods themselves.

Settra was a powerful king who had fought alongside his father's legions for many years before ascending to Khemri's throne. He was a ruthless warlord, and his keen tactical and strategic sense was matched only by his courage and martial skill. One by one, Settra brought the other great cities of Nehekhara to heel, leading his legions from the front where he could sate his own lust for battle and thirst for conquest. First Numas fell, then Zandri, and with every victory more warriors flocked to his banner. Before long, Settra commanded the largest and most devout army that the world had ever known. Vast legions of battle-hardened soldiers marched across the land at Settra's command, and no mercy was shown to those who dared oppose his might.

Under Settra's inspired and unparalleled generalship, all the other kings of Nehekhara were conquered, forced to swear oaths of fealty, pay tribute, and acknowledge Khemri as the pre-eminent city of the Land once more. Having brought his rivals to heel, Settra had ended the civil war, and in the period of unification that followed, Nehekhara prospered.





NEHEKHARA PROSPERS

Few rivals emerged to oppose the great king, and those who did were crushed mercilessly, either at his own hands, or by those of his Herald, Nekaph, his imposing champion. Settra's agents would root out and quell any trace of dissent or the merest hint of rebellion that threatened the stability of their lord's realm. Soon none dared to even think of defying the king of Khemri. Thereafter, Settra reigned as the undisputed king of not just Khemri, but of all Nehekhara, and for many decades he suffered no challenge to his rule.

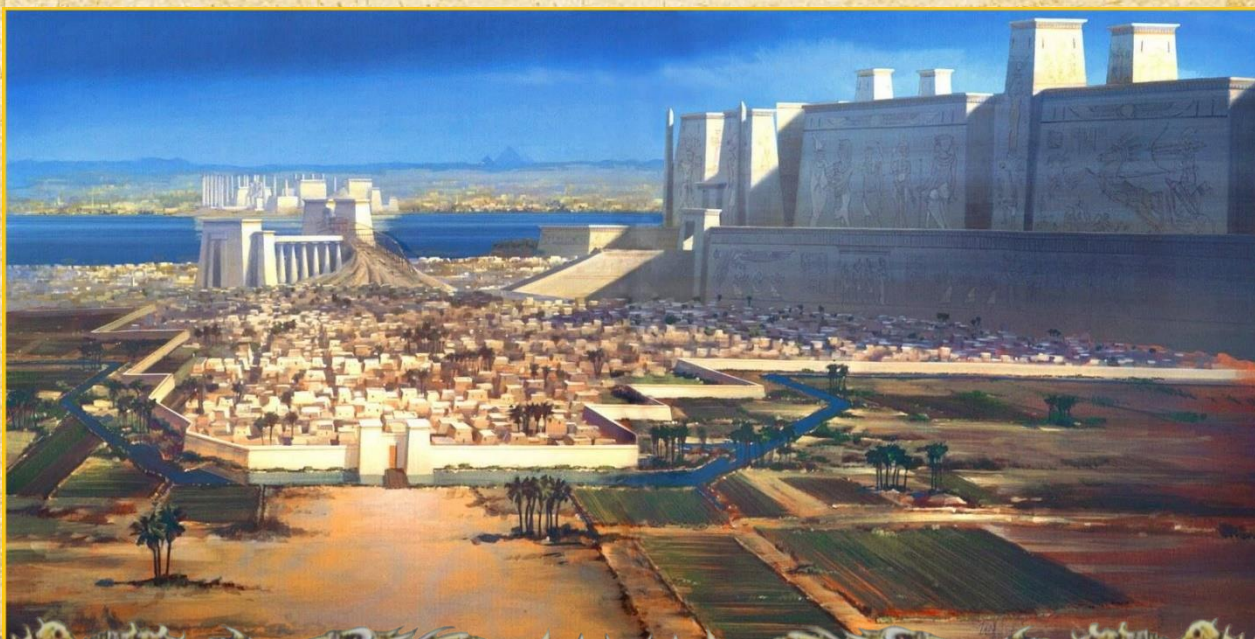
Though Settra was a ruthless tyrant, Khemri, and indeed the whole of Nehekhara, entered a golden age of prosperity under his rule. The war-ravaged cities were quickly restored, and many grand monuments were erected to not just the gods, but also to the honour of Settra. Mighty legions of soldiers were raised to secure Nehekhara's ever-expanding borders and repel the many monsters and savage barbarians that had sunk their claws into the Great Land during the Age of Strife. More than that, Settra ensured that the people themselves were strong of mind, body and spirit. To this end he funded many great public works, such as aquaducts and advanced irrigation systems, to ensure the people were fed, hospitals to tend to their wounds and ailments, temples to soothe their spirits, and schools to hone their minds. As the people grew strong and healthy, so too did Settra's Empire.

Yet Settra was not content with merely restoring the kingdoms of his ancestors. The armies of Nehekhara spread far and wide, conquering the surrounding lands and absorbing their tribes into the Nehekharan Empire. Settra's fleets brough war to realms across the seas, and his armies brought the terror of the Priest King of

Khemri to many lands. Foreign cities fell, distant lands were conquered and vast riches were brought back to the Great Land from as far afield as the jungles of Lustria. Nehekhara reached the peak of its power and influence during the reign of Settra, and his name was feared across the world. The God King was no mere warmonger, however, for he realised that no empire could survive indefinitely on conquest alone, thus, he also brought trade from far flung kingdoms, and trade routes were established with other mighty empires of the ancient world, such as Cathay and Nippon, and exotic spices, artworks and curios came with merchants from distant lands and delighted the Nehekharan people.

THE UNREACHABLE VISION

Despite all he accomplished in his long life, at the end, Settra simmered with rage, for he knew that one day he would be defeated, not by any mortal foe, nor by a superior army – for surely there was none – but by the cruel passage of time and his own mortality. As his body began to show the first signs of old age and frailty, Settra knew that his dreams of one global empire, united under his rule, was unreachable in his mortal lifespan, and though the fires of ambition still burned brightly within his heart, his body would wither and fail him before he could see his vision fulfilled. Worse, Settra recognised that death could undo all he had achieved; his lands, his people, and his power, scattered to the winds and to any scavengers who may t come to claim them. Over the following years he became ever more obsessed with death, demanding audiences with the wisest priests and scholars in the land to discuss how the intolerable problem of mortality might be overcome. In his arrogance, he vowed that the grave would not claim him, and set in motion events that would forever change the world.



THE MORTUARY CULT

Settra became obsessed with unlocking the secret of immortality so that he could unite the world under one empire. In his quest for ever-lasting life, Settra founded the Mortuary Cult and demanded that his wisest and most powerful priests devote their efforts to discovering the secrets of defeating death. The priests of Khemri did as Settra commanded and for years they experimented with alchemy and herbalism, and in doing so discovered a wealth of medicinal knowledge to cure or postpone the symptoms of old age. They consulted ancient scrolls and created new incantations to fortify the body, and so learned to strengthen and prolong the life force of an individual for many years beyond its natural span. In the jungle Southlands, they unearthed ancient tablets, composed of a strange, untarnishable metal and inscribed with runes in an unknown language. These they could only partially decipher, but from the knowledge gleaned thusly, they learned much about the nature of the soul and the cosmos itself. So it was that the wisdom of the Priesthood grew by leaps and bounds, and they used their new powers to extend Settra's life far beyond its normal span. However, they could not halt the passage of time indefinitely – they were merely postponing the inevitable, and all the while their Kings body grew increasingly frail.



The priests journeyed for many years throughout the world. They studied all aspects of death, and over decades their powers grew. Using their arcane knowledge, the priests extended the length of their own lives, even as they continued their work. They learned how to preserve a corpse from decay, until the art of mummification had become very elaborate indeed. and though they made incredible progress, it was to no avail; true immortality lay beyond their power. Great was Settra's wrath, for the priests could not prevent his death. However, the Mortuary Cult had devised a vast lore of magical incantations and rituals which could bridge the gap between the mortal world and the realm of souls. Their research had led them to believe that it would indeed be possible for the dead to return to life – though it may take many centuries to discover and perfect the necessary rituals. Left with no other choice, Settra commanded that a vast burial tomb be constructed for his body to rest within until the Mortuary Cult finished their work and he could be reborn. As Settra lay dying, proud to the end, the Liche Priests promised him a golden paradise that, upon his awakening, he would rule for eternity. When the king perished, it was with a curse on his lips. Powerful incantations were intoned over his corpse and he was embalmed in a great ritual. The body of Settra was then entombed in the heart of a majestic pyramid of shining white stone. The monument was so bright that it hurt the eyes to look directly at it. The pyramid of Settra was so vast that it towered over the city of Khemri and was by far the most magnificent monument ever erected. All of Settra's treasures, along with his servants and bodyguards were interred within the pyramid with their lord. Loyal to the end, these retainers marched proudly to their deaths, knowing that one day they would arise beside their king, who would lead them out into the light and to glory once more.

THE TIME OF KINGS

Following Settra's death, many dynasties came and went. However, without Settra's leadership, no single Priest King had the ability to rule over all of Nehekhara. Thus, the individual cities vied and competed with each other over riches and status as they had before. Though Nehekhara did not revert to the all out civil wars of the Time of Strife, during this centuries-long era, known as the Time of Kings, Nehekhara became a feudal state, and the borders of the ten great kingdoms were as changing as the shifting dunes. Yet still Nehekhara expanded.

THE DESERT GODS

It was believed by the ancient Nehekharans that the Desert Gods came down from the stars in huge chariots of blazing fire. When they arrived in the Great Land, they found the mortal world to be infested with monsters, daemons, and foul spirits of every variety, and, with their godly powers, they fought the hordes of chaos in battles that lasted for many centuries.

In numerous inscriptions, carved on the tombs and monuments of ancient cities, it is written that **Ptra**, the Sun God and king of the Nehekharan pantheon, led the final battle against the dark powers. Riding in a resplendent golden chariot, he drove the darkness back; even the most powerful Daemons recoiled from his presence or were struck down by his divine light. Ptra and the Desert Gods were victorious, and the evil ones fled to escape destruction. Legends tell that the Desert Gods then transformed the land into a verdant realm and ruled there for thousands of years until the coming of the ancestors of the Nehekharan people. It is said that these people were so favoured by the Gods that Ptra himself bestowed upon them the fertile land that would later be called Nehekbara.



In exchange for their worship, the deities offered to protect and watch over those that dwelt within the Great Land. With the covenant made, the gods nurtured the people of the once nomadic tribes, teaching them the secrets of agriculture, mathematics, and magic, before departing from the world. The Nehekharan people used these gifts to build great cities, and thus, the Nehekharan civilisation was born.

The Desert Pantheon contained many Gods, most of whom had both human and animal forms, or a hybrid of the two. These figures adorn the walls of many tombs and can also be found in many of the surviving Nehekharan texts, painted onto papyrus scrolls. These Gods can encompass natural phenomena like the stars or the wind, or they can be patrons of animals, virtues, and professions. It was customary for nobles to claim a particular Deity as their personal patron, and that person's heraldry and tomb would be rich with symbols and representations of that particular God, as the individual sought that God's blessing and guidance in both this world and the next.

THE LOST PANTHEON

The Nehekharans venerated over 30 deities, but the names and stations of many these have been lost to the winds of time and are remembered only by the Tomb Kings themselves, and they rarely discuss such things with barbarians. As such, Imperial Scholars have only been able to compile a rough list of the Nehekharan deities and, with no living Nehekharans to confer with, there is no way of confirming or correcting any of the details. What is known is this.

The King of the Desert Gods was **Ptra**, who did not take an animal form, but simply the form of a man and that all of the stars shone in his eyes. During the day, Ptra sails across the sky in his solar barque, protecting the world. At night, Ptra voyages across the Sea of Chaos to do battle with the dark deity **Qu'Aph**, the World Serpent, and with each victory the Sun King prevents the destruction of the world for another day. In Ptra's absence his wife, **Neru**, the Moon-Goddess of War and Literature, watches over the people of Nehekbara. So it is that the two are forever separated, kept apart by their duties to their people.

Another god of great importance is **Usirian**, the God of the Underworld who cares for the souls of the Nehekharan people until the day of resurrection.

After the King and Queen of the Gods, and the Lord of the Underworld, the most important god to the Nehekharans was **Djaf**, the Jackal God. Grim and dour, Djaf was the guardian of the gates to Usirian's realm. It was Djaf's duty to weigh the souls of the departed in order to balance the virtues of their deeds against the darkness of their sins. If the deceased were found to be unworthy of paradise, the Jackal would devour their soul, erasing them from existence entirely.

Asaph, the Asp Goddess, wife of Qu'Aph, embodies Magic and Vengeance and was the patron deity of Lybaras, the City of Brass.

Basth, the Cat Goddess, was the deity of the Home and Hearth. Her virtues were Loyalty and Devotion to duty, and as such Basth was a popular patron among soldiers, guardsmen, and custodians.

Geheb, the Bull God, was associated with the earth and was known as the God of Artisans. He was, therefore, significant to the Necrotect Sect of the Mortuary Cult. Geheb was renowned both for his craftsmanship and his incredible strength.

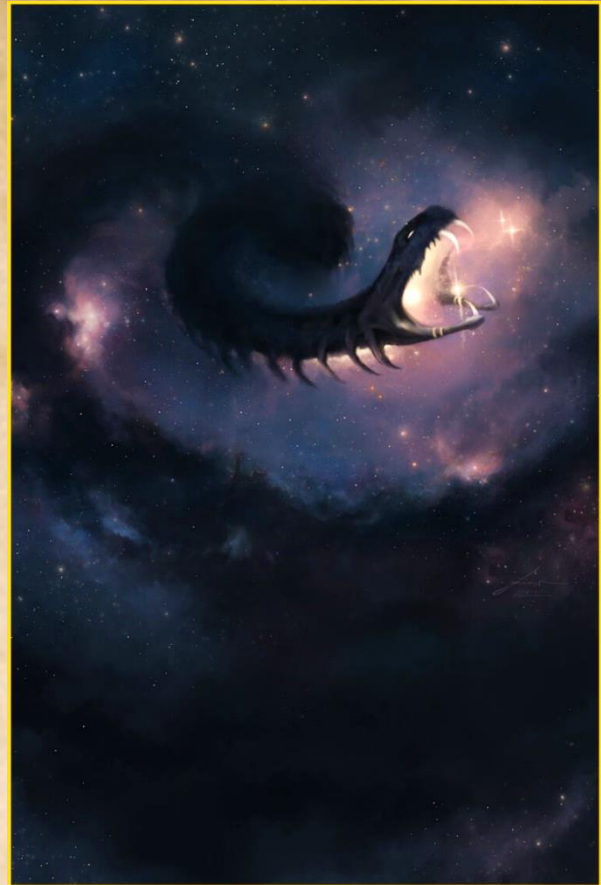
Khsar was the messenger of the Desert Gods and legends tell of his incredible speed. Khsar took no physical form but appeared as an elemental of the air.

Khepri, the Beetle God, was depicted as a man with a beetle's head, or sometimes as a giant scarab, and was the son of Usirian and the steersman of Ptra's Solar Barque. This made Khepri unique in being both an underworld deity and a solar god. Khepri is known for his limitless stamina.

Phakth was the God of the Sky and Justice and took the form of a falcon, which enabled him to soar aloft on the thermal updrafts of the desert, where the wicked could not hide from his gaze.

Tahoth, also known as the Scholar, was the god of Knowledge and Wisdom. He is often depicted as an old man with the head and wings of an Ibis, dressed in fine robes and wielding a golden crook.

Sethek, the Crocodile God, is depicted as a man with the head of a grinning crocodile and is the God of Desert Storms and Discord. As a storm god, Sethek was also associated with the rain and the harvest. The Nehekharans also associated the crocodile with both fertility and destruction, for they recognized that the healthiest sections of the great river, which provided the best fishing, were those areas where the deadly river crocodiles were most abundant. Sethek is therefore a trickster god, who gives and takes at his own whim.




Sokth, the Scorpion God, was the God of Thieves and Assassins. Sokth considered mortal remains to be sacred and decreed that the places of the dead were sacrosanct. Sokth was therefore considered to be the guardian of the Tombs and his sacred animal, the scorpion, watches over such places and guards them against defilers.



The Twins, **Pha'a** and **Usekph** take no forms that can be understood by mortals, and no temples are dedicated to their worship. Sinister and ominous, these formless spirits are said to slumber beneath the desert in an immense Divine Tomb, from which they will one day awaken. Their names are used only in the direst of invocations.





Werner Von Horst

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Dear Werner

I have translated the tablet we discovered in the ruins of the Nehekharan colony in the Border Princes. The writings appear to contain part of The Nehekharan mythic cycle, a story referred to as The Five Companions (one of which I had some knowledge but translating the complete version has given me great satisfaction). The Nehekharan people had a strong tradition of storytelling, and the Tale of the Five Companions explains the motions of the sun and moon, as well as the way in which the Nehekharan's believed the world would eventually end. It is a long tale, composed of dozens of shorter stories, but can be summarized thusly.

"In the beginning, the universe was a dark and directionless expanse of infinite waters, known as the Sea of Chaos. From this sea, the Gods brought forth the earth and the light, and peopled it with mankind and the animals, and they found their work to be good. The gods dwelled for millions of years in the paradise they had built, but the mighty cobra god, Qu'Aph grew jealous of Ptrā and attempted to usurp his position as foremost of the gods. When Qu'Aph's rebellion failed, he attempted to get his revenge on the other gods by swallowing the world. As darkness enveloped the land, Ptrā fought Qu'Aph in a mighty battle that split and sundered the one continent into many, but in the end the sun king was triumphant and vanquished the serpent. Ptrā knew that Qu'Aph could not be destroyed, for he would always be reborn in the Sea of Chaos, beyond the known universe, and he would return to finish his vengeance. So it was that the sun king built a mighty war barque that blazed with fire and prepared to set forth to do battle once more. Ptrā had barely triumphed over the world-eater in their first battle and had lost some of his strength in that epic contest. As he could not be certain of victory a second time, Ptrā chose a small war party of his fellow gods to travel by his side.

When Ptrā's wife, the moon-goddess Neru, saw her husband's chosen party, she grimaced. Ptrā saw his wife's face and asked why his choices should displease her. Neru replied "you have chosen four of your strongest warriors, but you will face challenges untold and hardships unnumbered in your quest. Strength of arms alone will not prevail". Ptrā bowed his head, for truly his wife was wise. He replied, "Then you choose who shall sail by my side". The following day, Ptrā waited aboard his barque and Neru presented her husband with the companions she had chosen for his journey. Ptrā was amused, for before him stood not soldiers, but Geheb the Smith, Khepri the son of Usirian, old Tahoth with his crook and his scrolls, and Sethek the crocodile-headed trickster, grinning broadly. But the sun king trusted his wife's judgement and the Solar Barque set sail.

Onwards and outwards, seemingly forever the companions travelled, beyond the mortal realm, past the realm of dreams that lays beyond, and through the deadly realms of the Ruinous Powers, and many were the trials and pitfalls they faced and conquered together. Ptrā soon discovered the virtues of the crew his wife had chosen for him. Geheb's legendary strength toppled many barriers that blocked their path, and his skillful hands maintained their vessel well, though it endured great punishment. With his indefatigable stamina, Khepri the tiller steered the sun barque tirelessly, and the numberless Khepra beetles he commanded brought the beetle god news from every corner of the cosmos, allowing him to avoid many dangerous perils and plots against the companions. Tahoth's wisdom was invaluable on many occasions, his knowledge of all things allowed the companions to safely navigate the realm of The Changer of Ways, the most insidious of gods, who littered puzzles beyond numbering along their path, so fiendishly clever they would have destroyed anyone lacking Tahoth's wisdom.

On occasions when neither strength, stamina, nor wisdom could prevail, Sethek the trickster saved the companions with his great cunning. When a changeling came among the companions and attempted to turn god against god with its cleverness, the crocodile recognized the work of another trickster. While the other gods quarreled heatedly, Sethek walked to the rear of the barque and stood there alone. When old Tahoth approached him and began to whisper sweet temptations of power and mutiny in his ear, Sethek seized the interloper and, taking up his staff, beat him savagely until he was forced to reveal his true form. What looked up at him was a pale, ugly creature that mewled pitifully under the wrathful gaze of the five Gods. The companions looked upon the changeling, broken and whimpering, and were ashamed of the words they had spoken to one another. Sethek contemptuously cast the wretched creature over the railing, howling and screaming into the void below.

At last, after travelling distance beyond measure, the Solar Barque sailed beyond the limits of form and distance, leaving behind even the relatively ordered realms of the chaos powers. Intrepidly, the tiny vessel sailed out into the limitless darkness of the infinite Sea of Chaos that surrounds the known universe, where even gods fear to tread. There, in the immeasurable night of pure, unformed chaos, the sea around the barque began to heave and swell, churning and foaming as vast, dark islands emerged from the fathomless sea of chaos-stuff. Rising higher and higher like mountains, the dark islands eventually breached the surface entirely and resolved as a twisting mass of lashing serpentine coils. A hood to eclipse suns spread far overhead and a maw to swallow worlds split open, revealing endless rows of glistening fangs. A hiss like the ether gale that howls between worlds erupted from that maw and thus the battle was begun.

The battle lasted for eternities in that place beyond time as the gods struggled in their epic battle. Ptrā, the warrior, lead from the front as always, but Qu'Aph's power eventually proved to be too great. Slowly, the radiant beacon of Ptrā's light was eclipsed as the sun God was enfolded in Qu'Aph's crushing embrace, his flame guttering to a spark in the writhing blackness of the devourer. One by one, the gods fall, Geheb's strength is overwhelmed by the mass of the cobra god, Khepri's limitless stamina is exhausted at last as he attempts to grapple the never-ending coils of Qu'Aph, Tahoth's plans and strategies all come to naught, and the end of all things appears inevitable.

It is at this point in the story that one of two things may happen. Sethek, having swum clear of the battle, is able to pick up Ptrā's fallen Solar Spear from beneath the sea of chaos and, at the last moment, casts it into the Sun King's outstretched hand. The last glimmers of the sun's radiance disappear from view beneath the serpents coils...then, in a blaze of fiery light, Ptrā bursts free and casts himself into the devourers gaping jaws. Glowing like a falling star, he plummets into the heart of darkness and plunges his spear into Qu'Aph's heart. The serpent is slain, ending the battle and preserving the realm of order and light for one more day. But Sethek is a trickster god, a god of discord, and the crocodile cannot be trusted. It is believed that one day, at the crucial moment in the battle, Sethek will not hurl Ptrā's spear back to the Sun King's outstretched hand but will plunge it into his heart instead. Though it be his death also, this is the way of the god of discord. The Companions fall, crushed and devoured by the serpent, and Qu'Aph will descend upon creation and devour the world of men and all of their gods, and finally even himself. This is not the end of all things, however, for Qu'Aph represents both destruction and creation, and when the serpent completes his final feast by devouring his own body, a new world will be birthed to replace the old one, and thus the cycle of creation and destruction begins anew.

Until that day, the Five Companions sail ever onwards on their noble, doomed quest, and we are grateful that they do so, for even tomorrow is not guaranteed to us, and today is a blessing from the gods."

It is fascinating, the beliefs of some of these primitive cultures. Though I doubt they took this story literally and I suspect it contains a great deal of allegory. Still, it is an enlightening view into the minds of that long-lost culture, and of no small amusement. On that note, I shall retire, for I have not slept well in several nights. It must be due to all of my research into such a morbid culture, but I have started to have frightful dreams of a menacing skeleton, shrouded in scarabs. I have also fired my maid, for she has failed to deal with the increasingly infuriating infestation of beetles that have afflicted by home. They eat my papers and bite most fiercely. I expect we shall meet again at the conference, in Bögenhafen, next Hexenstag. Until then, good luck in your excavations and I look forward to discussing the Zandri expedition.

Yours Truly

Sebastian Schröder,

Altdorf Museum of History,

Department of Nehekharan Studies





THE MORTUARY CULT GROWS

All the Priest Kings of Nehekhara shared the same lust for wordly power, and had the same ambition to defy death. However, just as with Settra, none could escape death's embrace, so they maintained the Mortuary Cult in order to reawaken them after their passing. During this time, the power and influence of the Mortuary Cult grew. The first generation of priests, whose skills were comparatively rudimentary, died after prolonging their lives well beyond their natural span. They passed on their knowledge to the next generation who exceeded them in knowledge and expertise. In this way, the Mortuary Cult's knowledge accumulated until the fifth generation of Priests, who did not die. After long years of perseverance and research, they had finally unlocked the secrets of eternal life, and though they had not yet perfected the necessary incantations, the ability to resurect the deceased kings from the sleep of death was almost within their grasp as well. Whilst the Liche Priests plunged the secrets of life and death, they witnessed the fall of dynasties, and still they did not die. However, as the centuries passed, the Liche Priests began to discover the difference between eternal life and eternal youth.



THE NECROPOLISES

Nehekhara became a society obsessed with death and immortality. Deities such as Djaf, the arbiter of souls, and Usirian, the god of the underworld, became as widely worshipped as Ptra, the king of the gods. Skulls and skeletons became common smbols of immortality and everlasting life, and such motifs were emblazoned on the shields, banners, and chariots of the Priest King's armies. Heroic warriors were rewarded with the promise of mummification upon death so that they may share in their lord's eternal kingdom on earth. It was not just the culture of Nehekhara that changed as the Mortuary Cult gew in power; as the Nehekharan's obsession with death flourished, the architecture and landscape of the Great Land irrecovably changed as well.

Every Priest King demanded that his pyramid outdo the efforts of his predecessors in order to prove his superiority. Though none had the audacity to surpass the majest of the Great Pyramid of Settra, ever-bigger

monuments were raised to honour the achievements of the kings. Titanic statues were carved to stand guard over their remains, keeping them secure through all eternity, and bridges were erected to span the gaps between the portals at the pyramid tops, as if the inhabitants might go visiting. Soon the cities of the dead grew into vast, interlinking mazes.

Before long, the construction and maintenance of the necropolises became a full time occupation, to which all citizens of Nehekhara were expected to spend a portion of their lives, as a public duty. Necrotects planned and directed the construction of the cities of the dead as Liche Priests oversaw the mummifcation and funerary rites that they believed would one day lead to a great resurrection. Soon, lesser nobles demanded similar rites and had tombs of their own constructed beside the royal pyramids. This practice spread down through society until everyone who could afford it spent much of their worldly wealth on their tomb. Over centuries, as hundreds of royal lines and their armies were entombed, the shining necropolises of the dead outgrew the cities of the living. No expense was spared in paving the path to immortality, and the splendour, wealth and power of Nehekhara was breathtaking to behold. However, none could imagine that all this majesty would be undone by a single man...





NAGASH

The fall of Nehekhara, and the tragic destruction of its people, was brought about by the ambition of a twisted priest named Nagash. As the first born son of King Khetep of Khemri, Nagash was destined to serve in the Mortuary Cult, whilst his younger brother, Thutep, ascended to rule following their father's death. Nagash was an exceptionally gifted student, and due to his talents and heritage he quickly became one of Khemri's High Priests, but this did not sate his thirst for power. Filled with pride and greed, Nagash coveted the throne held by his brother and set into motion a plot to seize the crown for himself. Nagash began to gather together like-minded acolytes, of which a cruel noble named Arkhan was the foremost. One night, as the clouds covered the face of Neru, Nagash murdered Thutep's bodyguard before entombing the young king alive within the Great Pyramid of their father. The next morning, blood still staining his hands, Nagash placed himself on the throne, and none dared confront him.

THE ARCH-NECROMANCER

The reign of Nagash was a time of terror for all the people of Nehekhara. The usurper king sought to increase his own power by means of devilish sorcery and soon took to unspeakable experiments in his quest for

power and immortality. Nagash corrupted the religious incantations of the mortuary cult with forbidden knowledge, gleaned by communing with daemons and other dark spirits in forbidden places; a blasphemy that the people of Nehekahra felt certain would incur the wrath of the gods. Travelling further down this dark path, Nagash learned the secrets of Dark Magic from a cabal of shipwrecked Dark Elves, captured and imprisoned within his father's pyramid on the eve of his funeral. Nagash coerced knowledge from his prisoners, with threats of starvation and death within the deadly labyrinth, if they did not share their power with him. He proved to be an apt pupil indeed and, after only a few years, Nagash had surpassed his tutors' powers, and destroyed them in a deadly magical duel as they tried to escape.

Dark Magic opened Nagash's eyes to possibilities beyond anything he had dreamed of previously and the sorcerer began working to combine the new powers he had mastered with the Mortuary Cults' own sacred incantations, perverting the magics of the priesthood into something new and utterly depraved, Necromancy. For the first time in history a corpse rose from the dead at the will of another. Nagash committed his findings into nine accursed toms – the Books of Nagash – the greatest compilation of necromantic magic ever written. Nagash's second great accomplishment soon followed. He was able to distill an elixer from human blood that would prolong the lifespan of those who drank it. With his new Elixer of Blood Nagash had finally unlocked the secret of eternal youth. He allowed Arkhan and the other depraved nobles who had followed him to imbibe the elixer. It granted them immortality and incredible strength, but, unable to recreate the potion for themselves, they were little more than slaves to the will of Nagash.

With unlimited life at their fingertips Nagash and his disciples were able to study and perfect their new magics and soon they came to see themselves as gods, and the inhabitants of Khemri as cattle. As the years turned to decades, and the decades to centuries, the blood drinkers began to shun the light of day and seek out cool, dark places to hide from the blazing sun. They took up residence in the palatial toms of the necropolis and Nagash supervised the construction of his own Black Pyramid, the mightiest structure ever attempted by men, and one designed to attract the winds of Dark Magic.





THE WAR OF THE DEAD

The pyramid soon became Nagash's obsession, and its construction quickly drained Khemri's resources, forcing the necromancer to demand increasingly harsh tithes of gold, building materials, and slaves to replenish his workforce. The tributes Nagash wrung from the other great cities caused great hardship in Nehekhara and if any king refused to pay Nagash's tithes those tithes would be taken from them by force, and several cities were brutally conquered by the armies of Khemri.

Marble the colour of midnight was brought from afar, and innumerable slaves toiled day and night for fifty years until the Black Pyramid of Nagash towered above all other monuments in Nehekhara. Such was Nagash's arrogance that he had built for himself a tomb that dwarfed even the Great Pyramid of Settra. The broken corpses of countless slaves were cemented into its foundations and mystic sigils of power were woven into the Black Pyramid's walls. Even in the full glare of the desert sun, the pyramid reflected no light. Cold to the touch, not even starlight reflected off of its magic-saturated surface. Upon the completion of the Black Pyramid, the Winds of Magic blew strongly across Nehekhara and Nagash's mastery of Dark Magic and Necromancy swelled ten fold. However, the tribute exacted by Khemri was so great that the poverty wracked cities of Nehekhara had begun to fall into ruin. Eventually, the other Priest Kings rallied against the tyranny of Khemri. They refused to submit to Nagash any longer, and seven great kings formed a grand alliance and sent their armies forth to do battle with Khemri.

During the long war that followed, waves of Dark Magic blasted the lands and Nagash used his infernal powers to raise a legion of the dead.

This was the first time that the living had faced the dead in combat, and the horror of it caused many mortal soldiers to flee in terror. Every soldier who fell swelled the ranks of the Undead and the populations of entire cities were massacred by the army of the dead, but Nagash had underestimated the pride and the resolve of the Priest Kings. After nearly a century of warfare, in a massive desperate assault, the armies of the Seven Kings finally succeeded in sacking Khemri. When the City of Kings fell, Arkhan the Black led a suicidal counter charge which gave Nagash the opportunity to escape. Arkhan and his bodyguard fought to the last man, hopelessly outnumbered and surrounded on all sides. When the last of his bodyguard was slain Arkhan fought on alone, atop a growing pile of bodies, until a spear, hurled by an unknown soldier, pierced his heart. Arkhan stared in horror at the shaft protruding from his chest, then slumped to the ground and died.

As he fled from the burning city into the cold depths of his pyramid, Nagash turned and shook his fist at the armies of the oncoming Priest Kings. He swore that their cities would become as dust, and less than dust. The Priest Kings laughed. One by one they found Nagash's disciples within the Black Pyramid and dragged them screaming out into the light of day to be beheaded and burned. The Priest Kings cast down all the works of Nagash, and the monuments of Khemri were toppled and despoiled. All trace of Nagash was expunged but no trace of Nagash himself could be found. His lieutenants claimed to have seen him enter his sarcophagus, but it was found to be empty. With the defeat of the Arch-Necromancer, Nehekhara breathed a sigh of relief. Meanwhile Nagash, having escaped the wrath of the Priest Kings, via hidden ways concealed within his own pyramid, fled north into the mountains to plot his revenge...



CRIPPLE PEAK

Cripple Peak is an area spoken of with horror by the few people who have ever been there. It is a giant shattered mountain on the shores of the Sour Sea. In ancient times a huge chunk of warpstone plummeted from the sky and smashed into the peak, splitting it and driving down into the mountain's core. Over the years wind, rain and erosion carried the foul warpstone dust down into the Sour Sea, poisoning the water and mutating those fish and serpents that it did not kill. The sea was surrounded by twisted and stunted vegetation; sickly trees and poison-thorned briars warred for the poor nourishment in the soil. By night the waters glowed green, and a viscous toxic scum lay on their surface. Those tribes who dwelled on its shores and sipped from its foulness showed the horrific signs of degeneracy and mutation that generations of exposure to the stuff of Chaos bring. When he first saw the place Nagash looked upon it and found it good: he had found what he was looking for. At his first taste of the Sour Sea's waters, incandescent visions blazed through his brain and dark power surged through his veins. Here was all he required.



For years Nagash lived like a hermit in a cave in the side of Cripple Peak, meditating on the nature of magic, drawing wisdom from the dark well of his corrupt soul. He explored the huge cave systems in the Peak till he found the lightless lake beside which the great bulk of the warpstone lay. He mixed the powdered Chaos stuff with certain nameless herbs and the leaf of the Black Lotus and used it to enhance his power and make his mind keener in its questing.

The years wore relentlessly on, and the constant exposure to warpstone wrought terrible changes in the Great Necromancer. His skin withered and cracked and sloughed away from his bones. In places it became translucent leaving muscles and veins exposed. His eyes melted and became pools of luminous pus in their sockets. His nails grew longer and became talons, his

fingers curved into claws. His heart stopped and his blood ceased to flow. His body continued to walk driven by his dark will, and the power of his evil sorcery. As he had so long desired, he had gone beyond death's reach, or so he believed.

During this period Nagash made his greatest strides in the field of necromancy. Down the years he perfected those spells that all later Necromancers would use. By night he would go down to the burial grounds of the primitive tribes who lived around Cripple Peak. Those who saw him fled, and the shamans who opposed him he slew with a word. One by one he opened the cairns and one by one he animated the corpses within. Already dead and corrupt there was little the warpstone could do to harm these Zombies and animated Skeletons. Nagash set them to work excavating the caves below Cripple Peak and constructing a stone tower, the foundation of what would later become Nagashizaar, the Cursed Pit, greatest and most evil of fortresses.

NAGASHIZAAR

Desiring ever more Undead lackeys Nagash set his legions to capturing and enslaving the local tribes. During the dark of moon these unfortunates were dragged kicking and screaming to Nagash's altar to have their hearts ripped out. Then their soulless husks would rise into eternal servitude to their dark master. Unable to resist the Undead army, the tribesmen took to worshipping the Great Necromancer as a god, and passively sent their fairest maidens and most handsome youths to Nagash's tower as offerings. This tickled his vanity and he spared the tribes, teaching them many things and building an evil nation to obey his will. It suited Nagash's evil humour to teach the population the ritual of the Dark Feast which would eventually lead to a terrible doom overtaking the people.

Within a few hundred years Nagash had built an empire of evil along the shores of the Sour Sea, Black-armoured legions of the living served alongside the stumbling animated corpses of their dead kin. Small villages grew to great towns. The mines below Nagash's tower expanded into a mighty network stretching down to the mountain's roots. The fortifications around the tower grew like a cancer in a sick man's body till they covered a league on either side. Thus, was born the fortress city of Nagashizaar, an untakeable keep, a laboratory and library of the darkest of arts, capital of the vilest human nation the known world has ever seen. In the centre, like a spider in the middle of a web, Nagash sat on a throne made of human skulls and issued edicts that would topple kingdoms and cause the death of nations. He



ventured as far as the Plain of Bones and bound a mighty Undead dragon to his will to be his steed.

Now however, constant exposure to warpstone pained Nagash. He forged a great suit of armour from an alloy of lead and meteoric metal to protect him from its ravages. His followers were not so lucky. Warpstone dust, cast up by the mining, was everywhere. It seeped through the ground into the root systems of the blighted plants, and from the plants it was transferred to the bodies of the sickly animals that fed upon them. It accumulated in the bodies of those humans who fed upon the plants and the animals and changed them. Worse affected of all were those who performed the Dark Feast and fed on the flesh of their fellows. They absorbed most of the Chaos stuff and slowly devolved into night-haunting Ghouls, the chosen of Nagash, adored, hated and feared by their fellows. The land and the air were now saturated with warpstone dust. Soon everything began to sicken and die, leaving only the glittering Ghoulish haunted desert that later generations were to know as the Desolation of Nagash.

ALCADIZAAR THE CONQUEROR

Down all these long centuries Nagash had not forgotten his promise to the Priest Kings of his former land. He would have his revenge, and within his former land he found allies. The rulers of Lahmia had stolen one of his nine books, when the armies of the Seven Kings had ransacked Khemri, and they had used Nagash's research to recreate his elixir of blood. After centuries of using that vile potion to prolong their own lives, a strange disease had quickened in their contaminated blood, transforming them into something both more and less than human. Now they shunned the daylight and stalked the night. They had no hunger or thirst save for blood. Their teeth had changed into great fangs, their eyes glowed a terrible red, and they were strong beyond the measure of mortal man. These were the first true Vampires and by night they preyed on their own people like livestock. A select few they allowed to join them in Undeath.

On discovering the extent to which the nobility of Lahmia had been corrupted by Nagash's sorceries, the Priest Kings once more massed their armies and made ready for war. Chariots too numerous to be counted spearheaded a great force of archers and spearmen. Phalanxes of Ushabti towered beside the mortal soldiers and entire prides of mighty Warsphinxes shook the earth beneath their stone paws. The Priest Kings wrought their magics and a great battle was fought and won. The population of Lahmia was enslaved, their pyramids smashed, and the Vampires driven forth. Most fled

northward and one by one arrived in Nagashizaar to be welcomed by him who had formerly been their greatest enemy. Nagash looked upon the corrupt immortals and was well-pleased. Here were worthy champions for his armies, their damnation a tribute to his dark genius.

Nagash by now had conceived his mad and fatal masterplan. He vowed to turn the entire world into a Kingdom of the Undead, where no action would be performed, no deed done, save when he willed it. He would rule a world-wide cemetery peopled by the unquiet dead. The first step was the elimination of his former homeland. At his command, the Vampires led his legions forth to war. On strange ships made of bone, the Undead horde made its way from the Sour Sea down the Straits of Nagash to the Bitter Sea, so called because the poison from the waters of the Sour Sea had tainted it. The Undead legions made landfall at the abandoned port of Lahmia and surged forward on the foe.

Nagash had seriously underestimated his former countrymen. In the time of his absence the Land of the Great River had gone from being a collection of warring city states to a mighty empire ruled by a single Priest King, Alcadizaar the Conqueror. Alcadizaar was the greatest general of his age and his empire was at the zenith of its power. When the Undead came they found themselves opposed by a unified state with a single confident army. Moreover, the wizards of the Great Kingdom had made progress in the arts of magic, particularly in the forging of deadly weapons. No easy victory was possible against them.



The Vampires were mighty sorcerers and fell foes. Where they marched terror and dread came upon the enemy, yet they were not invincible, and the war swayed backwards and forwards. First the legions of the dead had the upper hand, then the armies of Alcadizaar struck back, their chariots slashing through the re-animated ranks like scythes through wheat. At the fore was Alcadizaar, his great golden armour glowing with magical energy, his enchanted Khopesh flicking faster than a tongue of a desert snake. Battle after battle was





fought until the last of Nagash's legions were destroyed and the Vampires were forced to flee across the desert to Nagashizaar to bring their dark master the report of their failure.

Great was Nagash's rage. He cursed his captains and laid terrible spells upon them. Ever afterward they would know pain. Seeing the way the wind blew, the surviving Vampires fled Nagashizaar by night, dispersing in all directions to confuse pursuit. Thus was their curse eventually spread to all the lands of men. For a decade Nagash raged and schemed, conceiving a terrible hatred of the man who had thwarted him and a plan for vengeance so dark that the Gods themselves shuddered and turned their faces from the world.

THE DEATH OF A NATION

It began slowly. Agents carried warpstone charms wound round with fatal spells to the headwaters of the Great River, corrupting the springs with evil until the water coagulated, and ran slow and red as blood.

Fear came upon the folk of the Great Kingdom for whom the river was life. One by one they sickened and died. Alcadizaar sat in his throne room and watched as his kingdom was destroyed by a foe he could not defeat, Pestilence swept through the land. Folk died with great pustules marring their skin. Doctors fell in the act of treating their patients. Men fled their families dying even as they ran. For a season the Death stalked the land

till the dead outnumbered the living and corpses lay unburied and rotting in the street. Cattle wandered untended in the field until they too died. Every living thing in the Great Kingdom sickened. One by one Alcadizaar watched his friends die, then his children, then his wife. He himself was spared, almost as if some malign power willed it. Eventually he was left alone, sitting and weeping, while in the distance he could hear the sound of a relentless army on the march,



Only after the dying was complete did they come: a vast army of the dead. The few sickly and wasted survivors of Alcadizaar's armies were no match for them. Immune to disease the Undead marched from one end of the kingdom to the other and did not rest until every man, woman and child was dead. Save one. They took Alcadizaar from his throne-room and dragged him in chains to the Cursed Pit. He was brought to the foot of Nagash's throne and confronted the horrific form of the Great Necromancer himself. To Alcadizaar Nagash explained what would happen next, all the unbelievable details of his insane plan. Nagash told him he intended to re-animate every dead body in the Great Kingdom and use them as soldiers in his plan to conquer the world. In despair, Alcadizaar was thrown into Nagash's dungeon, there to await the dark sorcerer's pleasure. Nagash's statements to the king were no idle boasts. He fully intended to carry out his plan, and he had the means to do so.

In a days' long ritual, he consumed vast quantities of warpstone until his body burned with power. What little flesh he had left was burned from him and he became little more than a living skeleton wrapped in black armour. Slaves were led forth from the dungeons and were sacrificed on the black altar one by one, and their souls were devoured by the Great Necromancer to increase his power. For a full night and a day, as Morrslieb glared down from the sky, Nagash chanted the syllables of his last and greatest spell. Across the continent all living things were disturbed by the darkest of nightmares. Strange lights glowed in the depths of the Sour Sea. From the heights of his tower Nagash threw handfuls of glittering black dust into the air, Cold winds carried it outward from Nagashizaar till it fell like dark rain on the cities and necropolises of the Great Kingdom. For a moment all was still then across the land the dead began to stir. Dead lashes flickered. A cold green light entered tens of thousands of eye-sockets. One by one the plague-stricken corpses stood up and walked. In the great necropolises, the honoured dead shook off the dust





of aeons and marched forth from their tombs. Deathly warriors mounted their chariots and rode forth into the haunted night. The innumerable dead formed up in disciplined ranks. Cerement-wrapped mummies of long dead kings emerged from their pyramids to lead their subjects in conquest once more. Animated by Nagash's mighty will, the largest army the world had ever seen began to converge on Nagashizaar.

Exhausted by the vast expenditure of energy needed to cast the spell, Nagash fell into a deep trance upon his throne. Even as the Undead army made its way there, a strange and ominous silence fell over Nagashizaar. It was as if the real death had come to the Great Necromancer's capital.



THE LAST KING OF NEHEKHARA

It was in that deafening silence that a group of hunched and cloaked rat-like figures infiltrated Nagash's dungeons from below. Without explanation they freed Alcadizaar and presented him with a sword etched with dire runes that glowed with malign power. As he grasped its hilt the king sensed the way to the Necromancer's throne room. Ignoring the fleeing ratmen, Alcadizaar crept through the noisome corridors of the deathly silent keep. Eventually he made his way to the Great Necromancer's throne room. Silently he stalked forward across the floor of black marble till he confronted the towering, silent figure of Nagash.

The Liche's eye-fires were dim. He made no move. The runes on his crown gave off no internal lambency. For a moment Alcadizaar wondered whether this was some evil trick, some new form of torture then he realised that he did not care. He raised his blade and brought it down in a flashing arc. At the last moment, warned by some sixth sense, Nagash stirred and raised his arm to ward off the fatal blow. The enchanted blade cut right through his wrist and his taloned hand fell to the floor. So great were the evil sorceries permeating the Liche's body that the hand still maintained some animation and scuttled off into a dark corridor like a huge and horrible spider. Nagash was still exhausted from casting the Great Summoning, but his power was still vast. He blasted Alcadizaar with evil spells that threatened to strip the flesh away from his body. From a great distance away thirteen robed figures threw all of their power into

protecting their human pawn. Desperately using all their strength, they managed to deflect Nagash's bolt. A great hiss of frustration escaped the Necromancer's fleshless lips. Alcadizaar struck again, shearing through Nagash's ribs, and breaking his spine. Nagash lashed out with his remaining claw and grasped Alcadizaar by the throat, throttling him. Jewels of blood stood out on the man's neck where the Liche's claws bit deep. His feet left the ground as Nagash lifted him one-handed.

Frantically, the breath crushed from him, darkness threatening to overwhelm his senses, Alcadizaar lashed out, severing the great Necromancer's arm at the elbow. He dropped to the ground and frantically hacked at Nagash. The Skaven's runes finally began to take effect and all the unnatural vitality drained out of Nagash. His body, which had so long defied the ages, began to crumble away to dust. Sensing victory Alcadizaar pressed on, chopping the dying Necromancer into a thousand pieces. Finally, when they stirred no more, Alcadizaar lifted the crown from Nagash's head and staggered out of the fortress. As the last King of Khemri staggered forth from the dark citadel, more verminous figures scuttled in and carried the pieces of Nagash's body to his forges. Each bit of the Great Necromancer was burned in the warpstone-powered fires that he had used to create dire devices..

With the passing of the Great Necromancer, many of those animated by him fell back into dust. However, so great were the energies unleashed by Nagash's great summoning that they could not entirely be dissipated. Many of the former inhabitants of the Kingdom of the Dead remained trapped in their unlife, and slowly some of them made their way back to the places they knew best, their own necropolises where they settled into a twilight life that echoed the days of their living. Thus, was born the Kingdom of the Dead.

After the destruction of Nagash, Alcadizaar wandered through the Cursed Pit driven half-mad by the horror he had witnessed, and by exposure to the maddening influence of the Council of Thirteen's Deathblade. Alcadizaar fought clear of the citadel of the Great Necromancer. He had destroyed the deadliest opponent any man had ever faced but the cost was high. The lethal energies of the weapon were slowly killing him. His hand was scorched from where it gripped the blade, and eventually he threw it into the great crevasse outside the Cursed Pit. Maddened and dying, Alcadizaar wandered north into the Worlds Edge Mountains and vanished from history.



THE TOMB KINGS ARISE!

As Nagash's powerful sorceries coursed across Nehekhara, the bodies of hundreds of thousands of the victims of his plague stirred and rose, but with his destruction, their source of animus vanished, and they fell like marionettes whose strings had been cut. Nagash's foul magic also penetrated the tombs of the kings and reverberated throughout the charnel pits of the Necropoli. However, protected and shielded by the wards and incantations of the Liche Priests, Nagash's spell affected the long-dead kings and their buried legions differently. After centuries of entombment, the mummified kings rose from their resting places. Legions of Skeleton Warriors burst forth from their sand-filled tomb pits, ready to do their liege's bidding. Due to the incantations of preservation performed on their embalmed bodies, the Tomb Kings awoke from their long journey through the Realm of Souls with their memories and faculties intact. However, to their horror, they discovered that instead of the eternal paradise they had been promised, they had awakened in bodies of desiccated flesh, with their lands desolate and their kingdoms all but destroyed.

THE WAR OF THE KINGS

There had been countless kings during the long history of Nehekhara. The fires of ambition and pride that had driven them in life still resided in their ancient bodies, and they instantly set out to reclaim their empires as best they could. Kings who were great and powerful in life, who had reigned unchallenged for centuries, now awoke from death in a land where they were but one amongst hundreds. All believed the right to rule was solely theirs, and there were long battles in the necropolises as king fought king. Undying legions arose at their command, and many thousands of Skeleton Warriors were destroyed as the Tomb Kings struggled for supremacy. Of all the tombs and pyramids, only one remained silent and untouched by the fighting — the Great Pyramid of

Settra the Imperishable. The wards heaped on the white burial monument had protected the mummified corpse of Settra from Nagash's tainted sorcery, and its occupants still slumbered in the sleep of death, oblivious to the tumult of battle taking place outside the pyramid walls.

As the battles raged, the Liche Priests looked on. Their bodies, already extended far beyond their natural span, were unaffected by Nagash's spell. They had survived the rise and fall of Nagash, but it looked like the warring Tomb Kings were going to destroy what remained of Nehekhara. The head of the Mortuary Cult, Grand Hierophant Khatep, oldest and wisest of the Liche Priests, took it upon himself to restore order. As king smote king, Khatep broke the seals to Settra's pyramid and began to recite the incantation of awakening. With the rumble of stone grinding against stone, the tomb of Settra opened and the mightiest of all the kings of Nehekhara strode out into the blazing sunlight at the head of thousands of his warriors. Even in undeath Settra would suffer no rival to his rule and personally struck down a dozen lesser Tomb Kings who stood against him, destroying them utterly. Before long, all the Tomb Kings of Khemri once more bowed their heads to Settra the Eternal.

THE REIGN OF MILLIONS OF YEARS

Settra returned to his throne room and commanded the Liche Priests to explain to him why the awakening had gone awry, and so long before the right and proper time. Settra's fury was great; his cities were in ruins, his treasures had been plundered and much of his kingdom had been lost to foreign invaders. The golden paradise he was promised did not exist, and worst of all, it appeared as if the gods had abandoned Nehekhara. Grand Hierophant Khatep was summoned



before the outraged king. There he told the history of Nehekhara since Settra's passing over two thousand years before. As best he could, Khatep told Settra of the spell that Nagash had cast, cursing Nehekhara for all time. Settra listened with a barely controlled rage. Once he had learned all he could from Khatep, he commanded that the Tomb Kings return to their eternal rest. The Liche Priests were given the duty of watching over the tombs and of awakening his vassal kings as needed. Settra then set about restoring his former empire without delay. In particular, he watched for the return of the hated Nagash, who had cursed his realm, for he knew that the necromancer might yet reappear in the world. So it was that Nehekhara became the Land of the Dead and Settra the Imperishable renewed his rulership, which would become known as the Reign of Millions of Years.

THE LAND OF THE DEAD

Whilst the land of Nehekhara was once fertile, populous and prosperous, it is now a desolate kingdom. In addition to the centuries of war and neglect, the lands were forever tainted by the enchantments of Nagash's Great Ritual. The Land of the Dead is now a haunted realm where countless unquiet spirits and elementals flit around great mortuary temples and dark tombs. Their cries can be heard screaming in the wind as they cross the vast tracts of Nehekhara's baking deserts, preying on those foolish enough to enter the cursed land in search of treasure.

Nehekhara is a hostile realm where the heat of the desert sun is the least of a wandering traveller's worries. The waters of the Great Mortis River are poisonous and blood-coloured, providing no relief to the thirsty. There are regions of quicksand that can swallow regiments whole and choking sandstorms that strip the flesh from bones in mere seconds. Whirlwinds of dust and ravenous desert insects scour the land, and rivers of flesh-eating beetles crawl across the desert, consuming everything in their path. A few oases still exist, scattered throughout the arid desert, but most are the abodes of foul monsters, that lurk patiently beneath the cool, tempting water.

Nehekhara is a wilderness of ever shifting sands, a land of constantly changing topography. There are waterfalls of sand that defy the passage of time and flow backwards. There exist dunes and basins large enough to accommodate entire armies, and many of the Tomb King's legions lie beneath the surface in such places — awaiting the magical incantations of Liche Priests to awaken them from their deathly slumber.

In addition to open deserts, where sand stretches as far as the eye can see, there are vast necropolises and numerous places where one can hardly move for all the statues and sculptures, each covered with images of death. These monuments are vaster and grander than anything the Old World can boast, and foremost amongst them are towering figures resembling the great kings of Nehekhara — fearsome statues that come to life and smite trespassers with impunity.

When the Tomb Kings awoke, they ordered their Undead minions to rebuild the cities of old and fill them with the markets, wares, boats, and other things that they remembered from life. Skeletal men now walk the lands fulfilling the same tasks they once did in life, and armies of skeletal soldiers are forever patrolling the borders of their realm, relentlessly searching for enemies and intruders.

In the centuries since Nagash's Great Ritual, many foul monsters have been drawn to the magically tainted realm. There are now Manticores, Cockatrices and even Dragons inhabiting the Great Desert. Nehekhara may be a barren realm, but it is far from uninhabited.





THE REALM OF THE DEAD

KHEMRI, CITY OF KINGS

Khemri is the jewel in the crown of Nehekhara. It is the oldest, largest, proudest and most powerful of all the ancient cities. The monuments built in this grand necropolis are vast and majestic to behold, crafted by the most skilled Necrotects in the land. Graven images of gods and monsters peer down from every rooftop, and statuary marks the corner of every street. In the heart of Khemri lies the lavish royal palace in which Settra the Eternal sits upon a throne made of gold, diamonds and a wealth of other gemstones worth more than the combined treasures of a dozen lesser kings. Beside this court of power looms one of the most magnificent structures ever created by Mankind — Settra's Great Pyramid. Within this marble edifice, Nehekhara's fearsome legions await the king's command, standing ready to march to war and destroy his enemies. However, even this majestic monument, rising hundreds of times the height of a man, is dwarfed by the Black Pyramid of Nagash — a wonder and a terror to all who behold it, lying silent and ominous on the outskirts of Khemri.



ZANDRI, FLEETPORT OF TERROR

The Tomb Kings' domain is not limited to the endless sands — they also bring war to the seas. The coast around the Mortis delta is filled with the sunken wrecks of numerous pirate ships — fools that have attacked Zandri in the search of untold riches. The city's harbours are patrolled by ancient war-barques that glow white-gold in the sun, as they patrol the Great Ocean to the resonant boom of a slavedriver's drums. Along the waters of the miles-wide Mortis River, and across the Great Ocean to the north, the fleets of Zandri bring the terror of Nehekhara to distant realms. These imposing armadas set out laden with skeletal legions and vengeful rulers and return with blood-slick weapons and recovered treasures, plundered from Nehekhara in ages past by heathen invaders.

MAHRAK THE CITY OF DECAY

Built on the eastern entrance to the Charnel Valley, Mahrak was once one of the most prosperous kingdoms in all of the ancient world and earned the name "The City of Hope". Mahrak's wealth was derived from several massive seams of gold and precious gemstones discovered early in the city's history in the foothills of the mountains east of the city. The kings of Mahrak invested these riches in the construction of great temples to the Desert Gods and thus it became renowned as a spiritual hub in Nehekhara and was the destination for many religious pilgrims. All of the kingdoms of Nehekhara traded for Mahraki gold and a portion of this wealth was used to build one of the mightiest militaries ever assembled. So it was that when Settra tried to cow Phar, the King of Mahrak, Phar was able to deny the God-King, something that had never been achieved by any other king. Only when Phar died of old age did Settra finally take the city. When the great awakening happened, King Phar quickly reasserted his independence, and destroyed his craven children who had surrendered to Settra.



LYBARAS THE CITY OF BRASS

A vision of decayed splendour, Lybaras is the home of the Great Temple of Asaph, the greatest monument to the Goddess of Vengeance and Magic ever constructed in Nehekhara. In this gleaming coastal city, vast temple complexes tower into the sky, and every burial pyramid is topped with polished brass that glows a glorious red in the morning light as the sun rises across the Bitter Sea. Lybaras is the resting place of High Queen Khalida, renowned for her martial skill and her deep-rooted hatred of Nagash's Vampires. Aside from Mahrak, Lybaras has the most independence from Khemri's rule. This is due, in no small part, to its isolation. Lybaras is surrounded on three sides: by the mountain range known as the Devil's Backbone to the west, the Cursed Jungle to the south and the sulphuric waters of the Gulf of Fear to the east. The only negotiable path lies to the north, past the tainted ruins of Lahmia, where the spirits of the damned lurk and feed upon any who enter.





QUATAR, THE PALACE OF CORPSES

Quatar, known as the Palace of Corpses, was built upon the western entrance to the Charnel Valley, known also as the Valley of Kings, having literally been carved into the very walls of the canyon pass. Great pillars carved from the valley rockface line the hundreds of steps that lead to the palace gates.

During the long-lost days of Nehekbara, Quatar was one of the biggest city-states of the Great Desert and yet only maintained a small military force. This was possible because Quatar was the home of the greatest and most expansive Necrotect Sect in all of Nehekbara and was protected by legions of the most powerful and elaborate war constructs ever built. These stone armies were commanded by the Vizier of Quatar, a role typically held by the highest-ranking Grand Architect of that great city. This made the role of Vizier doubly important in Quatar, for not only did the Vizier act as the chief consultant of the reigning king, but the craftsman and commander of the city's primary means of defence.



THE TOWER OF ARKHAN

This fell tower was built by Nagash's trusted vizier at the height of the Reign of Terror. The Black Tower was designed by Arkhan as a refuge where he could develop his mastery of Dark Magic. Second in Necropotency only to Nagash's own Black Pyramid, Arkhan's infernal spire is saturated with dark magic, and many vile things dwell in its shadow. Following Nagash's defeat by the Army of the Seven Kings and Arkhan's mortal-death, the Black Tower was abandoned, and for centuries it remained a haunted place, shunned by all. Only evil spirits stirred inside its catacombs. Upon Arkhan's return to Nehekbara, he raised an army to guard against the Tomb Kings, whose hatred for both him and his Master have endured long beyond death and who would see him destroyed. Arkhan's Black tower is virtually impossible to storm, for not only is it protected by Arkhan's own deathless legions, but the tower itself is under a powerful enchantment, vanishing with each new sunrise and reappearing at a new location, somewhere within the endless sands of the Great Desert. From his evil eyrie Arkhan hungrily eyes the world of the living and prepares for the return of his Dark Master.

THE CHARNEL VALLEY

The Charnel Valley was known long ago as the Valley of the Kings. At one entrance to the foreboding valley stands the alabaster palace of Quatar, while at the other sits the necropolis of Mahrak, the City of Decay. Throughout the Charnel Valley's entire length stand colossal statues, exquisite representations of powerful gods and mighty kings, carved from the face of the thousand-cubit high valley wall. Few living souls dare to travel into the Charnel Valley, and even fewer have returned, for these statues constantly patrol the valley in search of trespassers, trampling the rocks and boulders of the valley floor to dust beneath their heavy footfalls. The greatest Necrotects of Nehekbara now reside within the Charnel Valley and work tirelessly to re-sculpt the visages of these magnificent monuments, eroded by centuries of wind-swept sand and battered from endless years of warfare.



THE TEMPLE OF SKULLS

The Temple of Skulls, known by the Nehekharans as the Lizard Pyramid, is an ancient, long-abandoned derelict Temple-City once owned and inhabited by the Lizardmen and created by the Old Ones of a bygone age. It is located to the southeast of Rasettra and west of the Mangrove Coast of the Southlands.

The temple of skulls is a cursed place, where dark rituals were enacted by pre-human races, and horrible monsters slumber deep beneath the ruins. The temple itself sits at the center of a natural river basin, with large avenues and other outlying temples encircling it like the spokes of a wagon wheel. At one time, the temple was the capital of a large empire of the dead, ruled by the ancient Lahmian Vampire Nitotris. Since her death at the hands of a Dwarf Slayer and a human bard, her realm has crumbled, but more recently, a new power has claimed the Lizard Pyramid as its own. It is said that the dead are congregating there in ever greater numbers. At dawn and dusk, strange green lights can be seen shining from the great Lizard Pyramid at the heart of the Temple City, and at night the beat of ominous drums carries throughout the surrounding jungle with increasing fervor.



THE END TIMES

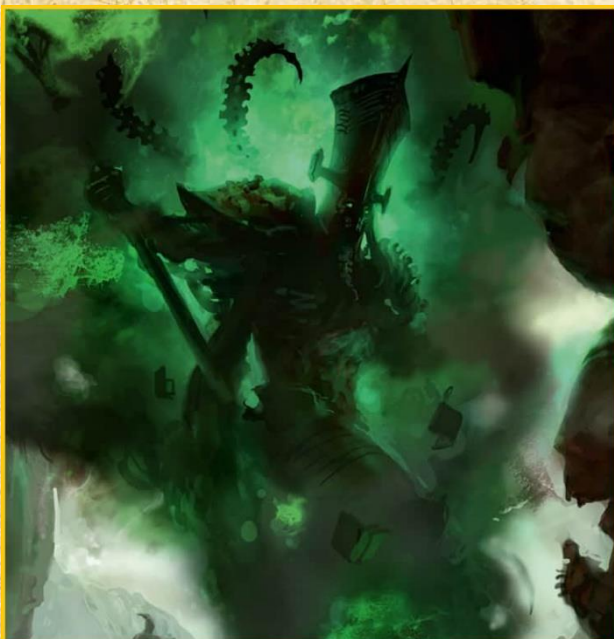




THE NECROMANCER RETURNS

In the year 2525, during the events referred to by Imperial Scholars as The End Times, Arkhan the Black succeeded in resurrecting his dead master. In a foul ritual in which the Grand Theogonist himself was sacrificed, Nagash was returned to the world. Unbeknownst to all, Arkhan had spent millennia accumulating dark magic within the Black Pyramid of Nagash, and when the Liche was restored to the world of the living, centuries of pent-up magic were channelled into his soul. The Great Necromancer was infused with power beyond even that which he had possessed when he had cast his great spell of awakening across the land, so very long ago.

The ritual was perfectly timed to culminate with a massive assault against the city of Kings by Arkhan's new allies, Manfred Von Carstein and the Vampire Queen of Lybaras, Neferata. War raged in the streets and Tomb Kings grappled with vampires as sun-bleached skeletons hacked and slashed at the rancid flesh of ghouls and zombies. It was then that a dark light began to emanate from Nagash's pyramid. It began as a single ripple of energy pulsing outward from the Black Pyramid, travelling in all directions. This was followed by a terrible gale of wind that swept across the land. Shadows raced across the sands, their icy blackness defying the light and heat of the sun. A baleful penumbra soon began to engulf the City of Kings, and as the shadow reached the bronze gates, a pillar of dark energy burst upwards from the pyramid's pinnacle. From out of the blackness emerged a monstrous form and death gleamed from the blackness of its hollow eye sockets. Nagash had come home.



For the briefest of moments, the battle paused as every soul looked up upon Death itself. Even the armies of Settra stood motionless. Yet one soul was not struck by awe, one soul whose will was truly indomitable and whose pride was legendary. Settra roared a rallying cry and the battle once more commenced. The war between the two Empires had grown to a fever pitch. Armies of Nehekharan soldiers charged against the Undead forces, whilst swarms of insects burst forth to consume vargheists and crypt horrors. Defiant to the very last, the people of Nehekharan raised arms and fought with furious vengeance to kill the hated Nagash once and for all.



The warriors of the Sable Spears were first to close in upon Nagash, who sent a volley of magical, fiery skulls exploding through their ranks. The Sable Spears were devastated by the attack, but through sheer force of numbers some of them breached the gap, thrusting their cursed spears into the Necromancer's black armour. As foul ichor oozed from the rents in his armour, the sands beneath Nagash burst to life as a newcomer came upon the battlefield. Prince Apophas, the Cursed Scarab Lord of Numas had long coveted a soul that would replace his own within the Underworld, and once he had learned that Nagash had returned to the world he knew he would need a mighty weapon to claim his prize. To this end, the Prince had risen from his crypt and stolen the Destroyer of Eternities. Riding atop a tidal wave of surging Khepra beetles, the Revenant Prince rose high above the war-ravaged streets, and plunged the Destroyer of Eternities deep into Nagash's undefended back, the blade carving through his body.



A howl of anguish was heard as Nagash felt agony for the first time in millennia. Yet as the blade sank deep into Nagash's body, Apophas felt the power of the blade beginning to fade, magically drained by Nagash's meteoric armour. As the Destroyer of Eternities went dormant in his hands, Apophas was seized in a mighty skeletal fist and raised face to face with Nagash. The necromancer sent a surge of foul necromantic power into Apophas, burning the Scarab Prince from the inside out. The last thing Apophas heard as darkness consumed his senses, was Nagash's mocking laughter.



SETTRA FALLS

As Nagash cast the body of Apophas unceremoniously to the desert floor, the armies of Settra continued their advance upon the Great Necromancer. On and on the mighty Chariot Legions of Settra carved their way through the army of the damned. With a swooping motion, Nagash sent an ethereal sickle across the battlefield, destroying dozens of chariots in a blink of an eye. When the moving wall of Chariots were less than two-hundred yards away from Nagash, the Great Necromancer unleashed a withering beam from the socket of his eyes, disintegrating dozens more. All that remained of the mighty horde of Charioteers were those of Settra and a handful of charioteers of the Royal Guard. Seeing Settra and his warriors still bearing down on him, Nagash threw his arms skywards and unleashed another spell. All across the battlefield, ethereal hands burst out from the ground, clawing at the Charioteers. Settras Chariot of the Gods was far too powerful to be dragged to the dirt, but the lighter Chariots were torn asunder. At last, Settra alone reached the Great Necromancer. The God King swung his mighty halberd in an irresistible arc and the blade bit deep into Nagash's rancid flesh, nearly cleaving the Necromancer in two. The light shining from the Blade of Ptra pierced the gloom which engulfed the Necromancer, who withered before its' radiance.

Hurled to the ground, Nagash staggered slowly and painfully to his feet, just as Settra wheeled his Chariot around and prepared to strike again. For an instant, the wounded Nagash appeared helpless before the golden glow of Settra's mighty war chariot. In desperation Nagash let out a screeching wail and pointed his staff at Settra.

Settra raised his magical defences and the bolt of dark energy crackled and seethed around his glowing form, but Nagash's magical power, glutted on the energy of his Black Pyramid, was too great, and Settra was hurled from his chariot by a life-leeching blast. Yet such was the iron-will of Settra that he was able to persevere through the assault and, rising to his feet, demanded Nagash face him in an honourable duel. Nagash, though powerful beyond measure, was a coward, and did not accept this challenge. Instead, he spat his last syllable. Settra, who was bearing down upon him, was halted by an invisible force, and his body was lifted high into the air. There Settra hung helpless before the looming shadow of Nagash, which towered over him. Nagash gave Settra one offer;

"I have humbled you, Settra, proudest of kings. But now I offer you honour. Bow before me, and you will become one of my mortarchs. Deny me, and perish"

Settra said nothing at first but hung defiant in Nagash's grip. Then he raised his head to meet the Great Necromancers gaze and let out a reply that will echo throughout the ages.

"Settra does not serve. Settra rules!"

With that one defiant outburst, the fate of Settra was sealed. There was a blinding flash of emerald light and a chorus of snapping sounds split the air as Settra's body was torn apart and flung across the sand. The broken limbs twitched once and then lay still. Settra the Imperishable, the Great King of Nehekhara, had finally met defeat.





THE FIRST DAWN OF A NEW AGE

With Settra's defeat, Nagash cast down the city of Khemri. He did it alone, marshalling the fell sorceries that were his to command. Great clouds of dust swept across the desert as minarets were torn down and temples shaken apart by tremors that shuddered through the rocks. The shattering of tiles and the shrieking of torn metal could be heard for miles around as walls collapsed and the upper floors of buildings tumbled into the ancient passageways below. The assembled kings and vampires watched in silence as the temples and palaces that had weathered the millennia tumbled into ruin.

They knew that the destruction was as much a lesson to them as it was an erasure of Settra's rule. Defy me, and both you and your cities will be dust; that was the lesson Nagash taught that day. Settra watched also. Even though he had been torn limb from limb, unlife still remained in Settra's body, and the witch-fires in his eyes blazed as Nagash heaped humiliation upon him. The king's severed head lay in the sand, and none dared approach it.

The winds howled across the moonlit desert that had once been Khemri, their caress strangely cold in that burning land. Nothing stirred, not even Settra's remains. Though dismembered, the Great King yet survived, his scattered remains half-buried by the sands. Nearby, a broken-faced statue, its lower half buried beneath the dunes, stared sightlessly into the sky. It cannot end this way, Settra raged wordlessly, just as he had every day since Khemri's fall. Yet the words rang false even to him. The Great King could not even recall how many days it had been since Nagash had laid him low. Time no longer had any meaning to him. There was just the harsh light of day and the numbing stillness of night, over and over again, with no hope of cease. Settra saw a glow in the distant east and knew that dawn was rising. He never saw the sun set, only its rise, for his head was now as fixed in its aspect as the statue of his former glories. Another day was come.

For the first time in millennia, Settra the Imperishable, the Great King of Nehekhar, wished that he could die. As he did so, a wind swept across the sands and Settra felt a power not his own surge through his bones, mending them and making him whole once more, infusing him with new strength. Settra staggered to his feet, his thoughts of despair fading like a desert mirage. He felt potency coursing through his limbs. Was this some trick? wondered the Khemrikhara. Four voices that were one danced on the breeze, their words bubbling with laughter.

"The battle is over only if you wish it. You can be a King again."

Settra gave no reply and stared silently across the Nehekharan sands.

Unbeknownst to the God King, in distant lands Archaon's black crusade had been quashed at last, not by the combined might of the Empire, Bretonnia, the Elves, and the Dwarfs, but by Grimgor Ironhide, the Once and Future Git. In an epic duel Grimgor had shattered the eye of Sheerian, snapped Archaon's daemon sword, and decapitated the so-called Ever chosen in mortal combat. Grimgor's Immortulz had been slain, almost to the last Ork, but had crushed Archaon's horde in a mighty battle that lasted for five, glorious, slaughter filled days, among the ruins of the Empire, ending the dark dreams of the Ever chosen of Chaos. Furthermore, Nagash's mad bid for world domination had ended when his black pyramid was blown to a million midnight pieces by the nefarious handywork of the Skaven. In the aftermath, the Liche had vanished and his forces fell to pieces. There was a power vacuum in the world, and the Dark Gods were rapidly seeking to fill it. They offered Settra everything. Life, immortality, the world, even daemonhood was his if he desired it. The Crown of the Everchosen was his if he accepted the Chaos Gods as his new masters.

Settra sneered *"Life? Immortality? The World? You offer me nothing that is not already mine by rights"*. With that, the King of Nehekhar turned his back on the Chaos Gods and returned to the ruins of Khemri.

With Nagash gone, he could feel the minds of his servants, once more his to command. He still had millions at his beck and call, and there was much work to be done. The King had learned a powerful lesson. The world had moved on during the ages of his slumber. Where once his rule had been unquestionable, now there were powers in the world that could catch him. Moving forwards would require not just planning, but also prudence. He must learn about this new world and those that inhabit it if he would one day rule them all. As well as these things, he had learned first-hand the full power of Necromancy. Previously Settra had disregarded Nagash's magic as a weak perversion of his people's own incantations, but now he realised that Necromancy was a power every bit as great as his own. He had felt the force of those dark energies for what they were, primal and elemental, not a shadow of Hieromancy, but an inversion, like a dark mirror-image. With newfound respect, Settra realised that the secret to true immortality, which he had sought since the very beginning, may not be achieved with Hieromancy alone, but rather, it must lay somewhere between the two powers. With this knowledge, Settra set into motion events that would change Nehekhar forever...





THE UNDYING LEGIONS

The ancient armies of the Tomb Kings are beyond counting. Loyal even in death, legions of skeletal infantry, cavalry, and chariots advance at the side of their mummified lords, as giant stone effigies stride across the battlefield to smash their foes asunder. With such armies, the Tomb Kings can crush enemy armies, and conquer nations.

In this section, you will find details for all the different troops, heroes, monsters, and war machines used in a Tomb Kings army. It provides descriptions, imagery, characteristics profiles, and all of the special rules necessary to vanquish your foes on the tabletop, as well as magical weapons and the mystical Lore of Nehekhara. Now, go forth, Oh King, and reclaim your rightful empire!





ARMY SPECIAL RULES

UNDYING

All units with the undying special rule are Immune (Psychology), Unstable, and cause Fear, as described in the Warhammer rulebook. In addition, units with the Undying special rule cannot normally make March Moves and when charged can only elect to hold. Note: Despite their superficial similarities, the Hieromancy of Nehekhara is vastly different to its corrupted form, Necromancy. Therefore, Undying is considered a separate rule to Undead and any rules or effects that specifically affect Undead units, do not affect Undying units and vice versa.

LEGIONS

Units with the Legions special rule represent the loyal soldiers and beasts who served the Royalty of Nehekhara in life. Without the complex magics and alchemies involved in the preservation of the Tomb Kings, Legions units retain only vestiges of the skills and memories of their mortal lives. However, in the presence of greater Undying beings, Legions units regain some of the lost vigour they once possessed.

The timeless discipline of Legions units enables them to take Swift Reform and Combat Reform tests on 3D6 and discard the highest dice. Legions units also benefit from the My Will be Done! Special Rule.

THE HIEROPHANT

The hierophant is responsible for awakening the Tomb Kings legions from their ancient slumber and without the Hierophant, the web of magical power that gives their ancient bones the strength to fight, will fade.

Your army must include at least one Undying Wizard, with a Wizard Level of 2 or higher, to be the army's Hierophant. If your army includes multiple eligible wizards, this will be the one with the highest level. If two or more models are tied for the highest Wizard level, pick which one will be the Hierophant. Remember to tell your opponent which character is the Hierophant at the start of the battle. The Hierophant must use the lore of Nehekhara. All friendly Undying units within 6' of the Hierophant, including the Hierophant, gain a 6+ Ward Save. If the unit already had a ward save, its Ward Save is increased by 1.

If the Hierophant is killed, the magic binding the army together starts to dissipate. At the end of the phase in which the Hierophant is removed as a casualty, and at the start of every friendly turn thereafter, all friendly *Undying* units on the battlefield must take a leadership test. If the test is failed, the unit immediately suffers a number of wounds equal to the amount by which it failed the test, with no saves of any kind allowed.

BATTLE STANDARD BEARER

Friendly Undying units within 12" of the Army Battle Standard Bearer suffer D3 Wounds less than they normally would as a result of the Unstable special rule or following the death of the army's Hierophant.

THE GENERAL

Although it is the magic of the Priests that animates the Tomb Kings' army, it is also by the will and force of personality of the Tomb King himself that they move and fight.

Your army must include either a Tomb King or a Tomb Scion to be the army general.

MY WILL BE DONE!

The complex enchantments that are used to preserve the Royalty of Nehekhara are so powerful, that not only are the minds of the Kings and Queens preserved beyond their own death, but lesser Undying, who received simpler rites, are invigorated in the magical aura of their lord, regaining much of their former vitality.

Undying units with the Legions Special rule that are within 12" of the Army General, or which are led by any other character with this Special rule, may March Move as an exception to the Undying Special Rule.

EMBALMED

The elaborate ceremony of embalming renders the bodies of those who were preserved this way highly flammable.

Units with the Embalmed Special rule can make March Moves (this is an exception to the Undying Special rule) and are Flammable.





ARISE!

That is not dead which can eternal lie...The liche priests of the mortuary cult use their Hieromancy to permanently bind the souls of the dead to their mortal remains. Neither alive nor truly dead, the Undying wait, in a serene state of torpor, for the call of the Liche Priests and the holy commands of their King to rouse them from their rest.

A unit with the Arise! Special rule has a chance to regain lost wounds and models any time they are targeted by an Augment spell with the **Hieromancy** keyword, or whenever a friendly wizard casts a spell with the **Hieromancy** keyword within 12". The chance of lost wounds being restored, and the number of wounds regained are indicated for each unit. E.g., a unit of chariots has Arise! 4(D3). Therefore, the unit will regain D3 lost wounds worth of models, on a D6 roll of 4+.



RESURRECTING FALLEN WARRIORS

Some magic spells and items can restore lost wounds and even resurrect fallen warriors in an Undying unit. Wounds regained in this way follow a strict order. First, the unit champion is resurrected, then the Standard Bearer, and then the Musician, displacing rank and file models as required. Then rank and file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining Wounds resurrect rank and file models. In the case of multiple-Wound rank and file models, the first resurrected models must be fully healed before another can be resurrected and so on. Resurrected models are added to the front rank until it reaches the minimum legal rank size for its unit type (5 for infantry, 3 for monstrous infantry and chariots etc.) – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. A unit cannot be taken beyond its starting size.

CONSTRUCT

Alongside the skeleton legions of Nehekhara stride statues of unyielding stone, awakened by the most powerful of incantations.

All units with the animated Construct Special Rule have the Natural Armour (5+) Special Rule. In addition, these units suffer D3 less wounds than they usually would as a result of the unstable special rule, or as a result of a failed Leadership Test, after the death of the army's hierophant.



THE SHAPERS GIFT

Characters with The Shapers Gift are powerful mage-smiths and artificers. These mystical masons are capable of blending wood, metal, stone, and bone into elaborate sculptures of surreal and disturbing beauty. Driving their creations forwards with sheer force of will, Necrotects can even work their art in the clamour of battle, reknitting leather tendons and fusing battered stone limbs to a smooth finish with their supernatural artistry.

Friendly Construct units within 6" of a character with The Shapers Gift Special Rule can March and gain a 6+ Regeneration save.

ASP ARROWS

These arrows carry the blessing of the goddess Asaph and are unerringly accurate. Volleys that have been released off-target twist in the air to plummet into the ranks of the enemy

A model armed with Asp Arrows ignores the first -1 penalty they suffer any time they shoot their bows. Some units may upgrade their Asp Arrows to Arrows of Asaph. If they do, they also gain the Poison (6+) special rule.



ENTOMBED BENEATH THE SANDS

Many skeletal warriors and statues lie dormant (or even tunnel!) beneath the baking sands of Nehekara, awaiting the signal to burst through the desert surface and ambush their foes.

A unit with this ability has the Ambushers special rule, with the following exceptions. These units enter the battle at the start of the Remaining Moves sub-phase and do not move onto the board as reinforcements in the normal way. Instead, when a unit that is Entombed Beneath the Sands enters the battle, place a small marker (such as a coin) anywhere on the battlefield, but not in impassable terrain or within 1" of a deployed unit. Roll a scatter dice and an artillery dice. If you roll a Hit on the scatter dice, the marker stays in place. If you roll an arrow, move the marker the number, in inches, indicated by the artillery dice in the direction shown. If the marker is under a unit, friend or foe, impassable terrain, or a building, place it 1" away from the closest edge of the unit/terrain. Once the final position of the marker is established, place the emerging unit in a legal formation such that it touches the marker, facing any direction. If the Unit would emerge under a friendly or enemy unit, position it 1' away from the nearest edge of that Unit. If you roll a misfire, or if for any reason some of the model sin the unit cannot be placed, then the unit does not emerge. Instead, remove the marker and roll on the Mishap table. If a unit emerges successfully, it may act normally this turn, moving, shooting, casting spells etc. Only characters that have the Entombed Beneath the Sands special rule can be deployed within such units. If you have several units with Entombed Beneath the Sands, then repeat this process, one unit at a time.

ENTOMBED BENEATH THE SANDS MISHAP TABLE

1 Subterranean Catastrophe

. The entire unit is destroyed and treated as casualties.

2-4 Impassable obstacle

The unit is delayed and does not emerge this turn, but you may try again next turn to see if it arrives, following the same process.

5-6 Shifting Sands

The unit enters the battlefield from any point on a randomly determined board edge, moving on using the rules for reinforcements.



LEGIONS OF THE TOMB KINGS



NEHEKHARAN ARMOURY

Khopesh

One of the most iconic weapons of ancient Nehekhar, the Khopesh is a curved sword that was prized for its gruesome slashing ability in close combat. The heavy curved blade of a Khopesh was capable of hacking through light armour with contemptuous ease, and a skilled fighter could use the blade to cut into an opponent's shield and tear it from their grasp. Over time, the Khopesh came to be regarded as a prestige weapon, employed by high-ranking soldiers, the elite royal guard, and Nehekharan Royalty.

Hand weapon. Armour Piercing (-1).

Composite Bow

Simple bows were the weapon of the archers of Nehekhar, but clashes with thick-skinned foes, like the Ogres and the Lizardmen, led to the invention of the Composite Bow. These elaborate bows were made from a combination of wood, horn, and sinew, laminated together into a single weapon and were capable of launching projectiles with considerably greater force than a normal bow. However, the Nehekharan Composite Bow was more difficult to manufacture and required consistent maintenance, and so was only afforded to nobles, charioteers, and other elite archers.

Range: 30

Strength: 4

Special rules: Armour Piercing (-1), Volley Fire

Royal Great Bow

A larger, more powerful version of the Composite Bow, the tension of a fully drawn Royal Great Bow is truly phenomenal, capable of hurling an arrow with enough force to launch a fully armored knight from his saddle. These weapons were invented after the Resurrection and were designed to be used by the Tomb Kings and Queens, for only a being with massive superhuman strength could even draw such a bow.

Range: 42

Strength: 5

Special rules: Armour Piercing (-1), Move or Shoot (characters on foot only)

Cursed Weapon

These weapons are etched with deadly magical hieroglyphs, engraved by the Necrotects, and imbued with a deadly curse by the Liche Priests. The cursed weapons of Nehekhar can inflict a horrific death with even the slightest of cuts.

All attacks made with a Cursed Weapon have the Magic Attacks and Killing Blow (6+) Special Rules.

Scale Armour

Scale armour improves upon the standard armour worn by Nehekharan soldiers by incorporating layers of armoured scales, composed of hammered bronze, boiled leather, or even the hides of huge reptiles. Nehekharan scale armour was light enough to wear in the sweltering heat of the Nehekharan desert, and was highly effective at deflecting arrows, darts, and other missiles from vulnerable areas.

Scale Armour counts as Light Armour and provides an additional +1 save vs Shooting Attacks (including Magic Missiles). Scale Armour may be combined with other armour as normal.



CHARACTER MOUNTS

Skeleton Steed

Pts/Model 10

	M	WS	BS	S	T	W	I	A	LD
Skeleton Steed	8	2	-	3	3	-	2	1	-

Troop Type: Cavalry.

Special Rules: Undying, Legions.



Nehekharan Chariot

Pts/Model 48

	M	WS	BS	S	T	W	I	A	LD
Skeleton Steed	8	2	-	3	3	-	2	1	-
Nehekharan Chariot	-	-	-	4	4	3	-	-	-

Troop Type: Chariot (drawn by two Skeleton Steeds).

Special Rules: Undying, Legions (horses only), Arise! 4(D3), Chariot Legions, and The Tomb Kings Rode to War.

Carrion

Pts/Model 22

	M	WS	BS	S	T	W	I	A	LD
Carrion	2	3	2	4	4	2	3	2	5

Troop Type: Monstrous Beast.

Special Rules: Undying, Arise! 4(D3), Embalmed, Flying, Circling Death.

Necroserpent

Pts/Model 50

	M	WS	BS	S	T	W	I	A	LD
Skeleton Steed	7	3	-	5	4	3	3	3	8

Troop Type: Monstrous Beast.

Special Rules: Undying, Arise! 4(D3), Construct, Poisoned Attacks.

Eternity Barque

Pts/Model 175

	M	WS	BS	S	T	W	I	A	LD
Royal Oarsmen	4	3	3	4	4	-	3	1	8
Eternity Barque	2	-	-	5	5	5	-	-	-

Troop Type: Chariot (the Unit consists of one Eternity Barque and four Royal Oarsmen), Save 5+ (melee)/4+(shooting).

Equipment: Ceremonial Oars (crew only).

Special Rules: Undying, Legions, Cursed Weapons (Skeleton Crew only), Arise! 5(D3), Hover, Unearthly Majesty, Divine Sanctuary, Eldritch Voices

Warsphinx

Pts/Model 210

	M	WS	BS	S	T	W	I	A	LD
Warsphinx	7	3	-	5	8	5	2	4	8

Troop Type: Monster.

Special Rules: Undying, Construct, Terror, Large Target, Arise! 5 (1), Howdah Crew, crashing impact.



TOMB KINGS

Tomb Kings are the ancient and long-dead rulers of the land of Nehekhara. These proud monarchs were not only fierce warriors and conquerors but were highly learned mages, alchemists, and philosophers. Thus, they were known in life as the Priest Kings, and they ruled their domains with total authority. During the long history of that ancient land, the Priest Kings regularly waged war upon each other to spread their influence and many dynasties were ousted from power and replaced by others over the span of centuries. Greatest of all the kings of that once proud land were those of Khemri, which was the largest and most powerful of the ancient cities. It became established early on that whoever ruled in Khemri was the mightiest king in Nehekhara, to whom the other kings would pledge allegiance and offer tribute.

Many and diverse were the Kings and Queens of Nehekhara. While some were vain and selfish, others were martial and severe. Some were kind, others cruel, beneficent, or terrible, but all were proud of their worldly power and wealth, and all shared the same ambition to defy death. To this end they founded the Mortuary Cult in order to reawaken them after death. They directed the building of great pyramids surrounded by extensive necropolis as strongholds for all eternity

and ordered that they be mummified and entombed within to preserve their physical bodies for all time. At the time of their death, the Kings and Queens of Nehekhara were embalmed in an elaborate ceremony by the Liche Priests of the Mortuary Cult. A three-day long ritual was then performed over the deceased to preserve their body against the ravages of time and bind their soul into their mortal remains for all eternity. Thus, they became the Tomb Kings, mentally and physically preserved for all time by the magics of the priesthood and imbued with phenomenal superhuman strength and durability.



TOMB SCIONS

The Tomb Kings are now mummified corpses, awakened, and inhabited by their undying spirits. Their desiccated bodies are dried husks, alchemically preserved and wrapped in pitch-soaked bandages inscribed with magical hieroglyphs of preservation. Bedecked in gleaming crowns and the regalia of kingship, they retain all the majesty that they exuded while alive. Amulets and talismans of gold inset with precious stones hang around their necks, and they often wear the armour of a military commander strapped over their death-shroud wrappings. Entombed within the same deep chamber is their kingly chariot and steeds, ready for them to ride forth from the tomb shaft into the light of day revived by the rituals of their priests, the Tomb Kings awake from their death sleep possessing all the ambition and craving for power that they had in life and are bent on restoring their ancient realms. If this means the reconquest of former wide dominions then this shall be done, for a Tomb King's army, loyal beyond death, rises from its rest at his call and is ready to march at his side once again. The supernatural might of the Tomb Kings, combined with their martial prowess, esoteric knowledge, and fanatically loyal Undying legions, makes the Tomb Kings of Nehekhara true lords of undeath and, in battle, these embalmed titans represent a threat to even the mightiest of foes. Tomb





Scions are the sons and daughters of the Tomb Kings. Each of the kings and queens of Nehekhara kept extensive harems and so had many offspring. However, only a child of pure, royal blood could ascend to the throne, and this was typically the second born, for it was the custom in Nehekhara that the reigning monarch would honour the gods by giving their first-born child to the Mortuary Cult, to be raised as a priest. As for the others, some died heroically in battle, and their bodies were brought home to be mummified and entombed in a place within the king's pyramid, as befitted captains of high rank. There they await in the sleep of death, ready

to recommence their military duties at the time of their awakening. Others lived on to serve their royal sibling

as officers and advisors and were thus entombed in their pyramid to serve them beyond death. The Tomb Scions rest in their vaults beside the great tomb chamber of their sovereign in an eternal council of war, waiting for the moment of awakening when they shall resume command of their contingents. Those few who, through jealousy or intrigue, attempted to usurp the throne were denied the privilege of mummification and their bones were thrown to the carrion of the desert.

	M	WS	BS	S	T	W	I	A	LD
Tomb King/Queen	4	6	4	5	5	4	4	4	10
Tomb Scion	4	5	4	4	5	3	4	3	9



Troop Type: Infantry (Character).

Special rules: Embalmed, Undying, Arise!5(1), My Will be Done! The Curse.

Crown of Kings

In each of the great cities of Nehekhara, Kingship was passed down from generation to generation in the form of an elaborate crown imbued with the blessings of the gods and goddesses of the desert. This artifact signified the divine right of the wearer to rule over all the lands and peoples of their realm. When the great resurrection of The Betrayer brought back countless generations of kings and queens, there was terrible conflict over who was most worthy to wear the crown, but in the end, only one could wear the Crown of Kings.

Counts as a Helm. You may only purchase one Crown of Kings. A Tomb King equipped with a Crown of Kings increases the range of their My Will be Done Special Ability by 4" and gains a 6+ ward save. If the model already has a ward save, increase that save by 1.

The Curse

If a model with *The Curse* rule is removed from play, then the enemy unit responsible will immediately suffer D6 S5 hits, these hits ignore armour saves and regeneration (ward saves may be taken as normal). These wounds are distributed as shooting hits. In close combat, any wounds inflicted by The Curse count towards the combat result. If more than one unit is responsible for the destruction of the model (for example, if it is destroyed by the combat result in a multiple combat due to its Unstable rule), then all guilty units are affected. If the model is killed in a challenge, then only his opponent is affected by the curse.



LICHE PRIESTS

I have translated the hieroglyphs on the broken stone tablet, retrieved from the ruins by my porters. Though heavily defaced, they appear to read "Revered One, Venerable One, Lord of Secrets. High Priest of the Temple of Years, Keeper of the Pyramid of Eternity, Interpreter of Mysteries, Prophet of the lord of the Tomb, Master of Awakenings, Bearer of the Serpent Staff, Khatep, the Enduring". The treatment of the tablet may suggest that someone had attempted to erase the memory of the named individual, possibly indicating that they had committed a serious crime or failure in their duty".

Journal of Werner Von Horst, Imperial Archaeologist (currently missing).

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 mummifications 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 kings, as well as their entire courts and armies, to be awakened from death.

The first generation 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. The art of Hieromancy was thereby perfected and thus, the entire priesthood became the Liche Priests, able to officiate the Mortuary Cult of their 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.

Each necropolis, with the pyramid of the Tomb Kings at its core, has an avenue of temples dedicated to the Gods of the Desert and lined with imposing statues of the many Nehekhara Gods. At the heart of each such avenue is located the largest and most resplendent of all of the temples, dedicated to the King and Queen of the Gods, the Sun God Ptra and his wife, the Moon Goddess, Neru. Here resides the enclave of Liche High Priests who direct the affairs of the mortuary cult in each tomb city. These High Priests have been initiated into the deepest secrets of the cult, including magical lore long forgotten by the world of the living, and



secrets about the nature of the Desert Gods unknown to even their own people.

Aside from the Rituals of Awakening, the priesthood performs many important tasks in the Necropolis Cities, such as renewing the magical seals upon the portals of the tomb vaults and consulting with the spirits of sleeping Kings and Queens via oracles and portents. They continue to perform these duties for centuries because they cannot die a natural death. Little more than long decayed corpses, their dry, wizened skin, resembling that of a mummy, is stretched like old parchment over brittle skeletons, but to the magically attuned, Liche Priests still radiate formidable, mystical power, undiminished by the ages.





	M	WS	BS	S	T	W	I	A	LD
Liche High Priest	4	3	3	3	4	3	3	1	8
Liche Priest	4	3	3	3	3	2	3	1	7

Troop Type: Infantry (Character).

Magic: Liche Priests are Wizards and use spells from one of the following: The Lore of Nehekhar, the Lore of Light, or the Lore of Death.

Special rules: Undying, Arise! 5(1).

Hieratic Staff

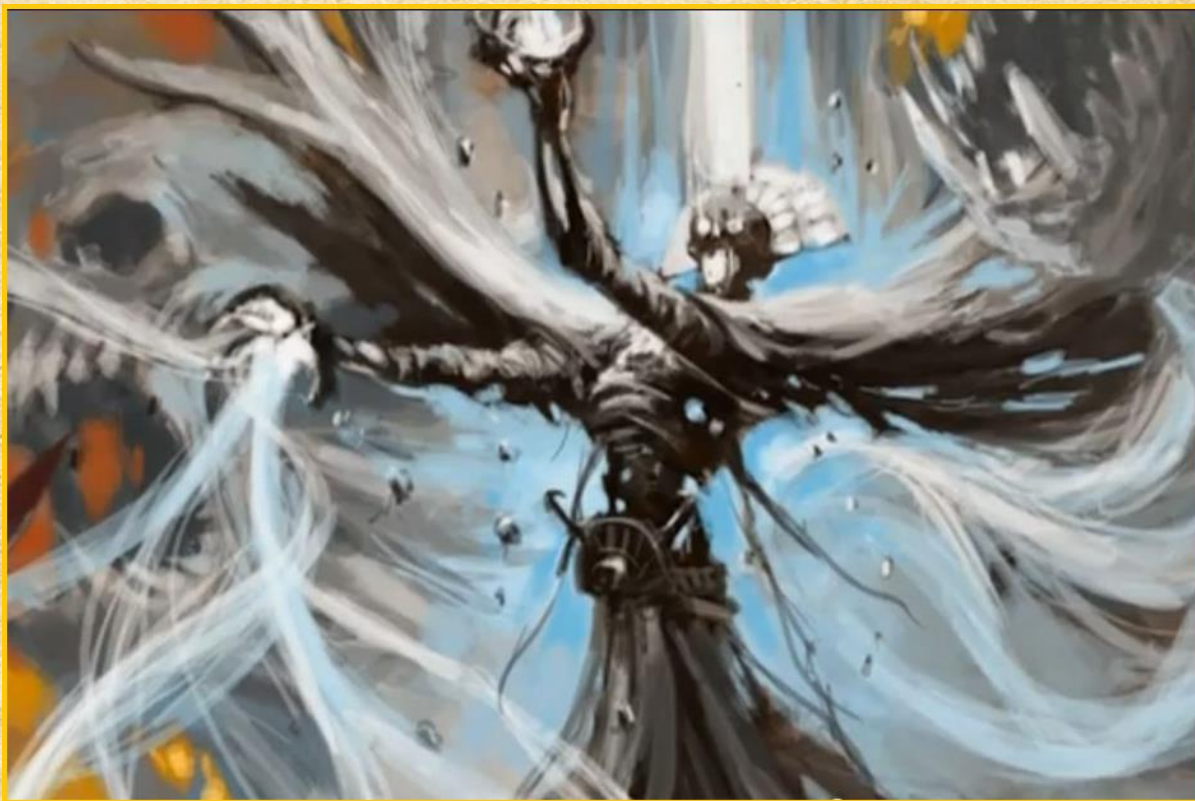
Carried exclusively by the priests of the Mortuary Cult, these staffs are a symbol of the covenant that was formed between the gods of the desert and the Nehekharan people. Typically crafted in the shapes of desert creatures of great spiritual significance to the Nehekharans, such as the asp, the hawk, or the vulture, a Hieratic Staff helps the wielder to harness power from the realms of the gods and focus it safely.

Hand Weapon. Magic Attacks. Once per turn, when casting a spell, a Character equipped with a Hieratic Staff may increase or decrease the result of a single Magic Dice by 1,

when casting a spell from the Lore of Nehekhar. Wizards that have joined a Canticle but are not the primary caster may use their Hieratic Staff to alter the result of the spell. This may be used to prevent a miscast but may not be used to cause one.

Master of Awakenings

Whenever a Liche High Priest with the Master of Awakenings casts a spell from the Lore of Nehekhar, you may re-roll the result when determining whether any friendly Undying unit would regain wounds as a result of Arise!.



HIEROMANCY

When the Nehekharan people first made their covenant with the Desert Gods, the greatest gift that was given to them by those mysterious elder beings was Hieromancy. Hieromancy is an ancient magic, long since lost to the other races of the world, for whom the gods are distant and remote beings. For the Nehekharans, the gods are omnipresent and are represented all around them in their daily lives, from the rising of the sun and the moon, to the tides of the ocean, the seasonal flooding of the terraces of the River of Life, and even the very wind that blows across the desert, all are believed to be manifestations of the presence of the gods around them.

The Desert Gods taught the spiritual leaders of the ancient Nehekharans, who would later become the Liche Priests, how to beseech their blessings in order to work miracles in the mortal world. With this power the priests could cure disease, banish dark spirits, or even curse their foes with boils, vermin, and locust swarms.

When the God-King, Settra, established the Mortuary Cult, the priests journeyed far and learned much about the nature of magic, and in doing so greatly expanded their own powers. Though the priests discovered a tremendous amount of arcane knowledge, they learned through the lenses of holy-men, and therefore believed that the forces they had discovered were another gift from the Gods. In this way, they began to apply many basic principles of sorcery and wizardry to their holy rituals, to great effect. In doing so, they created Hieromancy.

The Incantations the Liche Priests developed allowed them to wield greater power than ever before, and though they recognized that such power was perilous, they were also able to shield themselves from the energies they were channeling, by beseeching the blessings of the Gods whose powers they called upon.

When a Wizard casts a spell, they draw down the power of change that blows across the world from the polar vortex and, in one of the languages of magic, they command it to take form, thereby changing the world. The spell that is recited is often quite similar to an otherwise normal sentence, or clause. It will contain subjects ("me", "friend", "enemy", "creature"), predicates ("burn", "cure", "awake" and so on), participles, and other items, and may be simple ("enemy sleep") or compound ("shield friend, burn foe") or even more complex, and, like a sentence, a spell may be Imperative ("Grant me the power, I beg of you!") or Exclamatory ("Arise!").

When a Liche Priest recites an incantation, each component of the spell is preceded by a prayer or supplication to the relevant God, to gain their blessing. The Hieromantic spells of the Mortuary Cult are, therefore, long-winded by the standards of other sorcerers, particularly if the spell is especially long and complex, and requires the blessings of many gods. However, these blessings not only shield the user from the energies they seek to wield, but also act as powerful lynchpins, reinforcing the spell and binding it together into a web that can be almost impossible to break.

The Nehekharan calendar was divided into 36 weeks, with 10-11 days apiece. These weeks were composed of seven days of labour, representing the seven components of the human soul, and three days of rest. Each week was also devoted to a different God, at the time when that God's power waxes strongest. For example, Gods whose province included things like fertility, or renewal, had their week in Spring. At these times, it is auspicious to call upon the powers of such individuals, for their blessings will be especially potent. Therefore, it is best to call upon the power of Ptra near the summer solstice, when the sun blazes most fiercely, whereas the powers of Djaf and Usirian, the gods of Death, are more potent in autumn and winter.



TOMB HERALDS

Just as the Tomb Guard were once the elite Royal Guard of the palace, Tomb Heralds were the personal champions and trusted bodyguards of the King.



Obedient to a fault, these powerful warriors cut down their lord's enemies without pause or hesitation, slicing through flesh and bone with every strike until all their foes lay dead or dying at their feet.

Heralds were painstakingly selected from the ranks of the Royal Guard, and every candidate first had to pass numerous trials of skill, bravery, and loyalty to prove themselves worthy of the honour. Heralds were also employed as the envoys of the King and had the sacred duty of bearing their lord's commands to distant parts of the realm. So it was that a Herald was empowered to speak with the voice of their Lord and to disobey their commands was both treason and blasphemy, crimes punishable by death, a sentence often executed by the champions own hands. Disputes between Tomb Kings of different cities would often be settled by a ritual duel between their nominated champions, and the Tomb Heralds often fulfilled this role.

While a King or Queen may have several Heralds, only the greatest and most trusted of all was given the honour of carrying the king's personal icon in to battle. These lavish standards were crafted by master artisans, encrusted with a fortune of jewels, and inlaid with finely lacquered wood, gold, and lapis lazuli. Emblazoned upon their imposing surfaces are images of death and immortality, and pennants declaring the king's conquests hang below them. The passing of centuries has not tarnished the magnificence of these icons, and they are held as high by their bearer as they were in ancient times, proudly announcing the deathly majesty of the Tomb King and his eternal army.

	M	WS	BS	S	T	W	I	A	LD
Tomb Herald	4	5	3	4	4	2	4	3	8

Troop type: Infantry (Character).

Special rules: Undying, Legions, Arise! 4(1), Thy Will be Done! Bodyguard.

Thy Will be Done!

As long as the Army General is alive, the Tomb Herald and their unit counts as being within range of the Generals My Will be Done!

Bodyguard

Once per turn, when a Tomb King or Tomb Scion model would be hit by a melee or shooting attack (including Magic Missiles but excluding Direct Damage spells) a Tomb Herald in the same unit may attempt to hurl themselves in front of the attack. Roll a D6. On a 2+ the Herald intercepts the attack, which is resolved against the Tomb Herald instead.

NECROTECTS

Necrotects were the artisans of ancient Nehekbara. They were not common laborers, but architects of extraordinary skill whose ambitions far outpaced what could be achieved in a mortal lifespan. In death, the Necrotects have lost none of their artistic compulsion. They are filled with the need to produce ever grander and more majestic works of art and plan monuments on an increasingly breathtaking scale. In the early days of Nehekbara, there were no Necrotects. It was the priests who designed and oversaw the construction of the grand monuments, and it was they who sculpted the war statuary of the kings. The downside of this was that the priests were neither artists nor engineers and though functional, the monuments and statuary they designed and animated were basic, even crude in appearance, and displeasing to the eyes of many Kings.

As the priesthood expanded a plan was hatched to appease the Kings who desired ever grander palaces and public monuments, whilst also allowing the priests to focus on their magical and spiritual duties. The greatest artisans and craftsmen were drawn together from across the land. Smiths, jewelers, sculptors, carpenters, and architects of all descriptions were conscripted to form a new and highly specialized branch of the Priesthood.



The Priests schooled the artisans, teaching them how to inscribe powerful wards and craft potent symbols. Great temple-workshops were erected for the first time in Nehekbara, and the sounds of hammers rang out as the newly formed Necrotects refined their arts. Soon, magnificent statues were produced that eclipsed all previous works in scale and grandeur and the Kings were pleased as powerful new weapons and war machines of unsurpassed skill and finery were produced to bedeck their armies. Over time, the Necrotects modified and perfected the rituals taught to them by the priests and a new and unique branch of Hieromancy was developed. The skills of the Necrotects were soon in high demand and it was not long before a Necrotect temple was erected in every major city in Nehekbara..

Just as every branch of the Mortuary Cult was led by an enclave of High Priests, so each branch of the Necrotect Sect was directed by the most powerful members of their number. These Grand Architects were the masters of their craft and produced the most beautiful civic artworks and the most powerful war statuary ever seen in the ancient world. So skilled and so deft were their hands, that with a few precision strikes of their chisel, removing no more than a handful of stone flakes, the perfect countenance of a God or a King would beam forth from a statue that had already been pronounced complete by a lesser Necrotect.

When a Necrotect grew old and infirmity approached, they would commit a ritual suicide. They believed it was better to die while they could still wield their mallet with strength and surety, rather than allow their eyes to cloud with cataracts and their arm to grow feeble, and risk forever shaming themselves by accidentally marring the face of a god or a king's monument. After death, the Necrotects would be entombed within the same pyramids they had built, buried close to their Lord, with all the tools of their trade. In death, much of their work now lies broken or damaged by the greed of tomb robbers and invading armies and many Necrotects are driven to a blinding rage by the wanton desecration of their beloved masterpieces. In unlife, the Necrotects constantly repair their work, for many hieroglyphs have faded through the passage of time. They work tirelessly restore the great war-statues that stride to battle alongside the Tomb King's legions, renewing the hieroglyphs of protection, and in battle as the Necrotects chant their dire mantras, these inscriptions glow, and the cracked stone of animate statues flows to repair itself.



	M	WS	BS	S	T	W	I	A	LD
Grand Architect	4	3	3	4	4	3	3	2	8
Necrotect	4	3	3	4	4	2	3	1	7



Troop type: Infantry (Character)

Special rules: The Shapers Gift, Undying, Arise! 5(1)

Necrotects Scourge

The Necrotects scourge took many forms, from sinuous whips of leather, set with delicate metal studs, to fine chains of bronze or gold, hung with small, ornamental blades. In battle, the Necrotects would uncoil their scourges to scour the flesh from barbarian invaders with vicious lashes, delivered from well beyond the reach of swords and axes.

Hand weapon. Enemy models attacking the Necrotect in close combat suffer -1 on their to-hit rolls.

Master of Stone

The Grand Architect has been practicing their stone craft longer than some civilizations have even existed. Their ability to shape and temper unliving materials to their will is unparalleled.

A Grand Architect with the Master of Stone ability increases the range of The Shapers Gift to 12”.

War Statuary

When a Grand Architect goes to war, they frequently bring great numbers of the guardians of their temple-workshops with them, proudly demonstrating the deadly power of their artistic achievements, in the hopes of impressing their Lord.

For every Grand Architect in your army with the War Statuary upgrade, you may take one unit of Ushabti as a Core Unit.





BLACK SCORPION ADEPTS

The Black Scorpions were a sect of mystical thieves and assassins who worshipped the dreaded scorpion God Sokth, and the most powerful members of the Black Scorpion Sect were referred to as Adepts. These men and women were the priests of Sokth. Draped in night and girded with stealth, the Black Scorpion Adepts were undetectable and unstoppable forces of death. With vast, but infinitely subtle command over the powers of illusion, mesmerism, and shadow, the arrows and daggers of the Black Scorpion Adepts have altered the course of history on innumerable occasions across the epochs of time.

To summon the attention of the Black Scorpions, the rite was simple. If a supplicant desired a valuable object to be stolen, or a life to be taken, they merely had to recite the prayer of Sokth in a place of the dead. The supplicant would then write the name of the target upon a piece of parchment and burn it. If the Scorpion God deemed the request to be worthy, he would make his wishes known to the inner circle of Master Adepts, known only as the Pentad, by appearing to them in vivid dreams. They would then dispatch an appropriate agent for the task. A simple murder or theft may only require the attention of one or two Black Scorpion agents, but a complex or especially dangerous task might warrant the attention of an Adept. On the rarest of occasions, a member of the Pentad may even take a task upon themselves. When this

occurs, all of the soldiers, wards, and fortifications in the world can do little to stay the hand of Sokth, for the Masters of the Scorpion Magic move with supernatural stealth, their foes magically blinded to their presence as they ghost past every defense. These supreme masters of death and infiltration can even use the very shadows as portals, stepping from one pool of darkness to another, bypassing the material world entirely when necessary. A target who has realized their peril could extend their life for a time, inside a sealed and locked chamber, brightly illuminated by torches and candles so that no corner casts a single shadow. Here, they may survive, praying fervently to any Gods that may show them mercy, for as long as the light lasts...

Although traditional mummification was only practiced on royalty, the Black Scorpions had their own secret methods for preserving the minds and bodies of their Adepts via a special form of mummification using oils and unguents derived from the venomous secretions of strange desert creatures. It is just as well, for though the people of Nehekhara are no longer alive, there is still work for the Agents of Sokth. Barbarian invaders, foreign defilers of all descriptions, and the traitorous vampires of Lahmia all have good reason to fear the night, for the scorpion strikes in the dark and the only warning its victim has, is the brief, burning pain of deadly poison.

	M	WS	BS	S	T	W	I	A	LD
Black Scorpion Adept	4	5	5	4	4	3	5	3	9

Troop type: Infantry (Character).

Magic: The Black Scorpion Adept is a Level 2 Wizard. They know spells from the Lore of Scorpions.

Special rules: Undying, Embalmed, Arise! 5(1), Poisoned Attacks, Scout, Black Scorpion, Obfuscate.

Black Scorpion: This unit cannot be the army general and cannot join or be joined by any unit that does not have this Ability.

Obfuscate: Enemy units have to pass a Leadership test any time they attempt to charge, shoot at, or cast a spell at a unit with this ability. If they fail the test, they may

not target this unit, but may choose another target if one is available.

Throwing Knives

Range: 12 Strength: 3 Special rules:
Thrown Weapon, Multiple Shots (2)



THE LORE OF SCORPIONS

The Adept magic of the Black Scorpions is not magecraft or sorcery. It is the power of Sokth, manifested in the physical world through his agents, who have attained a mental and spiritual oneness with their God.

Whenever a Wizard attempts to cast a spell from the Lore of Scorpions, they must roll a number of magic dice up to their Wizard Level (they must roll at least one dice). The result is the power level of the spell. It cannot fail, miscast, or be cast with irresistible force. For example, a Black Scorpion Adept is a Level 2 Wizard and may roll either 1 or 2 Magic Dice to determine the power level of a spell. Generate spells for every Black Scorpion Wizard randomly.

Fugue (Lore Attribute): *As the Scorpion Magic grows stronger, enemies find it increasingly difficult to perceive that which is right before their very eyes.*

For every Remains in Play spell from the Lore of Scorpions that you currently control, enemy units suffer a -1 Leadership Penalty when testing for "Obfuscate".

1) The Hand of Sokth (Signature Spell)

The caster enters a trancelike state of heightened awareness, allowing them to deliver their deadly sting with supernatural precision.

Level 1. Augment. All successful Poisoned Attacks made by the unit have the Armour Piercing (-3) Special Rule.

2) Sway of Illusion (Signature Spell)

The caster uses the power of illusion to lure, terrify and manipulate their target, until they are driven to question the reality of everything they see and hear around them.

Level 1. Sway of Illusion is a Hex Spell with a range of 12. The target Unit must re-roll all successful Leadership Tests, Initiative Tests, and Dangerous Terrain Tests.

3) Hypnos

The caster radiates a powerful somnolent aura, lulling nearby enemies into a haze of lassitude and confusion.

Level 1. Hypnos is a Remains in Play spell. Enemy units within 12" of the caster may not March and must reduce their Initiative to 1.



4) Shroud of Silence

The caster creates an unnatural umbra that totally nullifies sound. Those within the zone of eerie quiet are unable to cast their magics, or cry for help...

Level 2. Shroud of Silence is a Hex Spell with a range of 18. Nominate one enemy unit within range, it cannot cast spells and does not benefit from a musician, or from their Generals inspiring presence.

5) Life-sense

The Black Scorpion opens their minds eye to see the vital energies flowing through their target's bodies, allowing them to track their prey wherever they hide and topple even the toughest of foes by untangling their lifewebs with precision strikes.

Level 2. Augment. Attacks made by the caster and their unit ignore Cover and may re-roll failed rolls to wound.

6) Venom

The caster quickens the spread of their poisons, guiding it through the blood of their target directly to the vital organs, resulting in agonising death from even the most superficial of wounds.

Level 2. Venom is a Remains in Play spell. As long as Venom is in effect, the caster and their unit increase their Poisoned Attacks by 1 (i.e., if they had Poisoned Attacks (6+) they now have Poisoned Attacks (5+) and so on).

GIFTS OF SOKTH

Temple Armory

A Black Scorpion Adept or Dread Scorpion may be equipped with any of the Equipment from the Temple Armory. None of these items are Unique and each may be purchased multiple times (though no character may have more than one of each), however, to represent the rarity of these items, a second purchase of the same item costs double the listed price, a third costs three times the listed price and so on.

Executioner Bow

Carved from the black heartwood of strange and twisted trees found only in the southlands and sculpted to resemble two recurved scorpions' tails, these cruelly elegant weapons are infused with dark curses of vengeance.

20pts. Range: 30 Strength: 4 Special rules: Snipe.

Poisoners Cuirass

Worn by the most proficient of poisoners, the poisoners cuirass is a suit of light and flexible armour, containing alchemical pouches, glass phials, solvents, and applicators, allowing the killer to swiftly reapply their deadly toxins anytime, anywhere.

5pts. Light Armour. A Character equipped with a Poisoners Cuirass may apply a different poison every time they shoot an arrow or throw a throwing knife. Declare which poison they are using in each instance.

Talisman of Sokth

A talisman in the shape of the symbol of Sokth is often worn by the Black Scorpion Adepts, as a symbol of their total devotion to the Scorpion God. These artifacts allow an Adept to use any shadow as a gateway to other places. With such power, an Adept of Sokth can be miles away from the scene of an assassination before the body is even cold.

20pts. Enchanted Item. One use only. Activate if the bearer and their unit is within 4" of Cover, at the start of your Magic Phase. You may remove them from the board. At the start of their next Movement Phase, deploy them all within 4" of cover, but not within 8" of an enemy unit. This does not remove any Remains in Play spells that were active on the unit. They count as having moved for the purpose of shooting.

Scorpion Coronet

A brass headband shaped like a series of scorpions, crawling over one another, is worn by the most devoted adepts of Sokth, infusing his deadly blessing into the blades and banes wielded by the wearer.

15pts. Helm. Enchanted Item. A Character equipped with a Scorpion Coronet has the Poisoned Attacks (5+) Special rule.



Poisons

A Black Scorpion Adept or Dread Scorpion who purchases any of the following poisons may apply it to any and all weapons they possess at the start of the game, except for unique magic items (they may only apply a single poison to any weapon, so make a note of which poisons have been applied). If they do, all wounds inflicted by that weapon gain the relevant effect.

Scorpion Venom

The venom of the Black Scorpion, the sacred animal of Sokth, is the signature poison of the Black Scorpion Sect. Causing violent seizures, which rapidly culminate in total heart failure, the suffering of the victim is great, but mercifully short.

15pts. Attacks made by a weapon coated in Scorpion Venom gain the Multiple Wounds (D3) Special rule. This has no effect against War Machines.

Yellow Rictus

Derived from a yellow slime mould that grows in the humid nests of desert serpents, yellow rictus causes uncontrollable muscular contractions which snap bones and tear muscles as the victim is twisted into a freakishly contorted statue of agony.

20pts. Any unit that suffers one or more casualties from a weapon coated with Yellow Rictus must take a Panic Test at the end of the phase.

Black Pearl

The Sour Sea below Nagashizaar has been polluted by the runoff of a thousand magical experiments. The waters from this accursed place flow out to the Bitter Sea, where mutant shellfish filter chaos stuff from the ocean, forming strange, dark pearls, that shine with a sinister chromatic lustre. Ground and dissolved in the venom of sea serpents, this unique and unusual poison has a powerful disruptive effect on many unnatural creatures.

10pts. The weapon gains the Magical Attacks Special rule. If a model with the Unstable or Daemonic Instability Special rules loses a wound to a weapon coated with Black Pearl, they must immediately take the relevant test with a -2 Leadership Modifier.

Sand Toad Extract

Milked from the glands of rare desert toads, distilled, and purified into a pale concentrate, even minute doses of this poison cause a prolonged and painful death by internal haemorrhaging, as it gradually concentrates in the brain tissue and vital organs.

15pts. If a model suffers an unsaved Wound from an Attack with Sand Toad Extract, they must take a Toughness Test at the end of the turn. If they fail, they automatically lose 1 Point of Toughness. Repeat this test at the end of every turn thereafter. This has no effect against War Machines.

SKELETON SOLDIERS

The mighty armies of the Tomb Kings are made up of regiment after regiment of valiant soldiers, all of whom swore an oath of loyalty before the gods to serve the king beyond death. Thus, the bones of those soldiers who perished in battle were collected from the field of war and interred in the great tomb pits of the king's necropolis.

Those who yet lived after their lord had died marched as if on a victory parade to the necropolis upon the day of the king's entombment. Here they stood in their regiments, ready for death. Arranged before the pyramid of their king in ranks, icons held proudly they were entombed alive. No soldier flinched as the great stones

were heaved into position blocking out the light of the sun. Bravely they stood to attention as the sand was poured into the tomb pits until the tops of the standard poles disappeared from sight. There they remain until the trumpet call of the Liche Priests' magic awakens them and they heed the will of their king once more. These skeletal soldiers fight in the same manner that they did when living. Highly disciplined in life, the foot soldiers of the Tomb Kings fight in highly organized ranks, turning and advancing in perfect unison.

The skeleton warriors of Nehekhara are not mindless automatons enslaved by the will of an evil vampire or necromancer. Their remains are animated by Hieromancy and imbued with the soul of their former body and while the incantations of the priests have raised their bones, it is their immortal oath of servitude which binds them. Unfortunately, without the complex rites of mummification that are lavished upon the Tomb Kings and Queens and their heirs, the spirits of these warriors do not retain the full memory of their former existence. Upon awakening from their death sleep, the only things that these undying warriors recall clearly is their oath of loyalty, and the ways of war that were drilled into them in life. Only when they are bathed in the powerful magical aura of their embalmed lords does clarity return to the minds and senses of these deathless warriors. Thus, the skeletal regiments of Nehekhara obey every command of their King without hesitation – as they served in life, so do they serve in undeath.

The warriors of Nehekhara are the backbone of a Tomb King's army. Under the shadow of gold topped banners, vast phalanxes of skeletal troops advance in perfect unison towards the enemy, their polished weapons dazzling in the desert sun. As one, the skeletal soldiers turn and raise their shields, presenting a hedge of deadly blades to their foes. At their Lords' command the Undying advance, mercilessly slaying those in their path without hesitation. Knowing neither fear, nor fatigue, only a mortal who can overcome the terror in their heart, and the numbing fatigue that deadens their sword arm, may prevail against such soldiers.



	M	WS	BS	S	T	W	I	A	LD
Skeleton Swordsman	4	3	2	3	3	1	3	1	4
Skeleton Swordmaster	4	3	2	3	3	1	3	2	4
Skeleton Spearman	4	2	2	3	3	1	2	1	4
Skeleton Spearmaster	4	2	2	3	3	1	2	2	4

Troop type: Infantry.

Special rules: Undying, Legions, Arise! 2(D6).

SKELETON ARCHERS

The Archers of Nehekhara nock and loose volleys of arrows in vast, dark clouds that blot out the desert sun, their range finding is impeccable, their grouping uncanny. Raising their bows as one, the archers fire, reaching into quivers for another arrow before the first salvo has even reached the zenith of its trajectory. These Undying archers unleash great clouds of death that darken the sky moments before falling amidst the ranks of the enemy. Riders are pitched from mounts, and swathes of enemy infantry fall dead as bronze tipped arrows rain down upon them and pierce their bodies.

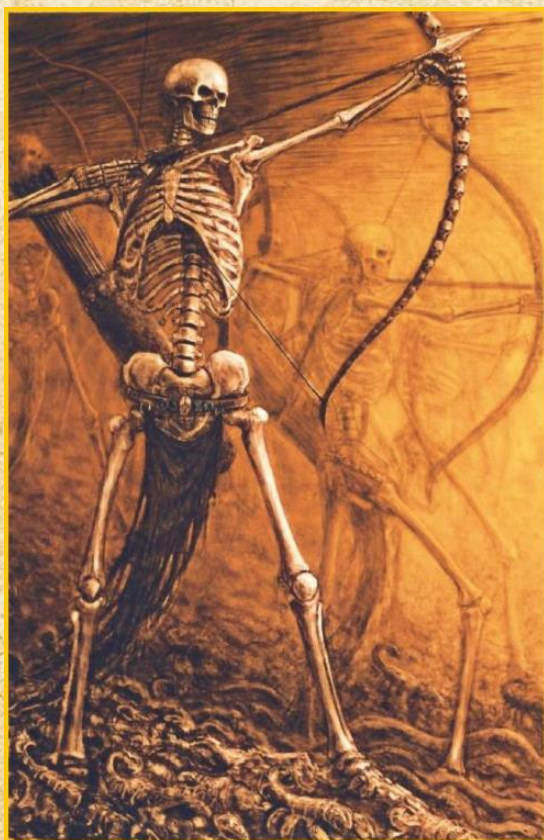
The kings of ancient Nehekhara new the importance of delivering death from afar, and all of the maintained legions of highly disciplined archers. Loyal soldiers for all eternity, Skeleton Archers continue to practice their ways of war as they did in centuries long past. Awakened from the tomb pits of their king's necropolis

by the magical incantations of the Liche Priests, every skeleton archer arises with a bow still clutched in one hand and a quiver of arrows strapped to their back.

Every arrow fired by the Skeleton Archers of Nehekhara has been blessed by Asaph, the Asp Goddess of Vengeance, to seek out their target with unerring accuracy. When loosed, these arrows swerve in the air, or drop straight from the sky, darting towards their prey like a striking snake. The ritual bestowing each arrow with Asaph's blessing is performed on the bronze arrow heads en-masse, in the temple of Asaph by the Liche Priests and their acolytes, and thus many such arrows can be blessed in a short space of time.

Skeleton Archers are unencumbered by the large, heavy shields of the Tomb Kings' other legions, allowing them the freedom needed to fire their long, curved bows. This leaves them with little protection against the swords and axes of their enemies, but any foe wishing them harm must first cross the killing ground, weathering a hailstorm of lethal arrows every step of the way.

Only the most heavily armoured of foes can withstand these withering salvos. Less protected targets must flee from the onslaught, but once an enemy has entered the sights of Skeleton Archers, the Undying will not stop until their foes have been killed. Skeleton Archers will relentlessly pursue their opponents, for hundreds of leagues if needed, releasing a volley of arrows every time their retreating foes re-enter range. Whist their enemies will grow weary, the Undying warriors no longer have such concerns and will only pause in their advance when the last of their quarry lies dead. Surrounded by the arrow pieced bodies of their slain enemies, the Skeleton Archers will then reform and march implacably back through the desert to resume their posts on the ramparts of the necropolis, or back into the tomb pits until their King has need of their deadly aim once more.



	M	WS	BS	S	T	W	I	A	LD
Skeleton Archer	4	2	2	3	3	1	2	1	4
Master of Arrows	4	2	2	3	3	1	2	2	4

Troop type: Infantry .

Special rules: Undying, Legions, Arise! 2(D6).

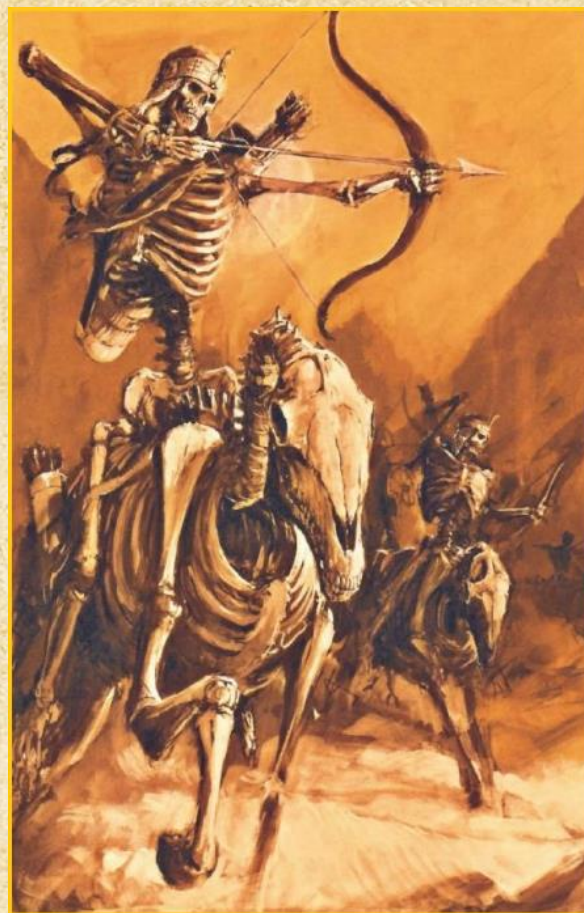


SKELETON OUTRIDERS

The Outriders of Nehekhar are like an angry desert wind, one that appears suddenly and leaves only the dead and dying in its wake. Outriders move relentlessly across the battlefield, firing volleys of arrows into their foes, or running them down with wicked, bronze-tipped spears, before turning about and escaping into the cloud of dust, but before the Outrider's stunned victims can even recover their wits, the Undying horsemen reappear to strike again from a different angle.

The Outriders of ancient Nehekhar were not soldiers, raised and trained within the vast cities of Nehekhar, but nomadic tribesmen that dwelt in the deep desert. Such warriors knew the ways of the plains better than any city born man and could traverse the shifting dunes without fear of getting lost. The Outriders of Nehekhar lived and died in their saddles and their skill with a spear or a bow was renowned throughout Nehekhar. The kings had great need of such warriors and guides, and they would pay much gold to hire their services as mercenaries. It was not until the reign of Rakaph III, of the second dynasty, that Outriders became a permanent feature in the armies of Nehekhar. Rakaph granted these tribes the freedom of the desert, the protection of his grand armies and as much gold as their chieftains could carry, in exchange for an annual tithe of warriors who would swear an oath of loyalty and obedience to the king. Ever since then, the kings of Nehekhar maintained strong contingents of Outriders amongst their armies.

These legendary horsemen spent their lives coursing the desert realms, spurring their steeds over shifting sand dunes and sun baked stonefields, in search of bandits, invaders, and any other threat to the realm. Whereas mortal horses need regular rest and water, skeletal steeds cross the vast tracts of open desert at a relentless pace. Even in death, these Undying horsemen maintain an innate ability to track and hunt their quarry and no sandstorm can obscure their targets from them. As scouts, Outriders hinder the enemy and harass their flanks in fleeting, yet bloody skirmishes.



Unencumbered by heavy armour or barding, the Outriders of Nehekhar maintain a punishing pace as they ride the vast, scorching plains of the great desert. When the Outriders attack, they strike without warning or mercy. The first an enemy sentry knows that their force is in danger, is when a black fletched arrow plunges into their throat, their gurgling cry of pain a ghastly prelude to the slaughter to come. Barely has their pain-wracked corpse slumped to the ground, but the thunder of hoof-beats materializes from the gathering dust cloud. Moments later, an avalanche of hooves thunders through the ranks of their stunned allies, and a storm of bronze spearheads washes away the foul heathen presence of foreign barbarians from Nehekharan soil.

	M	WS	BS	S	T	W	I	A	LD
Skeleton Outrider	4	2	3	3	3	1	3	1	5
Master of Horses	4	2	3	3	3	1	3	2	5
Skeleton Steed	8	2	-	3	-	-	2	1	-

Troop type: Fast Cavalry.

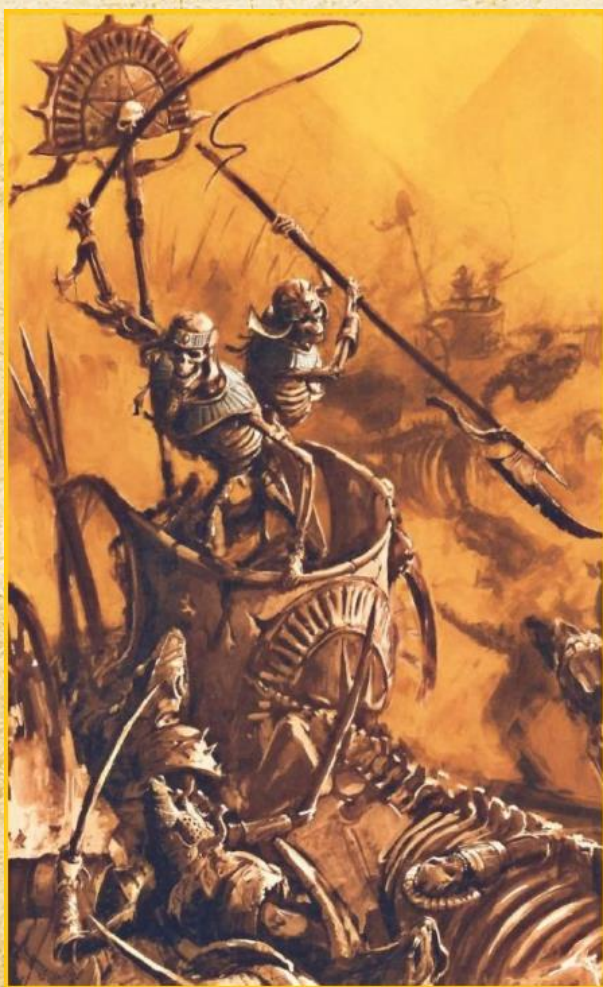
Special rules: Undying, Legions, Arise! 3(D3+1), Outrider.

Outrider: Units with this ability never take Dangerous Terrain tests.



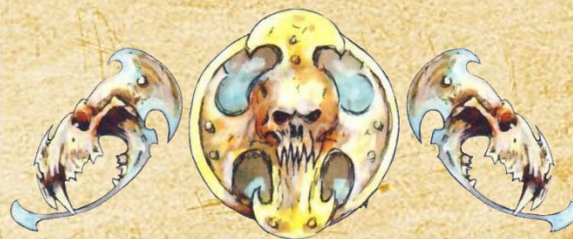
NEHEKHARAN CHARIOTS

The pride of the Tomb King's army are his charioteers. Nehekhara was the first great civilization of Mankind, and the place where Men first used horse and chariot in battle. This was a great accomplishment, for horses had only recently been bred as beasts of war and few human cultures had yet to utilize the powerful animals in this fashion. At this time, many nobles wished to distinguish themselves in the eyes of their king with military service, but these men and women from wealthy and powerful houses were often reluctant to march to war on foot among the ranks of common soldiery. However, with the invention of the chariot, the ruling classes of Nehekhara could take to battle with the speed of a stallion and strike down their foes in glorious battle, under the approving eye of their Lord. As befitted their status, charioteers were bedecked in fine armour, precious metals, and valuable jewels. Their chariots were crafted by skilled artisans, often gilded in gold, and covered with hieroglyphs and sacred symbols of the Mortuary Cult.



In the ancient armies of Nehekhara, the strong, swift forces of lightly built chariots were considered the elite of the army, and the fighting quality of a king's charioteers reflected his own power and martial prowess. As such, the king entrusted the training of these regiments to the Master of Chariots. These scarred warriors were typically a minor blood relation to the royal family, such as a cousin, and thus had the dual benefit of superior aristocratic combat training, combined with years of grisly combat experience. The Master of Chariots was typically a ruthless disciplinarian, and under their command, the noble-born Charioteers were drilled until they were elite warriors fit to fight in the king's name. They would ride into battle fierce and proud, the legion's standard carried high as they bore down upon their foes.

Ever since their invention, chariots have been the favoured means of transport for many of the kings and queens of Nehekhara. Upon awakening from their deathly slumbers, Tomb Kings have continued to lead their armies to war from atop these ancient machines. Not only does a chariot have an armoured carriage, to protect him from harm as he slays his foes with every sweep of his ornate blade, it also provides an elevated platform, granting the Undying Monarch a superior view of the battlefield. This enables a Tomb King to better witness the movements of the enemy formations and direct his own troops accordingly.



Beyond death, these elite chariot squadrons have been entombed beside the pyramids of the Priest Kings of Nehekhara, ready to serve their lords upon their awakening, and trample over their foes as they had done in his mortal reign. Admired and respected foes when they were alive, the skeletal charioteers of the Tomb Kings riding to battle still strike fear in the hearts of all who oppose them. As the chariots race towards their quaking foe with deadly momentum, that fear turns to outright panic as the pride of Nehekhara crashes into the enemy, and the slaughter begins.



	M	WS	BS	S	T	W	I	A	LD
Skeleton Charioteer	-	3	3	3	3	1	3	2	6
Master of Chariots	-	3	3	3	3	1	3	3	6
Nehekharan Chariot	-	-	-	4	4	3	-	-	-
Skeleton Steed	8	2	-	3	3	-	2	1	-

Troop type: Chariot (armour save 5+), drawn by 2 Skeletal Steeds.

Special rules: Undying, Legions, Arise! 4(D3), Chariot Legions, Devastating Charge, and The Kings Rode to War.

Chariot Legions

Nehekharan Chariots follow the rules for Fast Cavalry, but only need three models in a rank to receive a rank bonus. In addition to this, when a unit of Nehekharan Chariots charges an enemy unit, it may add its rank bonus to the strength of any Impact Hits they inflict (up to a maximum of +3). Warbeasts pulling Nehekharan Chariots do not suffer -1 Movement, like heavy chariots.

Devastating Charge

Whenever a unit of Nehekharan Chariots charges an enemy unit, if any enemy models are killed by impact hits, that unit suffers a -1 leadership penalty until the

end of turn (this even affects units that have the Immunity (Psychology) Special Rule. Characters riding a Nehekharan Chariot do not benefit from this ability.

And the Kings Rode to War!

Characters in a Tomb Kings army that have a chariot can join a unit of Nehekharan Chariots. They can remain with the unit if their chariot is destroyed, but if they subsequently leave the unit whilst on foot, they will not be able to rejoin it, or join another unit of Nehekharan Chariots.



TOMB GUARD

The bravest and most highly skilled soldiers serving the Priest Kings were inducted into the Royal Guard, equipped with fearsome magical blades, and acted as the Kings honour guard during times of war. In respect of this role, they were honoured with the privilege of sharing his immortality and buried close to their king within the royal pyramid itself.

Just as they guarded the palace in life, so now they guard the inner sanctum of the necropolis as Tomb Guard. The prospect of sharing in the immortality of their King and serving him for all time inspired these soldiers to heroic acts of bravery. They would die where they stood rather than retreat and would charge

against the most hopeless odds. Time and time again this would bring victory to the king's army and earn a place in his pyramid for the fallen. Tomb Guard were also honoured with the elaborate funerary rites and the most powerful rituals of preservation that could be performed on a body that had not been fully embalmed. Though not as powerful as the ceremonies performed on the Kings and Princes, the funerary rites performed on the Tomb Guard have granted them a degree of superhuman strength and endurance, which combined with their martial prowess, deadly cursed blades, and utter devotion to their liege, makes them one of the most feared and dangerous foes imaginable.



The Tomb Guard were entombed with the finest armour and weapons, as well as gold decorations, bracelets, brooches, and head dresses fastened with parchments proclaiming their deeds of heroism and devotion. These deathless warriors now exude a horrifying magnificence. Bronze scale armour, studded with jewels and precious metals, clads their withered frames. Lavishly crafted shields inlaid with skulls, bones and other symbols of death, and powerful cursed blades capable of striking down any foe are gripped firmly in their dead, dry hands. Thus-clad for war, the Tomb Guard rest in their sarcophagi, standing upright around the royal tomb chamber where they wait until they are again needed. If intruders violate the tomb, the Tomb Guard will awaken, remembering their duty to protect their King from harm. Any that threaten their charge will be slain, cut down without hesitation. If the King awakens, ready to go forth and trample the lands of the living beneath his feet, the Tomb Guard will arise and form up at his side, cutting down ranks of the enemy and felling foes with every blow.

	M	WS	BS	S	T	W	I	A	LD
Tomb Guard	4	3	3	4	4	1	3	1	8
Tomb Captain	4	3	3	4	4	1	3	2	8

Troop type: Infantry. **Special rules:** Undying, Legions, Arise! 4(D6), cursed weapons.





BLACK SCORPIONS

The tale of the Black Scorpions is a saga of silent slaughter, written across the pages of time in blood and venom. Formed in the early days of Nehekhar, The Black Scorpions are a sect of thieves and assassins who worship the dreaded scorpion God, Sokth, and in the warm, windswept darkness of the Nehekharan night, there were few beings more rightfully feared than the agents of Sokth. The Scorpion God commanded that the places of the dead were holy and so it was that the Black Scorpions made their safehouses beneath the mortuaries, tombs, crypts, and catacombs of the ever-expanding cities of the dead that grew alongside the cities of the living. Here the Black Scorpions worshipped their sinister God and practiced their art.



Blades and poisons were their tools, but their greatest weapon was the unique adept magic they developed. Striving to embody the ideals of the perfect thief or assassin, the Black Scorpions learned to attain a spiritual oneness with their god and channel his power directly. Discrete, clinical, unhindered by sentimentality, and utterly ruthless, these were the things a common thief or mere killer would need to embody in both thought and deed in order to attain the assassin magic and rise to the rank of Black Scorpion.

In general, most of the ancient lords of that long dead realm turned a blind eye to the activities of the worshippers of Sokth, for in addition to guarding the sacred tombs from robbers and defilers, the Black Scorpions contributed to the peace and order of Nehekhar in their own dark manner. By eliminating the chaos and conflict that once existed between rival criminal guilds, the Black Scorpions prevented underworld conflict from devolving into unchecked bloodshed and war in the streets. However, darker rumours suggest that there were many among the nobility of that once great land who were indebted to the Scorpion Cult, for often did wealth and power change hands only when he who held it had moved on to the realm of Usirian. It is doubtless that some few among the courts of Nehekhar owed much to the Black Scorpions.

One does not call upon the Black Scorpions lightly, however, for they always require payment for their service. The forms this payment may take are many and often strange. Simple gold was not uncommon, for even the Temple of Sokth has its expenses, but other terms might include the gift of a young child of latent talent to the sect, or simply a window in a home or public building that the supplicant is to leave unlocked on a given night. Whatever the price, the Black Scorpions always collect, and foolish is the man or women who would deny them their due.

	M	WS	BS	S	T	W	I	A	LD
Black Scorpion	4	3	3	3	4	1	3	1	8
Dread Scorpion	4	3	3	3	4	1	3	2	8

Troop type: Infantry.

Magic: A unit of Black Scorpions with a starting Unit Strength of less than 10 counts as a Level 1 Wizard. A unit with a Unit Strength of 10+ counts as a Level 2 Wizard. They know spells from the Lore of Scorpions.

Special Rules: Undying, Legions, Arise! 4(D6), Scouts, Poisoned Attacks, Obfuscate, Black Scorpion.





THE FALL OF KURA'DAS

Most of the Priest Kings and Queens were wise enough to accept the gifts offered by the children of the scorpion. The Black Scorpions protected the sacred necropoli from defilers and managed most of the crime in Nehekhar, prevented the chaos of underworld warfare. The Scorpions also made a holy pact that never would they raise their hand directly against a Priest King or Queen and, as the Black Scorpions were highly discrete, those who ruled were inclined to turn a blind eye to their activities. This was not the case with King Kura'das.

Early in the age of the 2nd Dynasty of Khemri, Kura'das ruled Lybaras, the City of Brass. An arrogant and pompous monarch, Kura'das was known as an impulsive and heavy-handed king, and the people suffered under his rule. Though it was a time of peace, Kura'das gutted the priesthood to invest more heavily in his military and many believed that this would anger the gods. Perhaps it did, for soon the crops failed and Lybaras was forced to rely on trade to feed her people. Though the people of Lybaras were hungry and displeased, there was little they could do to stay the whims of their king.

When Kura'das discovered the existence of a safehouse of the Black Scorpion guild within the necropolis of Lybaras he was livid. That they would perform their business in his city, without his consent, sent the foolish king into a blind rage and he demanded that they be purged. Though dusk was already upon them, Kura'das commanded his Royal Guard to march on the necropolis and exterminate the Black Scorpions. Though the prospect of facing the Assassins, in the night and in their own territory, filled their stout hearts with cold terror, the Royal Guard obeyed their king.

In a night of violent bloodshed, war raged throughout the necropolis as the Royal Guard of Lybaras stormed the Black Scorpion sanctuary. Many of the Royal Guard became lost among the tombs, separated from their comrades by illusions, and others appeared to vanish entirely into pools of darkness, never to be seen again. Regardless, they held firm and with their enchanted Khopesh and gods-blessed strength, Kura'das' guard cut down the shadows.

When Ptra rose over the City of Brass the next morning, it was to a scene of utter carnage. 20 Black Scorpions lay dead, including three powerful Adepts, along with nearly three times as many of Kura'das' Royal Guard.

The bodies of the assassins were dismembered and displayed throughout the city as a warning, and the king was pleased. Smugly, he believed the Black Scorpions would never dare return to his city, and for a time, it seemed that he was correct. Months passed and there were no reprisals by the children of Sokth. Kura'das had forgotten the Black Scorpions, when, one year to the day after the massacre of the Lybaras guild, the killings started.

The first death was Kura'das' cousin, the stablemaster, kicked to death by his own horses, which had become mysteriously panicked. Next, one of his younger siblings was crushed to death under a bookshelf he had attempted to climb in a frenzy of terror, screaming about scorpions, scorpions everywhere. Within hours, dozens of such reports began flooding in. A nephew bitten by a snake in a crowded marketplace. A niece choked on a fishbone in her vegetable stew. An aunt whose new pleasure Barque sank on its maiden voyage. An uncle, smashed to smithereens when his chariot flipped during a lion hunt. As the bodies piled up, Kura'das grew pale with terror. By the evenings end every member of his dynasty had met with a terrible accident, 107 in total. Kura'das knew all too well that the children of Sokth were enacting their vengeance and, surely, they were saving him for last...

Kura'das fled to his chambers, locked every portal, stoked the fires high, and refused to emerge for any reason. After three days, Kura'das guards had heard no word from their king and in desperation broke down the doors. There, they found Kura'das slumped on his couch, a half empty goblet of hemlock by his side. The king had decided that a dishonorable death would be preferable to whatever the Black Scorpions had planned. This caused great confusion, for there was no clear heir to the throne and the line of succession appeared broken.

However, one of Kura'das' concubines soon came forth and presented a newborn baby boy, birthed mere days earlier. She had named him Kuras. Kura'das' Vizier, a sagacious High Priestess named Teffesh, assumed the throne in the interim and raised the boy herself until he could become king, at the age of 15. Under her tutelage, Kuras grew to become a pragmatic King and he ruled his people well. Most surprisingly, when the time came for Kuras to announce a patron god for his reign, he made the unprecedented choice of Sokth. Kuras was wise indeed.



NECROPOLIS KNIGHTS

Necropolis Knights are elite warriors who ride atop giant snake-shaped statues. They wield a long deadly spear, that enables them to carve through mortal flesh as their terrifying mount glides forwards. The monstrous serpents they ride shatters bones with every undulation of their massive tails and rip into living flesh with teeth the size of daggers.

Necroserpents were built to guard the entranceways of the Mortuary Cult temples. They are vast in stature, and even coiled they stand more than twice the height of a man. Though some of the Necroserpents standing sentinel outside the temples of the desert gods are constructed in the images of vipers and asps, the vast majority of these statues are created in the image of a hooded Nehekharan cobra, for the Nehekharan Cobra is sacred to Qu'Aph, the Nehekharan God of Destruction and this is the form that the destroyer is believed to take in his eternal battles against the sun God Ptra. The venom of the Nehekharan Cobra is so potent that even a single drop is enough to kill a dozen warhorses or scores of fully grown men. Those bitten die in agony as every muscle in their body contracts to the point where their own bones snap and break. The fangs of the Necroserpents mysteriously drip with this same poison.



At the base of every Necroserpent is a pedestal in which there is a hollow alcove. Within each rests the sarcophagus of a Necropolis Knight. In their lifetimes, these warriors served in the sacred ranks of the Royal Guard. They were all loyal soldiers and battle-scarred veterans who worshipped their Liege as a God. In time, some of these loyal custodians grew so fanatical, that even the thought of an enemy blaspheming against their Lord drove them into a frenzied bloodlust that even their famed martial discipline could not contain. When an enemy would threaten their King with harm, these stalwart guardians would transform into berserkers, breaking ranks without warning and hurling themselves at their foe in a deranged fit of fanatical rage. They could no longer be trusted to hold their ground and thus were deemed a threat to their comrades and therefore placed the life of their King in mortal jeopardy. A Royal Guard could not leave their station, either in life or in death, without being dishonored and such an individual could never hope to reach the realm of Usirian.



It pained the kings that such loyal men should suffer the most unthinkable of fates, but the Priestess Ashtur devised a clever solution to this problem, one that would allow the condemned to continue to serve their king in his eternal army. A ritual would be performed that involved the soldiers committing a ritual suicide, slitting their palm, and smearing their blood on the belly of one of the giant Necroserpents before holding the wound under the venom dripping from their fangs. As the poison wracked their bodies, they held strong in the knowledge that in death, they would be reborn into a new existence. Upon their death these elite warriors received elaborate rituals of preservation and were buried with their full panoply of war beneath the very same statue that they had





sacrificed themselves before. Blessed with the skill of the gods, the risen were permanently bonded with their

serpent steed, the soul of the Knight fused with the soul of the Necroserpent, creating a single being inhabiting two bodies. In this way the fanatical rage of the Necropolis Knight was tempered by the cold unfeeling mind of the Necroserpent, while the serpent moves and fights with a furious vigor rarely seen in animate constructs. So it is that the Necropolis Knights were born.



When Necropolis Knights are awakened to serve in the immortal armies of the Tomb Kings, the Necroserpents coiled above their resting places magically slither into unlife as well. The Necropolis knights travel at a relentless pace and in perfect ranks, shifting and swaying with effortless grace atop their monstrous mounts as they race across the dunes and swards of Nehekhara, the motions of the rider predicting the motions of the serpent perfectly. Sand cascades off their forms as they ride proudly forward, spears lowered, ready to spill the blood of the enemy. When the battle is met, serpentine bodies weave through the battlefield, blades, fangs, and tails lashing out in all directions, leaving a trail of death and woe in their wake. There are few who can stand against the charge of the Necropolis Knights, for they are incredibly powerful and difficult to destroy, and few foes are equal to such a task.

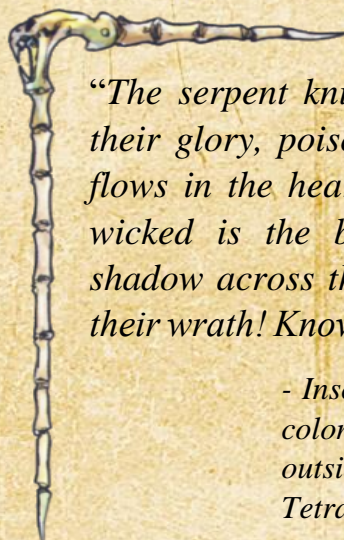
	M	WS	BS	S	T	W	I	A	LD
Necropolis Knight	-	4	4	4	4	-	3	2	8
Necropolis Captain	-	4	4	4	4	-	3	3	8
Necroserpent	7	3	-	5	4	3	3	3	8



Troop type: Monstrous Cavalry.

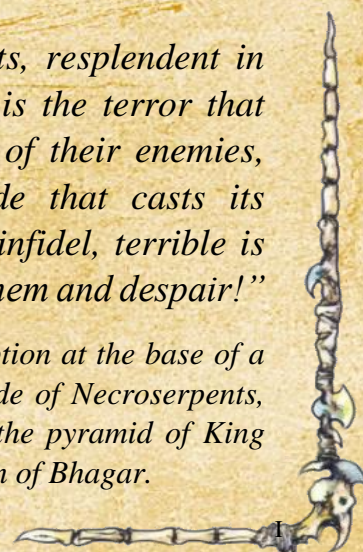
Special rules*: Undying, Legions, Construct, Arise! 4(D3), Cursed Weapons (Knights only), Poisoned Attacks (Necroserpent Only).

* A Necropolis Knight is essentially a single being inhabiting two bodies. As such, both the Necropolis Knight and the Necroserpent have the Legions and Construct Special Rules and will benefit from both My Will be Done! and The Shapers Gift. If the unit is within range of both abilities, they will gain all of the respective bonuses.



"The serpent knights, resplendent in their glory, poison is the terror that flows in the hearts of their enemies, wicked is the blade that casts its shadow across the infidel, terrible is their wrath! Know them and despair!"

- Inscription at the base of a colonnade of Necroserpents, outside the pyramid of King Tetrahon of Bhagar.





USHABTI

It was the Nehekharan's belief that their gods dwelt in the Great Land in the time before the birth of Man, and it is said that the span of their deities' lives was numbered in millions of years. After this golden era, when the gods walked as men, they became invisible spirits, able to take on any form that they desired. Thus, it was that Asaph, goddess of magic and vengeance, chose the form of the asp, and Khsar took on the elemental form of the desert wind. Other gods took the forms of the bull, the vulture, the lion, the crocodile, or other impressive beasts whom the Nehekharans held as sacred. Most depictions of the gods in this grand pantheon show them in these powerful forms, and these fearsome visages are commonly carved into the countenance of guardian statues called Ushabti, that stand as eternal sentinels over the tombs of powerful Kings. Some of the most commonly depicted deities included Ptra, the falcon headed sun god, Djaf, the jackal headed god of the dead, and Sethek, the crocodile headed god of storms and discord.



In the ancient language of Nehekhar, the word Ushabti translates to "protector" and this name describes their purpose perfectly. As physical representations of the gods and goddesses who protected the people of Nehekhar, the Ushabti stand eternally ready around the perimeter of the great pyramids of the Tomb Kings in an eternal vigil, else they may be found flanking the long antechambers of the Kings pyramid, through which all must pass to gain entry to the inner layers of the tomb. Standing three times the height of a man, they are imposing monuments and all who pass beneath their shadows tremble. The Necrotects imbue the Ushabti with tremendous power through complex incantations and charms and, in times of dire need, the Liche Priests awaken the magical spirits of these stone sentinels with an elaborate ritual. When the chants are completed, the Ushabti step from their plinths and daises to the sound of cracking stone, silent and ready to be directed to war.

Sculpted from stone, marble, or even jade, and decorated with filigree gold and precious gemstones, the Ushabti are a simultaneously dazzling and horrifying sight on the battlefield. A phalanx of Ushabti is like a castle wall on the march, their statuesque bodies deflecting all but the most powerful attacks, and with the midday sun glowing off of their stone-hard forms they effortlessly sweep their foes aside with giant khopesh or gold-plated halberds. Some Ushabti stand as watchful sentries on tall stone pillars, or elaborately carved ledges on the outer walls of royal pyramids, like terrifying gargoyles. These are often armed with great bows, allowing them to use their vantage points to strike down foes from afar, and in battle they cut down ranks of heavily armoured knights with arrows the size of spears. In ancient times, the warriors of Nehekhar took great strength from the fact that the Ushabti fought with them, for who could not be inspired by the physical representations of the gods themselves marching into battle by their side.

	M	WS	BS	S	T	W	I	A	LD
Ushabti	5	4	3	4	5	3	3	3	8

Troop type: Monstrous Infantry.

Special rules: Undying, Construct, Arise! 4(D3).

Ushabti Great Bow

Range: 42

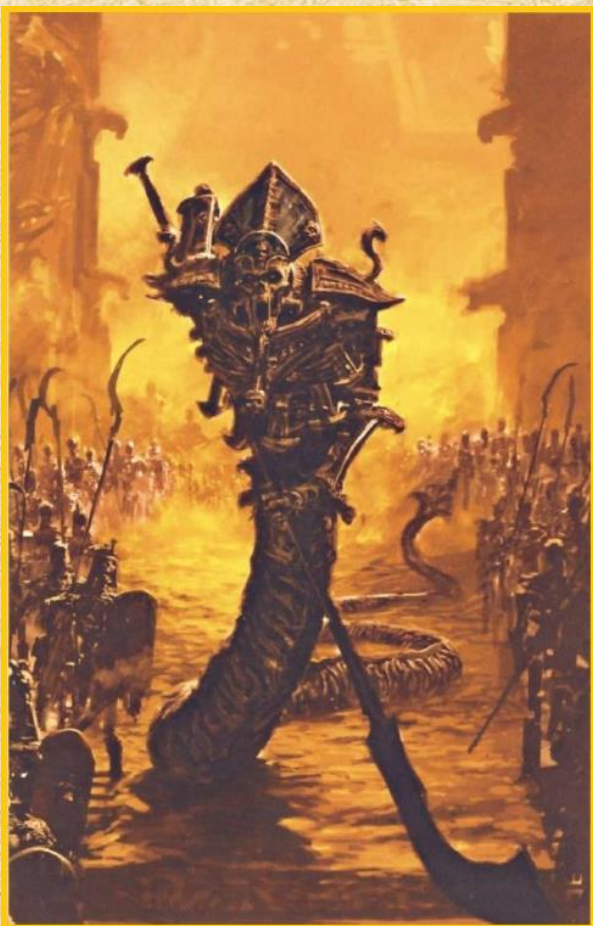
Strength: 5

Special rules: Armour Piercing, Volley Fire



SEPULCHRAL STALKERS

Sepulchral Stalkers were created by the ancient Nehekharans to patrol the avenues and perimeters of the Necropolis Cities. Would-be tomb robbers must beware, for as they skulk and slink through the silent alleyways and courtyards of ancient half-buried cities, a deadly noose may slowly be closing around them, and at any moment, they may round a corner and come eye to eye with the petrifying stare of a Sepulchral Stalker! Sepulchral Stalkers are statues that have the body of a snake and upper torso of a man. Atop the statues' curved spines sit inhuman skulls, inside which glow eerie, baleful lights. Gliding silently just below the surface of the sand, they tail intruders in the cities of the dead, converging on their prey from multiple directions like sharks, before launching a devastating ambush. When the trap is sprung, horrifying, snake-like forms burst from the ground to surround their prey and the Sepulchral Stalkers impale their foes on ornate staves before they even realize they are under attack. However, it is not for the skill with which they wield these weapons that Sepulchral Stalkers are so feared, for those who gaze into their eyes are turned into pillars of sand, standing as still as statues themselves until a gust of wind blows them apart and scatters the grains into the desert.



The ritual to animate Sepulchral Stalkers is dangerous and difficult, compared to the rites of awakening used on most other animated constructs. To bestow them with the terrifying power of petrification, offerings must be made to the sinister gods Pha'a and Usekph. Alone among the Nehekharan pantheon, these dark and mysterious deities refused to limit themselves to any single form or representation and are believed to dwell as hungry spirits within an almighty tomb far beneath the surface of the desert. To draw on their power and infuse it into unliving forms, a Liche Priest must scatter the powdered bones of murderers to the winds under a full moon as they recite an unnamed invocation to the sleeping gods. Then, at the apex of the ritual, the priest's attendants bring forth a living sacrifice, who they pin down across a series of strange and unsettling hieroglyphs etched into the desert floor. As the captive struggles in vain, the priest plunges a ceremonial dagger deep into the victim's heart, offering his soul to the forbidden gods. Warm blood flows and pools in the carved glyphs before draining mysteriously into the sand. After a moment of eerie stillness, the Sepulchral Stalkers awaken and strange lights shine from their hollow eyes as they are filled with otherworldly power, ready to do the priests bidding.

Sepulchral Stalkers can burrow underneath the desert as quickly as they can move across its surface. They are instinctive hunters who can sense their prey trudging across the ground above and can prepare their ambushes without ever being seen. Those who are foolish enough to face Sepulchral Stalkers are magically transformed into sand. Even foes who only catch a momentary glimpse of these creatures may find that one of their limb's crumbles in a shower of golden grains before their eyes – those that stare any longer seal their own doom. Sepulchral Stalkers are said to be the desert's vengeance made manifest, and as suddenly as an attack begins, it ends. A lucky survivor might just witness the tip of a tail burrowing back under the dunes as the Sepulchral Stalkers leave in search of other prey.

It is claimed that a Sepulchral Stalker can be tricked into staring at its own reflection, for these monsters are not immune to the sorcerous enchantments of their own stares; rumors abound that they can even be defeated with a simple polished breastplate or a mirrored shield.



	M	WS	BS	S	T	W	I	A	LD
Sepulchral Stalkers	7	3	-	4	4	3	3	3	8

Troop type: Monstrous Beast.

Special rules: Undying, Construct, Arise! 4(D3), Skirmishers, Entombed Beneath the Sands, Transmogrifying Gaze.



Transmogrifying Gaze

At the start of each combat phase, before any attacks are made, every enemy model in base contact with one or more Sepulchral Stalkers must take an initiative test. Targets that fail the test have met the petrifying gaze of a Sepulchral Stalker and automatically loses D3 wounds, with no armour saves allowed. A result of 6+ always fails.

In the case of Characters riding a Monster, both the rider and their mount must take the test.

After Transmogrifying Gaze attacks have been resolved, roll a D6 for each Sepulchral Stalker still in contact with an enemy model. On a roll of 1, that Stalker catches its own reflection in the blade or the shield of the enemy and loses one wound, with no saves allowed.



“They stand staring into the sun for eternity, the physical embodiments of the everlasting gods. Tremble ye who look upon their divine form!”





TOMB SWARMS

The necropolis cities of the Tomb Kings are infested with countless poisonous insects and other vicious creatures of the desert. Whether alive, or long dead, the mere presence of the Liche Priests and Tomb Kings draws them like a magnet, and they scuttle from their hiding places around the Mortuary Temples and beneath the sands. The Liche priests have long since gained mastery over these creatures and can summon them forth at will. Those who penetrate the labyrinthine tombs risk these swarms appearing seemingly from the earth itself in an unstoppable wave, biting, clawing, and burying themselves in flesh, quickly consuming flesh, clothing, and bone.

Possessing only tiny minds and souls of their own, they are easily controlled by the implacable will of the Tomb

Kings. Left to their own devices, however, they revert to their instinctive behaviors, making them ideal guards for the pyramids of slumbering Tomb Kings. Trespassers foolish enough to dislodge a capstone will find themselves quickly overwhelmed by a surging swarm of creatures, for they are drawn to the warm blood of prey. Flesh is scarce in the great desert and the hungry multitudes will gorge themselves on a feast of tomb robber. Without warning a Tomb Swarm can erupt through cracks in the ground, flowing over the surface like a flood, and dragging their victim down in a deadly undertow of scuttling bodies.

Of all the creatures that make up the bulk of a Tomb Swarm, two had special significance in ancient Nehekharan Society. The flesh-eating skull carapaced Khepra beetles were sacred to the beetle god Khepri, the Steersman of Ptah's Solar Barque. Delivering him news from every corner of the cosmos, the Khepra beetles allowed Khepri to steer Ptah's barque safely on his nightly journey across the heavens to do battle with the serpent Qu'aph. The other creature of importance was the black desert scorpion. The scorpion is the form chosen by Sokth, the god of thieves and murderers. Ancient Nehekharans believed that the scorpion would not harm one of Sokth's own followers, so those accused of murder would be thrown into a pit of scorpions. If the victim somehow managed to survive this trial, then it was taken as a sign that they were indeed favoured by Sokth and hence guilty of their crime. This put the would-be executioners in a difficult position, as publicly executing a member of the Black Scorpion Guild would put a deathmark on the head of the executioner themselves. More than once, a condemned man or woman would find themselves quietly freed from their prison in the dead of night and ushered quickly into the desert beyond the city walls. The next morning a different prisoner would face execution in their place. If anyone noticed the difference, it was never mentioned.



	M	WS	BS	S	T	W	I	A	LD
Tomb Swarm	4	3	-	1	1	5	2	5	10

Troop type: Swarm.

Special rules: Swarm, Undying, Arise! 2(D6+1), It Came from Below, Poisoned Attacks, Regenerate (4+).





TOMB SCORPION

Tomb Scorpions are powerful creations of the Liche Priests, giant constructs carved and molded into representations of the giant, mystical creatures said to guard the entrance to the Nehekharan underworld. They are formed from a combination of materials. Often, they are composed of basalt, onyx, or obsidian, decorated with precious gemstones and finely wrought gold plaques and sigils. Others are elaborate amalgamations of the bones and shells of titanic desert beasts. Through laborious and precise incantations, the Liche Priests can join these materials into a single form. They are lethal foes, for a Tomb Scorpions' tail carries a potent sting that can even incapacitate other large monsters, and they have powerful pincers that can nearly slice a man in half. As they scuttle forward on eight segmented legs, they stab and snip apart everything in their path.



The Tomb Scorpion serves as a sarcophagus, for the shell of the construct is formed around the cadaverous body of one of the ancient Liche Priests, they of the first four generations of priests who died, before they could discover the secret of eternal life. For reasons unknown, some of these ancient ones no longer respond to the Incantations of awakening and have fallen into what is known as the Death Sleep. That these beings are truly dead is doubtful, as their power can still be felt radiating from their skeletal bodies. The magical force exuded by the entombed priest even provides a degree of protection against the spells of enemy wizards, who's sorcerous bolts unravel and fade as they are unconsciously dissipated by the dormant priest who slumbers within the Scorpions armoured carapace.

The shell of the scorpion is inscribed with hieroglyphs of binding and a ceremony of awakening is performed. This ceremony lasts from moonrise until the first rays of dawn, and any mistakes or mispronunciations will mean that the incantation will fail. If the ritual has been performed correctly, the Tomb Scorpion will become infused with the power of the priest held within it, imbuing them not only with massive strength and ferocity, but also great resiliency to hostile magics. Tomb Scorpions often stand dormant for centuries on end and become buried by the shifting sands.

When the Tomb Kings go to war, the Liche Priests send out their call and the Tomb Scorpions awake, clawing their way to the surface to fall upon their enemies with mighty claws and stinging tails. It is truly a terrifying sight to behold as the sands shift and the monstrous creations work their way to the surface! Very often, it is the last thing their enemies will ever witness.

	M	WS	BS	S	T	W	I	A	LD
Tomb Scorpion	7	4	-	5	6	4	3	4	8

Troop type: Monster

Special rules: Undying, Construct, Arise! 5(1), Entombed Beneath the Sands, Poisoned Attacks, Killing Blow, Disperse Magic (2).

Disperse Magic: Once per magic phase, when this unit is targeted by a spell controlled by your opponent, you may add an additional 2 Dispel Dice to your Magic Pool. These dice must be used to attempt to counter the spell. They may not be stored or converted into Power Dice and are lost at the end of turn if they are not used.





BASTETHI

In ancient Nehekharan hunting was the sport of royalty, however, the Priest Kings would not deign to have cubs in their presence. In search of a beast both powerful and majestic, the Priest Kings found their worthy companions in the Bastethi, fierce desert lions who once roamed Nehekharan. Though it was impossible to pacify a wild Bastethi, the Nehekharans soon discovered that Bastethi cubs were trainable. Though intelligent and receptive to commands from a strong-willed Master, the cat's wild instincts could never be fully tamed, which suited the haughty Kings of Nehekharan perfectly.

Mounted on light chariots, or massive steeds bred for the chase, the Kings and Queens of that land raced across the swards of the great river plains, in pursuit of the desert beasts who stalked that realm, and at their sides were always the Bastethi. Fleet gazelle, savage wild boar, and even deadly giant scorpions were their prey. Run nearly to the point of collapse and corralled by the pack tactics of the Bastethi, the prey would eventually find themselves cornered. As the pounding hoofbeats of the Kings' horses drummed a thunderous applause, the King would release an arrow, straight and true, into the throat of their exhausted quarry, or cast a golden spear with flawless form, deep into their heart. Hair blowing back in the wind like a ragged banner, the King would roar with triumph and, swinging down from their mount, carve the animal's heart from its body, offering up its spirit to the Gods in joyous tribute.

So it was that the Bastethi were always associated with Royalty and many of the Kings and Queens of Nehekharan kept highly trained hunting packs of Bastethi. When the beasts were not being used in the hunt, they prowled the opulent courtyards and pleasure gardens surrounding the Kings' palace, their inhumanly keen senses searching for the scent of intruders. In times of war, many Kings would bring packs of these massive cats to battle and ride into the heart of the fray surrounded by leonine guardians, for the Bastethi were deadly combatants, easily capable of rending men limb from limb and tearing down prey several times their own size. Working like a finely tuned death machine, the great cats separate enemy warriors and drive them to the ground with their massive speed and strength, tearing at them with dagger-sized talons and ripping away their flesh with gleaming fangs. Larger creatures are harried to death as the cats surround and tear it down piece by piece. Leaping and circling back and

forth around the doomed monster, the Bastethi slash and bite at exposed flanks and hind quarters, quickly withdrawing at the last second to avoid reprisal. As the enemy beast turns to confront its attackers, their companions dart in and savage it from behind again, in a cruelly one-sided game. Eventually, tired, and weak from blood loss, the creature would begin to stumble and falter. Now, as they have practiced in a thousand hunts, the King would step forth and deliver the killing blow.

After their deaths the Kings' hunting cats were often entombed with him, guarding their master in death as they did in life. As the Nehekharans considered all felines to be divinely favoured Bastethi were carefully preserved, with as much effort going into their mummification as that of their Human lords. This included carefully prepared bands of linen, inscribed with hieroglyphs of praise for Basth, the Cat Goddess. As Basth was a protective deity, considered to be the guardian of the hearth and home, so cats in Nehekharan were believed to be powerful wards against evil. Most Nehekharans kept a cat in their home and if the animal died in the night, they believed that it had given its life repelling a daemonic intrusion, or that it had absorbed a death that was meant for a member of the family. Perhaps there was some truth to this belief, for the Liche Priests discovered that Bastethi do indeed possess the power to repel and destroy supernatural evil. Because of this, Bastethi were also common additions to the temples of the Mortuary Cult and, after death, the mummified bodies of the great cats were often placed into alcoves in the temples of the Gods, positioned overhead where they could forever watch over those sacred places.

Now, when tomb robbers seek to pillage the temples of the Tomb Kings, they must beware, for the Bastethi have lost none of their feline grace or power. A greedy defiler prying at a gemstone lodged in a mural or graven pillar will not notice the large, sinuous shadows that flow silently down from hidden alcoves to the floor behind them. Eyes bulging with glee, they pocket their treasure and, turning to make their escape, walk into a deadly flurry of razor-sharp claws and bone-crushing jaws. Wetted with hot, fresh blood, the Bastethi stalk the temple, searching for any further sign of intruders and once satisfied, return to their perches. There they await their master's call, so they can join him in the hunt once more.





	M	WS	BS	S	T	W	I	A	LD
Bastethi	8	4	-	4	4	2	3	2	7
Bastethi Hunter	8	4	-	4	4	2	3	3	7

Troop type: War beasts

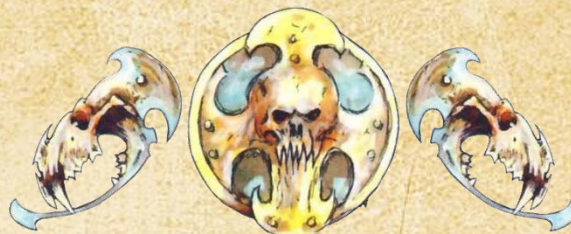
Special rules: Undying, Embalmed, Arise! 4(D3), Feline Grace, Predatory Lunge, Soul Warden.

Feline Grace

Bastethi have a 6+ Ward Save

Predatory Lunge

Bastethi gain the Strength Bonus (+1) Special Rule on the turn they charge.



Soul Warden

Any attacks a unit of Bastethi make against a Daemonic or Undead unit count as Magic Attacks. Units with the Daemonic or Undead Special Rules cannot take Ward Saves against any wounds inflicted by Bastethi.

"We found them just inside the entrance of the tomb...or they found us. There were two of them, waiting in alcoves on either side of the tunnel. They stood as we approached, bronze tipped claws scraping against the stone floor. Gold torcs encircled their necks, and green emeralds shone in their eye sockets, reflecting the light of our torches. Suddenly, they leapt at us, displaying terrifying speed and agility that I was not expecting. Three of my men were down before I even had time to fire my pistols."

- Heinrich Johannes, procurer of ancient artefacts





CARRION

Carrion are giant Undead birds of prey that feast on the carcasses of the fallen. Carrion can detect blood from leagues away, and they are drawn to battlefields like moths to a flame. Wherever Carrion are seen to fly, death and carnage are surely nearby.



Carrion were once common in the mountains to the east of Nehekhara. Their broad wings were said to darken the sky, spreading the shadow of doom upon those dying in the desert. After a great battle, with the slain strewn over the stricken field, the Carrion descended and blotted out the light of the sun. Thus, it was in ancient Nehekhara that the Carrion was seen as a sacred beast that bore the spirits of slain warriors to the afterlife. This belief led to the priests burying many Carrion in the necropolis of each Tomb King from the dynasty of Nekhef I onwards. Carrion birds were revered as the sacred animals of the vulture headed god Ualatp, the god of beggars and scavengers. As venerated beasts, Carrion were fully embalmed upon their deaths in a ceremony that was only

exceeded in complexity by the one performed on the Royalty. As such, Carrion birds awaken from their death sleep with their minds and their instincts intact as though they were still alive, and once awakened from the slumber of death, the Carrion will never again return to rest within the tombs and vaults of the pyramids. Instead, they soar above the lands of Nehekhara as they did in life, never stirring in their search for prey. These creatures learnt long ago that when armies clash, they leave a swathe of corpses in their wake, and so when the Tomb Kings go to war, they are accompanied by great flocks of Carrion that circle high above.

Though wild and untamable by nature, a Liche Priest may ride these ugly creatures to soar aloft over the field of battle or travel swiftly across the desert from necropolis to necropolis. To ride such a creature the priest must perform a magical supplication to Ualatp, beseeching his boon by reciting the prayer of Ualatp beneath the open sky and performing a sacrifice to the vulture god. When the rite is complete, it will not be long before great wings darken the sky as a Carrion descends, ready to bear its burden as faithfully as a trained steed. The priest must hasten, however, for the Carrion will only permit itself to be ridden until the coming of the next dawn, at which time the priest will be in grave danger of being thrown from the skies, if they have not yet dismounted.

To this day, the descendants of these creatures still dwell in the mountains, though they are rare and their numbers few, but among the burial pits of the Tomb Kings are interred thousands of Carrion and, at the will of the Liche Priests, they once again take to the skies, their horrifying forms spreading fear amongst those who feel the chill of their shadows.

	M	WS	BS	S	T	W	I	A	LD
Carrion	2	3	-	4	4	2	3	2	5

Troop type: War Beasts.

Special rules: Undying, Embalmed, Arise! 4(D3), Flying, Skirmishers, Circling Death

Circling Death

All the races of the world acknowledge the wheeling shadows of circling carrion as omens of impending death.

Enemy Unit within 6" of an unengaged unit of Carrion suffer -1 to all Leadership-based tests. This ability has no effect on units that have the Immune (Psychology) Special rule. Characters riding Carrion do not have this ability.



WARSPHINX

Nehekharan Warsphinxes are giant leonine statues that wade through the ranks of their foes, crushing them underfoot as if they were nothing more than bothersome insects. They are almost impervious to harm and their stony hides protect them from all but the most savage of blows; anything less than a direct hit from a war machine is likely to glance harmlessly away. Atop each Warsphinx is an ornate howdah in which several Tomb Guard ride. These elite warriors direct their mount's actions as if it were an extension of their own skeletal bodies, laying into the foes below with great, double-handed spears, or using their excellent view of the battlefield to unleash volleys of deadly arrows down upon their foes.



Warsphinxes were first constructed in Khemri to guard the portals to the king's palace. Here they would sit as still as mountain stone, to either side of the massive ornate palace gates, until would-be intruders awaken the Sphinxes deadly wrath. With surprising grace, the stone titans would then descend upon the helpless trespasser, snuffing out their existence like a field cat with mere vermin. Over time, the rulers of other cities demanded similar guardians and, before long, Warsphinxes stood sentry outside of every burial pyramid. Here they sit in silent vigil or roam the grounds of their master's home in search of intruders, while the King slumbers. Some kings even had a Warsphinx constructed especially as their personal mount in battle. These sphinxes were especially lavish and ornate. Upon awakening, a Tomb

King would ride his royal Warsphinx into battle, leading his army out of the burial chambers and into the blinding light of day.

As with any Nehekharan sculpture, no two Warsphinxes are quite alike. The Necrotects were always looking to build grander and more impressive creations than those of their predecessors. Some Warsphinxes have scorpion tails filled with potent venom, whilst others breathe fire, immolating their foes in a blazing conflagration. These days, it is rare indeed for a new Warsphinx to be constructed, and most of those that are seen prowling alongside the Tomb Kings' armies have existed for thousands of years. If one of these giant constructs is somehow destroyed in battle, its sacred pieces are gathered up by skeletal work gangs and dragged back to the cities of Nehekhar to be restored and reconstructed by the Necrotects of the necropolises.

Warsphinxes are terrifying foes to face, and enemies that do not flee before them are swatted aside by stone claws or torn apart by fanged jaws. However, this is just a fraction of their full destructive power. When a Warsphinx rears up above its prey, those lurking in its shadow are doomed. As the leonine monster crashes down it drives its boulder-sized limbs into the ground with terrific force. The resultant shockwave knocks foes off their feet, bursting organs and crushing bones. Those that survive this earth-shattering impact find themselves in a crater of broken, twisted bodies. However, there can be no hope for anything caught directly underneath the Sphinxes massive stone paws. All that remains of these crushed unfortunates is a fine, red paste that spatters over the victims stunned comrades.

	M	WS	BS	S	T	W	I	A	LD
Warsphinx	7	3	-	5	8	5	2	4	8
Tomb Guard Crew	-	3	3	4	4	-	3	1	8

Troop type: Monster (unit consists of 1 Warsphinx and 4 Tomb Guard Crew).

Special rules: Undying, Legions (crew only), Cursed Weapons (crew only), Construct, Terror, Large Target, Arise! 5(1), Howdah Crew, Thundercrush Attack.





Howdah Crew

A Warsphinx and its crew have their own statistics but are treated as a single model. The Warsphinx and the Tomb Guard can each attack any model in base contact, but attacks made against the Warsphinx are resolved using the Warsphinxes WS, T, and Armour Save. Apart from these exceptions, a Warsphinx is treated as a Monster in all other respects and can be taken as a ridden monster by certain characters, who replace all of the crew. In this case, shooting attacks will hit the Warsphinx on a roll of 1-4 and will hit the Character on a roll of 5+ as normal. Characters riding in a Howdah add +2 to their Armour Save.

Tail Blade

A Warsphinx equipped with a tail blade gains a Strength 5 Tail Attack. This attack has the Killing Blow (5+) Special Rule.

Envenomed Sting

A Warsphinx equipped with an Envenomed Sting gains a Strength 5 Tail Attack with the Poisoned Attacks (6+) and Multiple Wounds (D3) Special rules.

Fiery Roar

Hidden arcane furnaces deep within the Warsphinx' breast allow the construct to incinerate its enemies with gouts of superheated alchemical fire.

A Warsphinx with this upgrade has a Strength 4 Breath Weapon with the Magic Attacks and Flaming Attacks special rules.

Leonine Roar

The physical and magical realms shake at the otherworldly power of the Sphinxes roar. Even the most hardened warriors shrink before the deafening blast, and foul creatures that use magic to maintain their grip on the mortal world struggle to cling to existence as the planes quake around them.

The Warsphinx may use its Leonine Roar during your shooting phase. It counts as a Breath Weapon with a range of 8' (it may be used in close combat). The target must take an immediate Panic Test with a -1 Leadership Modifier. Units with the Unstable or Daemonic Instability special rules must take an Instability or Daemonic Instability test instead (the same modifier applies).



NECROSPHINX

Necrosphinxes are nightmarish beasts of destruction that glide through the air in bounding leaps before falling amongst their terrified prey, scything down the living as mortals reap the wheat of the field. None can stand against such terrifying beings, and only when all before them have been butchered will they stop.



A Necrosphinx is a bizarre and horrifying statue, made in the image of the terrifying creatures said to patrol the realm of Usirian. A Necrosphinx combines the head and torso of a man, with the body of a lion, and wields a pair of gigantic scything blades that can cleave a greater daemon in two. Many also have a scorpion-like tail, better enabling them to stand sentry against the predations of evil. Finally, sprouting from the statue's back are a pair of ornate wings which mimic those of the falcons that circle high above the realm of the dead, keeping watch for unworthy souls attempting to enter the realm of Usirian. The Nehekharans believed that by creating a construct in the image of the sentinels of the realm of the dead, they were creating the ultimate warrior, one that possessed the strength to destroy all of their enemies. However, many of the Liche Priests believed these sculptures to be an abomination, whose presence would blight the land, for surely mortals had no right to create representations of such creatures, let alone command them.



Following a century marred by multiple plagues and famines, the superstitious kings of Nehekhar agreed that the Necrosphinxes were to blame, but none dared destroy them in case it angered the gods of the Underworld. Instead, vast pits were dug in the desert in which the Necrosphinxes were buried and all but forgotten with the passage of time. A Necrosphinx did not see the light of day again until millennia later, when a mighty Orc Waaagh! Swept down from the Badlands into Nehekhar. The greenskin horde

attacked with a score of monstrous Wyverns at their head, destroying everything in their path. As the Waaagh! Pushed towards Khemri, Settra himself ordered the Mortuary Cult to reawaken the ancient Necrosphinxes. More fearful of Settra's wrath than anything else, the cowering Priests obeyed and began a week-long magical ceremony. Upon the ritual's completion, a deep rumble reverberated throughout the desert. Moments later, fountains of bone-dry earth exploded from the ground as a dozen Necrosphinxes broke the surface. Without pause, the stone monsters pounced upon the greenskins, slaughtering the savages with every sweep of their massive blades. Not even the mighty Wyverns could halt their murderous rampage, for the nightmarish statues cut through the greenskin's monsters' thick, scaly necks with single strokes of their razor-sharp pincers. All Necrosphinxes have since been reclaimed from the desert sands to stand proudly in the sun once more, forming an important part of the Tomb King's eternal army, and wherever they travel they spread death and destruction.





Perhaps the Liche Priests were right when they feared that no man had the right to command the servants of Usirian, for within every Necrosphinx is the burning need to wreak havoc and destroy. The molten fury burning in their artificial souls radiates like the heat of the noonday desert sun. So potent is their wrath that it disrupts the ether surrounding the Necrosphinx, making

it nearly impossible for magic users and supernatural creatures to target the Necrosphinxes animus directly, forcing those who wish to slay the Necrosphinx to engage it directly. Most constructs would be passive, almost inanimate, if they were not bound to serve, but if it were not for the incantations of servitude laid upon them, the Necrosphinxes would turn on their creators and lay waste to Nehekhar.

	M	WS	BS	S	T	W	I	A	LD
Necrosphinx	7	4	-	6	7	5	2	4	8

Troop type: Monster

Special rules: Undying, Cursed Weapons, Construct, Terror, Large Target, Arise! 5(1), Flying, Wrathful Aura, Rend Asunder.

Tomb Scythes

The Necrosphinxes fight using a pair of enormous scything pincers, imbued with dire curses of vengeance and malediction.

Tomb Scythes count as paired weapons and have the Cursed Weapon Special Rule.

Wrathful Aura

The supernatural wrath of the Necrosphinx is so potent that it creates seething aura of rage that disrupts the ether surrounding the Necrosphinx, confusing and deflecting magic.

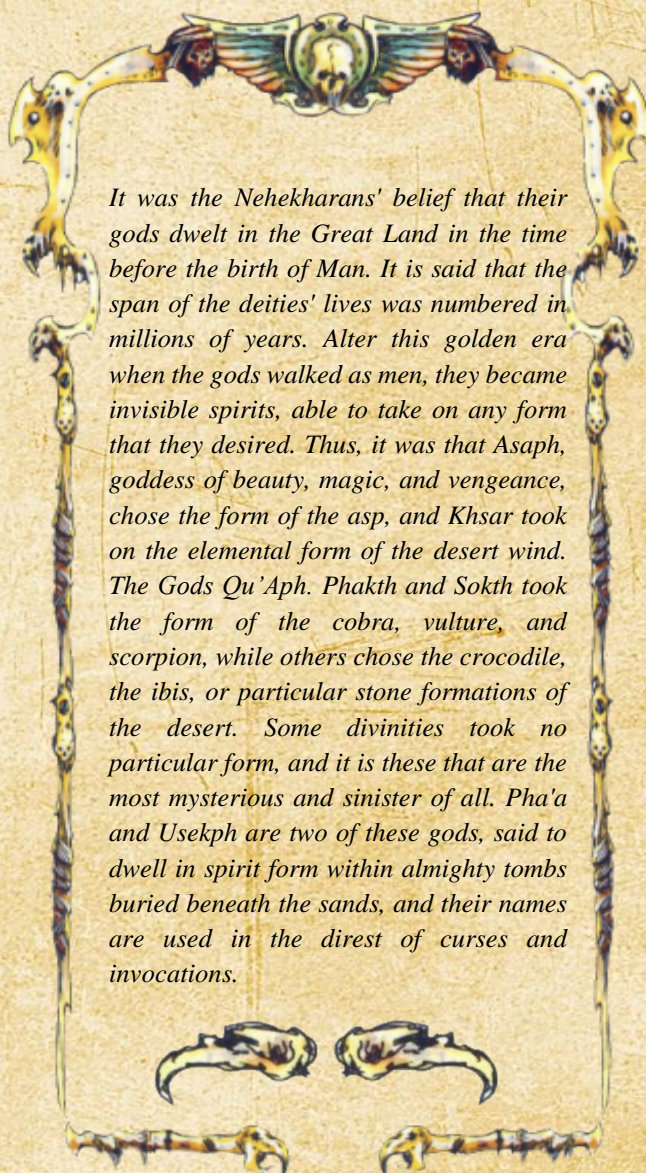
A Necrosphinx has Magic Dispersal (2).

Rend Asunder

The unparalleled violence of the Necrosphinx' assault can brutally rend any foe to bloodied ribbons and horrifically maimed fragments, in mere moments.

Any time a Necrosphinx rolls two or more successful Killing Blows against the same target in one round of combat, when attacking with its Tomb Scythes, that target is killed outright and removed from play, with no Saves of any kind allowed.

It was the Nehekharans' belief that their gods dwelt in the Great Land in the time before the birth of Man. It is said that the span of the deities' lives was numbered in millions of years. Alter this golden era when the gods walked as men, they became invisible spirits, able to take on any form that they desired. Thus, it was that Asaph, goddess of beauty, magic, and vengeance, chose the form of the asp, and Khsar took on the elemental form of the desert wind. The Gods Qu'Aph, Phakth and Sokth took the form of the cobra, vulture, and scorpion, while others chose the crocodile, the ibis, or particular stone formations of the desert. Some divinities took no particular form, and it is these that are the most mysterious and sinister of all. Pha'a and Usekph are two of these gods, said to dwell in spirit form within almighty tombs buried beneath the sands, and their names are used in the direst of curses and invocations.





NECROLITH COLOSSUS

In ancient times, before the rise of the Mortuary Cult, many were the legends of vengeful titans walking the land and smiting the selfish and the wicked who would trespass on their domains to steal their treasures. As the knowledge and skill of the Necrotects grew, they turned their talents towards recreating a being of the size and power that the legends spoke of, for who could face such a creature in battle? Thus, the first Colossus was painstakingly crafted from all manner of elements and animated by the powerful incantations of the Liche Priests.

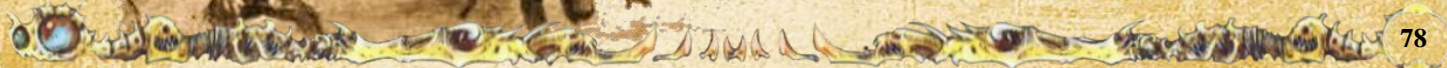
Standing noble and proud, Necrolith Colossi are made in the images of great Nehekharan warriors, heroes, and kings, and every inch of their gleaming forms is covered in graven images of skulls, bones, and mortuary ornamentation. Indeed, such was the Nehekharans' obsession with death and immortality that some Colossi have even been carved to resemble giant skeletons. Breastplates, vambraces and sometimes great crested helmets were crafted onto the stone bodies of these constructs, each lavishly decorated and engraved.

A Necrolith Colossus is armed with traditional weapons and armour, only on a massive scale, carrying vast bows or giant swords that stand taller than a troll. A Necrolith Colossus is a supremely powerful foe, and its weapons can carve through an armoured knight and

his barded steed in a single stroke. It is a rare thing for new colossi to be created, and if one of the constructs is destroyed, its sacred pieces are gathered up and used to recreate it. Outside the ancient cities of Nehekhar, Necrolith Colossi stand as motionless sentinels, guarding important valley entrances and vast gateways. Such power is instilled in the Bone Giants that they do not need the incantations of the Liche Priests to prompt them into wakefulness and will react immediately to the presence of unwelcome strangers, striding relentlessly towards them, smashing into the sand with their colossal bronze weapons.



Hierotitans are particularly rare and powerful variants of the Necrolith Colossus, crafted to stand guard in the heart of the great Mortuary Temples of the necropolis. These powerful colossi radiate a potent Hieromantic aura, and it is said that those who stand in their shadow can hear the fearful whispers of primeval gods. Interred





within the chest of each Hierotitan is the mummified body of a Liche Priest, one of those ancients who no longer respond to the rituals of awakening. The magically attuned spirit of the priest allows the Hierotitan to exist in both the material and spiritual worlds simultaneously, acting as a conduit between the two realms. It is believed by the Nehekharans that the Hierotitan is a beacon for the souls of the dead, a guiding star by which the souls of the Nehekharan people can navigate the Jackals Road, beyond the veil of death, and a guardian to protect lost souls from the evil spirits and

daemons of the dark that prowl the void beyond death. All Hierotitans are marked with the glyphs of Ptra and Usirian, Light and Death, and can draw on both the power of the Sun God and the Lord of the Dead. In battle the Hierotitan can unleash the power of the sun, scorching their foes from the face of the world with dazzling rays of burning holy light. Likewise, the Hierotitan can unleash the power of the Netherworld, their jaw stretching wide into a terrible, yawning abyss that tears out their enemies' souls with irresistible force.

	M	WS	BS	S	T	W	I	A	LD
Colossus/Hierotitan	6	4	2	6	7	5	2	4	8

Troop type: Monster.

Special rules: Undying, Construct, Terror, Large Target, Arise! 5(1), Unstoppable Assault.

Unstoppable Assault

When a Necrolith Colossus, it gets +1 Attack until end of turn for each Wound Remaining on its profile.

Hierotitan

A Necrolith Colossus that has been upgraded to a Hierotitan replaces the Unstoppable Assault special ability with the Spirit Conduit special ability and gains the Bound Spells "The Light of Ptra" from the Lore of Nehekhar (Power Level 3) and "Spirit Leech" from the Lore of Death (Power Level 4).

Spirit Conduit

Friendly Undying Wizards within 12' of one or more Hierotitans add an additional D3 to the casting level of every spell they attempt to cast. Roll for the bonus each time a spell is cast. A group of Liche Priests casting a spell as a Canticle add D3 to the power level of each spell they cast, as long as any Liche in the Canticle is within 12" of the Hierotitan.

Bow of the Great Desert

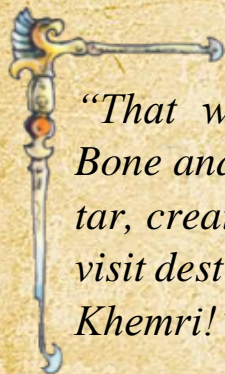
Only the Necrolith Colossi can wield these massive bows, which fire enormous arrows that rip through the ranks of the enemy.

A Bow of the Great Desert shoots like a Bolt Thrower and has the following profile.

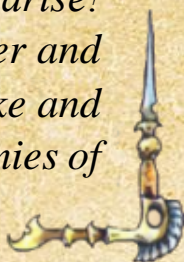
Range: 48

Strength: 6

Special rules: Multiple Wounds (D3)



*"That which was stone, arise!
Bone and bronze and leather and
tar, creature of power awake and
visit destruction on the enemies of
Khemri!"*





SCREAMING SKULL CATAPULTS

"The executioners who decapitate the rebels. They who hurl the wailing heads of the enemies of the king"

- Inscription above the tomb pits of the Skull Catapults in Zandri.

It is said that Behedesh, King of Zandri, claimed to have invented this type of catapult and ordered them to be constructed. He used these in his many wars and had them mounted on his numerous war galleys, which gave him domination of the great River of Life during his mortal lifetime. When he had extended his rule along the western bank of the river but had yet to subdue the kings and rebels encamped on the eastern



bank, he gathered a great many catapults together and hurled over the skulls of decapitated enemies who had been captured in earlier battles. This demoralized his opponents and caused their army to lose heart when the final onslaught came. The king wished to repeat this tactic again against other, more redoubtable enemies. Therefore, he instructed the priests to devise a spell to be written on the skulls of decapitated rebels in hieroglyphic signs that would make the enemy tremble with fear. This the priests demonstrated to the king. They enchanted the skulls so that they screamed hideously as they were hurled through the air – it was the very death scream of the rebel at his moment of execution. The skulls were also daubed in resins that burst into eerie, ethereal flames as they flew. The king was impressed and decreed that henceforth the heads of all rebels would be reserved for these catapults.

When the king was approaching death, he gave instructions that the catapults should be entombed as an essential part of his necropolis army, since they had brought him more than one victory in life, and he expected them to do so again beyond death. The successors of Behedesh followed his example. Centuries later, other kings who extended their rule over Zandri ransacked the necropolis and found the burial pits containing the catapults. These were looted and taken away for reburial in other necropolis, together with scrolls containing the incantations for constructing these magical weapons of war and thus the Screaming Skull Catapults spread to the armies of the Tomb Kings of other cities.

	M	WS	BS	S	T	W	I	A	LD
Screaming Skull Catapult	-	-	-	-	7	3	-	-	-
Skeleton Crew	4	2	2	3	3	1	2	1	5

Troop type: War machine (Stone Thrower) (unit consists of 1 Screaming Skull Catapult and 3 Skeleton Crew)

Special rules: Undying, Legions (crew only), Arise!5(D3), Screaming Skulls, Skulls of the Foe.

Screaming Skulls

All attacks made by a Screaming Skull Catapult are Magical and have the Flaming Attacks Special rule. Any unit that suffers any casualties from a shooting attack by a Screaming Skull Catapult must take a Panic Test.

Skulls of the Foe

Enemy units that suffer one or more casualties from a shooting attack made by a Screaming Skull catapult with Skulls of the Foe, suffer a -1 Leadership penalty on all Leadership Tests until end of turn. .



COBRA BALLISTAE

The Nehekharans were an advanced race and accumulated a great deal of knowledge that has since been lost to the world. One such technology was the Cobra Ballistae. In most cases, a Ballistae is essentially constructed like an enormous crossbow that uses an oversized bow to hurl its lethal missiles. The Nehekharans improved on this design by replacing the single bow with two thick skeins of twisted cords composed of hair and animal sinew. Two separate arms were thrust through the tightly wound cords and joined at the ends by a strap. After firing, a pair of winches and a claw allowed the marksman to ratchet the bowstring back into the firing position so his companions could reload. This design was both faster to load and produced greater power than the ballistae used by most of the living races.

It was the proud King Phar of Mahrak who commanded the invention of the Cobra, during the time of strife when the armies of Settra besieged his lands. It was during a period of suspicious peace, when the armies of Settra appeared to have withdrawn from the lands of Mahrak, that the Ogres of the Bloodgut Tribe swept down from the mountains north of the Valley of Kings and into the lands of men like a ravenous storm. The brave garrisons that were stationed along the border held their ground rather than flee their posts, holding against the onslaught for nearly three days, before being crushed under the avalanche of muscle and fat. Their deaths were not in vain, for they bought time enough time to send scouts to Mahrak to warn the King, spreading the grim tidings as they sped back to the city.



Villagers abandoned villages and the population of Mahrak swelled with refugees as the Ogres pushed inland, feasting on the flesh of anyone who stood before them, gobbling up goats, cows, and horses, and feasting on fields of grain as they went. Buoyed by slaughter and feasting, the Ogres were in high spirits when the walls of Mahrak came into view. King Phar had not been idle in the years since the Battle of the Valley of Kings. Realizing that Settras armies still outnumbered his own and that any great army from the west would have to pass through the Valley of Kings to reach Mahrak. King

Phar thus commissioned his Necrotects to produce a weapon that could brutally punish any such army as it marched eastwards down the confines of the Valley of Kings. After many months of labour they had produced the Cobra and now, arranged outside the city walls, a small force of Nehekharans awaited the gluttonous invaders with their new war machines.



The Ogres boomed their deep, hearty belly-laugh at the pathetically small force. Before them stood less than 200 soldiers, packed in tight formations around 60 wooden carts, each carrying a strange instrument like a large bow. The Ogres began their advance and King Phar watched from the battlements high above, his hawkish eyes showed no hint of fear.

As the Ogres approached within 300 meters, their lumbering pace had picked up to an earth-shaking stampede and it was then that King Phar signaled the attack with a single curt motion. A horn blared and all hell broke loose. A whistling sound of rushing air filled the Ogres ears moments before a thunderstorm of deadly missiles ripped through their ranks. Bolts larger than spears eviscerated Ogre bulls, ripping open their leathery flesh and spilling their blood in great steaming gouts across the desert sands. The brutes roared in confusion and pain, and their life-blood splashed the fields of Mahrak as they tumbled unblinking to the ground. Stone spheres the size of skulls shattered Ogre ribcages and skulls and the Ogre advance faltered under



the surprisingly formidable volley. Nearly forty Ogres lay dead and wounded in moments.

The Ogre Tyrant Borgo Bloodgut roared his defiance and fixed his tribesmen in place with a deadly stare, and the Ogres braced themselves once more. As Borgo turned to resume the charge, a projectile of darkest granite struck him squarely between the eyes at terrific speed, exploding his head like a ripe melon under a hammer. A second volley had already begun, and the terrified invaders were once again being torn apart in a storm of deadly projectiles.



This time, the Ogres fled. With their foes in retreat the carts carrying the Cobra Ballistae pulled forwards, their horses matching pace with the Ogres as their cargo released shot after shot of punishing fire. The Ogres dropped in their tracks as they ran, their skulls broken, and their spines pierced and shattered. The Nehekharan infantry followed, finished off the wounded bulls with merciless blows to the neck with their heavy bronze halberds, dark red blood erupting skywards with each downwards stroke.

The final Ogre fell to the ground in a despoiled wheat field and barely had time to raise a bruised hand over his head before a dozen blades descended on him. After the great victory, the people rejoiced, though there was little feasting. The Ogres had devoured much, and it would be a hard year for the people of Mahrak, but they had escaped a worse fate thanks to the wisdom and foresight of their King. Phar himself was already preparing to purchase grain from Lybaras and Rasettra, using gold coins recovered from the bodies of the fallen ogres, all bearing the stamp of Khemri.

After Phars death, Settra would at last conquer the Kingdom of Mahrak and discover the secret the of the Cobra Ballistae, adding them to his own arsenal, and over time the Cobra became the standard Ballistae used by the Priest Kings of Nehekhar.

When the Tomb Kings march to war, their armies drag forth the Cobra Ballistae from the tomb vaults, and cascading off of their ornate frames. Every bit as deadly as they were in ages past, they scythe through ranks of enemy soldiers with bronze bolts and stop the mightiest monsters in their tracks with skull-splitting stone shots.

	M	WS	BS	S	T	W	I	A	LD
Cobra Ballistae	-		-		7	3	-	-	-
Skeleton Crew	4	2	2	3	3	1	2	1	5

Troop type: War machine (Bolt Thrower) (unit consists of 1 Nehekharan Ballistae and 3 Skeleton Crew)

Special rules: Undying, Legions (crew only), Arise! 5(D3), Torsion Powered, Stone Shots

Torsion Powered

Cobra Ballistae add +8 to their Close Range (note, this does not increase their Maximum Range)

Stone Shots

In lieu of firing a regular bolt, Cobra Ballistae can elect to fire a Stone Shot. This shot is resolved at Strength 6 and has the Multiple Wounds (D6) Special Rule. It does not penetrate ranks.





CASKET OF SOULS

Within the tombs of the mightiest of kings there lies a casket sealed with pitch and inscribed with hieroglyphs of malediction and warning. Within this sacred sarcophagus reside the souls of those who have committed the sacrilege of inciting the Tomb King's rage. Whether consumed by ravenous Tomb Swarms or cut down by the Tomb Guard, the spirits of those thus condemned have been ensnared by the dire power of the casket and trapped within it for eternity. Powerful inscriptions ensure that these souls may never leave their binding prison until the moment comes when the casket is opened.

Formed of Hieromantic sorcery as much as physical materials, the Casket of Souls is a manifestation of the covenant between the Nehekharan people and their Gods, and it exists partially in the material world and

partially in the realm of the divine. The presence of such an artifact on the battlefield fuels the powers of the Tomb Kings as deific energy flows outwards from the Casket, invigorating the spells of the Liche Priests. When it is not in use the Casket resides in a sacred alcove hidden deep within the innermost chambers of the Mortuary Temple, where it is sealed with hieroglyphs and enchantments of containment and protected by powerful Nehekharan Constructs. When the need is dire and the Tomb King commands it, the Keeper of the Casket, a Priest of the Mortuary Cult, summons the Casket of Souls onto the battlefield with an ominous incantation. Appearing in a swirling nimbus of infernal power, the Casket of Souls materializes on the battlefield as the Casket Guardians, two mighty Tomb Captains wielding massive, cursed glaives, take their positions to either side.

If the seals are broken and the lid opened, blinding light spills from the casket as countless lost souls scream into the air, seeking freedom from the madness and torment of their confinement. Such an escape will never come while the casket is intact, for the pull of the Casket is so great that it draws the souls back within no matter how hard they try to fight it. Crazy and desperate, these insubstantial spirits plunge through the hearts and minds of those nearby, hopelessly seeking an escape. As the screaming forms of these souls pass through the physical bodies of living creatures, the life force of that creature is sucked dry. They feel an intense pain deep within them and their bodies age centuries with every passing second. In mere heartbeats, they are little more than a dried shell and they fall to the ground. Far worse than physical death, those who perish in this manner are condemned in soul as well as body. As their spirit begins to rise from their fallen body, they too become ensnared by the power of the casket, becoming just another of the countless lost souls held within its unholy confines for an eternity of torment. The spirits effect even creatures that do not truly age or have a soul, as the magical energies that bind them together or keep them on this plane of existence are absorbed. The Casket of Souls is a devastating weapon, for all who look upon it risk eternal damnation and imprisonment.



	M	WS	BS	S	T	W	I	A	LD
Casket of Souls	-	-	-	-	-	-	-	-	-
Keeper of the Casket	1	3	3	3	4	3	3	1	8
Casket Guardian	4	3	3	4	4	1	3	2	8





Troop type: War machine (the Unit consists of one Casket of Souls, one Keeper of the Casket, and two Casket Guardians).

Special rules: Undying, Legions (Casket Guardians Only), Cursed Weapons (Casket Guardians only), Arise! 5(D3) (the Keeper of the Casket recovers lost wounds first, followed by the Casket Guardians), Covenant of Power, Light of Death, Indestructible.

Covenant of Power

If you have a Casket of Souls in play at the start of your Magic Phase, add a D3 Dice to your Magic Pool.

Light of Death

Innate bound spell (Power Level 5). Hieromancy. The Casket of Souls can use this ability as long as it has not moved this turn. The Light of Death is a Direct Damage spell with a range of 48' (measure from the Casket itself). The target of The Light of Death must take a Leadership Test, adding +4 to the result. If the test is passed, nothing happens. Otherwise, for each point it failed the test by, the target loses a wound with no Armour Saves or Regeneration Saves allowed, distributed as for shooting attacks. Once the test has been resolved, roll a D6. On a 3+ you may choose another enemy unit within 12' of the first. The tortured souls leap to this unit. Resolve the light of death again, as before. Continue this process until the

roll is failed, or until there are no more targets within 12". The Light of Death can only be used once per turn.

Indestructible

The Casket of Souls cannot be damaged or destroyed by any attacks. It may not be targeted in close combat and any shooting attacks that strike the Casket have no effect (Shooting attacks that target the casket will hit the casket on a 1-2, a Casket Guard on a 3-4, and the Keeper of the Casket on a 5-6). However, should the Keeper of the Casket be slain, magical safeguards designed to prevent the casket from falling into the hands of infidels pull it back to its resting place in the reliquary of the Mortuary Cult temple. The Casket Guardians, having failed in their duty, then crumble to dust. Remove the model from the table, for all purposes it counts as having been destroyed.





ETERNITY BARQUE

When the skeletal legions of the Tomb Kings march to war, it is often under the shadow of a majestic Eternity Barque. Buoyed aloft by Hieromantic power, an Eternity Barque is constructed in imitation of the legendary Solar Barque piloted by The Five Companions of Nehekhara Mythology. The radiant vessel of the Sun King was said to transport Ptra and his Companions safely across the cosmos every night to their final confrontation with the Devourer, Qu'Aph. As the physical embodiments of the gods, the Priest Kings of Nehekhara proclaimed that it was only fitting that they should likewise be carried to glorious battle aboard just such a ship. To this end the Liche Priests and the Necrotect Sect collaborated to fulfil the wishes of their God-Kings. Goldsmiths and spellsmiths labored side by side, hammers pounding a staccato beat to the rhythm of a canticle chorus. Carpentry and arcanistry were blended and fused like never before in a strange haze of temple incense. The two esoteric orders worked their arts to the point of exhaustion and after many months of labour, the first Eternity Barque was completed and brought forth into the light of day, and the King declared that it was good.

Constructed from rare hardwoods, elaborately lacquered and ribbed with solid gold, and artfully painted with depictions of the greatest Gods and Heroes of Nehekhara, a single Eternity Barque is constructed with a king's ransom of worldly wealth. More than that, the Liche Priests and the Necrotects spared no effort to outdo each other in the construction of each and every one of these priceless artifacts. The most powerful wards of binding have been hand inscribed into every inch of every plank. Complex glyphs of preservation have been flawlessly inscribed into golden plaques, encrusted with precious jewels, fitted all along the hulls of the unearthly craft. These plaques and wards grant the physical bodies of the Eternity Barques supernatural durability, enabling them to effortlessly weather the flames of war. The hull of the Eternity Barques crackle with supernatural power as they deflect axes, arrows, and ballistae with imperious imperviousness. Not to be outdone, the skilled hands of the Priests have worked potent magical relics and holy iconography into the construction of the vessel. The bones of heroes and holy men, inscribed with supplications to the most powerful deities decorate the ship. Holy symbols of power glow fiercely from the mastheads, and the blessings of all of the Nehekhara Gods are infused into a golden mandala set into the deck of the ship.

These provide a gateway between the physical and divine realms, allowing the Gods themselves to protect not only the Barque, but all the faithful warriors of Nehekhara who march in its light, and drive terror into the hearts of infidels as the fury of ancient gods washes over their minds.

In honour of the Legend of the Companions, the Eternity Barque is designed to be crewed by five warriors. Four Royal Oarsmen, wielding powerful ceremonial blades, are chosen from the Kings most trusted personal guard. Each of these custodians wears an animal headdress in imitation of one of the four legendary Companions, Geheb, Tahoth, Sethék, and Khepri. Finally, seated in the great golden throne at the heart of the Barque, is the Royal Captain who represents Ptra himself, a position of great honour held only by Captains of the Tomb Guard who have distinguished themselves as exceptional even among their peers. If a Tomb King or Liche High priest rides to battle aboard the Eternity Barque, they will fulfill this honoured role instead, as befits their great stature.

Just as the Solar Barque ferried Ptra and his Companions safely to battle with the Devourer, so the Eternity Barque ferries the King safely to war and shields his allies from the slings and arrows of the foe, until the battle is joined. Fear poisons the hearts of the enemy as the unearthly power of the Eternity Barque crashes through their soul and the mocking laughter of ancient gods echoes in their minds. As the Eternity Barque glides forwards, it appears deceptively serene, like a pleasure craft on the still waters of the great river of life, until it smashes into the foe with steel-crushing force, magical power crackling outwards from the point of impact, hurling blasted and broken foes meters through the air. Barely have the stunned survivors found their feet, when the great tomb-glaives of the oarsmen cleave through their bodies, dire incantations of cursing imbued into the blades blasting their souls from this world and into the next. Shepherded safely to battle by the protective aura of the Eternity Barque, legions of bronze clad skeleton warriors arrive mere moments later, hacking and slashing at all who remain standing with relentless ferocity. In the aftermath, skeletal feet trample maimed corpses into the desert sand, and the Eternity Barque glides forwards to battle once more.



	M	WS	BS	S	T	W	I	A	LD
Eternity Barque	2	-	-	5	5	5	-	-	-
Royal Captain	-	4	3	4	4	-	3	2	8
Royal Oarsmen	-	3	3	4	4	-	3	1	8

Troop type: Chariot (the Unit consists of one Eternity Barque, four Royal Oarsmen, and one Royal Captain), Save 5+.

Equipment: Halberds.

Special rules: Undying, Legions, Cursed Weapons (Crew only), Arise! 5(D3), Hover, Vessel of the Gods, Unearthly Majesty, Divine Sanctuary, Eldritch Voices

Vessel of the Gods

The Eternity Barque and any Character riding the Eternity Barque, has a 5+ Ward Save. Shooting attacks aimed at an Eternity Barque will hit the Eternity Barque on a 1-4, and any character riding the Eternity Barque on a 5-6.

Unearthly Majesty

An Eternity Barque projects a wave of supernatural awe and terror that washes over the enemy as it rides forwards on the invisible tides of magic.

Enemy units within 12" suffers a -1 Leadership penalty. This is cumulative if there are multiple Eternity Barques within range. This ability has no effect on units that have the Immune (Psychology) Special Rule.

Divine Sanctuary

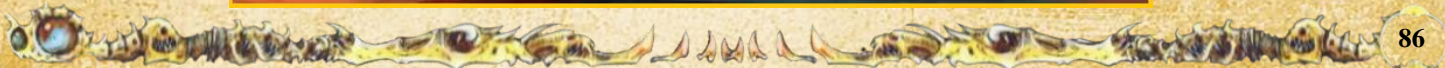
The Eternity Barque carries the blessings of the Nehekharan Gods, projecting divine grace and shielding the warriors of Nehekhara from harm.

The Eternity Barque has the bound spells Protection of Pha, from the Lore of Light (Power Level 3) and Neru's Veil, from the Lore of Nehekharan (Power Level 3). It may use one Bound Spell per turn. If a Wizard has replaced the Royal Captain, the Eternity Barque may use both Bound Spells, once each, per magic phase.

Eldritch Voices

The Ethereum surrounding an Eternity Barque rumbles with the power and the consciousness of antediluvian Gods. Unheard by mortal ears, except as a growing feeling of dread, Wizards and the magically attuned hear the fearful murmurs as a roar, breaking the concentration of enemy spellcasters, even as the Liche Priests are buoyed by the voices of their Gods.

Enemy Wizards within 12" suffer a -1 penalty to all casting attempts. Friendly Undying Wizards within 12" gain +1 to all casting attempts. This effect is not cumulative if there are multiple Eternity Barques.



INCARNATE

The Tomb Kings are well known for their ability to weld metal and stone into mighty golems, animated by magic and possessing incredible powers and abilities. Though truly mighty, these titanic creations of marble and bronze are not the most potent of all the magical constructs that the Nehekharans brought to life with their mystical esoteries. The rarest and the most powerful creation of all, was the Incarnate. Though the Nehekharans often built war constructs in the images of their gods, the Incarnate was a true metaphysical embodiment of one of the Desert Gods, bought into creation by a magical ritual that the Priests claim was taught to the first King by the Gods themselves, before they departed the physical world for their homes in the heavens.

When the need is great, the Liche Priests may attempt to create such a being. Choosing a God to be made manifest is the first step, for there are dozens of deities in Nehekhar, and the Priests must carefully select which is needed to provide aid. If the crops failed for lack of water they may choose to call on Sethek, the God of Desert Storms, and surely he will bring rain, but as the god of discord, his blessing is often two-edged. In a ceremony that lasts an entire day, from

sunrise to sunrise, a dozen high priests will gather in the heart of the great Mortuary Temple. These powerful ancients assume carefully chosen positions around a meticulously prepared sigil, painted in the glyph of the chosen God, in fresh blood. At hand will stand a great Hierotitan, so that the veil between the real and the unreal is blurred, easing the passage of a new entity into the mortal realm. The High Priests then begin the chant and scores of lesser priests and temple acolytes echo the incantation in a deafening drone that reverberates from the temple and throughout the Necropolis. As the canticle progresses, glistening strands of magic begin to extend from the assembled priests, visible to those with magical senses, and are drawn into the heart of the godly sigil, spinning and spiraling together like kaleidoscopic cobwebs. As hours pass and more power is drawn from the congregation, the magical strands begin to coalesce and swirl in a breathtaking display, slowly forming a glittering sphere of magical potential.

Now, the accumulating magic must be given form and agency. For the remainder of the ritual, every single priest and acolyte must concentrate on the shape of the God who is to be given form, whilst never faltering in their monotonous chant. Excluding all other thoughts, every priest conceptualizes the deity as clearly as possible, their glorious form, their power, their virtues, and the tales of their great deeds. A hundred personal representations of the same god are channeled into the coalescing web of power that gathers at the heart of the sacred sigil, and reality ripples while the nascent consciousness begins to form. As a thousand thoughts and concepts intermingle and unite, the formless web of power begins to stretch and expand, taking glorious shape.

The rush of power pouring from the supplicants increases to a torrent as the Incarnate begins to take its first breaths and the Priests minds are overwhelmed by the presence forming all around them. The gestating power begins to reach deeper into their minds, taking fragments of memories and ideas, which are lost forever to the Liches, in order to complete the parts of itself that are missing. As the shimmering form before them solidifies, the drained and exhausted priests catch their first glimpse of the being they have wrought from their own collective consciousnesses. Reality heaves and probability bends around the strange new entity manifesting before them. Far away voices and visions of the heavenly realms fill the minds of all present, and the chanting holy men could not hold back the flow of





power erupting from them and into their gradually stirring creation, even if they wanted to. Finally, as the first rays of the new rising sun arc across the tallest spires of the great Mortuary Temple and the final syllables of the final verse are uttered, the Incarnate awakens and, in a deafening thunderclap of power, the priests are released, collapsing to the ground as the magical cords are severed. Reality settles and a new being steps forth into the light.

Thus, is the Incarnate born. As a gestalt entity, formed from the minds of dozens of men and women, no two Incarnates are identical, even those that are made in the image of the same god. All are vast in size, standing as tall as giants, and all wield incredible supernatural powers, but where some appear as humans, with eyes of fire and gleaming golden skin, others combine human and animal features, such as cat, jackal, or hawk heads, like the classical depictions of the Desert Gods seen on thousands of frescos. Yet others appear as the gods do in their purely animal forms, such as a vast serpent with human eyes and scales made of glittering diamonds cast in a thousand impossible colours, or a titanic beetle,

every inch of its darkly-hued shell embossed with hieroglyphs of aching beauty and complexity. Whatever its shape, the Incarnate is a manifestation of a Nehekharan God, formed from an incredible amount of concentrated Hieromantic power. This energy will gradually be depleted as the Incarnate expends its power in the mortal realm and, eventually, the magical construct will unravel completely, blowing away on the winds of magic like petals on a breeze.

The Liches are reluctant to bring such creatures into existence for they have no means of truly controlling them and must hope that the aggregate creature is formed from pure thoughts and concepts and is true to the Covenant that the Desert Gods hold with the Nehekharan people. Though it has never occurred, it has been hypothesized that if an Incarnate were to be created from the mind of a sick or corrupted individual, the resultant creature could wreck unimaginable destruction, or even attempt to maintain its own existence indefinitely, by devouring the souls of the living. Such a being might achieve even greater power than the Priests initially bestowed it with and even forge its own dark dominion in the world of the living.

	M	WS	BS	S	T	W	I	A	LD
Incarnate	6	6	4	6	7	6	3	4	9

Troop type: Monster

Magic: The Incarnate is a Level 2 Wizard and may take spells from the Lore of Nehekharan, the Lore of Light, or the Lore of Death

Special Rules: Undying, Construct, Arise! 6(1), Terror, Large Target, Thunderstomp, Incarnate

Incarnate

The Incarnate has a 5+ Ward Save and all attacks made by an Incarnate count as Magical.

Solar Spear

The Solar Spear counts as a Spear. It may also be fired in the Shooting Phase, in the same manner as a Bolt Thrower. It has the following profile.

Range: 48 **Strength:** User **Special Rules:** Flaming Attacks, Multiple Wounds (D3).

Crook of the Covenant

The Crook of the Covenant is a Hieratic Staff that adds +1 to the Channeling attempts of all friendly Undying Wizards within 12", including the Incarnate.

Lunar Glaive

The Lunar Glaive is a Halberd with the Multiple Wounds (2) Special Rule.

Astral Talons

Astral Talons have the Bonus Attacks (D3) Special Rule. Rolls to Wound of 6+ with Astral Talons ignore ALL saves.





Deific Flight

The Incarnate has the Flying Special Rule.

Embodiment of Magic

The Incarnate is a Level 4 Wizard.

Divine Might

The Incarnate has +1 Strength.

Hieromantic Nexus

Add 1 to the dice roll every time a friendly Undying unit within 12" of the Incarnate tests to see if they regain wounds from "Arise!"

Devourer

Once per round, the Incarnate may substitute one of its attacks with a Devour attack. This attack is resolved at the Incarnates Strength (ignoring any modifiers for weapons) and has the Heroic Killing Blow (6+) special rule. If the Incarnate kills an enemy model with this attack, it immediately gains 1 Wound, up to a maximum of 10.

Harvester of Souls

Every time the incarnate kills an enemy model in Close Combat, roll a D6. On a roll of 6+ add 1 Magic Dice to your pool. Up to 3 such dice may be stored in the Incarnate but may be used by any friendly Wizard. If the Incarnate dies, discard any dice stored this way.

Solar Cascade

Solar Cascade is a Breath Weapon with the Flaming Attacks Special Rule and Strength equal to the current number of wounds remaining on the Incarnates profile. This attack gets +1 to Wound against units with the Daemonic or Undead Special Rules.



SETTRA THE ETERNAL

Of all the kings of Nehekhara, none could match the splendour and arrogance of Settra, first Priest King of Khemri. Under his inspired leadership and unparalleled ruthlessness, the many kings of Nehekhara were conquered and forced to pay tribute and acknowledge Khemri as the greatest city of the land. The tribes of the surrounding lands were conquered and the armies of Settra spread far and wide, enslaving all before them. His war fleets ravaged realms across the sea, bringing the terror of the Priest King to many distant lands. Settra was a vain and egotistical king, demanding tribute and adoration from all his subjects and, though he was a tyrannical ruler, Khemri entered an unprecedented golden age of prosperity under his rule.

Settra's kingdom stretched across the land, but for all his conquests he was unsatisfied, knowing that one day death would rob him of all he had accomplished. In his arrogance he vowed that the grave would not claim him and proclaimed that he would cheat death, setting is



wisest and most powerful priests towards working on a means of preventing his passing.

The priests journeyed for many years throughout the world, searching for a means of keeping the great king from death, but to no avail. Great was Settra's wrath and though the priests' magic kept him alive far beyond his mortal span, they could not prevent his death. As he lay dying, the priests promised the great king that it would one day be possible for him to return from beyond the grave and live forever in an immortal body of golden flesh, to reign forever in an eternal paradise. When the king died, it was with a curse on his lips and his body was taken to the great Pyramid of Khemri where he was entombed beneath the earth to await the appointed time for him to awaken.

But for the twisted ambition of the evil necromancer, Nagash, Settra's plans might have come to fruition. As Nagash's powerful spell coursed across the lands of Nehekhara, legions of warriors and kings from ancient times stirred and rose from their sepulcher. Where the ancient kings had been promised eternal life in a paradise where they would reign supreme, they instead awoke to find themselves clad in rotted vestments and desiccated flesh with their lands in ruins and kingdoms destroyed. The fires of pride and ambition still stirred within their breasts, and they set about reclaiming what remained of their kingdoms. Battles raged throughout Nehekhara until the great pyramid of Khemri opened and Settra emerged into the blazing sunlight. Great was his fury at this disastrous reawakening and he set about reconquering his lost realm, overwhelming all those lesser kings who stood against him and forcing them to swear terrible oaths of fealty.

Having passed into the realm of death, Settra knew now that his priests had lied to him and kept much of their power for themselves. He wrung their secrets from them until his power was as great as theirs and he cast the high priest of Khemri, Khatep, from the city as a warning to the others. Settra then ordered his vassal kings to return to their tombs and await his call to arms. He would remain awake, king of a devastated land; ready to begin the reconquest of the empire that was once his. Thus, for millennia, Settra remained the undying king of a deathless land, a land without change, or seemingly, a future.



However, after Settra's shameful defeat at the hands of Nagash, and his eventual restoration, hope bloomed. Settra at last discovered the secret to immortal life. In a moment of epiphany, the God King realized that the entire equation for true immortality was found in neither Hieromancy, nor Necromancy, but in both. The Liche Priests had discovered the secret of eternal life, but not eternal youth, and Nagash had discovered the secret of eternal youth, but only at the cost of one's own soul. It occurred to Settra that both sides had discovered half of the secret, but how to reconcile such disparate forces was a question that would have confused the world's most brilliant minds for generations. Settra had the answer within a year.

In a mighty ritual, Settra unleashed his magical alkahest, dissolving the boundaries between the two seemingly irreconcilable forces of Hieromancy and Necromancy. The amount of power needed to force a fusion between the two sorceries was vast, and five of the Liche Priests assembled for the rite exploded into flames and disintegrated before the Kings very eyes as primal forces raged through them like lightening. In the end, when the debris cleared, Settra stood before his awe struck priests in a body of gleaming, golden flesh. As he examined his own hands in wonderment, no longer the skeletal claws with which he had been cursed for centuries, the glow slowly subsided to a faint aura, showing his new body, dark-skinned and strong as it had once been long, long ago. The King threw his head back, and triumphant laughter bellowed from fresh new lungs. He ordered a Priest to bring him a fig and, biting into the ripe flesh, was nearly overwhelmed by the sweetness, grinning at the sensation of fruit juices flowing down his chin. But it was not enough, there was one more test to be certain. Drawing forth an ornate dagger from his own belt, Settra held the blade high before him and then plunged it into

his own heart, grimacing at the almost forgotten sensation of pain. He drew forth the knife and strange golden blood splashed forth on the tiled floor at his feet. He felt momentarily dizzy and was concerned that he had failed after all, but barely had his blood begun to pool when the wound sealed itself shut once more. He had succeeded at long last, at least, partially.

Slowly the Kings mood darkened again. The power required to perform the ritual was great indeed and several of his priests had been destroyed by the energies unleashed, all to return a single man to immortal life, and his Empire numbered in the millions. To unleash the spell across the entirety of Nehekhara he would require a source of phenomenal power and a sacrificial victim of great strength through which to channel the spell, to protect the caster. It dawned on Settra that there was one. One who had once cast a great spell across all of the land, one whose death could bring life to millions. Nagash. If the Liche could be enslaved, he could be force fed great quantities of warpstone until he was glutted on power, as he had once been in ages past when he had performed his terrible ritual. That power could be siphoned from him to cast Settras ritual and the Necromancer himself would be the conduit through which the power would be channeled. How poetically perfect, mused the king, that the man who had once destroyed Nehekhara, would be destroyed to bring about her great revival. Though Nagash had vanished after the events of the End Times and his failed bid for Godhood, Settra did not doubt that still the Arch-Necromancer existed, and so he sent forth minions in vast numbers, both living and undying, to scour the world for any scrap of evidence of Nagash. Now Settra waits, confident that his plans shall bear fruit most sweet. Immortality is now his and the new races that have flourished in his absence will soon feel his wrath.





	M	WS	BS	S	T	W	I	A	LD
Settra	4	7	4	5	5	4	5	5	10
Chariot of the Gods	-	-	-	5	5	5	-	-	-
Skeleton Steed	8	2	-	3	3	-	2	1	-

Troop type: Infantry (Special Character, Tomb King and Liche High Priest), Chariot (Armour Save 4+).

Equipment: The Chariot of the Gods, The Blade of Ptr, Hieratic Staff, The Crown of Nehekhara, the Armour of Golden Magnificence.

Special rules: The Curse, My Will be Done!, Embalmed, Undying, Arise! 5(1), Settra the Great, Eternal.

The Litany of Kings: Settra has The Lord of Legions! trait from the Litany of Kings.

Magic

- Settra is a Level 3 Wizard. He may use spells from the Lore of Nehekhara, The Lore of Light, and the Lore of Death.



The Chariot of the Gods

Enchanted Item. Settra rides a scythed chariot drawn by four Skeleton Steeds. Impact Hits from the Chariot of the Gods have the Magic Attacks and Flaming Attacks Special Rules. The Chariot of the Gods has an Armour Save of 4+ and a Ward Save of 5+.

The Blade of Ptr

Settra wields a weapon imbued with the power of the sun god..

The Blade of Ptr is a Halberd with the Flaming Attacks and Always Strikes First Special rules. In addition, after all of Settras attacks have been resolved, for every successful hit he landed on the enemy unit, that Unit suffers D3 Strength 4 Flaming Hits. These extra hits are distributed randomly, like shooting attacks.

The Crown of Nehekhara

The crown that Settra wears represents his kingship over the entire land and carries the blessings of all the gods and goddesses of Nehekhara.

Crown of Kings. Settra the Eternal has Magic Dispersal (2) and causes Terror.

The Armour of Golden Magnificence

Settra wears a suit of kingly armour that was said to have been forged by the Jackal God, Djaf, himself. It is impervious to the ravages of time, and nothing can tarnish this shining gold armour.

Settra has a 2+ Armour Save and a 6+ Ward Save.

Settra the Great

Settra must be the Army General and the Hierophant. Settras Inspiring Presence and My Will be Done abilities both have a range of 18.

Eternal

Settra loses the Flammable and Unstable Special rules and is not affected by the Killing Blow or Heroic Killing Blow Special rules (roll for saves and resolve wounds as if the attack did not have these abilities).





KING PHAR THE UNBROKEN

When Settra first began his domination of the Kings of Nehekhar he faced fierce resistance from rival kingdoms. Under his skilled leadership, Settra's armies were able to conquer all opposition before them, until they marched east through the Valley of the Kings. Word had spread of Settra's coming and one King was determined to defy this all-conquering army. His name was Phar, and he was a titan of a man. Physically imposing, hawk-eyed and possessing an arrogance to match Settra's own, Phar stood defiantly in opposition of the King of Khemri and his schemes to unify the realms under his own tyrannical rule.



Under Phar's rule the lands around Mahrak had been scoured clean of the greenskin menace and the city had prospered. An arrogant and proud leader, King Phar deemed himself too important to bow down before any mortal. He ambushed Settra in a cunning trap, devised by his illegitimate fifth son, Dramkhir. In the ensuing ambush, Dramkhir launched himself from his steed, to grapple with Settra himself aboard Settra's own Chariot of the gods. Though he inflicted a wound upon the God King, a first in Settra's long life, Dramkhir

was overpowered and died by Settra's own hand. This cemented Phar's hatred for the King of Khemri, but Settra's armies were sundered that day, and the would-be conqueror was forced to retreat from the field of battle, to escape his own destruction. Phar had paid a price but had succeeded in preventing Settra from taking his beloved city.



For decades Phar's people held out, besieged many times by the armies of Khemri. Even with his dying breath Phar cursed the name of Settra, remaining the only King who refused to pay him tribute. Finally, with Phar's passing, Settra's armies were able to conquer Mahrak and the last free city of Nehekhar fell under Settra's rule. Phar was among the first of the Priest Kings to rise from his eternal slumber. Upon awaking, such was his fury that his successors had bowed down to the lineage of Khemri that he broke into the tombs of his descendants as they awoke. Ordering their pyramids toppled, he dragged their mummified corpses from their resting places, burning them and shattering their charred skeletons with his mighty Flail of Skulls. Even in death, King Phar continues to fight against Settra, and Phar's Undead legions wage war against all who try to subject him to their will.

	M	WS	BS	S	T	W	I	A	LD
King Phar the Unbroken	4	6	4	5	5	4	4	4	10
Phar's Golden Chariot	-	-	-	5	4	3	-	-	-

Troop type: Infantry (Special Character, Tomb King), Chariot (Save 5+)

Equipment: Phar's Golden Chariot, Crown of Kings, Flail of Skulls, Shield, Khopesh, Vambraces of the Colossus, Armour of the Ages.

Special rules: The Curse, My Will be Done!, Embalmed, Undying, Arise! 5(1), Hatred (Settra), The Unbreakable.

Litany of Kings. King Phar has The Breaker of Foes! And The Indominable! Traits from the Litany of Kings.





Phars Golden Chariot

King Phar often rides to battle in a glorious Chariot, with the above profile, drawn by two Skeleton Steeds. It has a basic 5+ Armour Save, but otherwise follows all the normal rules for Nehekharan Chariots.

Flail of Skulls (Magic Weapon)

This flail is made from the gilded skulls of Phars conquered foes. The victim's vengeful soul is bound within their own skull, and drinks the life from those whom Phar smites, even as it shatters their bones.

The Flail of Skulls is a Flail with the Multiple Wounds (2) Special Rule.

Armour of the Ages (Magic Armour)

This elaborate suit of ancient bronze armour was crafted for Phar and sustains its wearer long after they should have succumbed to their wounds.

Scale Armour. King Phar may ignore any unsaved wounds on a D6 roll of 5+.

Vambraces of the Colossus (Enchanted Item)

These vambraces draw their power from the earth god, Geheb, and augment Phars already considerable strength, allowing him to pummel his weakling foes with titanic force.

The Vambraces of the Colossus grant King Phar an additional +1 to his Armour Save and the Strength Bonus (+1) Special rule.

The Unbreakable

King Phar's indomitable willpower and stoic defiance, were the stuff of legends and are undiminished by time.

King Phar must be the Army General and can never be fielded in the same army as Settra. In addition, King Phar never loses more than 1 Wound as a result of the Unstable Special rule, after factoring in any modifiers, such as the presence of the Battle Standard Bearer.



DRAMKHIR, THE WARHAWK

Dramkhir, known as the Warhawk of Mahrak, was a powerful champion of that proud city, and was born in the era of strife when Mahrak was under constant siege from the forces of the tyrannical king, Settra. Dramkhir was the fifth son of the Proud King Phar and was born to a favoured concubine of the King. As the son of the king, Dramkhir was raised in one of the outer wings of the great palace and was schooled to understand both the ways of the court and the ways of war by some of the greatest statesmen and swordsmen in Mahrak. However, as a bastard son, Dramkhir was not legitimate royalty like his brothers and sisters and lived outside the circle of their lives. Still, Dramkhir was determined that he would distinguish himself in the eyes of his King and applied himself to his training, rising rapidly in the ranks of the Royal Guard of Mahrak.

Though Dramkhir lacked his father's powerful build, he had Phar's impressive height and moved with a swiftness and agility that few could match. Dramkhir's speed and ferocity coupled with his hawkish features, inherited from his Royal Sire, earned him the title Warhawk, from his peers. When Dramkhir competed for the exalted position of Herald, none were surprised when he exceeded all others in every contest of skill, swiftness and loyalty, and soon he knelt before his father's throne as the king placed his Khopesh across his sons shoulders and named him Herald. Inwardly Phar was proud of his son, but he gave no sign of this, for Dramkhir was still only a Herald and to show familiarity towards one who was not of the Royal line was improper for a king. Instead, she showed his fondness and his pride in his sons achievements in the only manner he could, by gifting his new Herald with a fine axe, imbued with potent magics and crafted in the image of a bird of prey.



Dramkhir proved to be an astute tactician and a shrewd diplomat and honoured his sire on both the field of battle and in the political arena. Leading countless charges against the forces of Settra, Dramkhir struck like lightning, his Golden Hawk Banner held aloft in the desert sun, routing the forces of the Tyrant King again and again. As an envoy of King Phar, Dramkhir treated with neighboring kingdoms and even negotiated an end to the hostilities between Mahrak and the Lizardmen to

the south. Mahrak would encroach no further on their borders, but in exchange would be allowed to keep the settlements they had built on the margins of the southern jungles. In time, trade flowed between the two nations and Mahrak was able to barter for building materials and food from a source that Settra was powerless to interfere with. It was Dramkhir himself who slew Settra's personal Herald, Nekaph, in single combat, when Nekaph came to Mahrak and demanded that Phar bow before Settra. Though a man of imposing size and ferocity, Nekaph was no match for Dramkhir's speed and skill and, in the duel that followed, Settra's attack dog was decapitated by the Warhawk's flashing axe. Nekaph's body was returned to Khemri in a plain, wooden box, a clear message to the king of Khemri, and King Phar claimed the Herald's Flail of Skulls as his own, adding Nekaph's own skull to the mighty weapon.

When Phar's outriders brought warning that Settra was approaching from the West with a great army, intent on marching through the Valley of Kings, it was Dramkhir who devised Phar's battle strategy. Great stone Colossi were concealed under talus piles to either side of the valley and Dramkhir himself led a swift force of outriders through the mountains to the north, anticipating that Settra would send a swift flanking force through a smaller valley that connected to the Valley of Kings. As the two armies clashed, four great Colossi erupted from under the piles of stone that had been heaped upon them and smashed into the flanks of Settra's armies, crushing many of his Royal Guard and Ushabti. When Settra heard the rumble of chariot wheels approaching from the north he believed the day would yet be his but, instead, he was shocked when his own chariots, piloted by Mahraki warriors, careened into the flank of his own force.

The God King was already livid with rage when he sighted King Phar, who was wading through Settra's forces, smiting down foes with every swing of his great flail of skulls. Settra sneered and spurred his chariot forwards. As he bore down on the Mahraki King, a wicked grin on his face, a Khemrian chariot pulled alongside his own and a lean, lithe warrior flung himself across the gap, tackling Settra from his own chariot. The two tumbled painfully to the dirt. Among the chaos of battle they rolled to their feet, weapons drawn and, like two great cats, eyed one another as they circled warily. Settra immediately recognized the long jaw, hawkish nose, and heavy brow of, Phar, and he knew he faced one of that hated bloodline. Stepping forward to exterminate this nuisance, Settra barely reacted in time

as Dramkhir's axe struck out at him with dazzling speed. Settra barely deflected the blow in time to keep his head and, as he reeled from the blow, the King of Khemri felt a trickle of warm blood run down his collar bone. Feeling the shallow wound at the side of his neck, the so-called God King realized just how close he had come to losing his life. He would not underestimate this foe again. The battle that followed was swift and brutal. Settra had strength and a lifetime of experience at his back, as well as potent magical forces at his command and, in the end, Dramkhir lay dead on the field of battle, impaled by Settra's blade.

With his army shattered, Settra was forced to withdraw to escape destruction, and the armies of Mahrak returned to their city triumphant. King Phar laid his son to rest

with a heavy heart and, in a display of grief typically reserved only for legitimate family, spent a night in mourning beside Dramkhir's body in the Mortuary Temple. There, he laid his forehead against that of his son and swore a grim vow that he would oppose Settra for as long as he lived. It was a vow he kept. After the resurrection, Dramkhir was one of the very few of his descendants whom Phar did not strike down and burn for their heinous betrayal in allowing Settra to take Mahrak. Now, in Undeath, Dramkhir rides again at his father's side, his glorious banner held proudly aloft as the warriors of Mahrak thunder across the plains of Nehekhar. His magical axe flashes and flickers in the noonday sun, bringing death to any who oppose the will of his King. As he did in life, Dramkhir the Warhawk, brings glory to Mahrak.

	M	WS	BS	S	T	W	I	A	LD
Dramkhir the Warhawk	4	5	3	4	4	2	4	3	8

Troop type: Infantry, Special Character (Battle Standard Bearer).

Equipment: The Golden Hawk Banner, Scale Armour, Dramkhir's Axe, Shield.

Special rules: Special rules: Thy Will be Done, Undying, Legions, Arise! 5(1), Bodyguard, Army Standard Bearer, Decapitating Strike.

Litany of Kings: Dramkhir has Rider of the Endless Desert! Trait from the Litany of Kings

The Golden Hawk Banner

Battle Standard. Dramkhir and any Unit of Skeleton Swordsmen, Skeleton Spearmen, Tomb Guard, Skeleton Outriders, or Nehekharan Chariots containing the Golden Hawk banner gains the Swiftstride special rule. If it already had the Swiftstride special rule, it adds D6+6 to its movement when determining its Charge Range instead. On the turn they charge, every model in the Unit containing the Golden Hawk Banner (including steeds) gets +1 to hit.

Decapitating Strike

In the first round of combat, Dramkhir has the Always Strikes First and Killing Blow (5+) Special Rules.

Dramkhir's Axe

Dramkhir's Axe is a hand weapon with the Cursed Weapon and Strength Bonus (+1) Special rules.

Ancient Enmity

Dramkhir has the Hatred (Settra the Eternal) Special rule and cannot be taken in the same army as Settra.



QUEEN KHALIDA NEFERHER

High Queen Khalida, the Warrior-Queen of Lybaras, was highly respected across all the lands of Nehekhara and adored by her subjects. Her intelligence, warrior skills, and bravery were as legendary as her intense sense of honour and justice. Her reign was tragically short, cut down as she was in her prime. All of Nehekhara mourned her passing, for they knew she would have brought great glory to the empire.

Khalida was killed by her cousin Neferata, the Queen of Lahmia, in ritual combat during a great celebratory feast. The power hungry and conniving Queen of Lahmia had falsely accused Khalida of treason and attempts of assassination and proclaimed these allegations loudly during a banquet feast. Khalida had risen to defend her honour, and in her anger had refused to nominate a champion, accepting the challenge personally. Neferata desired the death of Khalida, for the Warrior Queen had grown suspicious of Neferata and her Lahmian court. Indeed, Khalida was right to be suspicious, for Neferata had been

studying the blasphemous texts of the sorcerer, Nagash, and had drunk from the cursed elixir of damnation – she had been reborn into a cursed existence, becoming the first of the true vampires, and if Khalida was not silenced then the Lahmians' deadly secret would become known. The two women fought before the shocked nobility, their blades weaving a delicate and deadly dance. Khalida was a powerful warrior, far more than a match for Neferata when she was alive, and the Queen of Lybaras was holding back her preternatural abilities in order to maintain the pretense of being mortal. The first vampire was soon driven back by Khalida's assault and in desperation, Neferata was forced to end the charade. As Neferata unleashed her vampiric power Khalida was unable to match the vampire's unholy speed and strength, and Khalida was struck down. As Khalida lay dying on the tiled floor, her blood flowing from a terrible wound in her stomach, Neferata sunk her sharp teeth into Khalida's neck, drinking deeply. Biting hard on her own tongue, the Queen of Lahmia placed her lips over Khalida's, and her vampiric blood flowed down the dying Queen's throat. As the life drained from her body, Khalida knew that cursed blood now flowed through her veins. In desperation, she cried out to the gods to save her from the same fate that had taken hold of Neferata. The Goddess of the Asp heard her pleas and appeared to the dying Queen in a divine vision. The blessing of the Goddess purified the vampiric taint from Khalida's veins even as the life drained from her body. In sorrow Khalida was returned to Lybaras.

When the priests and priestesses of the Asp Goddess undertook the burial of the Queen, they recognized that the blessing of their divine mistress was upon her even in death. Khalida was embalmed and placed in a seated position within a specially made reliquary within the temple of the Asp in Lybaras. There she sits, unmoving, her face concealed behind a beautiful death mask created in her likeness. In times of war, when her homeland is threatened, the power of the Asp Goddess infuses Khalida's ancient limbs. Gracefully, she rises from her seated position and glides across the temple floor. Commanding the doors to open with a delicate motion of her hand, her flesh slowly starts to return to its former beauty, gradually becoming as dark and as hard as pristine onyx. As the embodiment of the Asp Goddess in full fury, a wave of pure terror rolls over those who look upon her. With divine energy flowing through her limbs, Queen Khalida brings war and death to any who threaten her realm.





	M	WS	BS	S	T	W	I	A	LD
Queen Khalida	6	7	4	5	5	4	9	4	10

Troop type: Infantry, Special Character (Tomb King and Liche Priest)

Equipment: Serpent Staff, Crown of Kings, Scale Armour, Gilded Talons

Special rules: Undying, Arise!5(1), Embalmed, My Will be Done!, The Curse, Embodiment of Asaph, Hatred (Vampires)

Magic: Queen Khalida is a Level 2 Wizard. She may choose spells from the Lore of Nehekhara, The Lore of Light, and the Lore of Death.

Litany of Kings: Queen Khalida has The Blessed! And The Imperishable! Traits from the Litany of Kings.

The Serpent Staff

This staff, shaped in the form of a striking asp, writhes as if alive and radiates the spite of the Asp Queen herself.

The Serpent Staff is a Hieratic Staff and contains a Bound Spell (Power Level 4). Hieromancy. When successfully cast, all friendly Legions units within 8" increase their Poison Attacks by 1 (i.e., if they had Poison 6+ they now have Poison 5+ etc.).

Gilded Talons

These golden gauntlets incorporate fine-bladed talons into the fingers and were cooled in the magical necrovenom of Necroserpents, permanently infusing them with magical poison.

Magic Weapon. Khalida's Gilded Talons count as Paired Hand Weapons and have the Poisoned Attacks (6+) Special Rule. Successful Poisoned Attacks from the Gilded Talons have the Multiple Wounds (D3) Special rule.

Embodiment of Asaph

Khalida is an unliving avatar for the power of the Asp Goddess and embodies Asaph in all her fury.

Queen Khalida is immune to Poison, benefits from a 4+ Regeneration Save, and has the Always Strikes First Special rule.



PRINCE TUTANKHANUT

Prince Tutankhanut was the only son of the powerful King Ahken of Numas. As a child Tutankhanut was clever and proud, yet reclusive and kept few friends or playmates. Concerned that his son was lacking for companionship, his doting father gifted Tutankhanut with a Bastethi kit on his seventh birthday. The young prince was overjoyed and named his playful new companion "Sahib". The two became virtually inseparable and Tutankhanut would never again be seen without his cat by his side. As the boy and his cat grew, Tutankhanut took up hunting for sport, as many Nehekharan nobles did, for Bastethi are hunting cats and must be used as such, else they grown restless and aggressive. The young prince discovered that he was more at home in the rolling wilds beyond the city walls than playing the game of thrones in the court of Numas. Tutankhanut frequently dwelt for weeks at a time in the wilds, speeding along the plains in his chariot with Sahib bounding effortlessly at his side. In time, Tutankhanut became a peerless hunter and bowman, and it was common for him to return to the city with some great beast slung across his tanned and broadening shoulders. Often, on his return, he would stop at the public fountains in the city square to wash the dust from his hair, rinse the blood from his arms, and clean his hunting equipment. In doing so Tutankhanut became beloved by the people, for here was no arrogant noble, or distant and godlike king, but

a man not unlike themselves. The prince had also grown handsome and many indeed were pleased that Tutankhanut would one day be their king.

Tragically, the young Prince was slain at the young age of 16. He had been hunting up near the headwaters of the golden river when he was ambushed by northern tribesmen who had migrated south through the mountains. Ahken had been made aware of the barbarian presence by his outriders but considered them to be of minor concern. Primitive warriors erupted from the surrounding scrub and a stone hand axe, hurled by a savage tribesman, smashed into Tutankhanut's face, throwing him from his chariot and killing him instantly. With a pain-filled howl, Sahib leapt into the northerners like a clawed lightning bolt. Murderous talons rent flesh from bones and spines were crushed between the cat's vengeful jaws, while stone daggers and axes descended upon the furred pelt of the feline revenant. The screams of the dying and the roars of the great cat reverberated from the valley walls in a hellish cacophony and the waters of the Golden River ran red with blood. In the end, eight barbarians lay in pieces by the banks of the Golden River. Sahib, though victorious, was mortally wounded. His hide had been pierced in a dozen places by the weapons of the northerners and his breath came in ragged, heaving gasps as his blood oozed into the alluvial mud of the riverbank. Limping over to where Tutankhanut lay, Sahib sniffed the already cooling form of the prince and knew that he was dead. With a mournful moan the great cat lay himself protectively across the body of his Prince and died.

When Tutankhanut failed to return from his hunt, Ahken sent his outriders to locate the prince. Following his trail, the horsemen soon located Tutankhanut. Carefully wrapping the body of the boy and his cat in linens, they returned to the city with heavy hearts and described what they had found to their King. Ahken's fury was beyond all measure and, in a deadly reprisal, the barbarian village that had been established near the tarn at the headwaters of the Golden River was razed. Not a single life was spared, but still it was not enough. The King's armies marched north across the Lush Plains, burning and butchering everything in their path, until every northerner presence between Numas and the Silver River had been erased. Only then did the King return to Numas and join his people in mourning. Though Tutankhanut received the elaborate ceremonies of mummification fitting for a Prince, little could be done to restore his destroyed face and his father wept to see





his son so disfigured. Ahken commanded that his priests construct an ageless body of gold, so that Tutankhanut could forever remain the way Ahken remembered him, until the day when they would be resurrected as the Priests had promised. So it was that a great body of shining gold was constructed around the princes mummified form. Bedecked with priceless jewels and engraved with scenes of hunting, which the prince had loved, the flawless masterpiece was executed by the greatest Necrotects in Numas and finished with a death mask of exquisite beauty. Sahib, likewise, was mummified, as befitted a royal hunting cat. With gemstones, rings, and golden charms woven into his lush mane, the cat was interred in a small, but lavish chamber adjoining his master's tomb. Ahken prayed that the two would find one another in the lands of the Gods, and the prince was laid to rest.

When Tutankhanut awoke from his death sleep, the priests explained to him the events that had transpired since his death. Of great surprise was the fact that Ahken, his father, would not arise from his aeons of slumber. Though his mind could be detected, furiously active as if in congress or deep thought, he would not stir. So it was, that Tutankhanut was forced to claim the

crown of Numas and become the acting King until such time as his father awakens. Though Tutankhanut does not relish Kingship, he has proven to be every inch the King his long-dead people had dreamed he would be. Under his rule, the foul curse of Nagash's poisons have been cleansed from the Golden River and life has returned to the desert as crops once more grow in the fields around Numas. Over the centuries, the Necrotects of Numas have directed tireless work gangs of skeleton labourers to fully restore Numas to its former glory, and greatest of all, a living population once more claim Numas as their home. The Scythans, a formerly nomad tribe, came to worship Tutankhanut as a living god and have dedicated themselves to his service. Each day they tend the necropolis, guarding the tombs from those who would seek to defile them. Prince Tutankhanut now rules over the living and the dead in a strange harmony. When Tutankhanut arises from his tomb and goes to war, his chariot races at the head of a great army of Undying Nehekharan soldiers, flanked by the fleet Arabian steeds of the Scythan warriors. With sunlight glaring from his golden form and his loyal companion, Sahib, once more by his side, the prince releases arrow after arrow, felling foes with every red-fletched shaft, before finishing off his wounded foe with his mighty hunting spear.

	M	WS	BS	S	T	W	I	A	LD
Prince Tutankhanut	4	5	4	4	6	3	3	3	9
Sahib	8	4	-	4	4	2	4	3	7

Troop type (Tutankhanut): Infantry, Special Character (Tomb Prince). Tutankhanut is mounted in a Nehekharan Chariot, drawn by two Skeleton Steeds

Troop type (Sahib): Warbeast (Special Character, Bastethi Hunter)

Equipment: Nehekharan Chariot, Crown of Kings, The Golden Eye of Ra-Nut, Tutankhanuts Spear, Royal Great Bow, Arrows of Asaph, Shield

Special rules: Construct (Prince Tutankhanut only), My Will be Done!, The Curse, Embalmed, Undying, Arise!5(1), Loyal Companion (Sahib only), Predatory Lunge (Sahib only), Feline Grace (Sahib only), Soul Warden (Sahib only), Supreme Huntsman

Litany of Kings. Prince Tutankhanut has The Archer! and The Beastmaster! Traits from the Litany of Kings.

The Golden Eye of Ra-Nut (Enchanted Item)

Prince Tutankhanut and his Chariot have a 5+ Ward Save. Prince Tutankhanut and any unit he joins has Magic Resistance (1).

Tutankhanuts' Spear (Magic Weapon)

Counts as a Spear and has the Multiple Wounds (D3) on the turn Prince Tutankhanut Charges.

Supreme Huntsman

Prince Tutankhanut and any Bastethi unit he leads add +1 to any Wound Rolls against Monsters, Monstrous Beasts, Monstrous Infantry, and Monstrous Cavalry.

Loyal Companion

Sahib must form a unit with Tutankhanut and may not leave his side. Sahib has the "Bodyguard" Special rule.



KHATEP THE EXILE

In ages long past, Khatep was the Grand Hierophant of Khemri, the head of the Mortuary Cult's hieratic council. Though he is ancient beyond memory, Khatep carries his withered and cadaverous form with an inner strength that is almost palpable. He often appears weary, as though he carries the weight of epochs upon his shoulders and yet his calm, penetrating gaze simultaneously speaks of intense purpose. Following the casting of Nagash's Great Ritual, Settra arose and smote any who opposed him. Before long all bowed their heads to Settra and though he once more sat upon the throne of Khemri, his wrath was great. Settra was angry with the Priesthood, believing they had lied to him about the extent of their powers. In his fury, he made an example of the High Priest, Khatep, stripping him of his rank. Khatep's vestments were torn from his body and his Staff, the symbol of his office, was broken in a cruel act of public humiliation before he was cast out of the city to wander the desert in shameful exile. Settra forbade Khatep to set foot within any of the great cities until such time as he could fulfil the Mortuary Cult's promise and reinstate the golden age of Nehekhara.



For centuries did Khatep wander the desert in search of scrolls, inscriptions, and ancient relics of power, and much did he learn, but still the secret of immortal life eluded him. Riven by rage and despair at the seemingly impossible task, Khatep nearly went mad on a dozen occasions. Having scoured every imaginable inch of the Great Desert, Khatep sunk into despair. The anger and indignation at his punishing task seeped from his body and, mentally exhausted and wounded of spirit, Khatep made his way to the coast, thinking to cast himself from the sea cliffs north of Zandri. As he stood upon the precipice of destruction, grimly contemplating the crashing waves of the Great Ocean, which heaved and surged about the jagged rocks far below him, something caught Khatep's attention. An old trail wound through the scrub, down the craggy cliff face below him, ending at a cleft in the wind-blasted rock. Khatep's robes fluttered in the sea air as it was drawn spiralling into the cool, dark abyss and, overwhelmed by his curiosity, he descended the perilously narrow trail. Sidling through the narrow aperture, Khatep found that destiny had led him to an ancient shrine, carved with wonderous murals.

In the old language of his own people, the history of the Nehekhharans was repeated before him. Here were depictions of the Nehekhharans in the era before they came into the Land. A migratory people travelling a dangerous world, searching for a home. Epiphany struck Khatep like a thunderbolt. The Nehekharan people had once been nomads and, surely, they had left evidence of their passing. Khatep realised that the sum of his people's knowledge would not be found in Nehekhara, for his people had not always dwelled in Nehekhara. With a renewed sense of purpose, Khatep strode out into the light of day and performed a supplication to the Vulture God, Ualatp, calling down one of the great Carrion Birds from the sky. The creature snapped its beak and rolled its huge, luminous eye at him, but made no other move as he mounted its shaggy shoulders. With a beat of its vast wings, the bird alighted upon the ocean updrafts that blew up from below and whirled into the sky. Thus, did Khatep's true journey begin.



For centuries did Khatep travel and his adventures were many and perilous. A plethora of tales are told of this time, many are false, and others, more outrageous still, are true but have never been told and are only known to Khatep. What is true is that the trail he followed took him to the strange kingdoms of other races. Using clues extracted from old Nehekharan myths and fables, Khatep followed the trail of his people across the ocean, and thereby came into the land of the High Elves, Ulthuan. Here he was captured and brought before the mages of Saphery. The mage lords of that arcane realm recoiled at first from the odd creature that was presented to them, but touching his mind with theirs, they found that no dark magic animated the being who returned their gaze. They sensed his magic, old and powerful, and they perceived the melancholy of his soul in a mental impression that reminded them of cool starlight shining over distant sands. Filled with curiosity, the elven mages returned to Saphery with their guest, for the High Elves grow bored in their long, immortal lives, and a novelty is worth more than gold to such creatures. There, in floating towers under a rainbow-hued sky, Khatep exchanged mystical knowledge with the Elven mages, and walked among the shifting gardens and glittering pools with the elves, discussing philosophy and the nature of the Gods. Khatep discovered that his Gods were known to the Elves and his own magic was not entirely inimical to theirs. Under the supervision of

Elven mage smiths, Khatep applied some of the knowledge that he had gleaned from his hosts and blended Elven high magic with Nehekharan Hieromancy. Thus, Khatep forged the Brooch of Saphery, a powerful talisman wrought in the image of a scarab, to protect him on his journeys. Eventually Khatep's hosts released him and he was glad to resume his quest. He had not found what he sought, but he had discovered much else besides.

Khatep's travels took him to many other far-flung realms undreamed of by his own people. For a time, he dwelled in Athel Loren among the secretive wood elves. Here he learned to commune with the wild spirits that reside in nature, and was instrumental in the defeat of Heinrich Kemmler, at the Battle of the Barrows. In a terrific battle of wills, Khatep shattered the Liche Master's control over many of his necromantic minions, allowing the elves and dryads to route their rancid foes. As a token of thanks, the Wood Elves gifted Khatep with a small branch pruned from the Tree of Ages. Khatep accepted this gift most graciously, sensing its great power. Carefully stripping the branchlets from the twisted bough, Khatep painstakingly carved the sacred hieroglyphs of all the Nehekharan gods on the golden flesh of the branch. Uttering a singular prayer to the desert pantheon, he took up the staff and felt the power of his Gods surge through him like a torrent once more. Their voices, distant since the shattering of his staff in Khemri, rang clear and true in his ears and yet the staff retained a portion of its natural power also, allowing Khatep to move the natural world around himself to hasten his path, or confound his enemies when pursued.

With his new staff, Khatep journeyed deep into the southlands to the city of Teotiqua. Here he traded secrets with the shamans of the Skink people. Khatep rued the disdainful attitude with which his people had dealt with these creatures, for he found that they were knowledgeable and sophisticated. They taught him much about the geomantic ley lines of the world and how to use them to sense distant events in the same manner as the Lizard Shamans. When the Skaven of clan Mors attacked Teotiqua, Khatep drew on the power of the beetle god, Khepri. As verminous intruders surged into the city, dealing death to the woefully outnumbered skink defenders, a thunderous buzzing hum filled the air. The Skaven faltered as the sun darkened and winged clouds of chitinous ruin enveloped them in a stinging, biting fury. Inhuman screams resounded throughout the jungle as skeletonised Skaven toppled in heaps of bloodied bone under the feasting jungle swarm. The Skaven assault was broken, and the invaders lay dead and dying all around. In heartfelt gratitude, the Skink

priests used a bone taken from one of their own who had fallen in the assault and carved a Pendant for Khatep to shield him from dark magics. Khatep was amazed at the both the craftsmanship and the potency of the artifact.



Though he never found that which he sought, Khatep has returned to the realm of the dead, for it is his home and he is still loyal to its tyrannical king. Khatep also learned that in his absence the God King had finally solved the puzzle of eternal life and gained his long sought-after immortality. Having failed at his task, Khatep remains forever an exile, and yet this does not bother him, for he has long outgrown his kin and could never again serve among the priests whom he had once tutored. Still, Khatep feels tremendous loyalty to his realm and so wanders the desert protecting Nehekhara from those who would defile it. The skills Khatep learned in his travels have given him power over the land and the spirits therein that is possessed by no other priest. Khatep can change the very shape of the desert overnight, shifting miles of sand dunes, obliterating trails and making it impossible for the enemies of Nehekhara to safely navigate the desert. Many would-be invaders have been lost to the desert because of Khatep, hopelessly walking in circles, following false trails until the Carrion feasted on their sun-dried carcasses. Spirits of the land, like the mighty Djinn and capricious Efreeti answer his call and descend upon his enemies, and few can escape his wrath, for Khatep can send his mind out through the geomantic web to view the desert through the eyes of its million inhabitants. Vultures, scorpions, snakes, insects, basilisks, and even the multitudinous sand-worn skeletons that litter that realm, can all be vessels for Khatep's mind. In this way Khatep protects his home, appearing when needed and then vanishing once more in a swirl of sand.





	M	WS	BS	S	T	W	I	A	LD
Khatap the Exile	4	3	3	3	4	3	3	1	9

Troop type: Infantry, Special Character (Liche High Priest)

Equipment: The Staff of Ages, The Brooch of Saphery, The Jungle Pendant

Special rules: Undying, Arise! 5(1), Master of Awakenings, Shifting Sands, The Spirits of the Desert.

The Staff of Ages

The Staff of Ages is a Hieratic Staff. At the Start of the Game, you may move D3 pieces of terrain, 2D6 inches in any direction.

The Brooch of Saphery (Enchanted Item)

The Brooch of Saphery grants Khatap a 4+ Ward Save

The Jungle Pendant (Arcane Item)

Enemy Wizards attempting to cast a spell on Khatap or any unit he joins will miscast on a roll of any doubles.

Shifting Sands

Your opponent must re-roll successful rolls, when determining whether Scouts enter the battlefield..

Spirits of the Desert

Khatap knows the Bound Spell “Summon Djinni” (Power Level 5). One use only. If cast, all enemy Units suffer -2 to hit when Shooting, and to their Charge and Flee rolls, until the start of your next magic phase.





SHEBAH, THE DRAGON QUEEN



Shebah was the queen of the city of Bhagar, in the time of the 3rd Dynasty of Khemri. Shebah's husband, King Atoth, was killed when his hunting party was attacked by a young magma dragon that erupted from the earth and Shebah assumed control of her city. Shebah's first command was to track the dragon down. Leading a force of charioteers and Warsphinxes the Queen of Bhagar did battle with the monster that had killed her husband. Pelted with scores of arrows and battered between two Sphinxes, the dragon was harried to exhaustion when Shebah rode her chariot beneath its vast bulk and rammed her spear up into its heart, speeding out the other side as it crashed to the earth, dead. The Queen discovered that the beast had no true eyes, but instead had a single great gemstone set in its forehead, which glowed with a fierce heat like an open furnace. Her priests advised her that the creature had been mutated by the power of Aqshy and the eye was an artifact of concentrated power from that fiery realm. With the tip of her spear, she pried her prize free. At the Queen's command, Shebah's priests worked powerful spells of containment and binding upon the gemstone and set the dazzling jewel into the brow of her crown, enabling her to channel its power in battle. Likewise, Shebah had the dragon's ruby red hide made into a fine suit of scale armour, trimmed with gold and imbued with powerful enchantments that tap into the dragon's own fire magic.

Thus clad, Queen Shebah was a terror to all who threatened her realm.

Known as a wise, but wrathful queen, Shebah was as beloved by her people as she was feared by her enemies. During this time, the land of Cathay was a feudal realm of warring kingdoms. Bhagar had enjoyed good trade relations with the Cathayan kingdom of Wei Chin, whom they relied on for many goods and materials, but when the aged King of Wei Leung died, he was replaced by his son, Yau Leung. In his youth, Yau Leung had been sent to study among the Nehekharans with the intention of opening his mind to the wider world beyond Cathay but had returned with a dismissive resentment of the "desert barbarians".

Yau Leung levied heavy taxes upon Bhagar, and the merchants suffered. Shebah sent missives to Cathay, pleading for a return to the relationship their kingdoms had once enjoyed, but Leung's reply was short and to the point "A monarch should not beg". Shebah fumed, but all other efforts to smooth relations with the Cathayan kingdom failed. In desperation, the queen called together her daughters and sent them on a diplomatic mission to Wei Chin, in the hopes that Leung may be tempted by an offer of formal alliance by marriage. Dark eyed and comely, the girls presented themselves before the young king and demonstrated their talents in languages, art, music, philosophy and magic. Leung sneered at their displays, declaring them fit only for marriage to a farmer, or farm animal. He then had the girls flogged for insulting him, before expelling them and their entourage from his realm. When Shebah's daughters returned from Cathay, bruised and humiliated, and relayed their story, the Queen listened with silent intensity. When they finished their tale Shebah turned to her Vizier. "Priest, summon my war council, and bring me my spear" was all that she said.



Shebah's grand army marched on Wei Chin and crushed every army arrayed before them. Towns and villages that offered no resistance were ignored and spared, but any who dared raise arms against the Queen were burned from the face of the world as she rode straight for the capital at the heart of Wei Chin and the palace of Yau Leung. Outside the palace gates her army met great resistance as the army of Wei Chin brought powerful guns to bear against the invading army. Spewing torrents of alchemical fire, scores of Nehekharan soldiers burned to death in the inferno and the Queen's own chariot crumbled to cinders beneath her feat. Shebah stood among the flames, unburned, protected by the power of her dragon scale armour. Her Warsphinxes likewise were unaffected by the flames and trampled and





smashed the Cathayan war machines as her army swarmed the streets and surrounded the palace. Leung was pallid with terror when the reinforced double doors to his throne room exploded off their hinges in a blast of magical fire. Shebah strode into the room trailing coils of smoke behind her, naked save for her armour, all other vestments having been burned away by Cathayan fire. Spear in hand she stalked over to the throne. Despite the hysterical threats Leung shrieked at his guards, none dared to stand before her. Shebah glowered down on the pitiful king, in his soft silken robes and pathetically oversized crown. In his eyes she appeared as a daemon from hell, her soot-blackened skin streaked with rivulets of sweat and blood, her eyes glowing with rage. Frantically he offered peace and trade negotiations and

even agreed to the formal alliance by marriage that had been offered. Shebah leaned down to look Yau Leung in the eyes and growled “**A monarch should not beg**”.

When Shebah rode away from Cathay, it was with a struggling bundle dragging behind the Warsphinx she now rode. In the aftermath, Leung’s cousin took control of Wei Chin and peace was achieved once more between the two nations. What became of Leung is not known, but, on still nights, mournful howls for forgiveness can sometimes still be heard echoing from a sealed chamber, deep beneath the bowls of Bhagar. As she did in ages past, Shebah rules her city to this day, and woe to any who would threaten the realm of the Dragon Queen.

	M	WS	BS	S	T	W	I	A	LD
Shebah	4	6	4	5	5	4	4	4	10

Troop type: Special Character (Tomb Queen)

Equipment: Sheba’s Spear, The Eye of the Dragon, Crown of Kings, The Ruby Scales, Shield

Special rules: Special rules: My Will be Done, Undying, Embalmed, Arise! 5(1)

Litany of Kings: Queen Shebah has The Wrathful! and The Great and Terrible! Traits from the Litany of Kings.

Shebah’s Spear

Sheba’s Spear is a Spear with the Flaming Attacks and Armour Piercing (-1) Special Rules. It grants Shebah the Bound Spell Piercing Bolts of Burning, from the Lore of Fire (Power Level 3)

The Eye of the Dragon

The Eye of the Dragon is an Enchanted Item. and contains the Bound Spell Cascading Fire Cloak (Power Level 3).

The Queens Wrath

Friendly Legions Units that are withing range of Queen Shebah’s My Will be Done! gain the Hatred Special rule.

The Ruby Scales

The Ruby Scales count as Scale Armour. As long as Queen Shebah wears the Ruby Scales she has a 2+ Ward Save vs Flaming Attacks.





APOPHAS THE REVENANT PRINCE

Apophas was a jealous prince who lusted after the throne of Numas. To this end, he slit the throats of the entire royal line while they slept and proclaimed himself king. However, the people of Numas rebelled against him, and those loyal to the murdered king broke into the throne room and dragged the usurper to the temples to be judged. Of all the crimes in Nehekhar, the most terrible was regicide. Typically, those who attempted to seize the throne were denied the privilege of mummification, and their bones were thrown to the carrion of the desert. Denied access to the lands of the honoured dead, these unfortunates were consigned, at best, to the torturous depths of the Nehekharan Underworld, or at worst, to utter oblivion. Apophas' crimes warranted a more severe punishment; he was entombed alive within a sarcophagus filled with flesh-eating scarabs. It is said that his death screams could be heard through the temple walls, but when the lid was opened, there was no trace of the beetles. All that remained was a skull picked clean of flesh. Before this was thrown into the deep desert, it was inscribed with a single magical hieroglyph cursing Apophas' soul to eternal torment.

Upon his death, Apophas' soul was judged unworthy, and the prince was condemned to eternal torment. However, Apophas was able to strike a bargain with Usirian, promising that, in exchange for his release, he would claim for the god a soul to stand in his stead, a perfect match for his own. Usirian agreed, and thus Apophas was reborn as the Cursed Scarab Lord.

Apophas appears from a swarm of beetles that flow up from the ground until they reveal a black-swathed figure in their midst. Apophas is not a reanimated corpse but a desert revenant whose body is formed from a writhing swarm of scarabs. Atop this undulating mass, his skull looks upon the world in search of his chosen victim – a soul he believes can buy his freedom. In Apophas' hand is the same sacrificial blade he used to slit the throats of his family and it drops with their blood to this day. Only by harvesting the perfect soul can Apophas hope to earn his freedom. The scarabs making up Apophas' form scuttle over rubble and through gaps in ruins without impediment. Apophas' body can even burst apart in an explosion of chitinous wings, flying across the battlefield before reforming into the mocking semblance of a man. Apophas sweep aside those that stand between him and his prey, and when he opens his jaw, a tide of insects erupts froth to drown his foes. No matter how hard his enemies' swipe and hack at his horrifying form, the scuttling insect bodies flow into the gaps to fill open wounds and re-grow lost limbs. Apophas is utterly implacable, and he will not stop until his victim lies dead at his hand.

Apophas will then bind his target's spirit in a mystical soul-cage before returning to the Underworld. Here the soul is placed on a pair of scales and compared with Apophas' own cursed spirit. However, the truth is that no two souls are ever equal, and the scales are never balanced. Though he does not know it, Apophas has doomed himself to roam the lands for all eternity.

	M	WS	BS	S	T	W	I	A	LD
Apophas	4	5	3	4	3	4	4	4	8

Troop type: Infantry, Special Character (Hero).

Equipment: Sacrificial Dagger (Cursed Hand Weapon).

Special rules: Undying, Entombed Beneath the Sands, Fly, Regeneration (4+), Strider, Terror.

Desert Revenant

Prince Apophas cannot be the Army General and he cannot join any Units. When rolling to see if Prince Apophas enters the Entombed Beneath the Sands ability, you may re-roll the artillery dice.

Living Tide

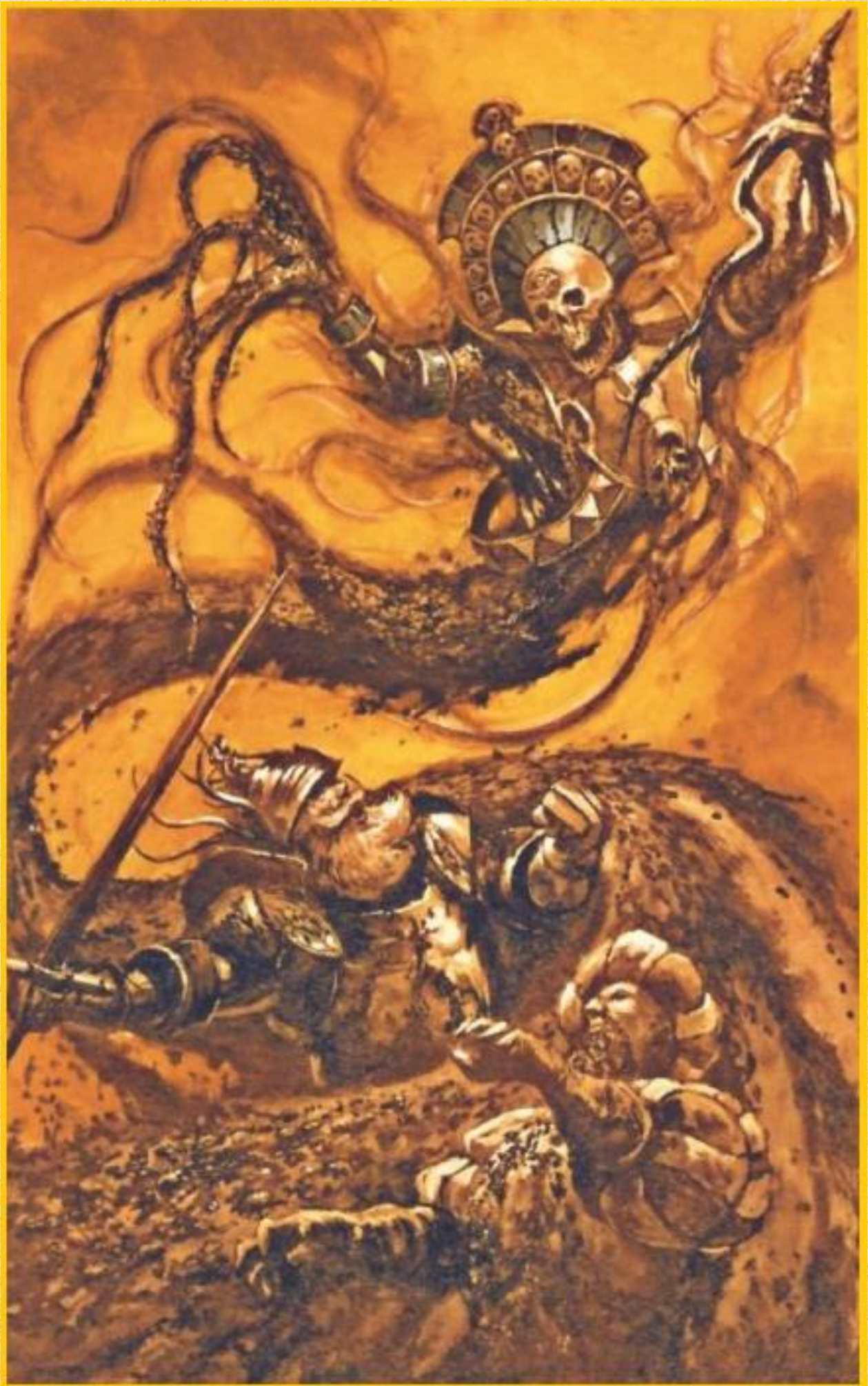
At the start of your turn, roll a D6 for every enemy model within 6" of Apophas. On a 4+ that model

suffers an automatic Strength 2 hit, with the Armour Piercing (-2) special rule.

Soul Reaper

As soon as Prince Apophas is placed on the table, nominate one enemy character on the Battlefield – this is the soul that has been marked by the god of the underworld that Apophas must claim. Apophas may re-roll failed to Hit and Wound rolls against the nominated character.





NAHALA, THE HAND OF THE PENTAD

In an age long forgotten, on sand swept nights when the night winds howled and mothers barred their shutters against the raging dark, a solitary figure stood alone, atop the tallest spires of the grandest sepulchres. Wreathed in moonlight and terrible purpose, dagger in hand, the scorpion would wait, feeling for its prey with senses unknown to man. Immobile as a statue, the nocturnal predator would wait for a signal unheard by mortal ears. Suddenly its head would flick upright and in a burst of shadow, the figure disappeared. Moments later, somewhere in the world, a life would be extinguished with chilling mercilessness. Those few who knew the shadow's name did not speak it. Those even rarer individuals who suspected they may have drawn its attention did not pray for deliverance, for they knew there was none. They fled, or they built their defenses and waited in trepidation, but when the haunter in the dark arrived, all were equally doomed, for Nahala is the embodiment of Sokth's dark justice and her blade has descended upon both the wicked and the pious over the course of eons, and she draws no distinction between either.

It is said that in Nehekhara, those who were marked by the Gods were given to the Mortuary Cult to be raised as a priest, for the Gods had called them to come serve as one of their own. A child born under a sign or bearing the symbol of Basth, Khepri, Geheb, Tahoth, or any of the other multitudinous gods of the Desert, would be delivered into the hands of the priests and trained in the mystical arts of Hieromancy.

On a dark and moonless night, as a cold and portentous wind blew in off the ocean, tarpaulins rippling in the empty markets and banners snapping ominously in the chill salt air, a child was delivered to the Great Mortuary Temple of Lybaras. A peasant couple huddled in the stone doorway of the vast bronze gates of the temple. In response to their frantic rapping, two heavily-muscled acolytes drew the doors back, allowing a small crowd of bleary-eyed priests to view their unusually late supplicants. A baby's cry pierced the night, and a small, carefully swaddled form was pressed fearfully into the hands of the startled priest nearest to the door. With no other word, the visitors retreated. Amid the confused and suspicious glances of his brethren, the priest drew the child into his arms and swept the simple woolen hood away from its face. All gasped as one at the sight that met their frightened eyes. A newborn girl regarded them with a curious and earnest expression, the swathe of small birthmarks that speckled her soft, round face perfectly formed the Constellation of Sokth, which glowed wickedly in the



night sky, high over their heads. There was a brief and fearful discussion about what should be done, which led to a singular figure, the priest who had originally been passed this strange and frightful burden, scurrying by torchlight alone through the alleys and sideways of the city of brass. Panting, he reached the pavilion of the Gods where the statues of all of Nehekhara's patrons stood in great colonnades of divine splendour. There, beneath the shadow of the statue of Sokth where few willingly tread, the priest laid his tiny burden. With a flutter of robes the priest departed the scene. He braved no backwards glance for fear of what he may see behind him. Soon the child's cry subsided as shadows coalesced around her and dark hands reached out to touch the marks etched clearly upon her face with careful reverence. Then, lithe arms took her up and disappeared wordlessly into the night. They named her Nahala.

In the years that followed Nahala was raised among the Black Scorpions. She lived their code and breathed their teachings, absorbing the virtues of Sokth into her



mind and soul as she practiced the arts of the Scorpion. In time her mind and body both became lean and hard, devoid of soft feelings and useless concepts, like mercy or nostalgia. She exceeded every other pupil she trained with, vanishing before a blade landed and striking back from unanticipated angles, disappearing when they stalked her and striking down her stalker in unforeseen ways. The shadows opened for her as windows into other worlds and Nahala reveled in the power and the freedom she had earned. In time, she rose to the rank of Adept and then exceeded many of the Adepts who had trained her.

Nahala became a Black Scorpion Adept of tremendous skill and is now possessed of an utter and singular devotion to the teachings of the Black Scorpion Sect. So great is her devotion to her craft, so finely tuned is she to her God, that she is referred to by those of her dark guild as The Hand of the Pentad. This title fits her well, for when the Pentad receive a contract that requires stealth beyond imagining, or an exceptional degree of creativity in the fine art of murder, there are few who stand as equals beside Nahala. When the Necrarch Vampire Galgliesh ransacked the outlying tombs of Lybaras and plundered the secrets of the priests, Nahala was dispatched to slay the vampire in his lair, a submarine cave below one of the storm-swept islets in the Bitter Sea. Galgliesh, had believed his home inviolable, but still had erected sentries and safeguards to prevent intrusion. The murky darkness of the vampire's lair was like an open door to Nahala's powers and, magically blinding his servants to her presence, she side stepped his traps. Ripped from his sarcophagus, the vampire barely awakened in time to feel the blade pierce his black heart. Anti-magical black pearl venom seethed through his veins and the vampire barely had time to scream before it died.

When the Chaos Lord Varkan Maulfist, first son of the Volsung Clan, mustered a mighty horde to crush the Eastern provinces of the Empire, during the time known as the Storm of Chaos, Nahala was dispatched to prevent the rise of this mighty champion of the Dark Gods. Varkan was camped in the lower steppes of the Worlds Edge Mountains, on the eve of slaughter, when he was visited by a deadly silhouette in his war tent. A cold and hateful moon stared down upon a scene of blackest bloodshed, unheard by mortal ears, unseen by mortal eyes, but the distant wrath of ruinous powers spoke of a destiny severed. Come the morning, the followers of chaos were shocked and outraged. The body of Varkan hung in an inverted crucifix, nailed to a massive aspen tree in the middle of their camp. His head was never found, but his blood had flowed into a furrow carved in the snow beneath his corpse, forming the symbol of Sokth. Falling into disarray, all Varkan's warchiefs claimed control over the assembled hordes. In the following months infighting devolved into outright war and blood flowed after all. When a brutal winter rolled in, the tribes of Varkan's horde were weak and hungry. They were in no shape to fight when a migration of trolls descended from the North. Over a long, cruel winter, trolls hunted men, and satisfied their gluttonous hunger on the flesh of Norscan warriors, and at winters end, when the trolls departed, there was nothing left of the once proud Volsung tribes. The Empire never knew the fate it had been spared. Why the Scorpion God decided the spare the Empire is known only to him, and Nahala does not ponder the will of her lord.

In Undeath Nahala still performs her duty as she has in ages past, her skills undiminished by time. When Ptra departs for the sea of night, those who would defile the realm of the Desert Gods had best beware, for there are shadows that hunt among the ancient tombs of the Desert Kingdom, and few are deadlier than Nahala.

	M	WS	BS	S	T	W	I	A	LD
Nahala	5	6	6	4	4	4	6	4	9

Troop type: Lord, Infantry, Special Character

Equipment: Paired Hand Weapons, Executioners Bow and Asp Arrows, Poisoners Cuirass, Scorpion Coronet, Soul Rend Arrows. Nahala is equipped with all four poisons from the Gifts of Sokth.

Special rules: Undying, Embalmed, Arise!5(1), Poisoned Attacks, Scout, Black Scorpion, Shadowgate, Death by a Thousand Stings

Magic: Nahala is a Level 3 Wizard. She knows spells from the Lore of Scorpions





Shadowgate

Nahala may redeploy herself and her unit exactly as if she were equipped with a Talisman of Sokth. She may do this any number of times during the game.

Death by a Thousand Stings

One use only. On any turn that Nahala charges you may double her attacks, including any modifiers, up to a maximum of 10.

Soul Rend Arrows

These arrows are inscribed with the sacred glyphs of Sokth. When a soul is claimed by such an arrow, the body and soul of the victim is drawn into the realm of

Sokth in a silent implosion of magical darkness that claims the life energy of all who fail to avoid its deadly pull.

Whenever Nahala fires her bow, she may elect to fire a Soul Rend Arrow. These arrows are Strength 4 and have the Magic Attacks and Killing Blow Special rules. Whenever an enemy model is killed by a Soul Rend Arrow, enemy models in base-contact with the victim must take an initiative test. Any model that fails automatically loses one wound with no saves allowed.



“Dark Stranger, shrouded in night, beloved of death, who walks among the tombs, grant me your boon. Let vengeance ride this night and deliver to their fate they who have wrought evil”

Faded inscription on a burned scrap of papyrus, by Imperial archaeologist Wilhelm Schmidt.



SEHENESMET THE VIZIER OF QUATAR



The tomb city known as Quatar is famed for its towering statues. Sehenesmet, the Vizier of Quatar, has worked for scores of centuries, creating and caring for these monoliths. Unmatched in this field, Sehenesmet was responsible for creating many architectural masterpieces throughout Nehekhar, including several works of art regarded as wonders of the ancient world. It was he who designed the hanging gardens of Lybaras, where hyacinths and lotus flowers bloomed among mangoes and pomegranates to the cries of exotic birds, in an artificially controlled climate that enabled such things to thrive. It was he who built the great Lighthouse of Zandri, so that the military fleets and merchant vessels of that great coastal city could travel safely in those stormy waters. Necrotects from all across Nehekhar came to Quatar to beg Sehenesmet's tutelage or seek advice from the master. Only one considered himself Sehenesmet's equal, Ramhotep, the self-proclaimed visionary. Ramhotep was indeed a Necrotect of exceptional skill and had produced many wonders himself. When Sehenesmet announced his plan to build a great guardian to protect Quatar, Ramhotep boasted that he would construct a phalanx of five Colossi to protect the city and they would be superior to Sehenesmet's guardian in every way. Sehenesmet scoffed at the notion, but both knew that a challenge had been raised and accepted.

Over the course of the next year Ramhotep laboured like never before. Under the scorching sun he flogged thousands of slaves and labourers as they worked to exhaustion hauling stone blocks into place and chiseling them into their rough shapes. While this occurred,

Sehenesmet worked on the legs and forepaws of his great stone beast. Six months into the challenge, in Ramhotep's workshop, scores of apprentices were beaten and berated as they spun silver threads, worked leather into armour, and poured gold into clay molds to produce the plaques that would adorn the giants. In another part of the city, Sehenesmet lovingly fashioned the head of his creation. Eight months into the wage and Ramhotep himself barely slept as he hammered out the massive bronze weapons that would be wielded by his giants. Meanwhile, Sehenesmet worked fitting fine, gold feathers on to a pair of immense marble wings. As the date drew near, Ramhotep was frantically finishing the fine details on his masterpieces. Scores of slaves had died under his lash and numerous apprentice Necrotects had quit in frustration. Meanwhile, Sehenesmet finished engraving the hieroglyphs that, when infused with Hieromantic power, would give his great work its animus. One day before the final date and Ramhotep stood back proudly and viewed his regiment of colossal warriors while Sehenesmet finished his work by fitting two great spheres of flawless sapphire into the eye sockets of his creation and deemed it complete. The next day all of Quatar assembled in excitement to see the finished works of the two great artists. Sehenesmet proudly unveiled his masterpiece first. A dozen labourers pulled back a massive tarpaulin and the crowd gasped in astonishment. It was a sphinx, but one like no other. Nearly double the size of any Warsphinx, Sehenesmet's guardian had the body of a lion and the head and torso of a beautiful woman. Great golden wings bedecked with realistic feathers flapped a mighty gust of wind that pushed the crowd backwards, and the sphinx stalked proudly before the assembled masses. It flexed metal claws the size of scythe blades, which Sehenesmet had designed to retract like an actual cat's on an ingenious spring mechanism. The Guardian's sapphire eyes glowed with inner light as they swept across the crowd.

If Ramhotep was impressed, he did not show it. Making a sweeping gesture, a great gate was thrown open and people fell to their knees as the earth shook. Five Necrolith colossi marched into view, and each was a stunning work of artistry. Precious metals and gemstones of all variety had been worked into the shapes of five of the greatest gods of the Nehekharan pantheon, and they glistened and gleamed in the light as they arrayed themselves proudly before the people. Sehenesmet bowed his head and acceded that he had been wrong, Ramhotep was indeed the greater artist, for



even Sehenesmet himself could not have produced such mighty creatures in so little time. Ramhotep glowed triumphantly, but something was wrong. One of the colossi had begun to sway, lightly at first, then more so. Drunkenly it staggered into a building, smashing into the stone wall with terrific force. The people screamed and recoiled as the colossus grabbed its head as if in great pain and then tore its own head from its shoulders. Two of the other four colossi then turned on one another and began trading great blows, tearing off a fortune of gold and sending showers of broken gemstones flying. Ramhotep screamed at the remaining two colossi to stop the carnage. One turned to obey before sagging to its knees and toppling on its side, never to arise, the other simply stood still as if it were truly just a statue. When the chaos was over, nothing was left of Ramhotep's creations, save for the one that had remained inert, and the self-titled visionary, stormed away in fury, refusing to acknowledge Sehenesmet as the victor.

Sehenesmet then inspected the giants more closely and soon found the problem. Colossi must be fitted with a series of plaques engraved with complex hieroglyphs. These give a construct its animus, but each must be unique, created carefully and specifically for the

construct to which they must animate. It often takes many months for a Necrotect to determine the personality of his creation, for it is only then that they can create the correct script required to bring it to life. Ramhotep had cut corners to produce his Colossi on time and his work was full of plagiarisms from other constructs, some Sehenesmet even recognized as his own. The hodge-podge hieroglyphics had created insane constructs that had sought their own destruction.

So it was that Sehenesmet cemented his reputation as the greatest Architect the City of Wonders had ever produced. Eventually, Sehenesmet transferred his soul into a mighty colossus he designed himself, enabling him to produce works of art on a scale previously undreamed of. Sehenesmet's new form sports many arms, each equipped with bronze mallets and sculpting tools, ranging from fine-detail chisels barely the thickness of a cat's whisker, to massive trowels capable of cutting through a mountainside with imperious ease. With his mighty new form, Sehenesmet works tirelessly to restore the grandeur and beauty of Quatar to the glory of its golden age and, at the head of an army of mighty war constructs, crushes any invaders who would defile his work with their uncultured heathen-hands.

	M	WS	BS	S	T	W	I	A	LD
Sehenesmet	6	3	3	6	7	6	3	2D6	9

Troop type: Infantry (Character, Grand Architect and Liche High Priest).

Equipment: Chiseling Array, Crook of Usirian, Heavy Armour (total save 3+).

Special rules: Undying, Arise! 5(1), Construct, The Shapers Gift, Master of Stone, War Statuary, Master Artisan, Stone Legion, Mark of Geheb.

Magic: Sehenesmet is a Level 4 Wizard and uses spells from The Lore of Nehekhar.

Crook of Usirian

Liche Staff. Increase the range of all spells Sehenesmet casts from the Lore of Nehekhar by 8".

Chiseling Array

Sehenesmet's colossal body features a dazzling array of additional limbs.

Armour Piercing (-1). Every time Sehenesmet fights roll 2D6. This is the number of attacks he may make this turn.

Master Artisan

Friendly Construct units within range of Sehenesmet's The Shapers Gift Special Ability gain a 5+ Regeneration Save. This includes Sehenesmet himself.

Mark of Geheb

Sehenesmet wears the marks of Geheb, the bull-headed god of strength and artisans, as a symbol of his absolute devotion to his craft.

Sehenesmet may re-roll failed Regeneration saves

Stone Legion

If all of the Core units in your army have the Construct special rule, Sehenesmet may be the Army General. If he is, then he must also be the Hierophant and all non-character units that do not have the Construct Special rule count as Rare Units.



THE LITANY OF KINGS

The Kings of the Desert often filled their long lives studying magic, the arts, and many types of warfare. These achievements were added to their litanies, so that all would know their glory forevermore.

(A character cannot duplicate a trait, but multiple characters may have the same trait (unless specified otherwise))

The Scholar!

The character spent years becoming fully inducted into the mysteries of the Mortuary Cult.

Tomb King or Tomb Prince only. 30pts/50pts/75pts. If purchased for 30 Points, the Character is a Level 1 Wizard. If purchased for 50 Points, the Character is a Level 2 Wizard. If purchased for 75 Points, the Character is a Level 3 Wizard. They may choose spells from the Lore of Nehekhar.

Rider of the Endless Desert!

The character was an avid rider and spent time living in the great desert, honing their horsemanship under the horsemasters of the Outrider patrols.

10pts. Only available to Characters mounted on a skeleton steed. The Character gains the Fast Cavalry and Outrider Special rules. Cannot be combined with The Golden! trait.

The Wrathful!

The wrath of the character was truly legendary and could only be quenched in blood.

20pts. The character gains the Hatred Special Rule. They may not lose their Hatred.

The Archer!

The character was a legendary archer, capable of cutting down ranks of lesser foes with volleys of deadly arrows.

20pts. The Character gains +1BS. The character and their unit may re-roll To Hit rolls of 1, when attacking with ranged weapons.

The Warrior!

The character was trained in the art of combat by the finest instructors and honed their skills in the sparring grounds against many great champions.

15pts. The Character gains +1 WS and I.

The Lord of Legions!

The character was renowned for inspiring great acts of valour and their presence on the battlefield spurred their soldiers on to achieve many epic victories against impossible odds.

35pts. One Character only. All Legions units within range of the Characters My Will be Done ability add +1 to their combat resolution score (multiple units engaged in the same combat only add +1 to the total score, not +1 for each unit).

The Great and Terrible!

The character was legendary for the cruelties they inflicted upon their enemies.

20pts. The character gains the Terror Special Rule.

The Golden!

The character had their soul transferred from their withered cadaver, into a striking artificial body.

30pts. The Character gains +1T and the Construct special rule but suffers -1 Initiative and may not wear armour (they may still be equipped with shields, helms, and enchanted items that increase their armour save).

The Imperishable!

The character has had their body tattooed with magical hieroglyphs, granting them greater durability, and warding against fire.

10pts. The character adds +1 to their armour save and loses the Flammable Special rule.

The Blessed!

The character has always possessed unusual luck. Surely the favour of the Gods is upon them.

20pts. The character may re-roll one failed save per player turn.

The Indominable!

The character motivates their army with truly superhuman willpower.

30pts. Tomb King or Tomb Scion Only. At the start of your movement phase, roll a D6 for each Legions unit within range of the characters My Will be Done! Special Ability. On a roll of 1-4 that unit regains 1 lost wound. On a roll of 5-6 that unit regains D3 lost wounds. Multiple characters in your army may have this ability.

The Beastmaster!

The character is an excellent huntsman, commanding highly trained packs of hunting beasts

15pts. A character with this ability may join/lead units of Bastethi, as long as they are mounted on a Skeleton Steed or a Nehekharan Chariot. In addition, a unit of Bastethi led by a character with this ability get +1 to hit in the first round of any combat.

The Breaker of Foes!

The character was a vicious fighter, known for inflicting punishing injuries on any opponent who challenged them.

20pts. The character may re-roll failed rolls to wound when fighting in a challenge.

THE LORE OF NEHEKHARA



LICHE'S CANTICLE (LORE ATTRIBUTE)

Whenever an Undying Wizard casts a spell from the lore of Nehekhar, they may choose to cast it as a Canticle. If they do, any friendly Undying Wizards within 24" may join the Canticle. The additional Wizards add their Wizard Levels to both the Casting Level and the range of the spell, and to any other spells cast by the casting Wizard that turn. Wizards who have already cast spells this turn cannot join a Canticle and a Wizard who has joined a Canticle cannot cast any spells themselves that turn.

Khsar's Incantation of Swiftmess: (Signature Spell) 5+

The God Khsar imbues the Nehekharan warriors with a portion of his legendary swiftmess.

Level 1. The Incantation of Swiftmess is an Augment spell which targets one friendly Undying unit within 12'. If the target has not marched this turn, they may immediately make a full normal move, reform, or declare a charge, otherwise it may make a full normal move, or reform. The Wizard may choose to have this spell target every friendly Undying unit within 12' instead. If they do, it has a casting cost of 12+

1) Phakth's Incantation of Righteous Smiting 6+

Swords blaze with otherworldly hieroglyphs, as the warriors of Nehekhar smite their foes with divine power!

(Signature Spell) Hieromancy. Level 1. Righteous Smiting is an Augment spell that targets one friendly Undying unit within 12'. The target gains +1A until the start of the casters next magic phase. If a target is armed with a ranged weapon, it also gains the Multiple Shots (2) Special rule. The casting Wizard may choose to cast this spell at a casting cost of 12+, if they do, all attacks made by the target (including ranged weapons) also gain the Magic Attacks and the Killing Blow (6+) Special Rules until end of turn. If the unit already had the Killing Blow (6+) Special Rule, it gains Killing Blow (5+) instead.

2) The Light of Ptra 7+

Holy Light shines upon the enemy, scorching the flesh of the infidel and burning away the creatures of the dark.

Hieromancy. Level 1. The Light of Ptra is a Magic Missile spell with a range of 18', that targets one enemy unit. The target suffers D6 S4 Flaming hits and suffers a -1 penalty on all to hit rolls until the start of the casters next magic phase. Add +1 to any Wound Rolls against Demonic and Undead units. The casting Wizard may choose to extend the range of this spell to 24 and increase the number of hits inflicted to 2D6. If they do, it has a casting cost of 10+.

3) Neru's Veil 9+

Neru shields the warriors of Nehekhar from harm with a shining curtain of mystical moonlight.

Hieromancy. Level 2. Neru's Veil is an Augment spell, with a range of 12'. The target unit gains a 6+ Ward Save. If the unit already had a Ward Save, that save is increased by 1 instead. A unit may be affected by this spell more than once. The casting Wizard may choose to have this spell target every friendly unit within 12, if they do, it has a casting cost of 14+.

4) The Coils of Qu'Aph 10+

The helpless victim is raised into the air by an invisible mass of writhing serpents and their bones snap in the grip of the unearthly coils, as the life is crushed from their body.

Hieromancy. Level 2. The Coils of Qu'Aph is a Direct Damage spell with a range of 12' and targets one enemy model within line of sight. The target suffers D3 S6 hits. If the target is slain, all enemy units within 6' of the target must take a Panic Test. The casting Wizard may cast The Coils of Qu'Aph for a casting cost of 15+. If they do, it has a range of 24.

5) Usirian's Retribution of the Unworthy Dead 11+

Liche priests can call on wretched desert shades in great numbers, giving them substance by cladding their spirits in tomb dust. Recklessly charging the foe, dust wraiths explode into thick clouds of choking grit when stuck down.

Hieromancy. Level 3. Retribution of the Unworthy Dead is a Hex spell with a range of 12' that targets one enemy unit. The target must halve their Movement and Initiative (rounding fractions up). In addition, the unit counts as being in dangerous terrain, even if they are in the open. The casting Wizard may extend the range of the spell to 24'. If they do, it has a casting cost of 16+.

6) The Jackal's Road 14+

The Priest opens a gateway to the realm of Djaf, enabling the warriors of Nehekhar to temporarily leave the mortal plane and re-enter the world many leagues away.

Hieromancy. Level 3. The Jackals Road targets one friendly non-war machine unit within 12", with a Unit Strength of 20 or less. Remove that Unit from Play. At the start of any of your subsequent turns, the Unit may be returned to the battlefield following the rules for Scouts. The casting wizard may extend the range to 24' and the maximum unit strength of the target to 30. If they do, it has a casting cost of 21+.

TREASURES OF THE NECROPOLIS

The Destroyer of Eternities (Magic Weapon) 60pts

The bloodthirsty King Nekhesh first wielded this massive, ornate blade in battle, smashing his foes in all directions and severing limbs and heads with each swing. It is said to have the power to destroy the very soul of its victims, and it was thus greatly feared in ancient Nehekhar.

The Destroyer of Eternities is a Great Weapon with the Killing Blow (5+) and Heroic Killing Blow (6+) Special Rules. Any natural rolls to wound of 6 made with the Destroyer of Eternities ignore ALL saves.

Alcadizaar's Blade (Magic Weapon) 60pts

Wielded by the last king of Khemri against the armies of Nagash, Alcadizaar used his golden khopesh to strike his foes down with blinding speed and fury.

Alcadizaar's Blade is a Khopesh with the Always Strikes First and Bonus Attacks (2) Special Rules.

The Fangs of the Serpent (Magic Weapon) 40pts

Forged for King Raphek of Rasettra, these elegantly curving blades are reminiscent of the fangs of the asp and are infused with the blessings of Asaph. Oozing magical necrovenom, the Fangs of the Serpent flash and dart with a will of their own, like a striking Asp attacking exposed flesh.

Paired Weapons. Poisoned Attacks. Whenever an enemy attacks a Character equipped with the fangs of the serpent in close combat, and misses, the Character equipped with this weapon may immediately make one free attack against that same enemy model. These free attacks are resolved simultaneously with any other attacks that were made by that enemy.

Arrows of Sethék (Magic Weapon) 35pts

These arrows are blessed by Sethék, the God of storms and discord. Exploding with the power of a desert storm, foes are knocked off their feet by the electrical shockwave.

Character with a Royal Great Bow only. Whenever the character fires their bow, they may elect to fire an arrow of Sethék. A successful role to hit inflicts D6 Strength 4 hits on the target, distributed as shooting hits. A unit that suffers any wounds from an Arrow of Sethék must pass a leadership test or may not March or Shoot with in their next turn.

The Scarab Plate (Magic Armour) 35pts

Crafted from the armoured shells of giant dune scarabs, the Scarab Plate infuses its wearer with the legendary tenacity of the Beetle God, Khepri.

Scale Armour. The first time the character wearing The Scarab Plate is reduced to 0 or less wounds, do not remove them from the battlefield. Roll a D6, on a roll of 2+ the character remains in play on 1 wound. On a roll of 1, the character is too grievously wounded and is removed from play. The character may still attack in close combat if they have not already done so this turn.

The Eye of Phakth (Enchanted Item) 35pts

This magnificent golden amulet was forged for the Priest King Ankhor, of Numas. Wrought in the form of a gleaming, golden eye, with a glowing blue sapphire as its pupil, this artifact is blessed by the hawk-god, and grants the wearer a portion of Phakth's all-seeing vision as well as his relentlessness in the pursuit of justice.

Tomb King or Tomb Scion only. The character wearing the eye of Khsar, and all friendly Legions units within range of that characters My Will be Done! Special Ability gain +1 initiative and may add +1 to all of their Charge and Overrun distances.



The Hammer of Menfet (Enchanted Item) 35pts

Menfet was a brilliant and energetic Necrotect who worked on his magical stone guardians with great fervour. Menfet's mallet, saturated with his power, enables the wielder to fuse stone and weld battered bronze with Menfet's own skilful swiftness.

Character with The Shapers Gift only. Friendly Undying Construct units within 12" gain a 6+ Regeneration Save. If the unit already has a Regeneration Save, add +1 to their Regeneration Save.



Neru's Raiment (Enchanted Item)**35pts**

Believed to have been woven from a strand of the veil of the Moon Goddess Neru, this gossamer thin raiment is incredibly durable, and renders the wearer diaphanous as moonlight to the eyes of those with evil intentions.

+1 Armour Save. Enemy models attacking a Character equipped with Neru's Raiment suffer an additional -1 to hit penalty. This does not extend to the character's unit.

The Hourglass of Time (Arcane Item)**50pts**

The priestess Anuphet bound the power of light into an hourglass, allowing her to stretch time around herself, for a short duration. She used this power to indulge in research and solved many complex magical problems. The Sands of Time has since been put to many other uses.

Contains the Bound Spell Birona's Timewarp, from the Lore of Light (Power Level 4).

Sandstorm in a Bottle (Arcane Item)**40pts**

In ancient times, terrific desert storms would sometimes threaten the crops the Nehekharan people relied upon. The Liche priest Nephon learned how to channel the worst of the storm into magical vessels, swirling and raging in miniature for all eternity until released.

One use only. At the start of the magic phase the character with this item may unleash a raging sandstorm across the battlefield. If they do, until the start of your next magic phase the range of all ranged attacks, including magic missiles, is halved (rounding fractions up). Any units that attempt to Fly, Charge, or March while the Sandstorm is in effect, count as being in Dangerous Terrain, if the unit is already in Dangerous Terrain, they suffer a -1 Penalty on their Dangerous Terrain Tests. At the start of your next Movement Phase, roll a D6. On a 5+ the storm continues until the start of your next turn, otherwise the effect ends.

Icon of the Immortal Sun (Banner)**60pts**

The Banner of the Immortal Sun radiates the power of the Sun King, Ptah, cowering the feeble infidels with his majestic wrath and invigorating his loyal warriors as they reap glory in His name

The Banner of the Immortal Sun adds +D3 to the bearer's combat resolution, rather than +1. Every time the Unit bearing the Banner of the Immortal Sun wins a round of combat, they automatically regain wounds equal to the number of points they won by, distributed as per Arise!.

**The Banner of Khsar****25pts**

The Banner of Khsar is imbued with the blessing of the Wind God and summons a tempest powerful enough to deflect arrows and even dissipates hostile magics.

All ranged attacks targeting a unit containing The Banner of Khsar suffer -1 to hit. The unit bearing The Banner of Khsar also gains the Magic Dispersal (1) Special Rule. Units with Flying cannot fly over a unit bearing the Banner of Khsar.

The Icon of Geheb (Banner)**25pts**

The Icon of Geheb is inscribed with the sacred Hieroglyphs of the Nehekharan God of earth and stone. When invoked, the unit bearing this standard is granted a portion of the legendary strength of Geheb.

The Icon of Geheb contains a Bound Spell (Power Level 3). Hieromancy. When successfully cast, the Unit Containing the Icon of Geheb gains +1 Strength until the start of your next Magic Phase.









TOMB KINGS ARMY LIST



The immortal Tomb Kings are driven by an unquenchable need to conquer their enemies and reclaim their former realms. As the commander of a Tomb Kings army, it is by your will that the Undying legions of Nehekhara awaken from their slumber of death and stride into battle once more.

This section of the book helps you to turn your collection of Tomb Kings miniatures into a legion of Undying soldiers ready for tabletop battle. At the back of this section you will also find a summary page, which lists every units characteristics profile for quick and easy reference during your games. Enjoy.



USING THE ARMY LIST

The army list is used alongside the 'Choosing an Army' section of the Warhammer rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

UNIT CATEGORIES

As described in the Warhammer rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core Units, Special Units and Rare Units.

ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

SKELETON SWORDSMEN										6pts/model
Profile	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Swordsman	4	3	2	3	3	1	3	1	4	Infantry
Skeleton Swordmaster	4	3	2	3	3	1	3	2	4	Infantry

Unit Size: 10+

Options

Equipment

- Hand Weapon
- Shield

Special Rules

- Undying
- Legions
- Arise! 2(D6+1)

- May wear light armour.....1pt/each
- One Skeleton Swordsman may be upgraded to a Skeleton Swordmaster...10 points
- One Skeleton Swordsman may be upgraded to a Musician.....10 points
- One Skeleton Swordsman may be upgraded to a Standard Bearer.....10points
- One unit of Skeleton Swordsmen OR Skeleton Spearmen may take a Magic Banner worth up to 25 points.....10 points

1. Name. The name by which the unit or character is identified.

2. Profiles. The characteristic profiles for the model(s) in each unit are provided as a reminder. Where several profiles are required these are also given, even if they are optional (such as unit champions).

3. Troop Type. Each entry specifies the troop type of its models (e.g. 'infantry, monstrous cavalry' and so on).

4. Points value. Every miniature in the Warhammer range costs an amount of points that reflects how effective it is on the battlefield.

5. Unit Size. This specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size, or can even comprise just a single model.

6. Equipment. This is a list of the standard weapons and armour for that unit. The cost of these items is included in the basic points value.

7. Special Rules. Many troops have special rules that are fully described earlier in this book or in the Warhammer rulebook. The names of these rules are listed here as a reminder.

8. Options. This is a list of optional weapons and armour; mounts, magic items and other upgrades for units or characters, including the points cost for each particular option. Many unit entries include the option to upgrade a unit member to a champion, standard bearer or musician. Some units may carry a magic standard or take magic items at a further points cost.





LORDS

SETTRA THE ETERNAL

650pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Settra the Eternal	4	7	4	5	5	4	5	5	10	Infantry
Chariot of the Gods	-	-	-	5	5	4	-	-	-	Chariot (Armour 4+)
Skeleton Steed	8	2	-	3	-	-	2	1	-	-

Magic Items

- Blade of Ptrā
- Armour of Golden Magnificence
- Crown of Nehekharā

Mount

- The Chariot of the Gods

Special Rules

- Undying
- The Curse
- Embalmed
- My Will be Done!
- Arise! (5(1))
- Settra the Great
- Eternal

Magic

Settra is a Level 3 Wizard and may choose spells from the Lore of Nehekharā.

Litany of Kings

Settra has The Lord of Legions! Trait from the Litany of Kings.



KING PHAR THE UNBROKEN

340pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Phar the Unbroken	4	6	4	5	5	4	4	4	10	Infantry
Phar's Golden Chariot	-	-	-	5	4	4	-	-	-	Chariot (Armour 5+)
Skeleton Steed	8	2	-	3	-	-	2	1	-	-

Magic Items

- Flail of Skulls
- Armour of Eternity
- Vambraces of the Colossus

Equipment

- Scale Armour
- Shield
- Crown of Kings
- Khopesh

Special Rules

- Undying
- The Curse
- My Will be Done!
- Embalmed
- Arise! (5(1))
- Hatred (Settra)
- The Unbreakable

Litany of Kings

King Phar has the Breaker of Foes! And The Indomitable! Traits from the Litany of Kings.

Mount

May be mounted in Phar's Golden Chariot for 60 points.





QUEEN KHALIDA NEFERHER

360pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Queen Khalida	6	7	4	5	5	4	9	4	10	Infantry

Equipment

- Scale Armour
- Crown of Kings

Magic Items

- The Serpent Staff
- The Gilded Talons

Special Rules

- Undying
- Embalmed
- Arise! 5(1)
- My Will be Done!
- The Curse
- Embodiment of Asaph
- Hatred (Vampires)

Magic

Khalida is a Level 2 Wizard, she may choose spells from the Lore of Nehekhara, The Lore of Light, or the Lore of Death.

Litany of Kings

Queen Khalida has The Blessed! And The Imperishable! Traits from the Litany of Kings



SHEBAH THE DRAGON QUEEN

320pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Shebah	6	6	4	5	5	4	4	4	10	Infantry

Magic Items

- Sheba's Spear
- The Eye of the Dragon
- The Ruby Scales

Options

Shebah may be mounted on either of the following:

- Nehekharan Chariot... 48 Points
- Warsphinx..... 210 Points

Equipment

- Scale Armour
- Crown of Kings
- Shield

Special Rules

- Undying
- Embalmed
- Arise! 5(1)
- My Will be Done!
- The Curse
- The Queens Wrath

Litany of Kings

Shebah has The Wrathful! And The Great and Terrible! Traits from the Litany of Kings.





SEHENESMET THE VIZIER OF QUATAR

500pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Sehenesmet	6	3	3	6	7	6	3	2D6	10	Monster

Magic Items

- Chiseling Array
- The Crook of Usirian

Special Rules

- Undying
- Arise! 5(1)
- Construct
- The Shapers Gift
- Master of Stone
- War Statuary
- Master Artisan
- Stone Legion
- The Mark of Geheb

Magic

Sehenesmet is a Level 4 Wizard, he may choose spells from the Lore of Nehekhara.

KHATEP THE EXILE

375pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Khatep	4	3	3	3	4	3	3	1	9	Infantry

Magic Items

- The Staff of Ages
- The Brooch of Saphery
- The Jungle Pendant

Special Rules

- Undying
- Arise! 5(1)
- Master of Awakenings
- The Shifting Sands
- The Spirits of the Desert

Magic

Khatep is a Level 4 Wizard, he may choose spells from the Lore of Nehekhara, the Lore of Light, and the Lore of Death.

Options

Khatep may be mounted on either of the following:

- Skeleton Steed... 48 Points
- Carrion..... 22 Points

NAHALA THE HAND OF THE PENTAD

335pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Nahala	5	6	6	4	4	4	6	4	9	Infantry

Equipment

- Executioners Bow
- Scorpion Coronet
- Poisoners Cuirasse

Special Rules

- Undying
- Embalmed
- Arise! 5(1)
- Poisoned Attacks
- Scout
- Black Scorpion
- Shadowgate
- Death by a Thousand Stings

Magic

Nahala is a Level 3 Wizard. She knows spells from the Lore of Scorpions.

Magic Items

- Soul Rend Arrows





TOMB KING/QUEEN

165pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb King/Queen	4	6	4	5	5	4	4	4	10	Infantry

Equipment

- Khopesh
- Scale Armour

Special Rules

- Undying
- Embalmed
- Arise! 5(1)
- The Curse
- My Will be Done!

Options

May replace their Khopesh with one of the following:

- Paired Khopesh..... 6pts
- Great Weapon..... 6pts
- Spear..... 3pts
- Halberd..... 3pts
- May take a Shield..... 1ps
- May take a Royal Great Bow and Arrows of Asaph..... 12pts
- One Tomb King may take a Crown of Kings..... 25pts
- May upgrade one weapon from the above list to a Cursed Weapon (paired weapons must both be upgraded)..... 15pts
- May take traits from the Litany of Kings up to a value of 100 points
- May take Magic Items up to a value of 100 Points

Mounts

A Tomb King may be Mounted on one of the following:

- Skeleton Steed..... 10pts
- Nehekharan Chariot (replaces the crew)..... 48pts
- Eternity Barque (replaces the Royal Captain)..... 175pts
- Warsphinx (replaces the crew)..... 210pts





LICHE HIGH PRIEST

165pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Liche High Priest	4	3	3	3	4	3	3	1	8	Infantry

Equipment

- Hieratic Staff

Special Rules

- Undying
- Arise! 5(1)

Magic

A Liche High Priest is a Level 3 Wizard. They may choose spells from the Lore of Nehekara, the Lore of Light, and the Lore of Death.

Options

- A Liche High Priest may have the Master of Awakenings Special Ability..... 20pts
- May be upgraded to a Level 4 Wizard..... 35pts
- A Liche High Priest may purchase up to 100 Points worth of Magic Items.

Mounts

A Liche High Priest may be mounted on one of the following:

- Skeleton Steed..... 10pts
- Carrion..... 22pts
- Eternity Barque (replaces the Royal Captain).....175pts



GRAND ARCHITECT

135pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Grand Architect	4	3	3	4	4	3	3	2	8	Infantry

Equipment

- Necrotects
- Scourge
- Scale Armour

Special Rules

- Undying
- Arise! 5(1)
- The Stone Shapers Gift
- War Statuary

Options

- May purchase an additional hand weapon..... 3pts
- A Grand Architect may have the Master of Stone Special Ability..... 25pts
- A Grand Architect may purchase up to 100 Points worth of Magic Items.

Mounts

A Grand Architect may be mounted on either of the following:

- Skeleton Steed..... 10pts
- Necroserpent..... 50pts





HEROES

PRINCE TUTANKHANUT

310pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Prince Tutankhanut	4	5	5	4	6	3	4	3	9	Infantry
Sahib	8	4	4	4	4	2	4	3	7	War Beast

Equipment

- Crown of Kings
- Royal Great Bow and Arrows of Asaph
- Shield

Magic Items

- Tutankhanut's Spear
- Golden Eye of Ra-Nut

Special Rules

- Undying
- Construct
- The Curse
- Embalmed
- My Will be Done!
- Arise! 5(1)
- Supreme Huntsman
- Loyal Companion (Sahib only)
- Feline Grace) Sahib only)
- Predatory Lunge (Sahib only)
- Soul warden (Sahib only)

Litany of Kings

Prince Tutankhanut has The Archer! and The Beastmaster! Traits from the Litany of Kings.
Mount

Prince Tutankhanut comes mounted in a Nehekharan Chariot, as described in the Character Mounts section of this book.

DRAMKHIR THE WARHAWK

160pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Dramkhir	4	4	4	4	4	2	4	3	8	Infantry

Equipment

- Scale Armour
- Shield

Magic Items

- The Golden Hawk Banner
- Dramkhir's Axe

Special Rules

- Undying
- Legions
- Arise! 4(1)
- Thy Will be Done!
- Bodyguard
- Decapitating Strike
- Hatred (Settra)
- Army Standard Bearer

Mounts

Dramkhir may be mounted on one of the following:

- Skeleton Steed..... 10pts
- Nehekharan Chariot..... 48pts

Litany of Kings

Dramkhir has The Rider of the Endless Desert! trait, from the Litany of Kings.





AOPHAS THE SCARAB PRINCE

160pts

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Apophas	5	5	4	4	3	4	3	4	9	Infantry

Equipment

- Hand Weapon

Special Rules

- Undying
- Arise! 4(1)
- Cursed Weapon
- Entombed Beneath the Sands
- Desert Revenant
- Living Tide
- Fly
- Regeneration (4+)
- Strider
- Terror



TOMB SCION

100pts/Model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb Scion	4	5	4	4	5	3	4	3	9	Infantry

Equipment

- Khopesh
- Scale Armour

Options

May replace their Khopesh with one of the following:

Special Rules

- Undying
- Embalmed
- Arise! 5(1)
- The Curse
- My Will be Done!

- Paired Khopesh..... 4pts
- Great Weapon..... 4pts
- Spear..... 2pts
- Halberd..... 2pts
- May take a Shield..... 1ps
- May take a Royal Great Bow and Arrows of Asaph..... 12pts
- May upgrade one weapon from the above list to a Cursed Weapon (paired weapons must both be upgraded)..... 15pts
- May take traits from the Litany of Kings up to a value of 50 points
- May take Magic Items up to a value of 50 Points

Mounts

A Tomb Scion may be Mounted on one of the following:

- Skeleton Steed..... 10pts
- Nehekharan Chariot (replaces the crew)..... 48pts
- Warsphinx (replaces the crew)..... 210pts





LICHE PRIEST

70pts/Model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb Scion	4	3	3	3	3	2	3	1	7	Infantry

Equipment

- Hand Weapon

Special Rules

- Undying
- Arise! 5(1)

Magic

A Liche Priest is a Level 1 Wizard. They may choose spells from the Lore of Nehekhar, the Lore of Light, and the Lore of Death.

Options

- May be upgraded to a Level 2 Wizard..... 35pts
- May replace their hand weapon with a Hieratic Staff..... 20pts
- A Liche Priest may purchase up to 50 Points worth of Magic Items.

Mounts

A Liche Priest may be mounted on either of the following:

- Skeleton Steed... 10pts
- Carrion..... 22pts

TOMB HERALD

60pts/Model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb Herald	4	5	4	4	4	2	4	3	8	Infantry

Equipment

- Khopesh
- Scale Armour

Special Rules

- Undying
- Arise! 4(1)
- Legions
- Thy Will be Done!
- Bodyguard

Options

May replace their Khopesh with one of the following:

- Paired Khopesh..... 4pts
- Great Weapon..... 4pts
- Spear..... 2pts
- Halberd..... 2pts
- May take a Shield..... 1ps
- May take a Composite Bow and Arrows of Asaph..... 8pts
- May upgrade one mundane weapon to a Cursed Weapon for Free.
- May be the Battle Standard Bearer..... 25pts
- May take traits from the Litany of Kings up to a value of 25 points
- May take Magic Items up to a value of 50 Points

Mounts

A Tomb Herald may be Mounted on one of the following:

- Skeleton Steed..... 10pts
- Nehekharan Chariot (replaces the crew)..... 48pts





NECROTECT

65pts/Model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb Herald	4	4	4	4	4	2	4	1	7	Infantry

Equipment

- Necrotects Scourge
- Scale Armour

Special Rules

- Undying
- Arise! 5(1)
- The Stone Shapers Gift

Options

- May purchase an additional hand weapon..... 3pts
- A Necrotect may purchase up to 50 Points worth of Magic Items.

Mounts

A Necrotect may be mounted on either of the following:

- Skeleton Steed..... 10pts
- Necroserpent..... 50pts



BLACK SCORPION ADEPT

110pts/Model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Black Scorpion Adept	4	5	5	4	4	3	5	3	9	Infantry

Equipment

- Light Armour
- Bow and Asp Arrows
- Paired Hand Weapons

Special Rules

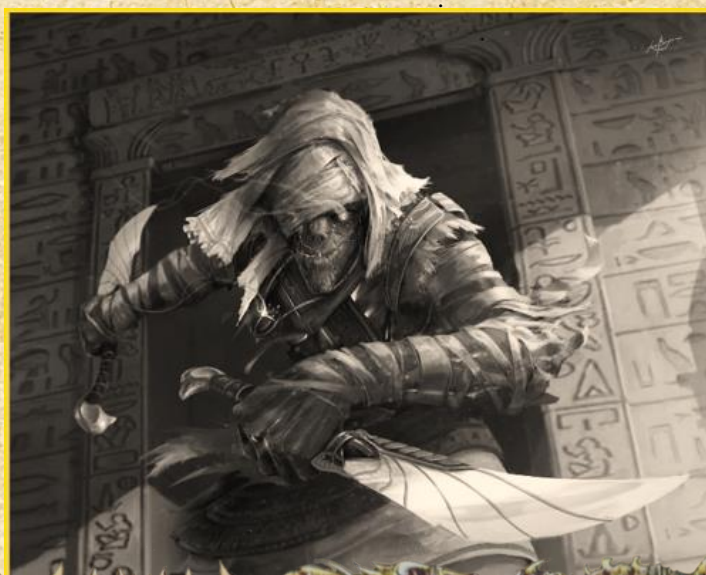
- Undying
- Embalmed
- Arise! 5(1)
- Poisoned Attacks

Options

- Scout
- Obfuscate
- Black Scorpion
- May exchange their Bow for Throwing Knives for free
- May purchase Magic Items and Gifts of Sokth up to a value of 50pts
- May purchase any poisons from the Gifts of Sokth

Magic

A Black Scorpion Adept is a Level 2 Wizard. They may choose spells from the Lore of Scorpions.





CORE UNITS

SKELETON SWORDSMEN

6pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Swordsman	4	3	2	3	3	1	3	1	4	Infantry
Skeleton Swordmaster	4	3	2	3	3	1	3	2	4	Infantry

Unit Size: 10+

Options

Equipment

- Hand Weapon
- Shield

Special Rules

- Undying
- Legions
- Arise! 2(D6)

- May wear light armour.....1 point/each
- One Skeleton Swordsman may be upgraded to a Skeleton Swordmaster.....10 points
- One Skeleton Swordsman may be upgraded to a Musician.....10 points
- One Skeleton Swordsman may be upgraded to a Standard Bearer.....10points
- One unit of Skeleton Swordsmen OR Skeleton Spearmen may take a Magic Banner worth up to 25 points.....10 points

SKELETON SPEARMEN

6pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Spearman	4	2	2	3	3	1	2	1	4	Infantry
Skeleton Spearmaster	4	2	2	3	3	1	2	2	4	Infantry

Unit Size: 10+

Options

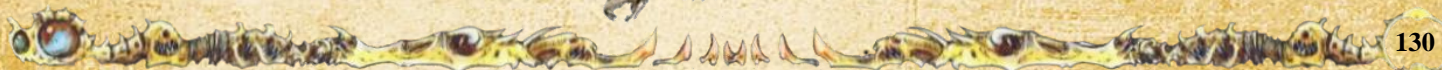
Equipment

- Spear
- Shield

Special Rules

- Undying
- Legions
- Arise! 2(D6)

- May wear light armour.....1 point/each
- One Skeleton Spearman may be upgraded to a Skeleton Spearmaster.....10 points
- One Skeleton Spearman may be upgraded to a Musician.....10 points
- One Skeleton Spearman may be upgraded to a Standard Bearer.....10points
- One unit of Skeleton Swordsmen OR Skeleton Spearmen may take a Magic Banner worth up to 25 points.....10 points





SKELETON ARCHERS

7pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Archer	4	2	2	3	3	1	2	1	4	Infantry
Master of Arrows	4	2	2	3	3	1	2	2	4	Infantry

Unit Size: 10+

Options

Equipment

- Bow
- Asp Arrows

Special Rules

- Undying
- Legions
- Arise! 2(D6)

- May wear light armour.....1 Point/each
- May be equipped with Arrows of Asaph.....2 Point/each
- One Skeleton Archer may be upgraded to a Master of Arrows.....10 points
- One Skeleton Archer may be upgraded to a Musician.....10 points
- One Skeleton Archer may be upgraded to a Standard Bearer.....10points



SKELETON OUTRIDERS

13pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Outrider	-	2	3	3	3	1	3	1	5	Fast Cavalry
Master of Horses	-	2	3	3	3	1	3	2	5	Fast Cavalry
Skeleton Horse	8	2	-	3	3	-	2	1	-	-

Unit Size: 5+

Options

Equipment

- Bow
- Asp Arrows
- Light Armour

Special Rules

- Undying
- Legions

- May be equipped with Spears.....1pt/each
- May be equipped with Shields.....1pt/each
- May be equipped with Arrows of Asaph.....2pt/each
- One Skeleton Outrider may be upgraded to a Master of Horses.....10 points
- One Skeleton Outrider may be upgraded to a Musician.....10 points
- One Skeleton Outrider may be upgraded to a Standard Bearer.....10points
- Arise! 3(D3+1)
- Outrider





NEHEKHARAN CHARIOTS

48pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Nehekharan Chariot	-	-	-	4	4	3	-	-	-	Chariot (Save 6+)
Skeleton Charioteer	-	3	3	3	3	-	3	2	6	-
Master of Chariots	-	3	3	3	3	-	3	3	6	-
Skeleton Steed	8	2	2	3	-	-	2	1	-	-

Unit Size: 3+

Options

Equipment

- Spear
- Bow
- Asp Arrows
- May be equipped with Arrows of Asaph.....2 Points/each
- One Skeleton Charioteer may be upgraded to a Master of Chariots.....10 points
- One Skeleton Charioteer may be upgraded to a Musician.....10 points
- One Skeleton Charioteer may be upgraded to a Standard Bearer.....10points
- One unit of Nehekharan Chariots may have a Magic Standard worth up to 25 Points.
- The entire unit may have scythes.....4 Points/model

Special Rules

- Undying
- Legions
- Arise! 4(D3)
- Chariot Legions
- And the Kings Rode to War

0-1 TOMB SWARM

40pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb Swarm	4	3	-	1	1	5	2	5	10	Swarm

Unit Size: 3+

Special Rules

- Undying
- Swarm
- Arise! 2(D6+1)
- Poisoned Attacks
- It Came from Below!
- Regenerate (4+)





SPECIAL UNITS

TOMB GUARD

12pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb Guard	4	3	3	4	4	1	3	1	8	Infantry
Tomb Captain	4	3	3	4	4	1	3	2	8	Infantry

Unit Size: 10+

Options

Equipment

- Khopesh
- Shield
- Scale Armour

- One Tomb Guard may be upgraded to a Tomb Captain.....10 points
- One Tomb Guard may be upgraded to a Musician.....10 points
- One Tomb Guard may be upgraded to a Standard Bearer.....10points
- The entire unit may exchange their Khopesh for Halberds at a cost of 1 Point/each
- One unit of Tomb Guard may have a Magic Standard worth up to 50 Points.

Special Rules

- Undying
- Legions
- Arise! 4(D6)
- Cursed Weapons



BLACK SCORPIONS

14pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Black Scorpion	4	3	3	3	4	1	3	1	8	Infantry
Dread Scorpion	4	3	3	3	4	1	3	2	8	Infantry

Unit Size: 5-15

Options

Equipment

- Paired Hand Weapons
- Bows and Asp Arrows
- Light Armour

- One Black Scorpion may be upgraded to a Dread Scorpion10 points
- One Dread Scorpion in the army may take Temple Armoury items and Poisons from the Gifts of Sokth up to a value of 25 points
- The entire unit may exchange their Bows for Throwing Knives for free.

Special Rules

- Undying
- Legions
- Arise! 4(D6)
- Black Scorpion
- Poisoned Attacks
- Scouts
- Obfuscate

Magic

A unit of Black Scorpions with a starting unit strength of less than 10 counts as a Level 1 Wizard. A unit of Black scorpions with a starting unit strength of 10+ counts as a Level 2 Wizard. They choose spells from the Lore of Scorpions.





NECROPOLIS KNIGHTS

65pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Necropolis Knight	-	4	3	4	-	-	3	2	8	Monstrous Cavalry
Necropolis Captain	-	4	3	4	-	-	3	3	8	-
Necroserpent	7	3	-	5	4	3	3	3	-	

Unit Size: 3+

Options

Equipment

- Spears
- Shields
- Scale Armour

- One Necropolis Knight may be upgraded to a Necropolis Captain.....10 points
- One Necropolis Knight may be upgraded to a Musician.....10 points
- One Necropolis Knight may be upgraded to a Standard Bearer.....10points
- The unit may exchange their Spears for Composite Bows and Asp Arrows for free
- May upgrade their Asp Arrows for Arrows of Asaph.....5 Points/each

Special Rules

- Undying
- Construct
- Legions
- Arise! 4(D3)
- Poisoned Attacks (Necroserpents only)
- Cursed Weapons (Necropolis Knights only)



USHABTI

48pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Ushabti	5	4	3	4	5	3	3	3	8	Monstrous Infantry

Unit Size: 3+

Options

Equipment

- Paired Hand Weapons

- The entire unit may be equipped with light armour.....3 points/each
- The entire unit may be equipped with shields.....3 points/each
- The entire unit may exchange one of their hand weapons for one of the following:
 - Halberd.....4 points/each
 - Great Weapon.....7 points/each
 - Ushabti Great Bows and Asp Arrows.....10 points/each
 - May exchange their Asp Arrows for Arrows of Asaph.....2 points/each

Special Rules

- Undying
- Construct
- Arise! 4(D3)





SEPULCHRAL STALKERS

50pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Ushabti	5	4	3	4	4	3	3	3	8	Monstrous Beasts

Unit Size: 3+

Special Rules

Equipment

- Halberd

- Undying
- Construct
- Arise! 4(D3)
- Skirmishers
- Transmogrifying Gaze
- Entombed Beneath the Sands.

TOMB SCORPION

90pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Ushabti	7	4	-	5	6	4	3	3	8	Monstrous Beast

Unit Size: 1

Special Rules

- Undying
- Construct
- Arise! 5(1)
- Poisoned Attacks
- Killing Blow
- Disperse Magic
- Entombed Beneath the Sands



WARSPHINX

210pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Warsphinx	7	3	-	5	8	5	2	4	8	Monster
Tomb Guard Crew	-	3	3	4	-	-	3	1	8	-

Unit Size: 1 (consists of 1 Warsphinx and 4 Tomb Guard crew)

Special Rules

Undying

- Undying
- Legions (Crew Only)
- Cursed Weapons (Crew Only)
- Construct
- Large Target
- Terror
- Arise! 5(1)
- Howdah Crew
- Thundercrush Attack

Equipment

- Spears (Crew Only)
- Light Armour (total save 4+)

Options

- The Warsphinx may take one of the following:
 - Tail Blade.....5 Points
 - Envenomed Sting.....10 Points
- The Warsphinx may take one of the following
 - Fiery Roar.....20 Points
 - Leonine Roar.....20 Points
- The crew may replace their spears with Composite Bows and Asp Arrows.....5 Points
- The crew may replace their Asp Arrows with Arrows of Asaph.....5 Points





BASTETHI

24pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Bastethi	8	4	-	4	4	2	3	2	7	War Beasts
Bastethi Hunter	8	4	-	4	4	2	3	3	7	-

Unit Size: 5+

Special Rules

Options

- Undying
- Arise! 4(D3)
- Embalmed
- Feline Grace
- Predatory Lunge
- Embalmed
- Soul Wardens
- One Bastethi may be upgraded to a Bastethi Hunter for 10 Points.

CARRION

22pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Carrion	2	3	-	4	4	2	3	2	5	War Beasts

Unit Size: 3+

Special Rules

- Undying
- Arise! 4(D3)
- Embalmed
- Flying
- Skirmishers
- Circling Death



COBRA BALLISTAE

60pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Cobra Ballistae	-	-	-	-	7	3	-	-	-	War Machine
Skeleton Crew	4	2	2	3	3	1	2	1	4	Bolt Thrower

Unit Size: 1 Cobra Ballistae with 3 Skeleton Crew

Equipment

Special Rules

- Hand Weapons
- Light Armour
- Undying
- Legions
- Stone Shots
- Arise! 5(D3)
- Arrows of Asaph

SCREAMING SKULL CATAPULT

90pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Screaming Skull Catapult	-	-	-	-	7	3	-	-	-	War Machine
Skeleton Crew	4	2	2	3	3	1	2	1	4	(Stone Thrower)

Unit Size: 1 Screaming Skull Catapult and 3 Skeleton Crew

Equipment

Special Rules

Options

- Hand Weapons
- Light Armour
- Undying
- Legions
- Arise! 5(D3)
- Screaming Skulls
- May take Skulls of the Foe..... 20 Points



RARE UNITS

NECROSPHINX

225pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Necrosphinx	7	4	-	6	7	5	2	4	8	Monster

Unit Size: 1

Special Rules

Options

Equipment

- Tomb Scythes (counts as Paired Hand Weapons with the Cursed Weapon Special Rule)
- Light Armour (total save 4+)

- Undying
- Construct
- Arise! 5(1)
- Terror
- Flying
- Large Target
- Wrath Shield
- Rend Asunder

The Necrosphinx may be equipped with one of the following:

- Tail Blade.....5 points
- Envenomed Sting...10 points

0-1 CASKET OF SOULS

145pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Casket of Souls	-	-	-	-	-	-	-	-	-	War Machine
Keeper of the Casket	-	3	-	3	4	3	3	1	8	-
Casket Guard	4	3	-	4	4	1	3	2	8	-

Unit Size: 1 Casket of Souls, 1 Keeper of the Casket, and 2 Casket Guard

Equipment

Special Rules

- Hand Weapon (Keeper of the Casket)
- Great Weapon, Scale Armour (Casket Guard)

- Undying
- Legions (Casket Guard only)
- Cursed Weapons
- Arise! 4(D3)

- Covenant of Power
- Light of Death
- Indestructible





ETERNITY BARQUE

175pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Eternity Barque	2	-	-	5	5	5	-	-	-	Chariot (6+ Save)
Royal Oarsmen	-	3	3	4	4	-	3	1	8	-
Royal Captain	4	4	-	4	4	-	3	2	8	-

Unit Size: 1 Eternity Barque, 4 Royal Oarsmen, and 1 Royal Captain.

Special Rules

- Undying
- Legions
- Cursed Weapons
- Arise! 5(D3)
- Unearthly Majesty
- Divine Sanctuary
- Eldritch Voices

Equipment

- Halberds
- Scale Armour (total Save 5+ VS melee, 4+ Vs Shooting)



0-1 INCARNATE

400pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Incarnate	6	6	4	6	7	6	3	4	9	Monster

Unit Size: 1

Special Rules

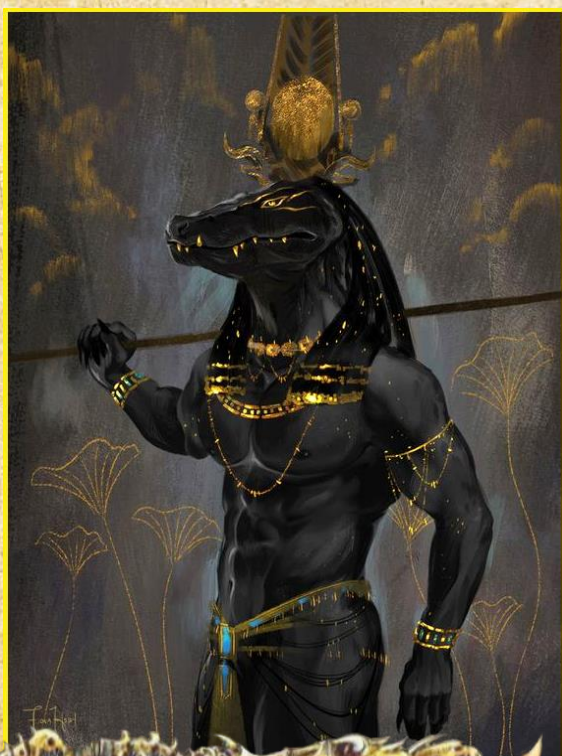
Options

Equipment

- Hand Weapon
- Heavy Armour (Total Armour Save 3+)

- Undying
- Construct
- Arise! 6(1)
- Terror
- Large Target
- Incarnate

- The Incarnate may be equipped with one of the following:
 - Solar Spear.....50 points
 - Lunar Glaive.....50 points
 - Astral Talons.....50 points
 - Crook of the Covenant.....50 points
- The Incarnate may purchase up to 100 Points worth of the following upgrades:
 - Deific Flight.....25 Points
 - Embodiment of Magic.....35 Points
 - Divine Might.....35 Points
 - Hieromantic Nexus.....40 Points
 - Devourer.....25 Points
 - Harvester of Souls.....35 Points
 - Solar Cascade.....35 Points



Magic

The Incarnate is a Level 2 Wizard. It may select spells from the Lore of Nehekara, the Lore of Light and the Lore of Death.





NECROLITH COLOSSUS

185pts/model

	M	WS	BS	S	T	W	I	A	LD	Troop Type
Necrolith Colossus	6	4	2	6	7	5	2	4	8	Monster

Unit Size: 1

Equipment

- Hand Weapon
- Heavy Armour (total Armour Save 3+)

Special Rules

- Undying
- Construct
- Arise! 5(1)
- Terror
- Large Target
- Unstoppable Assault

Options

- The Necrolith Colossus may be equipped with one of the following:
 - Additional Hand Weapon.....5 points
 - Great Weapon.....10 points
 - Shield.....5 points
 - Bow of the Desert and Asp Arrows....20 points
 - May exchange its Asp Arrows for Arrows of Asaph.....5 points
- The Necrolith Colossus may upgrade to a Hierotitan.....25 points



ALLIES

The Tomb Kings have no formal allies among the living. All of those with whom they may once have forged alliances and compacts are either long dead, or no longer acknowledge millennia-old agreements with a long-dead civilization. However, during the End Times, many kings allied themselves with the great betrayer, Nagash, either in a mad bid for personal power, or to preserve themselves and their followers from Nagash's wrath. Many of these individuals were cast out by their peers, when Nagash disappeared, and his power was broken. These embittered individuals have taken up court in Nagashizaar, the great fortress city of the Necromancer. Others were able to successfully conceal their support for Nagash and continue to pursue the forbidden works of the Dark Lord in secrecy from their own tomb cities. Such individuals have maintained contacts among Nagash's followers, such as the vampires of Lamia and Sylvania., or may even secretly maintain Necromancers within their own courts.

A Tomb Kings army may select allies from the Vampire Counts Army Book, following all the normal rules for Allies, as detailed in the Core Rulebook*

**Up to 25% of your army can be composed of Allies. Allies should be treated as a nested army within your army and must follow the normal roles for army composition (they must have a general and at least two core units). Allies do not benefit from your Army General's Inspiring Presence, although they benefit from the presence of their own general as if he were the Army General, and allied characters may only join their own units and vice versa.*



SUMMARY

LORDS	M	WS	BS	S	T	W	I	A	LD	Troop Type
Settra the Eternal	4	7	4	5	5	4	5	4	10	Un, In
Chariot of the Gods	-	-	-	5	5	5	-	-	-	Un, Ch
King Phar	4	6	4	5	5	4	4	4	10	Un, In
Phars Golden Chariot	-	-	-	5	4	3	-	-	-	Un, Ch
Queen Khalida	6	7	4	5	5	4	9	4	10	Un, In
Queen Shebah	4	6	4	5	5	4	4	4	10	Un, In
Sehenesmet	6	3	3	6	7	6	3	2D6	9	Un, In
Nahala	5	6	6	4	4	4	6	4	9	Un, In
Khatep the Exile	4	3	3	3	4	3	3	1	9	Un, In
Tomb King/Queen	4	6	4	5	5	4	4	4	10	In
Liche High Priest	4	3	3	3	4	3	3	1	8	In
Grand Architect	4	3	3	4	4	3	3	2	8	In
HEROES	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tutankhanut	4	5	5	4	6	3	4	3	9	Un, In
Sahib	8	4	4	4	4	2	4	3	7	Un, WB
Dramkhir	4	5	4	4	4	2	4	3	8	Un, In
Apophis	5	5	4	4	3	4	3	4	9	Un, In
Tomb Scion	4	5	4	4	5	3	4	3	9	In
Liche Priest	4	3	3	3	3	2	3	1	7	In
Necrotect	4	3	3	4	4	2	3	1	7	In
Tomb Herald	4	5	4	4	4	2	4	3	8	In
Black Scorpion Adept	4	5	5	4	4	3	5	3	9	In
CORE UNITS	M	WS	BS	S	T	W	I	A	LD	Troop Type
Skeleton Swordsmen	4	3	2	3	3	1	3	1	4	In
Skeleton Swordmaster	4	3	2	3	3	1	3	2	4	In
Skeleton Spearmen	4	2	2	3	3	1	2	1	4	In
Skeleton Spearmaster	4	2	2	3	3	1	2	2	4	In
Skeleton Archers	4	2	2	3	3	1	2	1	4	In
Master of Arrows	4	2	2	3	3	1	2	2	4	In
Skeleton Outriders	8	2	3	3	3	1	3	1	5	FC
Master of Horses	8	2	3	3	3	1	3	2	5	FC
Nehekharan Chariots	-	-	-	4	4	3	-	-	-	Ch
Skeleton Charioteer	-	3	3	3	-	-	3	2	6	Ch
Master of Chariots	-	3	3	3	-	-	3	3	6	Ch
Skeleton Steed	8	2	-	3	-	-	2	1	-	Ch
Tomb Swarms	4	3	-	1	1	5	2	5	10	Sw

SPECIAL UNITS	M	WS	BS	S	T	W	I	A	LD	Troop Type
Tomb Guard	4	3	3	4	4	1	3	1	8	In
Tomb Captain	4	3	3	4	4	1	3	2	8	In
Black Scorpions	4	3	4	3	4	1	3	1	8	In
Dread Scorpion	4	3	4	3	3	1	3	2	8	In
Necropolis Knight	-	4	4	4	-	-	3	2	8	MC
Necropolis Captain	-	4	4	4	-	-	3	3	8	MC
Necroserpent	7	3		5	4	3	3	3	8	MC
Ushabti	5	4	3	4	5	3	3	3	8	MI
Sepulchral Stalkers	7	3	3	4	4	3	3	3	8	MB
Tomb Scorpions	7	4	-	5	6	4	3	4	8	MB
Bastethi	8	4	-	4	4	2	3	2	7	WB
Carrion	2	3	-	4	4	2	3	2	5	WB
Cobra Ballistae	-	-	-	-	7	3	-	-	-	WM
Skeleton Crew	4	2	2	3	3	1	2	1	4	WM
S-Skull Catapult	-	-	-	-	7	3	-	-	-	WM
Skeleton Crew	4	2	2	3	3	1	2	1	4	WM
Warsphinx	7	3	-	5	8	5	2	4	8	M
Tomb Guard Crew	-	3	3	4	4	-	3	1	8	M

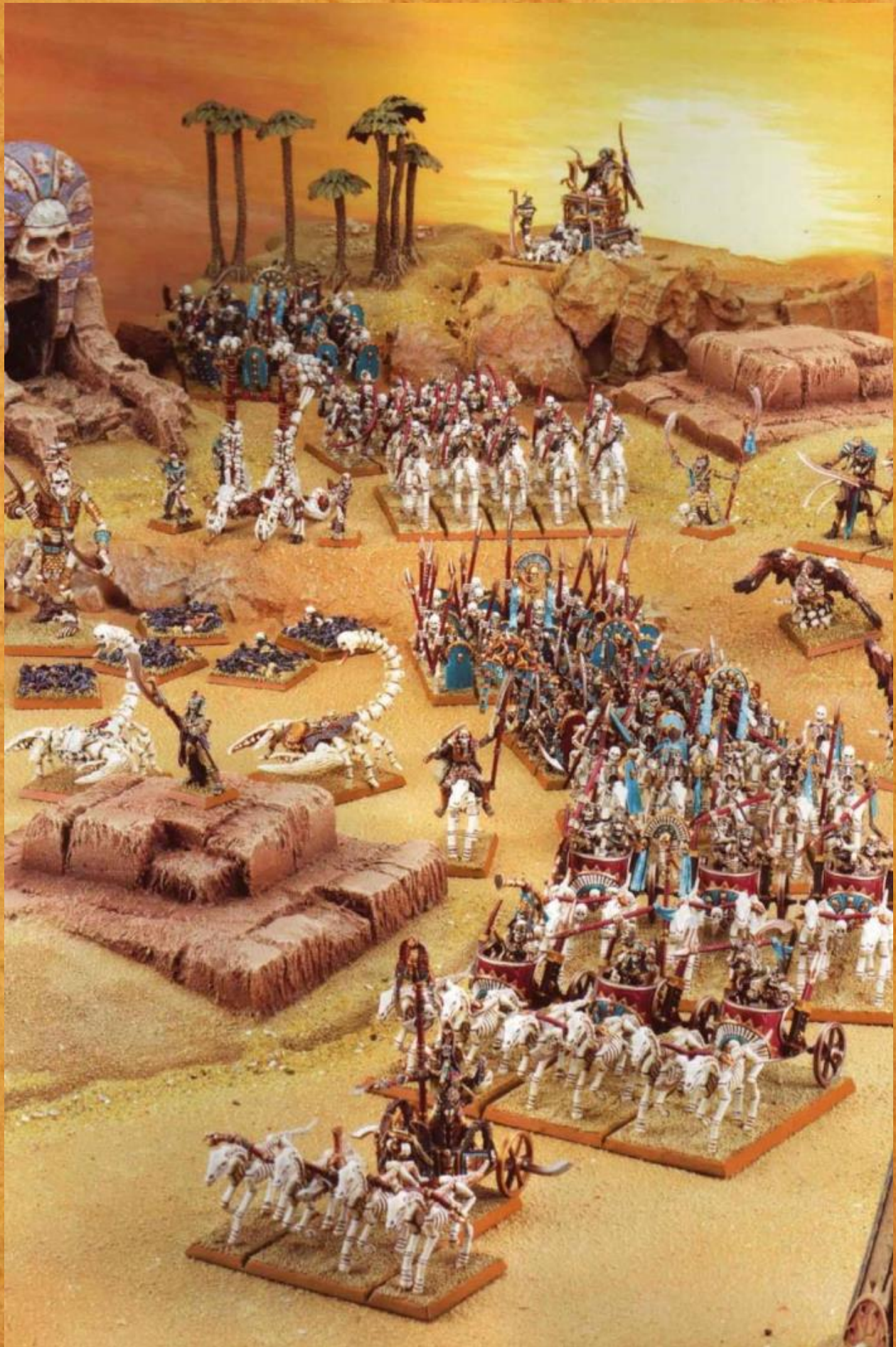
RARE UNITS	M	WS	BS	S	T	W	I	A	LD	Troop Type
Casket of Souls	-	-	-	-	-	-	-	-	-	WM
Keeper of the Casket	-	3	3	3	4	3	3	1	8	WM
Casket Guard	4	3	3	4	4	1	3	1	8	WM
Necrolith Colossus	6	4	2	6	7	5	2	4	8	M
Necrosphinx	7	4	-	6	7	5	2	4	8	M
Eternity Barque	2	-	-	5	5	5	-	-	-	Ch
Royal Oarsmen	-	3	3	4	-	-	3	1	8	Ch
Royal Captain	-	4	3	4	-	-	3	2	8	Ch
Incarnate	6	6	4	6	7	6	3	4	9	M

Troop Type Key: **In** = Infantry, **WB** = War Beast, **Ca** = Cavalry, **MI** = Monstrous Infantry, **MB** = Monstrous Beast, **MC** = Monstrous Cavalry, **M** = Monster, **Ch** = Chariot, **Sw** = Swarm, **Un** = Unique, **WM** = War Machine.











TOMB KINGS

For thousands of years the Tomb Kings have lain within their ancient burial pyramids, but now they have awoken and they seek vengeance on those who have disturbed their slumber. Loyal even in death, legions of implacable skeletal soldiers stride to war at the command of their mummified rulers. Beside them come regiments of Undead cavalry, ranks of deadly chariots and the towering statues of monsters and gods carved out of unyielding stone. With such forces at their command, the Tomb Kings will conquer all who dare to stand against them.

A supplement for

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- An army list to arrange your collection of miniatures into a battle-ready force.
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Warhammer: Tomb Kings is one of a series of supplements for Warhammer. Each book describes in detail an army, its history and its heroes.