

WARHAMMER
FANTASY ROLEPLAY

LURE OF THE LICHE LORD



AN ADVENTURE IN THE BORDER PRINCES



WARHAMMER FANTASY ROLEPLAY



FANTASY FLIGHT GAMES

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LURE OF THE LICHE LORD

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JOURNAL ENTRY, DAY 41

It has been over a week since I entered these accursed mountains. In that time, I have been attacked thrice, robbed twice, offered partnerships four times, and ignored by soldiers twice. I have also hidden from war parties six times, Human and otherwise, and fled those who would do me harm more times than I can count. Not once have I met someone who offered me a smile and a kind word without an ulterior motive. Everyone here has his own plan and will happily lie, cheat, steal, flatter, cajole, and murder to get it.

How do people live like this?

When not faced with other people, I have found the mountains bleak but not altogether unpleasant. The peaks are austere, stripped clean of plants and dirt by the ever-present wind, and the rock is good granite, strong and sturdy and sharp-edged. The sky is clear most days, a piercing blue broken only by the sun, and I would be sweltering in my leathers if not for the bracing wind. The footing is firm, the cliffs and ledges solid, and many small clearings exist for the nightly fire I must have to drive away the chill that settles in once the sun falls below the horizon. A man could be content walking these mountains all his life, admiring the rough beauty of the land here and the broad expanse stretching away below.

Yet I am not here to be swayed by landscape, nor to cut myself off from the world. I am here seeking treasure, and my satisfaction or frustration can only be measured by my success in that endeavour.

And thus far, I am most frustrated.

I have not seen a single structure since I climbed the pass—no ruins, no chiselled stones, no remnants of door or wall or roof. Beyond the pass itself, I have found no trace that people have walked these peaks.

Yet I know it must be here!

My source claimed the tomb was within these mountains. That is why it had never been plundered, he said, because it is high above the reach of most thieves. They dig through the Borderlands, unearthing minor barrows and crypts, but the greatest tombs were fashioned here among the cliffs, where they could rest undisturbed for all eternity.

Well, I mean to disturb them plenty.

JOURNAL ENTRY, DAY 50

When I awoke this morning it was with every intention of surrender. After more than two weeks here, climbing like some foolish goat from peak to peak, I have discovered nothing more valuable than a few chunks of granite. My source was either mistaken or deliberately false, and I have wasted time and valuable resources on a fool's errand. I will not compound my error further. Instead I will set out toward the pass again and descend from there to what the locals laughably refer to as civilisation. From there I can take a boat back up river and leave this desolate land behind me once and for all.

Such was my intent. But plans never go as intended, and oft times that is for the best.

As I clambered up yet another peak, seeking a view of the pass that I might orient myself, I spied something else instead. A flash of dull white, almost blinding in the glare of the rising sun and clearly visible against the dark granite. What could that be, I wondered? Ignoring caution, for after so many close calls here I have grown almost foolhardy to the notion of danger, I slid down the peak and moved as quickly as possible along an intervening ledge.

Ten minutes later, I was peering down into a tiny valley, really little more than a gash in the rock. And I was glad I had not given in to my first impulse to slide down there without first studying what might wait at the bottom.

What I saw curdled my blood and froze my feet in place. My limbs felt heavy, my breath hot, and I could feel the sweat springing from my forehead to stream over my unblinking eyes. I might have screamed if my tongue had not turned to stone and my mouth filled with dust.

Below me stood men.

At least, those who had once been men.

Now they were little more than bones, held together by some arcane art, yet still moving. It had been one of those bones, the flesh long since picked away, that I had seen from my previous perch. These were mere Skeletons, yet they walked—no, they marched—as I had seen soldiers do all too recently.

And each Skeleton bore arms—swords and spears, with wicked blades, their edges untarnished. Several of the walking bones also carried helmets, breastplates, bracers, even greaves. It was as if a military patrol had been stripped of flesh without realizing it, and so they marched on, unaware of their own demise.

I would have run, if I could. I would have stumbled backward on that ledge, until I was hidden from view, and then fled from that horrible sight, going anywhere as long as it was away. I could feel my sanity slipping as I gazed again upon these creatures, these mockeries of life. Yet, fear froze me, and I could not turn away.

And for that I am forever grateful.

For as I stared, I noticed something I had missed in my initial terror. The arms, the armour, they bore markings I had seen before. The style of the weapons, the materials used, the shape of the buckles holding greaves and bracers and breastplates in place—all these were familiar. I had seen them in paintings and on scrolls.

They were the gear of Nehekharan soldiers.

And if these monstrosities were Nehekharan, that could only mean one thing.

The tomb I sought was nearby.

INTRODUCTION

Long ago, centuries before Sigmar first raised his hammer in battle, existed the Nehekharan Empire. This mighty nation conquered everywhere its legions marched, and its war banners covered much of the Old World. Mighty generals and warlords strode the lands, each carving out territory and laying claim to it under the title of king. These kings all paid tribute to a single overlord, the king of ancient Khemri, yet within their own realms each reigned supreme.

Then the fall came. The Necromancer Nagash betrayed his brother and liege, seeking power for himself. War swept across Nehekhar, scarring the land and decimating its people. Desperate to stand against the combined might of the other kings, Nagash used his unholy powers to call forth the dead, raising corpses to form a vast Undead army. Despite his powers, Nagash was defeated, but he escaped the other kings with his own life and a powerful thirst for revenge. Years later he slaked that thirst by poisoning the great river Vitae and draining every dreg of life from the lands themselves. Khemri was destroyed utterly. The distant kings were cut off from their home, and many fell from power. The Khemri Empire crumbled, fading into history.

Yet vestiges of that great nation remained. In many places, as in the Border Princes (also known as the Borderlands), hints of Nehekharan culture survived, as did stories of the land's former rulers. And ruins remained from those times, fragments of the Temples, palaces, and other great structures fashioned by the Nehekharans and their kings.

And of all those structures, some of the most magnificent were the tombs. The Nehekharans revered death as the great journey and paid respect to their fallen by erecting magnificent tombs for their remains, filled with goods and treasures and even

servitors. Even now, some of those tombs survive, undiscovered and unspoiled.

But some have been spoiled in another way. They have been tainted from within, their occupants corrupted by Nagash's curse.

Once-great rulers have awakened from the endless sleep into unlife, becoming twisted mockeries of their former selves without remorse or compassion, filled only by a lust for power, a hatred of the living, and a desire for revenge.

These are the Undead. And the greatest among them are the Tomb Kings. Perhaps the greatest of those is Karitamen, once a great warlord, now a mighty Liche. His tomb has remained sealed since the time of his death, yet within it Karitamen waits, planning and watching and seething with revenge.

HEED THE LURE OF THE LICHE LORD!

Lure of the Liche Lord is a campaign sourcebook, in which the Player Characters are drawn into a dangerous plot involving Chaos, murder, mayhem, corruption, and above all, an ancient Tomb King that plots his glorious return to his former kingdom. To this end, the Liche Lord influences the nearby lands, tampering with the dreams and nightmares of the princes who have laid claim to his lands. The Characters, who should be close to finishing their second careers or just starting their third, may stumble into this plot, be drawn in by his dreams, or be hired, but regardless, Karitamen's tomb awaits—a massive complex filled with devious traps, foul monsters, terrible curses, and a fabulous treasure. What happens next depends upon the Players, but no matter what actions they choose, the events will be exciting and dreadful.



CHAPTER I: THE PAST

In order to understand a man's motivations, we must first study his past. This is no less true of the Undead, for their past still informs their present. In the case of Tomb Kings, this adage is even more apt, for they still possess their memories and thoughts and may retain many of the attitudes and goals they held in life.

The Liche Lord is no exception. Who he is now and what he does are drawn directly from his former life and the experiences that shaped him then still control him now.

ORIGINS

The man who became the Liche Lord was born Karitamen. His father was cousin to the royal family of Khemri, granting young Karitamen no specific rank and no money or land but entitling him to the education, training, and placement befitting a young noble.

Karitamen was not a stupid boy but neither was he highly intelligent. He disliked reading and abhorred writing, his script becoming so illegible from disuse it was little more than a scrawl. He learned enough manners to comport himself in polite company, but he preferred the rough attitude and aggressive behaviour of warriors and common labourers. Karitamen did excel in one study: tactics. He demonstrated an early and intuitive grasp for strategy and quickly honed his skills, discovering a love for competition and a lust for winning that would define the rest of his life.

Karitamen also proved far better at physical pursuits than scholarly ones. Agile, sturdy, and possessing a good eye, he mastered every sport and physical contest he was taught and became an experienced runner, swimmer, and wrestler.

When he was old enough, his instructors handed him a short sword and began instructing him in the art of combat. He was a quick study, and within weeks, he could defeat students several years his senior. After a year's training, Karitamen could defeat most of his teachers as well. He had reached his full height by this time, and so he joined the Nehekharan army. As a noble, he was offered his choice of several posts, including a few minor officer roles in or near Khemri itself. But Karitamen was young and restless and wanted to hone his skills in battle. He also wanted to escape his protective, well-meaning parents and the double-edged sword that was his parentage and bloodline. So he volunteered for duty in the Borderlands, a savage territory the Nehekharans were still striving to conquer.

EXPLOITS

Karitamen arrived in the Borderlands a green soldier, trained but untested, intended for a junior command position but determined not to accept such a rank without earning it first. He and the rest of the recruits were attacked by an Orc warband before reaching the rest of the Nehekharan forces, and a well-aimed spear killed the veteran warrior accompanying them before the attackers closed the distance.

Most of the new soldiers died in their first battle, unable to overcome the wave of fear that paralysed them as the Greenskins charged, shouting and swearing and frothing in rage. Karitamen froze as well, but as one of the front-runners reached him and lunged with a crude axe, Karitamen snapped out of his daze. He twisted aside, the axe catching him across the chest but leaving only a thin furrow. Then his hands were

moving, and his own blade had risen to remove both axe and hands before darting down to slice the attacker's throat. More Orcs took the fallen foe's place but Karitamen was ready now, both hands gripping his weapon, utterly calm. He single-handedly slew more than a dozen Orcs before a few of his fellows found their courage and their weapons and joined him to drive back the attackers.

What had been five hundred raw recruits arrived at the army's front lines as one hundred scarred veterans. And Karitamen was their undisputed leader. He readily accepted his intended post now, confident he had demonstrated his worth, and asked only that the other recruits be placed under his command as well. Karitamen's superiors considered his request and decided to honour it, as well as Karitamen's bravery, by putting the question to the recruits themselves. Each of the ninety-nine other recruits was offered the chance to serve under Karitamen. Not a single one refused. These men, bound together by that first battle, became the core of Karitamen's forces, men fiercely loyal to him and willing to follow him anywhere.

As the war stretched on, Karitamen demonstrated his skills for both tactics and bloodletting again and again. The very sight of him left many savages quaking in their fur-lined boots and Orcs gibbering in terror, and other Nehekharan soldiers began whispering rumours that Karitamen had more than mere skill and strength. The soldiers believed he could work magic. They said he could kill with a glance, that his very presence caused death. Someone referred to him as a death scarab, his touch in battle marking which foes were already dead but did not know it, and the name stuck. Soon, Karitamen the Death Scarab was placed in charge of his own unit, then his own troops, and finally his own division. Amenemhetum the Great wanted to claim all the Borderlands between the mountains and the Black Gulf, and Karitamen, more than perhaps anyone else, was instrumental in Amenemhetum accomplishing that goal.

It was during this time Karitamen first met a young Priest named Tetrahon. Though Necromancy was frowned upon in Khemri, it had not yet been forbidden, and Tetrahon practised the dark art openly but with the reverence befitting a Priest. Karitamen was fascinated—here was a weapon he did not know, a way to dominate others and gain strength and power without force of arms. He asked Tetrahon to teach him, and in return, Karitamen offered to protect the slender Priest and reward him with wealth and prestige. The two formed a partnership, Tetrahon's magic and sage advice augmenting Karitamen's already formidable tactical sense and physical prowess. The Death Scarab became even more potent, and he was instrumental in destroying the last barbarian war parties and the remaining Orc warbands and cleansing the land for Nehekharan rule.

RULE

Amenemhetum was pleased with Karitamen's service, and he granted the young war leader dominion over the western half of their conquered lands. These became the Death Scarab's own kingdom, his city-state, and he became a king under the rule of Amenemhetum, who in turn paid homage to Khemri.



NEHEKHARA, MYTH VS. REALITY

The Nehekhara Empire was arguably the most powerful force to grace the globe, rivalling and perhaps surpassing the Chaos Storm for sheer numbers and military prowess. But the Nehekharaans lived centuries ago, and it has been millennia since the height of their power. And thanks to Nagash, their fall was swift, sudden, and total. Nehekhara itself is nothing but a wasteland now, utterly devoid of life. The line of kings is gone, as are the noble families. Even in the outlying kingdoms, like that of Amenemhetum the Great, little remains to indicate the Nehekharaans even existed, much less ruled.

Because of this, few people have heard of the mighty Nehekhara Empire. And many who have dismiss it as mere myth. Stories of the ancient Priest-Kings are told as bedtime tales, or passed around as tall tales by old-timers in taverns. Even then, the names are uncommon, and most simply refer to a great empire of warriors and Priests that fell to dark magic.

Archaeologists, relic hunters, and tomb robbers—some would say they are all the same profession with different names and levels of patronage—know better, of course. They have studied Nehekhara, one of the wealthiest lands ever to exist, and have seen sketches of its fabulous structures. Those who attend one of the Empire's universities take classes on Nehekhara, though the teachers rely on supposition as much as fact. For even among the learned and the antiquarian, Nehekhara is more mused upon than seen.

Stories claim many structures still exist in Nehekhara itself, now known as the Land of the Dead, but no one ventures far into that vast desert and returns to speak of it. Ruins do exist, particularly in former Nehekharaan territories like the Borderlands, but most of these have been ravaged by time and plundered by those who cared little for scholarship. Those few tombs already discovered have all been emptied of any valuables; even the paintings and sculptures have been torn from the walls. Grave robbers rarely care about closing doors behind them, either, so these same tombs have been left open to the elements for decades or more, allowing wind and rain to scour away any details left behind.

Thus a Nehekharaan building in good repair would be an incredible find for both monetary and scholarly reasons. It would also go a long way toward proving to the rest of the world this empire existed outside the imaginations of old men and idle scholars.

Karitamen revelled in his good fortune. Never had he dreamed of attaining such rank, wealth, and power. He had hoped, at best, to become an honoured warrior and perhaps a ranking officer in the army—instead he had become a king. His parents died years before, the victims of one of the many diseases that washed across Khemri from time to time, but he burned offerings to their spirits and hoped they would be proud to see what their son had accomplished. No longer was he merely a distant relation to royalty, but royalty himself!

Nor did he forget his pledge to Tetrahon. Karitamen made the Priest his chief advisor, and together, they turned their attention from conquering the land to maintaining it.

Though he chafed at the lack of battle, Karitamen found himself fascinated by the challenges of running even a small nation. He studied statecraft, such as it was then, and read any scrolls he could find on rulers and ruling. He also listened not only to Tetrahon but also to several officers and even a few commoners, determined to hear events and problems from every angle. Tactics proved as useful in planning crops and trade as it had been in war, and Karitamen's kingdom flourished. His people were well-fed and healthy, and small towns sprang up here and there across the land. As their wealth and population increased, Karitamen's reputation as a ruler also grew, and his people counted themselves lucky to have such a noble, powerful, and protective king.

Unfortunately, such prosperity could not last. Even the greatest ruler could not protect against the ravages of fate, and a rich kingdom drew attention from scavengers of all stripes, including Human. Crops failed, people died, disease spread, and Karitamen was powerless to stop them. Then raiders appeared, determined to strip the land of its bounty. This at least was a threat he understood and could combat, and the Death Scarab took up arms once more, this time to protect his lands and his people.

Though he triumphed over the raiders, Karitamen realised eventually he would succumb to age and infirmity, leaving this life for the next and leaving his people without a ruler. He had fathered no children who survived to adulthood and did not trust any of his counsellors or nobles to care for the people in his stead. He consulted with Tetrahon and decided the only solution was to live forever. As a king of Nehekhara, Karitamen was a member of the Mortuary Cult, an organization of kings dedicated to preserving their bodies after death that they might one day be restored. Yet he did not trust such a plan, for once he had died who was to say the Gods would allow him to return? Never dying seemed a safer route and more reliable. Tetrahon did not know of any method to accomplish such a thing, but he was sure such methods did exist. Together, the two of them began poring over old tomes, searching for appropriate spells.

As he spent more time studying magic, Karitamen found himself with less time for the other aspects of ruling his lands. He became short-tempered, eager to resolve each problem quickly so he might return to his research. In his concern for the people as a whole, and his impatience to find a solution to the ever-more-pressing problem of old age and death, Karitamen became less considerate, making decisions without considering the feelings or even the welfare of those involved. His subjects had revered him at first, the mighty warrior turned benevolent ruler, and had sung his praises. Now they grumbled and chafed beneath his rule and complained about his decisions.

The people's discontent irritated Karitamen further, since his distraction stemmed from a desire to help them all, and he became even crueller as a result. Soon his people reviled him as a monster—an inhuman, uncaring creature more beast than man. And with every outcry, his anger grew, and his retribution increased. The Death Scarab had become a despot. Unfortunately, Amenemhetum had his own concerns and refused to intervene in such petty domestic disputes. He desired order and obedience more than love and happiness, and Karitamen's tithes were still paid in a timely fashion. When pressed by several irate nobles, Amenemhetum finally stated Karitamen was free to act however

he chose within his own domain, provided any problems did not spill over and affect his lands as well.

As time passed, whether from their experiments or simply from fatigue and anger, Karitamen lost much of his humanity, his body sustained more and more by magic and a drive to succeed.

DEMISE

Several times during his reign, commoners, their lives torn apart or callously destroyed by Karitamen's unthinking decisions, attempted to overthrow their ruler. Each time they failed. Usually his guards stopped any such attack long before it reached him. Even on those rare occasions where an attacker got past the guards—or, as occurred twice, where one or more guards were themselves part of the rebellion—Karitamen was in little real danger. His magic had grown stronger over the years, strong enough to protect his body against mere mortal weapons. He had at least partially achieved his original goal, making himself all but impossible to kill and thus ensuring a long life and rule. Yet ironically, in doing so he had lost the very love of his people that drove him to such extremes.

The Death Scarab's commoner subjects were not the only ones disgusted by his rule and frightened by what he might do next. Many of Karitamen's nobles also felt he must be removed from the throne. The nobles were wise enough, however, to realise they did not dare act until they had found a way to pierce the Death Scarab's defences and end his life. It took several years, but the nobles finally procured a rune-etched dagger, the *Dagger of Bound Souls*, said to contain powerful enchantments. The Necromancer who created the weapon assured them it could kill anyone, even a man protected by powerful magic of his own. The weapon would also bind the victim's spirit to his body, preventing his soul from continuing its journey, but they felt this was a small price to pay to rid their land of such a tyrant.

When everything was in place, the nobles attacked. They had swayed not only most commoners but also many soldiers to their cause, and Karitamen found himself beset by his own men. He fought back, wielding both magic and steel, and many died, but at the last, one of the nobles, a man named Hiratemet, managed to step in behind Karitamen and plunge the enchanted dagger into the Death Scarab's back. The blade pierced every protective enchantment, tearing through layers of spells in an instant and striking deep into Karitamen's heart. The force of such powerful magic being torn asunder shook the very mountains themselves, cracking peaks and cliffs. However, Karitamen knew nothing of these changes, for he dropped to his knees, his senses fading as the blood poured from his body and fed the thirsty ground beneath him.

Thus, Karitamen the Death Scarab met his end.

ENTOMBMENT

Despite his studies, Karitamen suspected death was unavoidable—he had found ways to prolong his life but nothing that could sustain it indefinitely. He also ascribed to his people's beliefs of an afterlife, his soul continuing through the underworld on a journey that no living creature could



understand. Thus, accepting the inevitable or at least preparing for its possibility, Karitamen had ordered his subjects to fashion him a mighty tomb. He chose a site within the mountains to the east of his lands, where he could look out upon his subjects even in death. The tomb was constructed along traditional Nehekharan lines, built on the grand scale appropriate for a king. The project had begun while Karitamen was still beloved by his subjects, and so master artisans willingly slaved upon the tomb, giving their best work to honour their ruler and protector.

After his death, those remaining loyal followers begged the victorious nobles to entomb their former liege as befitted his rank. The nobles agreed, acknowledging that their realm would never have existed without Karitamen and even admitting that, at first, he had been a good king, both nurturing and protective. Thus Karitamen was buried deep within his tomb and accorded an elaborate burial ceremony. Goods and treasures were placed within the tomb as well, to provide material wealth when the rest of his journey began. Slaves were killed and placed in the tomb according to Nehekharan custom, so he might have appropriate attendants in the next world.

Unbeknownst to most, the Nehekharan kings of earlier generations had created the Mortuary Cult. The Cult was dedicated to preserving their bodies upon death, that they might one day be restored to full strength and vigour. Karitamen had not placed much stock in the idea, but he had participated nonetheless, feeling it was at least another option if his own studies failed. Thus, after his death, his body was prepared by Mortuary Priests, including Tetrahon, and wrapped in rune-

covered bandages intended to protect and preserve him until he could be reawakened. Only the kings and their Priests knew the purpose of these runes and rituals, and so the nobles did not know to interfere, as they might have if they had known the ruler they had murdered might someday return to seek revenge.

The nobles attended the burial ceremony, and once it was complete and everything had been placed according to Karitamen's own instructions, the tomb entrance was closed and sealed.

RESTORATION

Karitamen had hoped that, through his magic, he might be restored to life once he eventually died. Unfortunately, the dagger's runes prevented such restoration under normal circumstances. The enchanted weapon also bound his spirit to his dead flesh, preventing it from continuing along the natural cycle, though the dead king knew nothing of this.

Karitamen was restored several years later—just not in the way he expected.

When the Priest-King Nagash raised the dead to aid him in expanding Nehekhar, every dead Nehekharan heard the sorcerous call. None could resist, not even those of noble rank—in many ways, in fact, nobles and rulers proved more susceptible to Nagash's magic, for they were bound by sacred oaths to serve the King of Khemri, and Nagash wore that title, however unjustly. Thus Karitamen and his fellow kings became Liches, animate but skeletal. They became the creatures later referred to as Tomb Kings. Karitamen was at first thrilled to reawaken, but that pleasure quickly changed to horror when he saw his decayed, mummified body and realised what had

happened. All his planning had failed! How could he expect to rule his people forever if they could not stand the sight of him? This was not life eternal, but rather it was a waking horror without end!

Even worse, Karitamen discovered some of his own followers had not trusted him to keep his promises in the next life. Most likely these were the nobles who had led the coup against him, concerned that if his plans succeeded, Karitamen would return to seek vengeance for their betrayal. To prevent this, they had placed wards around his tomb's inner chamber, wards containing markings similar to the dagger that had ended his life. These wards proved very effective, containing Karitamen just as the blade had bound his spirit. The burial chamber was now the whole of the Death Scarab's world. He was trapped forever within.

Karitamen raged within his prison, but even the full force of his magical might could not breach its wards. Furious, Karitamen turned his attention to the outer world instead. He could not leave the burial chamber, but he discovered his powers could still breach the walls and mountains. His magic had grown, one of the only benefits to Nagash's spell, and Karitamen was able to focus his hatred and rage through that magic, raining it down upon the people in the lands below. He used his magic to influence the cabal and others around them, manipulating individuals and events until every one of the conspirators' descendants had died a horrible death. Doing so exhausted most of Karitamen's energy, however, and the newly created Tomb King collapsed in his sarcophagus, barely conscious of the eternal damnation his existence had become.

REVIVAL

For many centuries, Karitamen lay dormant, and his servants slumbered around him. Time passed, and every vestige of his former kingdom vanished, leaving only dim legends. His tomb was forgotten, and even his name faded from people's lips and minds, until it was little more than an occasional ghost story told by ancient locals to frighten small children.

Then, a few years ago, something changed. Somehow Karitamen awoke a second time, his power restored. Still trapped and still enraged, Karitamen was both saddened and pleased to see nothing he recognized in the land below. It would be easier to wipe these fledgling kingdoms from the world and start over than it might be to reclaim power from a strong central leader. Karitamen readied his followers, sent his minions out into the world, and began the long, slow process of freeing himself from his tomb and asserting control again over the lands he had ruled long ago.

Now his creatures walk the land, terrorising anyone who approaches too close to the tomb. The tomb itself has opened, and somehow its riches call forth, summoning those who would plunder it and who fall to its traps and residents instead, adding to their numbers. Karitamen manipulates those visitors and hopes one will shatter his prison and release him. At the same time, he influences the princes below, leading them into actions that ultimately affect both Karitamen's release and his return to power.



THE SAGA OF THE DEATH SCARAB

TO EXALTED LORD PTRÄ, HE WHO WALKS THE SKY AND IN WHOSE EYES THE NIGHT STARS DWELL. TO YOUR GREAT GLORY I: KARITAMEN, DESPOT OF THE CONQUERED LANDS, DESTROYER OF ORCS, RULER IN JUSTICE AND MASTER IN WAR, COMMEND MYSELF. TO THE DIVINE GOD USIRIAN, HE WHOM WE ALL ADORE, I ALSO COMMEND MYSELF. BY THE RELIABLE STROKE OF THY STYLUS MAY THE ORDER FOR A LIFE OF LONG DAYS ISSUE FORTH; MAY MY FEET GROW OLD BY WALKING IN THY DIVINE PRESENCE.

I, CLAIM BLOOD OF ROYAL DESCENT, SPAT FORTH FROM THY DIVINE MATTER MOST HIGH GOD PTRÄ. BY YOUR INEFFABLE WILL, I HAVE BEEN BRUSHED BY THE SILVER FEATHERS OF LEARNED TAHOTH. I WHO LEARN'T WELL THE WAYS OF THE STYLUS, YEA, AND THE SCROLLS OF MY FOREFATHERS, SERVE AND SHALL EVER SERVE THE INVINCIBLE KING OF KINGS AMENEMHETUM HE WHO IS CALLED "THE GREAT."

BY HIS WILL HAVE I THIS, MY KINGDOM, CARVED RED FROM THE HANDS OF THE GREEN RACES. FOR, FROM MY FIRST STEP UPON MY LANDS, I HAVE LAID THEM LOW WITH MY OWN SWORD, WHEN ALL OTHERS FLED IN FEAR, I HAVE STEPPED FORTH TO BATTLE. FULL 10,000 I SLEW WITH MINE OWN BLADE. I WHO KNOW NO DEFEAT HAVE DRIVEN THE ORCS BEFORE MY WAR CHARIOT. I WHO HAVE FED DJAF, MASTER OF JACKALS, A FULL 250,000 EARS COUNT THIS THE LEAST OF MY WORKS; FOR DOES NOT USIRIAN, HE WHOM WE ALL ADORE, NOT GATHER UP SUCH WITH BUT ONE BREATH OF HIS DIVINE LUNGS?

WITH MY SECOND STEP, THE STRENGTH OF GEHEB'S HOUNDS, MY LEGION, LETTING FORTH A GREAT ROAR, RUSHED FORTH AND SLEW FULL 20,000 BARBARIAN MEN. I WHO PLAYED THEIR PALE SKIN EARN'T THE LOVE OF AMENEMHETUM WITH THIS VICTORY, AND HE RAISED ME UP. THUS I BECAME KING, AND THE BACKS OF A FULL 100 SAVAGES WERE NOT ENOUGH TO CONTAIN THE MAP OF MY HOLDINGS.

THUS WITH MY THIRD STEP, THE PEOPLES OF MY KINGDOM DID LOVE ME AND CALLED ME DELIVERANCE AND JUSTICE. YEA, AND THE SPIRIT OF YELLOW-EYED BASTH MOVED WITHIN THEM, AND THEY CALLED THAT SHOULD I REIGN FOR A FULL 1000 YEARS IT WOULD BE TOO SHORT A TIME. THEY NAMED ME KARITAMEN, THE KING THAT CAN NOT BE KILLED, HE THAT ROLLS VICTORY BEFORE HIM LIKE THE BEETLES OF THE DESERT.

LOOK NOW UPON THE CHRONICLES OF THE DEATH SCARAB AND KNOW WELL, O GODS, HOW WE LOVED OUR KING. FOR BY THE GRACE OF PTRÄ, WITH HIS FIRST STEP, HE SLEW THE ORCS, AND WITH HIS SECOND, THE WILD PEOPLES, AND WITH HIS THIRD, HE BROUGHT GREAT JOY TO HIS LANDS. YET WITH HIS FOURTH, HE STEPPED FROM THE PROPER PATH.

HE THAT IS CALLED THE DEATH SCARAB WAS FILLED WITH THE POISON OF SOKTH, THE DEAD-EYED GOD OF THE SCORPIONS. THERE WAS SPITEFULNESS IN HIS HEART—IMPROPERLY DID HE TAMPER WITH THE RITES OF THE CULT OF DJAF, AND THE SECRET KNOWLEDGE OF THE WISE, AND PUT DOWN IN WRITING THE WAYS OF HE WHOSE FACE IS NEVER SHOWN, THE GREAT GOD USIRIAN, HE WHOM WE ALL ADORE. DURING HIS REIGN, HE COMPOSED UNTRUTHFUL STELAE, INSOLENT WRITINGS, CONCERNING THE RITES OF PURIFICATION FOR THE GREAT JOURNEY, AND LEFT THEM TO POSTERITY. THE GOLDEN EYES OF THE HAWK-HEADED PHAKTH, HE WHO PLACES HIS HANDS UPON THE SCALES OF JUSTICE, MOVED AMONG US.

WE, THE NOBLES OF THIS KINGDOM, WHOSE DECISIONS ARE VENERABLE, REGARDED HIM WITH ANGER AND KNEW HIS GRAVE FAULTS. WE WHO NUMBERED A FULL 7,000 ROSE UPON THE WINGS OF PHAKTH TO DRAW THE POISON FROM THE HEART OF KARITAMEN, HE WHOM WE ONCE LOVED, YEA, AND AS THE HAWK SPIES THE SERPENT WITHIN THE PRECINCTS OF THE SACRED PLACES, SO SAW WE ONE WHO SLITHERED IN THE MANNER OF QV'APH AND POURED POISON INTO THE KING'S LIVER. THIS TETRAHON—MAY HIS SOUL FOREVER FEED THE SERVANTS OF VALATP—FELL BEFORE OUR SWOOPING BLADES. YEA, AND THOUGH LOVINGLY WE OPENED KARITAMEN'S INNARDS TO THE HEALING LIGHT OF PTRÄ, THE EVIL WAS TOO GREAT FOR THE DISC OF THE SUN TO CLEANSE.

THUS WE END THIS CHRONICLE OF THE KING THAT ONCE WAS, HE THAT IS CALLED THE DEATH SCARAB, HE WHOM WE CALL UPON ASAPH TO CLASP TO HER ENCHANTING BOSOM. WE PETITION YOU ASAPH, PTRÄ, AND GREAT GOD USIRIAN, HE WHOM WE ADORE, HOLD HIM HERE, THAT HE MAY EVER BE ABOUT TO STEP FOURTH HIS SEVENTH STEP, THE FIRST UPON THE GREAT JOURNEY THAT WE ALL MUST TAKE.



CHAPTER II: THE PRESENT

The years have not been kind. Time and the elements have done their part in erasing the Death Scarab's lands, his civilisation, and his people. In that time, new "princes" have come and gone, their petty kingdoms forgotten in the endless march of war, plague, and strife. And now centuries later, these lands are much like Karitamen found them: barren, wasted, and full of villains, vying over a worthless stretch of scrub plains. This is a place of change. Towns rise and vanish, while Greenskin raiders scour the countryside, visiting pain and death on all in their path. Dreams collide with the ugly reality of these lands: life is cheap.

Here, all are intent upon taking and keeping whatever possible, consequences be damned. Travellers must learn—and quickly—that every one who lives in the lands of the Border Princes is a self-interested blackguard, ruthless, greedy, and above all, remorselessly treacherous. Those who exhibit mercy, hesitation, or kindness, vanish under the flurry of knives, or disappear in the flesh markets, or worse. Men kill each other

over a mug of ale or a slice of beef, and women egg them on and cosy up to the victor, only to steal his winnings after poisoning or stabbing their paramour for the evening. Such was the fate of Karitamen's kingdom.

The region surrounding Karitamen's tomb seems worse than it does anywhere else. Perhaps it is the Liche's influence, corrupting the men and women on what were once his lands and twisting them to serve his own purposes. Perhaps it is the presence of Warpstone, spreading a subtle layer of Chaos across the land and polluting minds and hearts to create further unrest and disorder. Perhaps it is the proximity to the mountains, and the Dark Lands beyond them, and the constant knowledge that vicious creatures could attack at any time from not one but two sides—the other being south from the Badlands. Whatever the reason, people here seem greedier, more twisted, underhanded, and above all, more violent than anywhere else.

— THE BORDER PRINCES —

The extent of Karitamen's kingdom can only be guessed at. Conservative scholars believe it was small, insignificant, a mere footnote in history, but it's whispered that he once claimed all the land along the World's Edge Mountains, from the Black Mountains in the north to the Sour Sea of the east. No one can say with authority, though, for nothing remains—or almost nothing.

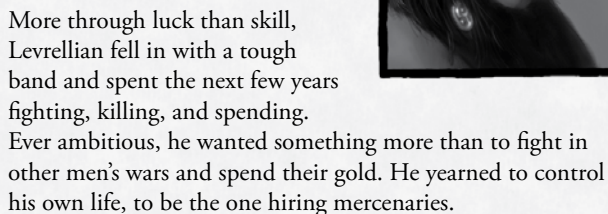
In the shadow of his ancient tomb, where once he ruled his people from a vast palace overlooking his breathtaking city, is now a shattered land, claimed by three petty lords. Queerly,

they have ruled these lands for years, a surprising fact, and they have maintained their borders with little change, which is even more impressive. Certainly, skirmishes occur with some frequency, but none of these princes have suffered a major defeat—or won a major victory for that matter. They have managed to hold the Greenskins at bay, repel invaders and new rivals, and destroy the occasional Night Goblin band bent on skulduggery. In many ways, this region has shown more stability than anyone could have expected.

But all this is about to change.



The first prince is Artilli Levrellian. The son of a former soldier and a tavern wench, he inherited his father's sword but his mother's slight build and ability to talk her way out of trouble. Born to a life as a mercenary, he was just another sellsword in search of a war.



His fortunes changed when he convinced several of his fellows to help him seize a small town. Unimportant in and of itself, the mission was a test to see if he and his men could take the town and hold it. For three months they stayed, letting the townspeople grow used to their presence and learning the ways of command and politics.

choice but to agree, and Levrellian used his previous experience to make an easy transition from bully and conqueror to legitimate ruler. Once he had consolidated his control over Zenres, he sent his men out in ever-widening circles, conquering every other town and village in reach. Soon he held land all the way to the World's Edge Mountains. Shortly after, Levrellian dubbed himself prince of the area, designated Zenres as his capital, and settled in to rule.

Levrellian is driven by the need to control. He already holds a great deal of land leading up to the mountains and along the Howling River, but that is not enough. He wants dreams of capturing all the land down to the Blood River and possibly beyond, though he realises taking the Badlands would require more warfare than he is willing to face. So, he seems content to find some way to annex the lands of his two neighbours and stabilize his growing kingdom.

Levrellian is a clever man who rules more through strategy than sheer brawn. He is crafty and unscrupulous, having learned the value and power of treaties—and how to bend them to his own advantage. Though not a bad man, or even a bad ruler, Levrellian's first interest has always been himself. He often makes a show of being cruel and bloodthirsty, but violence is actually just a means to an end—he would rather attain his goals through threats than through actual bloodshed.

his newest advisor, a strange, cloaked man named Strykssen. It makes no sense, really. Levrellian has become violent, more desperate and careless, and to little effect. He has not increased his holdings, and his people are beginning to fear him.

A vile Cultist, Strykssen inflates Levrellian's ego, playing upon his self-image and encouraging him to take the other two lands now. With Strykssen whispering beside him, Levrellian is losing his caution and his concerns. He is growing obsessed with claiming the entire region as his own. He could be more than a mere prince, Strykssen points out slyly. He could be a king! And Levrellian believes him.

APPEARANCE

Levrellian is slender and of average height, with oily hair and dusky skin. His features are plain and a touch sly, and he dresses to impress in showy robes and capes, heavy jewellery, and an imposing crown.

Artilli Levrellian

Career: Politician (ex-Captain, ex-Sergeant, ex-Mercenary)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
61%	52%	53%	54%	52%	51%	44%	60%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	18	5	5	4	0	0	1

Skills: Academic Knowledge (Strategy/Tactics) +10%, Animal Care, Blather, Charm, Command +20%, Common Knowledge (Border Princes +10%, the Empire, Tilea +10%), Dodge Blow +20%, Evaluate, Gamble, Gossip +10%, Haggle, Intimidate, Perception +10%, Read/Write, Ride +10%, Secret Language (Battle Tongue) +10%, Speak Language (Reikspiel, Tilean) +10%, Swim

Talents: Acute Hearing, Disarm, Etiquette, Lightning Parry, Luck, Master Orator, Public Speaking, Quick Draw, Schemer, Seasoned Traveller, Specialist Weapon Group (Parrying, Two-handed Weapon), Street Fighting, Strike Mighty Blow, Strike to Stun

Armour: Medium Armour (Full Mail Armour)

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

Weapons: Crossbow with 10 Bolts, Best Quality Hand Weapon (Sword), Shield, Sword-breaker

Trappings: Gold-link Belt, Fur-lined Boots, Fur-collared Cape, Heavy Crown, Destrier with Saddle and Harness, Healing Draught, Heavy Pendant, Jewelled Rings, Ermine Robe, Ornate Golden Sceptre, Principality, Unit of Troops, 50 *gc*

Developments

Levrellian does not like his two neighbours, Fatandira and Haflok, but he finds it easier to deal with them than to remove them and put someone in their place. He has always planned to absorb their territories some day and simply bides his

time. But until he feels his men are ready and his own lands are secure enough and stable enough to endure the sudden expansion, he is content to do little more than the occasional skirmish and treaty.

FATANDIRA

For generations, Arabyan nomads have roamed the Borderlands, even as far back as the Nehekharan Empire. From these people comes the second prince, Fatandira. Born from a family of peddlers and entertainers, she and her twin brother Parandir travelled with their parents in their youth, travelling back and forth across the Borderlands in the wagon community of their extended family. They would stop in each town, set up camp, perform, earn a few coins, buy supplies, and then move on before the townspeople inevitably got suspicious. Fatandira struggled to learn the trade of her mother but lacked the grace necessary to be a dancer and the subtlety to be a soothsayer. Her parents eventually gave up and set her to tending the horses and livestock instead—which is likely the only reason she survived.

Everything changed after some nameless village began to accuse her family of stealing. It had happened before, and she and her family knew it would happen again. It merely indicated it was time to move on. As her family made ready to leave, Fatandira saw to the horses, placing them back in their leads on the wagon, but from out of nowhere, the villagers attacked. They overwhelmed her family, despite a brave attempt to fight back. Fatandira had the presence of mind to leap onto one of the horses and flee past the crazed villagers, though not before receiving grievous injuries of her own. She rode until she collapsed from blood loss, fatigue, and grief.

Two days later, a relative found her raving in the desert. Word of the attack had spread, and it was learned that the villagers tortured Fatandira's mother and brother, forcing them to confess to witchcraft and burning them at the stake for it. Fatandira swore vengeance, and when she was able, she left in search of a mentor who would train her. It took months, but eventually she found a man who would do so.

For the next three years, she worked tirelessly. When she was ready, she left and made for the village that ruined her life. She stalked between the buildings in the dead of night, moving silently from house to house. When the sun came up, only corpses remained, for she had been so quiet, no one had had the chance to raise an alarm.

Vengeance taken, she was empty, without purpose. She had not enjoyed killing, though she did not regret it either. Her old life was ashes; she could never return. But she did not wish to become a warrior either, despite her great skill. After much thought, she decided it was her duty, her destiny, to lift people out of ignorance, to prevent them from becoming as paranoid and vicious as the villagers who killed her family. To do that, she would have to rule them.



In the year that followed, Fatandira served as a soldier and mercenary, always watching, always searching for soldiers with good sense and talent. Those who met her standards, she would invite to join her. What began as a trickle, became a flood, and she eventually amassed a small army of loyal and dangerous warriors.

To complete her mission, she set out to conquer a land. She selected a territory along the World's Edge Mountains, figuring at least there she could only be attacked on three sides. She settled on a space between the arms of the Howling River, a patch of land that led directly up to Mad Dog Pass. It was a desirable spot, partially protected by rivers and mountain and with a valuable trade route. She led her men on raids against each of the villages, conquering each one in turn until finally all had surrendered. She named herself prince and has ruled ever since. Though many have tried to crush her petty principality, her grit and determination with the swords of her followers have repulsed every attempt.

GOALS

Fatandira sees herself as an enlightened monarch. Though she carved out her lands with blood and fire, she seeks to create a land free of the bigotry and hate that imprisons the minds of the Borderlanders. She has little ambition about extending her territory, for now at least, and seems content to hold what she has taken.

PERSONALITY

Fatandira is a canny woman with a keen eye and an iron will. She can be coy and subtle if required, but she prefers directness. She does not approve of lying, cheating, stealing, or any of the other faults often assumed of her people. She has no compunctions against fighting for control but also accept treaties and other agreements. If someone breaks an oath with her once, however, she will never trust that person again. She gets very angry when someone talks down to her, especially one of her fellow princes. Deep down, Fatandira longs for love, and she is susceptible to flattery, particularly from handsome men.

APPEARANCE

Fatandira is a short, thick woman with dusky skin, dark hair, large eyes, and a strong, handsome but masculine face. She is very fit and has not an ounce of fat on her, which only further diminishes any curves she might otherwise possess. Fatandira wears plain, serviceable clothing and favours trousers over dresses.

Fatandira

Career: Outlaw Chief (ex-Veteran, ex-Mercenary, ex-Vagabond)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
51%	65%	47%	60%	46%	43%	47%	51%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	17	4	6	5	0	0	1

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Border Princes +10%, the Empire, Tilea), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip +10%, Haggle, Intimidate, Navigation, Outdoor Survival, Perception +10%, Performer (Dancer), Ride, Search, Secret Language (Battle Tongue +10%, Ranger Tongue), Speak Language (Arabyan, Tilean), Secret Signs (Ranger), Silent Move

Talents: Disarm, Fleet-Footed, Lightning Parry, Mighty Shot, Orientation, Quick Draw, Rapid Reload, Rover, Seasoned Traveller, Sharpshooter, Specialist Weapon Group (Crossbow, Throwing), Strike Mighty Blow, Strike to Injure, Sure Shot, Very Resilient, Very Strong

Armour: Medium Armour (Full Mail Armour)

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

Weapons: Hand Weapon (Sword), Spear, Repeater Crossbow with 10 Bolts, Shield

Trappings: Backpack, Band of Outlaws, Bottle of Good Spirits, Healing Draught, Horse with Saddle and Harness, Principality, Rations (1 week), Tent, Water Skin

Developments

Fatandira does not like Levrellian—he sneers at her for being a woman—or Haflok because he looks down upon her for both her gender and her heritage and makes veiled comments about nomads being little better than animals. She would happily see both men dead but knows she is not strong enough to take on either yet. She also recognises Haflok is an excellent shield against the Iron Claw Orcs to the South, while Levrellian blocks other would-be rulers from invading from the north or west. She can negotiate with both men, and neither has made a play for her lands yet. She is content, for now.

MIR HAFLOK

The son of a poor farmer, Mir Haflok was born in the Empire. Like many his age, he was desperate to escape a life of drudgery, so he ran away from home when he was ten. Unprepared for the realities of the wilderness, he might have died if it were not for a travelling monk. Finding the lad half-frozen, starved, and frightened, the monk brought the boy to his monastery, where he nursed him back to health. When he was well, he discovered he was amongst the Sigmarites and learned of their life, their training, and their travels. Impressed, he accepted their offer to join them, and so he gave his life to Sigmar.



In the six years he studied with the Sigmarites, he trained to be a warrior, but he also learned much more. Long did he study

history, strategy, theology, and countless other subjects. While his body grew, becoming an imposing figure, so too did his mind. He thought to set down his sword and lift the brush, but his talents at swordplay, his great size, and his ferocity landed him in the martial service to his God and Empire.

For a year, Haflok fought in various skirmishes within the Empire, and word of his might and valour spread. Soon, a band of loyal warriors clamoured to his banner, vowing their service to him and hoping and to learn from his wisdom. But Haflok was frustrated. Despite his best efforts, war was endless. Fighting in the Empire achieved nothing. To stop his foes, he would have to travel into the bowels of corruption and take the war to his foes. And so, Haflok and his men passed through the Black Fire Pass and into the Border Princes.

In this wretched place, Haflok found what he had suspected, a steady stream of Orcs and scoundrels sneaking into the Empire to wreak havoc and plunder. Haflok and his men drove the bandits and warbands back, scattering or shattering each attack, marching ever southward, until they reached the shadow of Iron Rock. The massive Greenskin fortification was home to more Goblins and Orcs than even Haflok could combat, so he settled himself on the northern side of a tributary of the Blood River and dared them to cross against him.

After a month, Haflok and his men tired of camping along the riverbank and erected a few crude buildings behind them to serve as shelters and dining halls and meeting places. Then a few people who lived nearby approached and asked if they could move their home closer to the warriors for protection. Haflok agreed. More locals appeared over the next few months, resettling alongside, and soon a town had sprung up around Haflok's men. Everyone in the town treated Haflok as their leader.

At first, Haflok considered driving the people away, telling them he was not their ruler. But then he reconsidered. The people were safe with him, and who was he to deny them that comfort? Perhaps this was the purpose Sigmar had chosen for him, to stand against the Greenskins and protect the people along this border. If so, he could only do his best to serve. So Haflok became a ruler, first of that town and then of the entire stretch between the Blood River tributary and the Howling River.

GOALS

In his time here, he has faced increasing violence not only from the south but also from his neighbours to the north and west, who seem threatened by both his piety and his armed forces. What they do not realise is Haflok has no intention of expanding his realm. All he wants is to hold his south border against the Greenskins of Iron Rock and the Badlands beyond, and keep his own people safe. He is a warrior, however, and he uses force against his neighbours if necessary.

PERSONALITY

Haflok is a devout man, and his beliefs make him honest and direct, even blunt. Despite his appearance, Haflok is at heart a poet and painter. His first loves are beauty and art, and he

desperately wants to set aside his warlord image and fill his land with beauty, sophistication, and culture.

APPEARANCE

Haflok is a tall, powerfully built man with rugged, almost handsome features and surprisingly delicate, long-fingered hands. He wears simple clothes when not in armour, a plain white shirt and brown trousers with a tunic bearing Sigmar's Hammer symbol. In battle, Haflok wears full armour, clearly well-used but also well-tended, and the hammer symbol is etched into both his breastplate and his shield.

Mir Haflok

Career: Noble Lord (ex-Knight, ex-Squire, ex-Initiate)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
53%	32%	52%	50%	51%	52%	49%	58%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	17	5	5	4	0	0	2

Skills: Academic Knowledge (Genealogy/Heraldry, History, Strategy/Tactics, Theology +10%), Animal Care, Animal Training, Charm +10%, Common Knowledge (the Empire), Dodge Blow +10%, Gossip, Heal, Perception +10%, Read/Write, Ride +10%, Secret Language (Battle Tongue), Speak Language (Classical, Reikspiel +20%, Tilean)

Talents: Etiquette, Lightning Reflexes, Public Speaking, Specialist Weapon Group (Cavalry, Flail, Two-handed Weapon), Strike Mighty Blow, Suave, Very Strong, Warrior Born

Armour: Heavy Armour (Full Plate Armour)

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

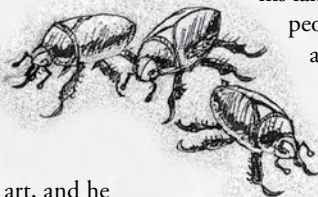
Weapons: Flail, Lance, Shield

Trappings: Destrier with Saddle and Harness, Principality, Religious Symbol of Sigmar, Robes, 25 *gc*

Developments

Haflok's zeal stems from his belief that Sigmar speaks directly to him. When he dreams, he believes his God visits him. In truth, it's not Sigmar but the Liche, who intends to control the Templar and his people.

Haflok sees Levrellian as an untrustworthy weasel and Fatandira as his inferior. That matters little, however. Neither has shown any sign of Chaos, mutation, or other taint, and neither has done more than make nominal attempts to invade his lands. His primary concern is still guarding his people, and the rest of the world beyond them, from any incursions by Orcs. As long as the other two princes do not push him, he is willing to leave them alone in return.



— POLITICAL TURMOIL —

The tenuous peace is about to be shattered. One man can be held responsible for the impending altercation—Strykssen.

STRYKSSSEN

Born to a poor wheelwright in Stirland, Strykssen grew up apprenticed to his father and expected nothing more than a life as a simple artisan. Yet somehow that did not seem enough. Bright enough to realize there was more to life and greedy enough to want it, he often watched other children playing and coveted their wealth, their freedom, and their happiness. *"If only I had their money,"* he often thought, *"if only my family was as rich as theirs, I too would be happy."*



When he was ten, Strykssen was walking back from delivering a new wheel to a merchant when another boy pushed past him. *"Out of my way, peasant!"* the other boy shouted as he shoved by. Strykssen, already tired and cranky from the long tiring walk, was incensed by the insult and by the stranger's fancy clothes. He flew into a rage, grabbing the other boy by his fine cape and hurling him into a nearby wall. There was an audible snap and the boy collapsed, dead. Strykssen discovered he felt no remorse as he stripped the dead youth of his clothes, money, and fine dagger. But when he returned home and his parents learned what he had done, they were horrified. Strykssen's father wanted to take the boy to the authorities straightaway, but his mother intervened. She gave Strykssen what money she could, and some food, and told him to run far away before the guards came for him. Torn between grief and elation, Strykssen obeyed. He left and never looked back.

Over the next few years, Strykssen survived by working when he had to and stealing or killing when he could. He learned how to pass himself off as the gentleman his stolen clothes suggested, and he used this guise to get close to most of his victims. Eventually, he found himself in Middenheim and settled into a role as a minor noble of the court. When the Storm of Chaos struck, Strykssen used the tumult to eliminate a few rivals and consolidate his stolen wealth, securing his position there.

After the war, one of Strykssen's acquaintances approached him. The man struck up a conversation about power and privilege and the right of some men to do as they wished, and Strykssen discovered they had very similar ideas about the world and their rightful place in it. After several similar conversations, the man revealed that he was a worshipper of Khorne, the Chaos God, and he invited Strykssen to join him and others in that worship. Strykssen agreed, and at the first convocation, he discovered a fellowship he had never known

before. When he looked upon the statue of Khorne and felt the God's thoughts washing over him, Strykssen felt as if he had finally come home.

Strykssen became a devout follower of Khorne, and the God rewarded him for his zeal, granting him greater wealth and some minor power over other men. Their leader hatched a plot to create gates disguised as idols, which would allow Khorne's minion to enter their world in the flesh, and Strykssen eagerly participated. But outsiders discovered their plans and destroyed each of the idols. They attacked the final idol in the main worship chamber in Middenheim, just as Khorne's Daemon was stepping forth. Strykssen witnessed the arrival of the demi-God but wisely fled during the battle, escaping both death and detection.

Afterward, Strykssen felt the Daemon's thoughts in his mind. The Daemon was angry, angry at the intruders and angry at the followers who had abandoned it in a time of need. Strykssen pledged himself to atone for his error, and the Daemon took immediate advantage of that oath. It bonded itself to Strykssen and charged him with finding a way for it to step forth fully. Khorne knew of a powerful artefact, a gauntlet left behind by another Daemon that had once walked the earth, and the Daemon told Strykssen of the item. The gauntlet's power might be sufficient to bring the Daemon forth. The item was in the Border Princes, however, so Strykssen crept across the mountains and into that territory, seeking its location. He also learned of a Chaos Cult nearby, though they worshipped a rival God, and felt the power of the item they possessed, the Jade Sceptre. But it was heavily guarded against his Daemon, and Strykssen knew he would need servants and dupes to reach it.

He sought out the strongest prince in the area, Artilli Levrellian, and presented himself as an advisor. Using his Daemon-given powers and his well-honed skills at subterfuge and flattery, Strykssen quickly won a place on Levrellian's council and rose from there to be the prince's chief advisor.

GOALS

Strykssen's place at Levrellian's side is merely a means to an end, however. Strykssen cares nothing for Levrellian or the petty politics of the Border Princes. His only goals are to obtain both the gauntlet in Karitamen's tomb and the Warpstone in the Jade Sceptre. With those, he can release the Daemon chained to his soul and allow the creature to wreak havoc upon the world.

PERSONALITY

Strykssen is very smooth and has long experience at talking his way past nobles and commoners alike. His manners are impeccable except when he gets angry; then, his low origins reveal themselves. Strykssen is a true follower of Chaos and delights in mayhem and bloodshed. He is an adept killer and enjoys watching his victims suffer before their final demise.

He is also utterly ruthless and kills and maims without compunction or hesitation, sacrificing even those closest to him to accomplish his goals.

APPEARANCE

A tall, narrow man with piercing eyes, Strykssen has the bright stare of the fanatic, and though he pretends to be tolerant and patient, his eyes light up at the sight of blood. He dresses very well and carries a handsome sword but prefers to use the slender dagger at his side and the barbed knife hidden in his boot. Unfortunately, Human flesh was never meant to house a Daemon. Its touch has begun to warp Strykssen, and he is mutating uncontrollably. If he does not find a way to release the Daemon soon, the mutations will kill him sooner rather than later, and the Daemon will lose its access into the Old World.

Strykssen

Career: Cult Acolyte of Khorne* (ex-Charlatan, ex-Thief)

*This career is described in the *Tome of Corruption*

Race: Mutant

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52%	39%	48%	49%	52%	43%	46%	54%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	4	0

Skills: Academic Knowledge (Daemonology), Blather, Charm, Common Knowledge (Border Princes, Tilea, the Empire), Concealment, Disguise +10%, Dodge Blow, Evaluate, Gamble, Gossip +10%, Haggle, Intimidate, Perception +10%, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue) +10%, Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Language (Reikspiel +10%, Tilean)

Talents: Acute Hearing, Alley Cat, Flee!, Frenzy, Hardy, Inured to Chaos, Lightning Reflexes, Mimic, Public Speaking, Schemer, Seasoned Traveller, Specialist Weapon Group (Flail), Strike Mighty Blow, Strike to Injure, Super Numerate, Very Strong, Warrior Born

Special Rules:

- *Chaos Mutations:*
Blood Lust: When in a Frenzy, Strykssen attacks the closest living creature. Must succeed on a **Challenging (-10%) Will Power Test** to come out of Frenzy.

NEW TALENT: INURED TO CHAOS

Description: If you have a mutation, you gain a +10% bonus on tests made to resist gaining additional mutations.

Extra Ear: Gains Acute Hearing Talent.

Were: Strykssen can change form into a bear-Human hybrid. Whenever he enters Frenzy, he changes his Characteristics as follows: +10% WS, +10% S, +10% T, +20% Ag, -10% Int, -10% WP, -20% Fel, +1 A, +5 W, +1 M. Also, he gains a +10% bonus to Concealment, Perception, and Silent Move Tests, and he gains the Follow Trail and Swim Skills and the Keen Senses, Natural Weapons, and Night Vision Talents.

Armour: Medium Armour (Mail Shirt, Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 3, Legs 0.

Weapons: Dagger, Hand Weapon (Sword)

Trappings: 4 Sets of Best Clothes, 6 Sets of Common Clothes, Forged Documents, 10 Yards of Rope, Sack, Skin of Blood, Religious Symbol of Khorne, Cult Vestments

WINDS OF WAR

In the past few months, the raids against Haflok and Fatandira have increased in number, size, and severity. Traders are forcibly blocked from entering their territories. Scouts are killed and their bodies left by the borders as warnings. Haflok and Fatandira's people are growing frightened, as each attack drives farther in and each raid looks more and more like the first strike in an outright war.

Fatandira is getting worried. She knows Levrellian is growing impatient, and she realizes he will strike with full force and soon. She is not sure she can withstand him when he does. She has approached Haflok about an alliance, but the Sigmarite refuses to treat with her because Levrellian isn't the only one getting guidance. Haflok has an advisor of his own: Sigmar. The deity is speaking in Haflok's dreams, telling him to push back the other two princes and claim the region in his name. Sigmar has also warned Haflok that Levrellian has fallen to Chaos and must be stopped. Haflok believes this utterly. His God has spoken, and he must obey.

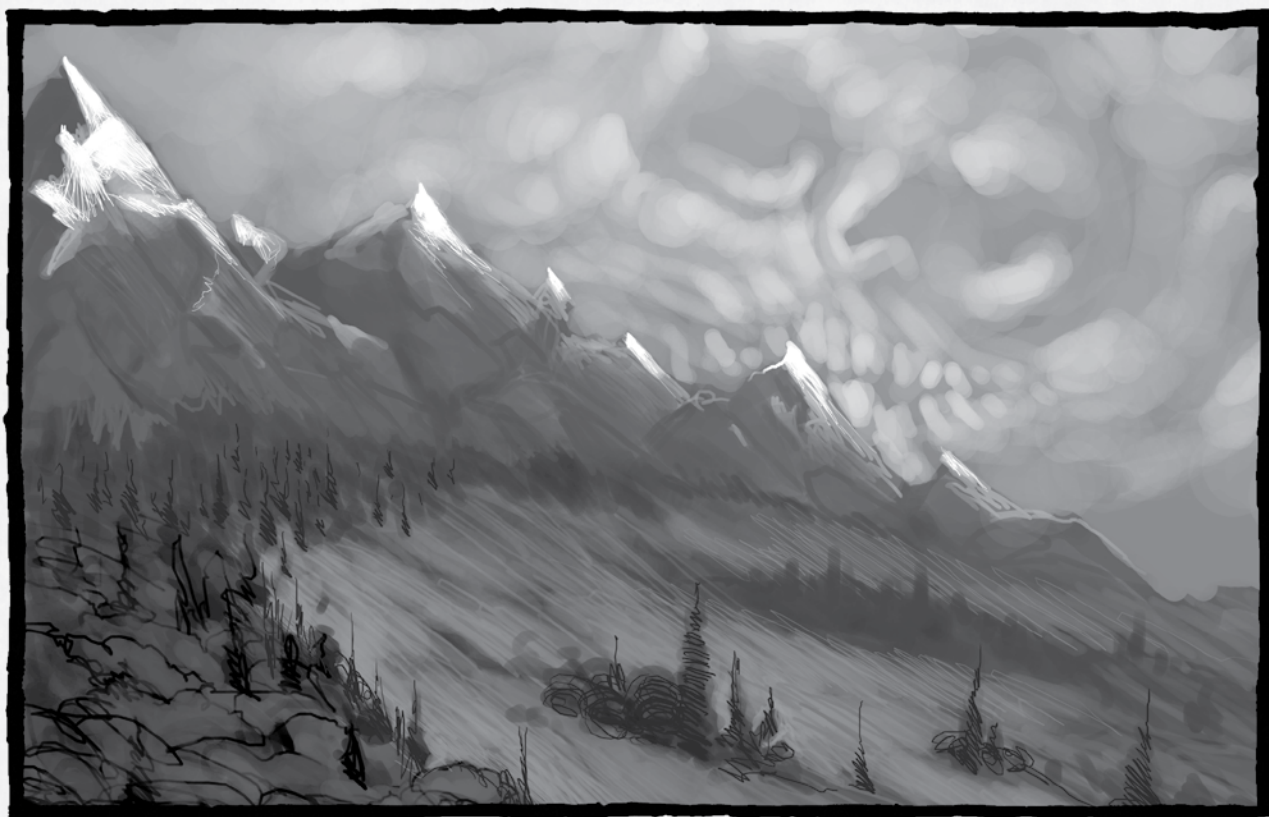
How unfortunate, then, that it is not his God who speaks to him.

Someone is sending Haflok instructions, but it is not Sigmar. It is Karitamen, reaching out from his tomb to the most susceptible of the three princes. By taking Sigmar's guise, Karitamen has gained Haflok's allegiance and uses the Sigmarite to consolidate his former kingdom again.

With a Tomb King on one side and a Cultist on the other, Haflok and Levrellian are destined to collide. Fatandira may get caught in the middle, or she may be able to sidestep and wait out the conflict. But either way, the region is headed for war.

MOUNTAIN DOMINANCE

All three princes want control of Mad Dog Pass, and through it, the World's Edge Mountains that loom above their lands. So far none of them has had enough manpower to hold the pass and still fend off attacks from neighbours. Each ruler



has patrols wandering through the pass on a regular basis, and these armed bands often fight when they intersect, but between them they also keep the pass relatively safe for travellers. As long as the pass remained open, none of them felt it was a priority to claim it completely.

Now all three re-evaluate their stances. Strykssen has been telling Levrellian that holding the pass is crucial to dominating the region. Otherwise, the other princes could summon reinforcements through the mountains and hold back Levrellian's bid for power. Never mind that the Dark Lands lie on the other side of the pass, and neither Fatandira nor Haflok are likely to find many allies out there. It is enough that Strykssen has planted that concern. Levrellian is now convinced he must own Mad Dog Pass before he can become king. He has increased the number of soldiers patrolling there and given orders that the other princes' men should be attacked on sight.

Haflok is also convinced he must control the pass. Sigmar has told him so. In dreams, Sigmar has explained the pass leads to evil lands and must be sealed and held before monsters can issue forth into the Border Princes and from there into the Empire. Haflok has a sacred duty to shield the world from such attacks, and so he must hold the pass, even against his weaker, easily corrupted neighbours.

Fatandira has no outsider urging her on, but she knows she needs the pass for one simple reason: escape. Her lands lie between the rivers and the mountains, which means Haflok and Levrellian block her from heading west. If either of them takes the pass, she will be boxed in and easily crushed.

However, if she can take the pass, she will have leverage to use against them—and a way to escape when they attack.

Levrellian and Haflok have also begun sending scouts over the mountains around the pass, ostensibly to find any smaller paths and make sure the pass cannot be attacked from the sides. Fatandira has not bothered with this but is focusing her efforts on claiming the mouth of the pass and then moving inward.

UNNATURAL DEATHS

For several years now, the region has lost more than its share of travellers and traders. Usually, solitary wanderers or small groups have vanished while larger bands have survived unharmed. No one knows what became of the missing, and no traces have ever been found, but the disappearances seem more frequent near the western edge of the region, close to the Howling River.

In the past few months, these incidents have become more frequent. Now it is more than just individuals and pairs and trios that have disappeared—recently a small caravan vanished, six men, six women, and nine children. A tenth child was found in the bushes, bloodied but alive, and the child's wounds indicate tooled weapons rather than claws. This confirms what the princes already suspected—the abductors are Humans rather than beasts. But who is taking these people and why?

Both Levrellian and Haflok have found an answer, or been given an answer: Vitrolle. The walled town stands at the centre

THE JADE SCEPTRE CULT

Once the largest Slaaneshi Cult in the Empire, the Jade Sceptre has fallen on hard times. Named for the jewelled rod carried by Slaanesh, the Cult worships the Chaos God and revels in debauchery and torture. Their goal is to spread pain and pleasure as far as possible, breaking down the social strictures and allowing people to delight in the full expression of their bodies and senses.

No one knows who founded the Cult, but for many years, its core was a group of wealthy young men and women known as Deviants & Decadents. Though only twenty or so in number, these young nobles possessed enough power and money to draw in other members, and each formed a larger group in his or her home city. The Deviants & Decadents controlled the Cult, leading its rituals and approving its new members, and the Cult grew in size and power until its tendrils were ensconced in every large town and city across the nation.

The Cult's strongest base was always in Middenheim, where many believe it began. One of the nobles involved, a young woman named Anika-Elise Nikse, moved from Nordland to Middenheim and caught the eye of none other than Graft Boris Todbringer. They eventually married, and in her new role as mistress of the city, Nikse was able to raise the Cult to new levels.

Unfortunately, their new prominence brought the Jade Sceptre to the attention of several rivals, including the Purple Hand Cult. Nikse was brutally murdered at the tender age of twenty-three, and with her death, the Jade Sceptre lost much of its direction. The more casual members fell away, frightened by the notion that the same violence they practiced on others might be turned upon them as well.

Several of the core members decided it might be a good idea to lay low for a while. They let the larger Cult disperse and spread tales of the organization's destruction to deter further attacks. But this was merely a ruse. Several key Cultists escaped Middenheim, taking the Cult's central treasure with them. They fled the Empire altogether, leaving behind only a few visible former members as bait for their enemies.

Whether the Jade Sceptre Cult will resurface as a potent Empire-wide force or pursue its goals in private remains to be seen.

of the disappearances and is easily close enough and large enough to conceal bodies and wagons and other items. The townsfolk have always kept to themselves, trading occasionally with those who pass but not allowing anyone inside the walls, and looking back, it seems only larger groups have stopped to trade—or stopped and been allowed to leave again afterward. Those who have dealt with them know the townsfolk are strongly religious and all worship together—a few have even heard something about a Jade Sceptre, though no one knows what that means. Both Strykssen and “Sigmar” have warned that the town is in fact a bastion of evil, a stronghold of Chaos. It is a blight upon the land and must be destroyed.

Fatandira figured this out as well, without any help. She had noticed the location of the town in relation to the disappearances and stationed a few scouts to watch it from a distance. They saw a pair of travellers get waylaid and dragged into the town with all their belongings and watched as a pair of men then went back and removed all traces of the travellers' passage. Upon hearing this, Fatandira knew they had to be stopped. Besides, she's heard a rumour that the Jade Sceptre may be an actual item, an immensely valuable relic the village values for its religious significance—but she is more interested in its monetary value, as well as the men, horses, and weapons it could buy for her. Now all three princes are converging upon Vitrolle, intent upon razing it to the ground and stopping its evil forever.

But the Jade Sceptre Cultists are not the only strange threat in the area. Recently, travellers and locals alike have told

strange tales, stories that many do not believe. They talk of the dead walking the land, corpses little more than bone that walk upright and carry weapons. These creatures seem to come from the mountains, and most of the sightings have occurred in or around Mad Dog Pass. But in the past few weeks, the Skeletons have descended from the mountains and sightings are spreading deeper into each land as the Undead warriors spread out, moving toward the rivers. Sometimes, these creatures have stalked right past people without turning or even slowing down. But at other times they have attacked, striking brutally and hacking limbs until little more than blood and shreds and shards remained. No one knows why these Undead have appeared or what they seek, though Fatandira remembers stories from her childhood of the Nehekharans who once ruled this land, and of the Undead king hidden deep within the mountains. Sigmar has actually instructed Haflok not to trouble himself about these creatures—the God has assured the Sigmarite that they pose no threat to his people and are not the evil they appear. Haflok is not convinced, however. He knows Sigmar would not lie to him but wonders if the God is somehow overlooking the dangers presented by these bloodthirsty abominations. For the first time, his faith is shaken, though only insofar as he wonders if Sigmar is testing him or minimizing the danger there to focus him upon the other tasks ahead. What all three princes do know is that these Skeletons pose a major threat to their lands and their people and that even battle-hardened warriors run in fear when the dead march toward them with naked blades.



CHAPTER III: GEOGRAPHY

The lands held by the three princes, and coveted by Karitamen, are rocky and broken, lying under the shadow of the World's Edge Mountains. The following entries describe the most important geographical details. Feel free to expand these details to suit the needs of your campaign.

WORLD'S EDGE MOUNTAINS

The World's Edge Mountains are a massive mountain range that stretches north to south, roughly bisecting the continent. The Empire and Border Princes lie entirely to the west of these mountains, while the Dark Lands occupy the territory to the east of them. The World's Edge Mountains, so-called because few have dared cross their heights and explore beyond that natural boundary, are composed largely of granite. The peaks and cliffs are dark grey with an occasional mottling of white or black, their surfaces worn smooth by centuries of wind and rain and snow, their edges razor-sharp.

Dwarfs have set up mines at various spots along the peaks, usually in one of the small valleys tucked between cliffs, and they dig and drill for gold and silver and precious stones. Few others live among the mountains, for nothing grows here except a few mushrooms and patches of moss in small hollows or shallow caves. Most creatures avoid the peaks, preferring the more habitable lands to the west. Water is also scarce, trickling down from snow-capped peaks in a few places but usually vanishing into cracks within the rock and then running somewhere beneath the mountain range.

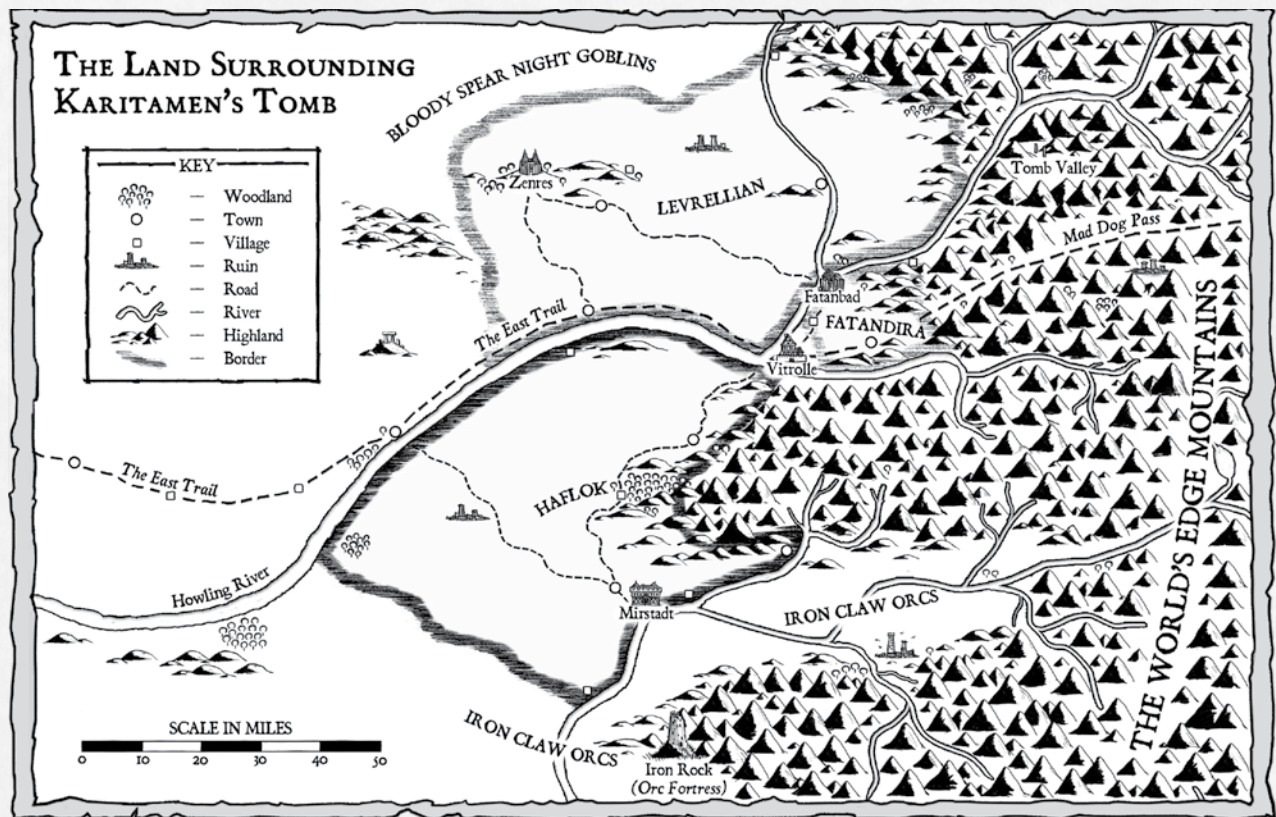
Of course, while no one but the Dwarfs and Night Goblins live here, that does not mean the mountains are empty. Treasure

hunters often clamber among the rocks, seeking hidden troves and ancient ruins. Caravans travel through the passes, headed for small towns on either side. Orcs and bandits prey upon those caravans and upon treasure hunters as well. Soldiers from the nearby Border Princes patrol irregularly, hoping both to stamp out such attacks and to lay claim to the area for their ruler. Mutants and Beastmen scavenge for food, primarily by killing anyone else they meet and feasting upon their remains. And, since Karitamen's recent reawakening, Skeletons and other Undead wander the mountains, protecting their master's refuge and spreading mayhem among the living they encounter.

The World's Edge Mountains have only a handful of established passes, of which three offer passage to the Border Princes—Death Pass to the south, the Silver Road to the north, and Mad Dog Pass in the middle. Though countless narrow trails and paths may exist, and a hardy traveller could find his way through the mountains with enough patience, only these three routes are clear from end to end and have enough space to allow wagons, or even horses, to pass through without being snagged or blocked.

MAD DOG PASS

This pass cuts through the World's Edge Mountains between two branches of the Howling River, north of Barak Varr and the Blood River. Of the three passes, it is the one most accessible from the Border Princes—the Silver Road connects to the Old Dwarf Road that runs through the Forest of Gloom and from there merges with the Black Fire Pass of the



Black Mountains, while Death Pass leads into the Badlands well below the protective line of the Blood River. Because of this, Mad Dog Pass has become a major thoroughfare and is the route of choice for anyone travelling from the Border Princes to the Dark Lands and back again.

The three princes whose territories lie nearby hotly contest ownership of the pass. None have been able to claim and hold it for long, but they war over it frequently because control of the pass means control over the travellers and traders who use it. Fatandira arguably has the best claim, since it is her lands the pass opens onto, but she has the fewest men of the three and can only hold the pass if she diverts her forces from one of the rivers, leaving her open to attack there. The only time the three rulers set their differences aside is when Orcs, Goblins, and other creatures surge forth from the Dark Lands, marching through the pass and intending to invade the Border Princes. At such times, the three princes band together to drive back their would-be invaders, but inevitably afterward, they squabble again over who should maintain guards in—and thus control over—the pass itself.

THE HOWLING RIVER

Several waterways from the eastern edge of the Border Princes feed into the Black Gulf, including the River Stacnek, Skull River, Howling River, and the Blood River. Blood River is the southernmost, and its waters form the boundary between the Border Princes and the Badlands. The Howling River lies only slightly above it, and its

three branches trickle down from the World's Edge Mountains, flowing out of the peaks on either side of Mad Dog Pass.

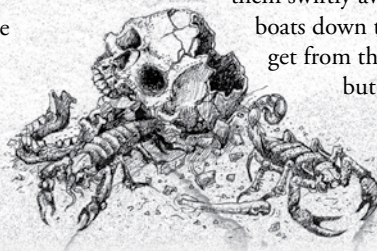
The Howling River's water comes from an underground river deep beneath the mountains, the water pouring from narrow cracks all along the western face and collecting in deep channels in the rock before reaching the land below. The water is ice-cold and has the metallic tang of minerals, though prospectors sieving it have yet to find stones or gems large enough or valuable enough to keep.

The Howling River gets its name from the sound it makes as it bursts from the mountains and strikes the ground below. It is not the normal rush of a fast river but is higher, sharper, more like the howl of a wolf or wild dog.

Few creatures live in the Howling River. It has a swift, dangerous current, far too strong for most aquatic creatures, and most of the gaps in the mountain are not large enough for cavefish and other underground creatures to pass through. Occasionally, one of the odd, blind, stark-white fish somehow escapes and flounders along the river, but most do not survive impact against the rocks below, and their bodies float to the surface, their white scales catching the sun as the water carries them swiftly away. Experienced sailors can pilot small, swift

boats down the Howling River, using it as a fast way to get from the base of the mountains to the Varenka Hills, but most know better than to risk it—the current

is too fast and the river too narrow for anything but a small craft, and one wrong move would slam craft and pilot against sharp rocks at speeds high enough to easily shatter bone and wood.



VITROLLE

The Howling River's two major branches (after the two northern flows from the mountains coalesce) flow down channels on either side of a wide, triangular patch of land. At its western tip, where those two channels merge into a single river, stands the town of Vitrolle.

Founded only thirty years ago by three merchant-traders who recognised the value of its location, Vitrolle was initially little more than a trading post. Travellers heading up to Mad Dog Pass from the East Trail often stopped to buy last-minute supplies, while those exiting the pass came here first to unload goods and purchase food and other items they had missed on their trek. The post was also frequented by sailors travelling the nearby rivers and soldiers from the local regions. Before long, a bunkhouse was added alongside for those who wished to spend a night with a roof over their heads again. A tavern grew up alongside that. Then a blacksmith settled in, building a smithy a short distance away, and Vitrolle became a bona fide town.

Of course the town got its share of attackers, and so a strong wall was erected around it, with heavy iron gates contributed by the blacksmith. The townspeople took turns manning the walls, and every man and woman within fought when necessary. It was a hard life, as so many in the Border Princes were, but the town had a steady stream of visitors and the people prospered as much as they could.

Then ten years ago, a band of men arrived, heavily cloaked and leading a heavy, covered wagon. They staked out land alongside the town's tannery, which no one else had claimed due to the smell, and quickly erected a large square building. The cart was placed within, and the next day it was hitched outside, its cover gone and its bed empty. The newcomers were friendly enough and bought regularly from the other locals, but they did not say where they had come from or why they were here. Nor did they give any indication of their intended occupation—though their building was large enough for a big shop or even a small hotel, they did not set up signs or solicit any sort of business. Still, many of Vitrolle's citizens had moved there to get away from trouble elsewhere, and so as long as the newcomers did not cause trouble, the other residents accepted them and respected their privacy.

This proved to be a fatal mistake.

Two years ago, another band of men and women arrived and joined the first group. Suddenly the newcomers were almost forty strong, nearly as many as the other residents combined. And one night, these forty strode forth from their building, their hoods down for the first time in memory and naked blades in their hands. They attacked without hesitation, targeting the strongest first, and within an hour the town was theirs.

And then the torture began.

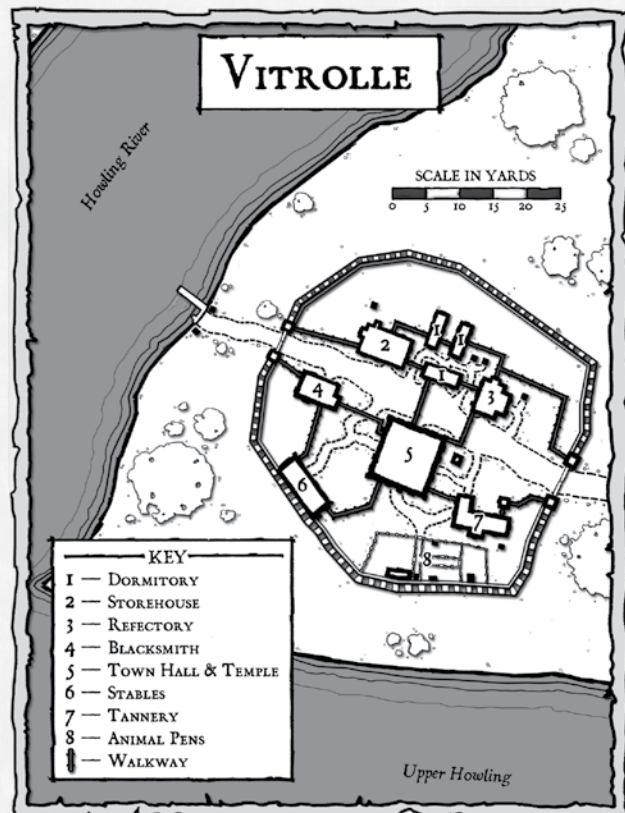
The newcomers belonged to a Cult called the Jade Sceptre, a Chaos Cult. Originally based in Middenheim, several had fled when their leader was killed. They brought their greatest treasure with them and decided to settle here in Vitrolle, where

they would not only have ready escape routes but also a fresh stream of victims. When the second group arrived, they put their plan into action.

Since then, the town has been completely under Cult control. Everyone within the walls is a Cult member—or a victim. The walls have been reinforced and many of the buildings linked together. Paintings and sculptures adorn both exterior and interior, many gruesome images created from Human remains. The townspeople keep to themselves, never venturing far from their walls. Fatandira dispatched several men to assess the town's value and danger, and whilst a few came back with reports of seeing people snatched, most never returned. She cannot afford to throw more men away unless the town proves valuable enough to take such a risk. Levrellian and Hafflok, whose territories are across the river from the town, have learned to be wary and to warn their subjects away from the entire area. That does not prevent travellers from approaching the gates unaware, of course, and each year Vitrolle claims its share of victims.

LAYOUT

Vitrolle has nine buildings, each one solidly but roughly constructed of wood and stone. The original trading post still exists and is now used as a general storeroom. The smithy and tannery still serve their original purpose, and the tavern is where the Cultists take meals and drink. The bunkhouse is now a dormitory, and two more have been added alongside it. A stable has been built against the outer wall to house horses and wagons, and a large pen holds chickens, pigs, and other livestock. At the town's centre stands the town hall, built from the square building the Cultists first erected. Easily the largest



and most ornate building, it has entrances on all four sides and steps leading up to a platform at top. All the buildings are linked together by walkways, making Vitrolle less a town than a single massive fort divided into sections.

THE JADE SCEPTRE TEMPLE

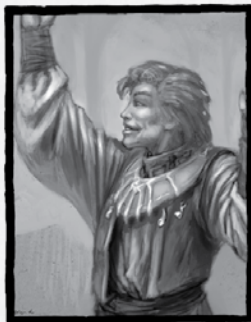
Within the town hall is a single massive staircase leading down into the ground. The Cultists busied themselves digging when they first arrived and cut a tunnel deep below the city without any of the other locals realising their intent. This tunnel widens into a single massive chamber whose rough walls suggest it is a natural cavern.

This is the Cult's Temple, and it is here, at the room's centre, they have placed their greatest treasure, which they smuggled out of Middenheim by covered wagon. The treasure is a massive stone statue of a beautiful woman with six arms and the lower body of a monstrous serpent. Her face is both lovely and terrible, and in one hand, she holds an ornate jade sceptre, from which the Cult takes its name. The jewel at the top of the sceptre glows dully, and is in fact Warpstone. Those who have studied Chaos recognise the woman as an aspect of the Chaos God Slaanesh.

There is no other way out of this Temple, and the Cultists guard it zealously.

ERNST HELMUTH

Born and raised in Middenheim, Ernst Helmuth lived a life of ease. His parents were nobles, minor enough to have few responsibilities beyond the occasional court appearance but wealthy enough to live luxuriously without concern. Helmuth was given the finest education and everything he could possibly want, and he grew up a charming young man utterly bored with his own life.



To alleviate his boredom, Helmuth experimented, as did many of his peers. He tried drink and drugs and women, but none of them excited him. He tried duelling and enjoyed seeing an opponent's blood flow but was otherwise unimpressed. He tried putting on common clothes and moving among the lesser classes but discovered their lives were even worse than his own.

Then one night while dallying with a young woman, Helmuth knocked over a bedside candle. It fell upon his companion, who screamed as the wax burned her flesh—and suddenly Helmuth felt a wave of excitement he had never experienced before. He quickly discovered pain gave him pleasure—not his own pain but the pain of others, particularly the cries and screams it produced. His vast fortune allowed him a great deal of leeway, and Helmuth began performing minor tortures on both willing companions and unwilling commoners.

After one particularly enjoyable session with a common girl, performed down at a small alehouse for privacy, Helmuth was surprised to encounter one of his peers, a young noble named

Wingerdt. Wingerdt did not seem surprised—in fact, he acted as if he had expected Helmuth. The two began talking and quickly discovered they had the same interests and predilections. They performed several experiments together, and then Wingerdt mentioned a group Helmuth might like. They called themselves the Deviants & Decadents, and they were all men and women of similar rank and appetite. Wingerdt introduced Helmuth to the group, most of whom he knew from court already, and Helmuth quickly became an eager participant. A year later, he learned that they were part of a larger Cult, the Jade Sceptre, which worshipped a Chaos God called Slaanesh. Far from frightening or concerning him, however, Helmuth was pleased to discover so many like-minded individuals and a deity he could fully support. He became an active member of the Cult as well, and he rose through its ranks.

As time passed, however, the Cult leaders decided Middenheim might no longer be the safest place for their activities. Determined to find some place where they could enjoy themselves fully, the leaders organized a group of men to search out a suitable location. One of them came back two months later to report on the Border Princes and on a small town he had found near the Howling River. Deciding it sounded like a good match, the leaders gathered several of the Cultists and sent them ahead, along with the Cult's treasured statue of their God. The Deviants & Decadents stayed behind, both to maintain appearances and to funnel any necessary money and materials to their adherents.

Then the Cult's leader was murdered. Clearly the time had come to move on. Many of the leaders chose to stay, unwilling to give up their life of luxury for the unknown, but Helmuth was eager to move on. He was tired of Middenheim and of secrecy. He gathered his closest friends and set forth, following the trail the previous group had left. When they arrived in Vitrolle, he knew immediately this was the place for them. Helmuth quickly organized the Cultists and took control of the town. They fortified it, rebuilt it, and turned it into an open bastion of Chaos and debauchery.

Helmuth is the leader of Vitrolle, as much as a Chaos-dominated town can have a leader. He is the highest-ranking Cult member in residence and serves as their High Priest during rituals and other official functions. The rest of the time, he lets everyone do as they choose, interfering only when something threatens the town itself. His chief concern is his own pleasure, but he has discovered an affinity for leadership and an enjoyment of having people turn to him for orders.

Helmuth is an affable fellow with excellent manners, which only makes his sadism the more terrifying—he can and often does chat pleasantly with his victims while torturing them. He has retained the attitude of his upbringing and expects to be waited upon hand and foot, though he has adjusted to the fact that Vitrolle does not have as many luxuries as Middenheim.

Helmuth is a handsome young man of average height, with red-blond hair and a narrow moustache. He dresses very well and carries a fine rapier and a matching main gauche. He knows how to use both and is a competent duellist. His preferred weapons, however, are tiny knives and other torture implements, which he keeps in a small leather satchel.

Ernst Helmuth

Career: Cult Magus* (ex-Cult Acolyte*, ex-Noble)

*These careers are described in the *Tome of Corruption*

Race: Mutant

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	34%	36%	38%	59%	66%	33%	85%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	3	3	5	2	4	0

Skills: Academic Knowledge (Daemonology +10%, Magic, Philosophy), Blather, Channelling +10%, Charm +5%, Common Knowledge (the Empire) +10%, Consume Alcohol +20%, Disguise, Gamble, Gossip +10%, Intimidate, Magical Sense, Read/Write, Ride, Speak Arcane Language (Daemonic), Speak Language (Reikspiel +10%, Tilean)

Talents: Aethyric Attunement, Dark Lore (Slaanesh)*, Dark Magic, Dealmaker, Etiquette, Inured to Chaos, Keen Senses, Lightning Reflexes, Menacing, Petty Magic (Chaos)*, Public Speaking, Resistance to Disease,

Resistance to Poison, Savvy, Specialist Weapon Group (Fencing, Parrying), Streetwise, Suave

*If you do not have *Tome of Corruption*, substitute the Petty Magic (Arcane) Talent for Petty Magic (Chaos) and substitute Dark Lore (Chaos) for Dark Lore (Slaanesh).

Special Rules:

- *Chaos Mutations:*

Alluring: +5% bonus to **Charm Tests** and increase Fellowship Characteristic by 1d10%.

Fast: Increase Movement Characteristic by 1.

Telepathy: Gain 1 IP. Make **Will Power Test** to transmit telepathic message to a creature within 10 yards (5 squares). Or, read surface thoughts with a successful **Will Power Test**.

- *Gift of Slaanesh:* Whenever Ernst inflicts or receives 1 Wound, he gains a +10% bonus to **Strength**, **Toughness**, and **Will Power Tests** for 1d10 rounds.

Armour: None

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

Weapons: Best Quality Dagger, Main Gauche, Rapier

Trappings: Noble's Garb, Silk Handkerchief, Riding Horse with Saddle and Harness, Leather Satchel containing Torture Implements, Box of Snuff, Religious Symbol of Slaanesh, Depraved Cult, Vestments, Jewellery worth 30 gc, 53 gc

— THE DEATH SCARAB'S DOMAIN —

This small valley is nestled within the World's Edge Mountains, a short way north of the Mad Dog Pass and not far east from a branch of the Howling River. The valley itself is roughly circular, though its north-eastern edge bulges inward slightly. The tomb entrance is set here, facing what was once Khemri and the heart of the Nehekharan Empire. Thanks to wind, rain, and minor rock slides, the entrance is partially concealed, and from above the valley appears to be nothing more than a small cave opening or a deep natural cleft in the rock. The valley floor has a thick layer of pale beige sand, which seems oddly out of place in this high, cold, windy climate.

THE DEATH SCARAB

Karitamén is not an ordinary Liche, nor really an ordinary anything. He was a soldier and warrior but discovered a love for research. He was a sorcerer who enjoyed combat and who had reasons other than personal gain behind his studies. He was a king who was willing to sacrifice his popularity in exchange for his people's long-term survival. All his life, Karitamén was more complicated than the people around him realized. Death and unlife have not changed that.

When he first awakened, Karitamén did not know the how or why of his restoration. Since his recent resuscitation, however, he has pieced together what happened. He knows of Nagash's curse and its affects. He also knows Alcadizaar the Conqueror finally killed Nagash. Yet, the Necromancer's spell continues to animate him, leading Karitamén to wonder if the evil usurper was truly destroyed. Would not such a powerful Necromancer have found some way to ensure his own survival, even past

death itself? Karitamén has vowed to make sure Nagash is dead and to kill the madman himself if necessary.

Now, as a Liche, Karitamén has time to consider his next move, time to plan, and time to manipulate. He can take a century or two to study a situation and devise a solution. He's not in any hurry. If anything, his powers are growing with time, and so is the number of his minions. He can afford to wait.

PERSONALITY

Karitamén also enjoys scholarship, particularly arcane research. Though his principle reason for studying magic was first to perfect his martial conquests and then to protect his kingdom, he developed a love for studying and learning new magic and a desire to master more of the arcane arts. Now he has the time to study freely, and with his increased powers, he can observe Wizards, Witches, Warlocks, and many other spellcasters. He can learn from a thousand different teachers, and it does not matter if it takes him a hundred years to master a single spell. The one goal many spellcasters desperately hope to meet, a way to stave off death indefinitely, is something Karitamén already possesses.

Not everything in the Liche Lord's heart is peace and contemplation, however. He also feels the darker emotions and feeds them with memories of past injustice. He still has the dagger that killed him, and he still wants revenge against those who murdered and imprisoned him. All descendants of the original cabal are long since dead, of course, killed by Karitamén's magic shortly after he regained consciousness. But he considers the current princes spiritual descendants of those traitorous nobles, since they too have usurped his lands. Thus he wants more than to just remove the princes—he wants to

UNDEAD VS. EVIL

Karitamén is a Liche, an Undead creature. His body and mind have been preserved past their natural end, his spirit forced to remain within a rotted shell. He draws strength from misery, from pain, and especially from blood. The deaths of others make him stronger, and he reanimates the recently dead to serve him.

But is he truly evil? Certainly he is a menace, especially to those in his way. Karitamén was always ruthless, and being dead has only made him less concerned for others' lives. He will slaughter a dozen people without remorse if it will further any of his goals. But so would many others. Are they evil too?

Karitamén's existence is cursed by definition—he was brought to unlife by a powerful necromantic curse. But he was restored with his full intellect and personality. If his consciousness had been transferred into a beautiful golden statue, would he still be considered an abomination?

The Death Scarab does hunger for revenge, certainly. And he plots to kill the region's current rulers and take their place. But those are normal Human emotions, and many men have had the same goals. And Karitamén's larger goals are not necessarily evil. They are not malevolent, certainly. He is not eager to cause pain (except to those he feels wronged him). He does not want to kill everyone. He wants to rule them, to unite them, to protect them, and make them happy. How is that evil?

As GM, you should definitely consider these questions when figuring out what Karitamén might do, as well as when roleplaying the Liche Lord if the characters encounter him. Most people assume Undead are mindless, soulless creatures who want nothing more than to destroy all life around them and who attack savagely, fuelled by rage and dark magic. Except for dark magic and the rage, none of that describes Karitamén. He does not fit the standard image, and he should not be treated as if he did. Characters may find themselves agreeing with Karitamén's goals, even liking him if they meet under civil terms. What could be more surprising, and in its own quiet way more chilling, than to encounter a Liche and discover he is the sympathetic one in the situation?

kill them. And, after all these years of torment, he wants them to suffer.

The other beings Karitamén hates are the spawns of Chaos. He encountered several Chaos creatures during his tenure as king and considers them truly evil in a way nothing Human could ever approach. Orcs and Goblins are monstrous, yes, but at least they are mortal and of this world—they are unpleasant, ugly, and nasty but natural. Chaos creatures have no such redeeming feature. They are from beyond this world and should never exist here. Their very presence warps the world around them. Karitamén hated those of Chaos from the first moment he encountered them, and though he never made an official vow, he has done his utmost to rid the world of Chaos wherever he found it. That conviction has not wavered—if anything, becoming Undead has strengthened his resolve to block Chaos from the world. The Undead are bad enough, but

they were at least once normal living beings. Karitamén does not wish to see anything worse in the world.

GOALS

But what is it Karitamén wants? He has several goals, many of them held over from his life and reign.

First and foremost, he wants to restore his kingdom to its former glory. He wants to wipe these petty princes off his lands, erase their very memory from the dirt and stone, and recreate his kingdom. The first decade or two as king, Karitamén did a good job. His people were happy and multiplied. Their farms prospered, their towns expanded, their reputation spread. His obsession with eternal life rose from those years and from his desire to preserve them forever. He lost his people because he wanted to save them. Now he is more determined than ever to help them. And now that he has achieved eternal life, albeit not the variety he had sought, he will not have to worry about leaving them with an inferior successor. He can rule his kingdom for all eternity, making sure his people are happy, prosperous, and protected. It does not matter that few of the people living in the region today have any Nehekharan blood in them. They are on his lands and are, therefore, his people. They just don't know it yet.

Of course, his former domain is only a beginning. Karitamén is Nehekharan to the core, and he still bears a powerful loyalty to his native land. He knows his empire has perished and nought remains of gloried Khemri but hollow, ruined halls and a few ghost stories. But he still exists, a Nehekharan king related to the line of Khemri, to Settra himself. He, Karitamén, is still of royal blood. If no one else steps forth to restore Nehekharan to her former glory, he will take up the task. After his kingdom is restored, he will reclaim all the lands of Amenemhetum the Great. Then he will sweep back across the seas and over the mountains, conquering as he marches, until Nehekharan rises once more! And he will sit upon its golden throne and look out upon the land and know his ancestors smile down upon him.

DEVELOPMENTS

The fact that two Chaos artefacts have been placed within his tomb, without his knowledge and against his will, makes Karitamén furious. He would happily remove the items except he cannot touch the one and knows the havoc that could be caused by the other. So the great Death Scarab is forced to play guardian for an object he would gladly destroy. The man who brought at least one of those Chaos relics into his tomb died almost immediately and now serves as one of Karitamén's warriors, but of course he was merely a pawn. Karitamén knows there was another behind the intrusion, and he suspects it was a Daemon, perhaps even one of the Chaos Gods. He is still trying to find out who was ultimately responsible. Once he does, Karitamén intends to make that someone pay, no matter who he is.

His desire to thwart Chaos whenever possible and his intention to protect his lands combine over the town of Vitrolle. Karitamén has seen behind those fortified walls and into those caverns and knows what horrors lurk there. He intends to raze that town and wipe every trace of its inhabitants and their atrocities from the land.

But not everything about the town and its Cult has to go. Karitamen has also seen their rituals in the cavern and the statue around which their worship revolves. He recognises the Warpstone in the jade sceptre. Karitamen knows the stone is dangerous and filled with Chaos, but it is also a source of immense power. With that Warpstone, he could destroy the wards on his burial chamber and be free once more to enter the outside world. Taking the stone would also be a heavy blow against Chaos and would provide Karitamen with a mighty tool toward reclaiming his old domain and extending his borders.

Even if he cannot get that Warpstone, there are other ways to escape or break the wards. Karitamen is constantly seeking out explorers and tomb robbers who might prove useful. These he manipulates into finding and entering his tomb. Thus far, none have survived long enough to reach his burial chamber. But Karitamen is patient and keeps trying. Someday, someone will destroy the door with its mystic guardian and destroy, or at least remove, that accursed amulet. Then Karitamen the Death Scarab will leave his tomb and begin his conquest of the modern world.

USING THE DEATH SCARAB

Karitamen has been awake again for the past three or four years. And he has not been idle during that time.

At first, he was content to watch and observe. He studied the surrounding mountains with his magic, and then he turned his mystic sight upon the lands below. Karitamen mapped out the Border Princes, marking the presence of each village and town, and he watched each place in turn, learning its hierarchies and its assets—and its weaknesses.

In particular, he watched the princes. Only three ruled within the heart of his former lands: Levrellian, Haflok, and Fatandira. Of them, Haflok was the noblest and the strongest combatant, but the Sigmarite knight is also extremely narrow-minded, traditional, and almost laughably naïve. Levrellian is the cleverest, particularly at bargaining, binding, confusing, and circumventing. He has the least morals of the three princes and yet may understand leadership, particularly governance, better than either of his neighbours. Fatandira is honourable but not inflexible, strong but not overwhelming, intelligent but not too haughty. She is willing to fight when she must but takes other options if they lead to a better outcome. Though fiercely proud, she will set her own pride aside to help her people. Karitamen finds her the most likeable of the three and wishes she were not a usurper on his lands, for otherwise he would offer her a place in his service. But she claims part of his domain and therefore must pay the penalty.

After thinking carefully, Karitamen decided Haflok was the easiest prince to manipulate. The Liche Lord's powers let him read surface thoughts but also enabled him to project thoughts and images. Using these skills, Karitamen appeared in Haflok's dream in the guise of another former king: Sigmar. He gave Haflok orders, and the zealous prince eagerly accepted them.

Since that time, Karitamen has been careful not to appear too many times or demand too much. He knows even Haflok might get suspicious if his God told him to kill the other princes, for example. But ridding the land of Greenskins is something the knight would do anyway, and Karitamen-as-

Sigmar encourages that mission. Better to have Haflok handle such vermin than to send his own Skeleton Soldiers to handle the problem.

Karitamen has another mission for Haflok, though it also follows the Sigmarite's own preferences. The Liche Lord has decided he has suffered a host of Chaos Cultists on his lands for long enough. He has appeared in Haflok's dreams and charged the knight with destroying the town of Vitrolle and killing the crazed Cultists inside. He has also warned Haflok about the caverns below, and right before the final assault, Karitamen plans to tell Haflok to take the stone from the jade sceptre and send it high into the mountains. From there one of Karitamen's warriors can retrieve it for him.

Of course, just because Haflok is the most easily swayed does not mean he is the only prince Karitamen is influencing. The Liche Lord has appeared in both Levrellian and Fatandira's dreams, though he is more subtle with them because they have sharper minds and are more likely to realize they have been manipulated. To avoid this, Karitamen has also used outside sources. He sent a dream to one of Fatandira's soldiers, showing the town of Vitrolle and the cavern beneath, focusing upon the golden statue and its massive jade sceptre. The soldier awoke with the details still fresh in his mind and ran to tell his leader at once. Fatandira was intrigued by the story and became even more interested a few days later after her own dreams began showing her the same images. Now she has decided to attack the unholy town and both rid herself of one nearby danger and claim some handsome treasure as a reward. She is particularly interested in this sceptre, which keeps appearing in her dreams, but her mental image of it shows the gleaming sceptre without an ugly piece of rock at the top.

Levrellian has proven harder to influence, directly and indirectly. At first, Karitamen was able to insert a few vague ideas into the prince's mind, particularly when he slept. Now, however, it feels as if someone or something is blocking him from making contact. He cannot touch Levrellian's mind at all. Karitamen has taken to inserting notions into the heads of Levrellian's lieutenants, hoping these men will then champion those ideas to their prince. It has not worked very well so far, however, because Levrellian's new advisor Strykssen has become the prince's only real confidante and dismisses the other lieutenants' ideas before Levrellian can consider them at all. The only two notions Strykssen has allowed past are the idea of attacking and destroying Vitrolle and the rumour of a hidden tomb in the mountain containing vast treasure. The advisor has actually encouraged pursuing both of these ideas, which pleases Karitamen but worries him at the same time.

The other place Karitamen has no sway is Vitrolle. He can see into the town, though not easily and only for a few seconds at a time. The Cultists' minds are completely closed to him, shielded by their willing submission to Chaos and the warping touch of their God. The Liche Lord has ridden the senses of travellers and got a better look at the town in that way, though those who are allowed into Vitrolle are usually tortured and killed soon after, so even those visitations have been brief.

Of course, Karitamen also keeps a close eye on Mad Dog Pass, Tomb Valley, and the surrounding cliffs and peaks of

the World's Edge Mountains. His Skeleton Soldiers patrol the heights regularly, killing any living creature that roams too close to the valley and the tomb entrance. Most of their victims are left to rot among the stones, but if close enough (and intact enough), the Skeletons may drag the bodies back for reanimation. When Karitamen spies a particularly interesting group of explorers, he will actually call off his warriors, deliberately allowing the tomb raiders to approach and even enter his tomb. He does not deactivate any of the tomb's defences, however, because he wants to see if the explorers can handle themselves without coddling. Anyone allowed into the tomb is certainly eligible for reanimation after their demise.

Karitamen watches the southern border as best he can, though it is a large expanse and at the far edge of his viewing range. He knows the Greenskins are still out there in force, and he has spied on the occasional raiding party that wanders into his domain, but he cannot focus enough to make out anything significant. Still, protecting his rightful realm against incursion is a top priority, and Karitamen is glad Haflok needs no urging to maintain vigilance in that direction.

LIMITATIONS

Karitamen is powerful, both physically and magically. He has unlimited time and extensive resources, both in wealth and in manpower. Why, then, has he not taken back his kingdom yet?

Several things have prevented him from fulfilling his plans already. The first is his desire to get everything right. Karitamen is a tactician and sees no reason to sweep the princes with brute force when a more elegant solution could provide the same outcome but with less violence, fewer deaths, and more subtlety. The fact that these other solutions take considerably longer is not a concern, since he is in no hurry.

The second element slowing Karitamen is his antiquity. His life was millennia ago, and though people have not changed much in their base natures, the surface details have certainly been altered over the years. As a war leader and a king, Karitamen knows the importance of studying your foes and being able to anticipate them. He did not recognize the local leaders' language, clothing, weaponry, or fighting styles when he first regained consciousness, and so the Liche Lord has spent the past few years watching and learning. Now he feels he has a better grasp on the situation and the players involved, and though he would not mind additional time, he is comfortable enough to set several of his plans in motion.

The third stumbling block is magical interference, particularly from Chaos. Karitamen can sense the power settled over Vitrolle, as well as a more concentrated power close to Levrellian. He knows these forces could block his own magic, and thus, he needs to be cautious. So far, Chaos has not shown much interest in his plans and has not actively opposed him, but that could change once Karitamen reveals himself and exerts his full power. He has to be ready to defend against any opposition and prepared to crush any magical opponents quickly.

The greatest problem for Karitamen, however, is his current imprisonment. It is difficult to direct a battle from the sidelines, even if you can clearly see the field. Karitamen needs to be free of his tomb, free to lead his warriors into battle, free

to confront foes and pawns directly and cloud their minds at close range. He cannot do any of that while he is trapped within his own burial chamber.

Several things hold Karitamen in place. The first is psychological. Karitamen was not a vain man, but he did appreciate the value of a strong face and a fit body. He had counted on being reborn into a perfect body, or at least having his own perfectly preserved, so that he would be able to walk among his people and inspire them with his presence. That did not occur. Instead he is hideous, a rotted corpse that walks and talks. His appearance would rouse horror in people, not reverence, not awe. Even with his death mask in place, Karitamen knows the living can tell something is amiss. He is hesitant about leaving his refuge, even once he can, simply because he fears the living's reaction to him and the impact their terror might have upon his plans.

Right now, however, the question of whether to leave the tomb is out of Karitamen's hands. He is trapped within his burial chamber by two powerful forces. The first is the Nehekharan wards that were placed upon the chamber doors, focused through the image and symbol of Asaph, Goddess of Magic. These wards specifically prevent Karitamen from passing those barriers. When he first saw them, he thought they might bar the doors against all Undead, but felt it was not worth the risk to test that theory. Later, however, he ordered one of his skeletal servants to enter the burial chamber, reasoning losing a near-mindless minion was worth the risk. The servant was able to enter and exit without difficulty, revealing the barrier was meant for Karitamen alone. And because it was empowered by the same Nehekharan magic Karitamen himself uses, he has been unable to counter the wards, nor have any of his servants been able to deface or remove the wards or images.

In recent years, however, a second powerful barrier was erected, and this barrier is proof against all Undead. It is a Chaos barrier, centred on the *Amulet of Shesh* placed above the burial chamber's outer door. This mystic barrier prevents any Undead from passing through or even close to the door. The Amulet's field only extends to the one door, meaning other Undead can still enter and exit the burial chamber through other routes. Karitamen, however, is doubly trapped. He would need someone to remove the amulet first and then deface, or simply remove, one or both doors before he could enter the other rooms of the tomb, much less exit the tomb altogether. Karitamen's influence over both travellers and the Border Princes has grown, however. He has lured several adventurers into the tomb already, though none of them were skilled enough to reach his burial chamber and thus were unable to help him shatter the boundaries of his prison. It is only a matter of time, however, before Karitamen finds a band of explorers hardy enough to reach him and strong enough to breach the wards on his behalf. Or perhaps he will finally discover a spell that can shield one of his servants long enough to remove the amulet, or a way to deface the doors and rid them of their protective glyphs. Either way, it cannot be long before the Liche Lord finds a way to tear down the forces holding him at bay. Then the Death Scarab will once again be free to roam the land and rain death and destruction down upon his foes.

For more details on this location, see **Chapter V: The Tomb of the Liche Lord** on page 35.



CHAPTER IV: THE ROAD TO ADVENTURE

Lure of the Liche Lord is a toolbox, a resource to give you everything you need to build adventures or campaigns in this region of the Border Princes. But it is far more than just a “dungeon” crawl. What the PCs do, how they react to the region, and the possible plots this section describes can have dangerous repercussions that could affect not only the Border Princes, but the rest of the Old World as well. What follows are possible plots with which you can create adventures or even a campaign.

EXPLORATION

Each of the three local princes has heard stories about the Liche’s tomb. They don’t know much about it, other than it is in the mountains nearby and said to contain staggering amounts of treasure. Naturally, all three rulers want it for themselves. But they’re locked in a constant struggle with each other, and sending even a small portion of their forces into the mountains might tip the balance. So what can they do? The answer: they can send adventurers, people like the Player Characters.

The princes each try to recruit travellers, though they may use different methods.

Fatandira is a realist. She may try to hire the Characters because she knows money cuts across all other boundaries. She does not trust easily, but she also knows travellers may not work well while being watched by armed guards. Plus, Fatandira has the least soldiers of the three rulers and cannot afford to lose them. She offers a guide and one trusted soldier

to accompany the Characters but accepts it if they prefer to go alone. However, she holds their horses and any gear they do not need for the tomb until they get back, to make sure they don’t try to pull a fast one on her.

Haflok is an idealist and a religious fanatic. He appeals to characters’ faith and loyalty. He may offer a reward, but he finds the notion personally distasteful and frowns at any Character who accepts or demands such monetary recompense. Haflok is also the most trusting of the princes, and if the Characters say they will explore the tomb on his behalf, he takes them at their word. He outfits them with any necessary gear and gives them a guide up into the mountains—then leaves them to their own devices.

Levrellian is the sneakiest of the three rulers, which means he is also the most paranoid—he knows exactly how underhanded people can be because he too is underhanded. He may use money to win the Characters over, but he prefers manipulation and outright blackmail. If possible, Levrellian seizes one of the Characters and holds him hostage until the others’ return with the treasure. Failing that, he confiscates something he knows the Characters will want back, like a family weapon, a holy symbol, or a cherished tome. Levrellian insists upon sending at least one soldier with the PCs, and he has several more men shadowing them and staying close in case the Characters try to double-cross him.

Of course, once the Characters get to the tomb, they still have to navigate its passages and evade its traps. Then they have to find the treasure, which is relatively easy since most of it is displayed along the various walls. After collecting the treasure,



the Characters have to get back out safely, get back out of the mountains, and return to whichever prince hired them—assuming they choose to do so. After all, depending upon their arrangement and the prince's leverage, the Characters might decide to take the treasure for themselves, flee the region, and keep moving. There is enough gold and jewellery in the tomb to buy any stolen horses and books and other gear many times over.

If the Characters do choose to return, they don't know what the prince will do next. Will he or she honour their agreement? Haflok certainly will. Fatandira will if it's to her advantage. Levrellian will only if he cannot find a way around it. Thus the PCs may find themselves rewarded and sent on their way, or given places in the prince's court, or tossed out on their ears, or clapped in irons and sent to the dungeons.

And, depending on what happened in the tomb, they may have more important things to worry about... like a very angry Liche who's coming to reclaim his stolen treasure and punish those who stole it from him.

DESTRUCTION

Exploration suggests money is the primary purpose of the mission—that or knowledge, which is a different type of currency. But what if the characters are not hired to find treasure but to find its owner? What if their goal is not to take the Liche's gold but to end his cursed unlife?

The princes know something has risen in the mountains. Their men have seen the Skeleton Soldiers prowling about—those who have not been killed by the Undead fighters and added

to their ranks. None of them know much about Karitamen—Fatandira knows old stories of the Death Scarab and his curse but little more, and Haflok and Levrellian have heard the name but don't connect it with the tomb. None of them know it is a Liche up there, but they all know something is here.

And whatever it is must be destroyed.

This is one of the few things the princes will not fight about. Canny characters might even convince the three rulers to work together for this one, very specific purpose: find the evil behind these Undead and destroy it forever.

Haflok considers this a holy mission and happily blesses and equips anyone willing to undertake it. Fatandira considers it a necessity and aids such seekers however she can. Levrellian agrees it is important—even Strykssen says so—and encourages anyone foolish enough to try, but he does not commit his own resources.

Of course, clever Characters may point out that the first prince to find and destroy the evil will become a local hero. The other two rulers may have a difficult time standing against such a popular man—or woman. This could sway any of the princes into funding such a mission exclusively. Levrellian is particularly susceptible to such hints, as he understands the political game far better than his neighbours.

Setting out to destroy the Liche Lord has three major problems. First, the Player Characters have to locate him, which means finding the tomb. Then, they have to get to him, which means negotiating the tomb and defeating the terrors within. And finally, they have to destroy the Liche Lord, which means fighting him. This certainly won't be easy.

If the characters do manage all this, they still have to escape the tomb, circumvent any remaining denizens, and then make their way back to the prince or princes with proof.

And what will happen then? Levrellian wants to take credit for the creature's destruction, and he has no qualms about killing anyone who does not cooperate with him. The Characters are urged to keep their mouths shut, while Levrellian proclaims his victory over the monstrous Liche. Anyone who gives the prince trouble winds up in prison—or worse.

Fatandira is satisfied with taking credit for sending the adventurers to handle matters. She rewards them for their service and lets them go, provided she does not think they pose a danger to her and her people.

Haflok is honest enough and selfless enough to be happy no matter who destroys the Liche. He loudly praises the Characters for accomplishing their holy task and rewards them as best he can.

But with the Liche gone, what is left to keep the Chaos from spreading?

RESCUE

It is possible that not everyone wants Karitamen destroyed. After all, he is a millennia-old sorcerer and has a small (and easily enlarged) army of Undead at his command. He also ruled here long ago, which means he knows the land well and also knows more about governance than any of these upstart princes. Karitamen is a formidable foe, but he could also be a powerful ally.

Levrellian would not be above striking a bargain with the Liche Lord. Fatandira might ally with the Death Scarab if it was the only way left to preserve her region and her people. Haflok would never knowingly work with Karitamen, but the knight has been unwittingly doing the Liche's bidding for some time now.

But if anyone does try to bargain or negotiate with the Liche Lord, they quickly learn his first condition: he must be released from his prison.

Thus the Characters might be hired not to destroy Karitamen but to find him and release him, either to bring him before a prince or to give him his freedom and thus make the Liche more disposed toward an alliance.

Karitamen is nobody's fool, however. He knows if the Characters have been sent to treat with him or collect him. He does nothing to help the PCs, preferring to see how these emissaries fare. If they reach him alive, the Liche Lord speaks with them and behaves very civilly. He does want to escape his burial chamber, and these Characters might be the very ones to help him break the wards that bind him.

The only question is, if they do free him, what will Karitamen do next? Will he approach whichever prince hired the Characters, express his gratitude, and sit down to discuss an alliance? Will he retreat to some place where he can watch the events below and also test his new freedom and his growing powers? Or will he decide this is a perfect moment to begin pursuing his own goals of revenge and domination?

ESPIONAGE

The three princes do not trust each other. They cannot, since they are all neighbours and all ultimately want sole control of the region. They often send people to spy on each other, particularly before or during a major event.

Right now, all three princes know something is in the mountains. They have all heard of the tomb and suspect it is the source of these recently sighted Undead. But is the tomb's occupant working alone? Or does it have an arrangement with one—or both—rival princes? It is important to find out.

The Characters may be hired—or pressed into service—by one of the princes. He (or she) wants the PCs to spy on one or both of the other princes and find out how much he knows, particularly about the tomb. Not all Characters are built for stealth, however. But the issue isn't sneaking up on the two local rulers. It's about finding out what they know by any means necessary.

Fatandira is most susceptible to flattery. A pretty young man could learn everything she knows about the tomb simply by flirting and asking seemingly innocent questions. She is not stupid, of course, but a little romance leaves her surprisingly vulnerable.

Haflok happily shares his information with other Sigmarites. Of course, he is not stupid and realises people could simply put on the robes and the religious symbols and nod along with the prayers. He has several tests for anyone claiming to be a fellow worshipper, and they expose all but the cleverest of counterfeits.

Levrellian is very careful about hoarding his information. He does not keep written notes, and he only confides in his closest advisors, meaning Stryksen. Levrellian is taken with his own cleverness, however, and can be conned by playing to that vanity. He may also be willing to trade information if the Characters can offer him something he wants in return.

Of course, none of the rulers like spies. And if the Characters are caught and their purpose revealed, they would be punished severely and possibly put to death. So they'd better not get caught.

SABOTAGE

None of the princes are stupid—they would not be able to retain their thrones if they were. All three of them know the tomb is out there, and all three of them assume their neighbours know as well. The race is on to see which ruler can find the tomb and its treasures first. But perhaps the real question isn't who gets there first but who gets inside, and the two are most definitely not the same thing.

The PCs might be hired to explore the tomb themselves, certainly. But why should any of the princes trust these strangers? Why wouldn't they want their own trusted lieutenants to be the ones examining the tomb? Perhaps the Characters aren't hired to explore after all but merely make sure no one else enters the tomb before a particular prince's troops can reach its entrance. That way the tomb could be explored at leisure because no one else's men would be entering it first.

Levrellian would certainly hire people to guard the tomb and sabotage anyone trying to enter it. Fatandira might as well, though she would at least hope the sabotage could be kept non-lethal. Haflok would not condone such methods, but that does not mean some of his lieutenants, who have far looser morals, wouldn't hire saboteurs behind his back.

If the Characters are hired for sabotage, the question is limits. How far can they go to stop others from entering the tomb first? How far are they willing to go, regardless of orders? And can they resist the temptation to explore the tomb themselves after they've been watching its entrance for days on end and have seen nothing worse than a cool breeze emerge?

DEMOLITION

The princes each want whatever is in the tomb. At the same time, they definitely do not want the tomb's inhabitants, particularly the ones stalking about killing people. Is the potential for treasure worth the loss of life? Or would it simply be better to destroy the tomb once and for all?

Levrellian wants the treasure, certainly. But if he feels the situation has become impossible to control, he considers other options. And he would prefer the tomb destroyed than for it to fall into his neighbours' hands.

Fatandira does not want to destroy the tomb, but she too will bow to necessity. As the one prince who heard stories of Karitamen while growing up, she knows more than anyone how dangerous an active Death Scarab could be. She would rather forfeit whatever gold is hidden inside than risk a Liche escaping into the waking world.

Haflok would happily see the tomb destroyed, and he would willingly toss aside a chance at treasure for that to occur. He considers the tomb evil and unclean, since its denizens are emerging as Undead killers. Destroying the entire thing and everyone in it would rid the land of a great evil and would allow Sigmar to shine down upon them again.

The problem with demolition is how. Master craftsmen carved Karitamen's tomb from solid granite. The walls are several feet to several yards thick all around. What could possibly breach those natural barriers? Where would explosives need to be placed or pillars need to be hacked down in order to make the entire structure collapse? The prince who hired them would give the Characters a barrel full of black powder, but will that be enough to destroy an edifice that has survived thousands of years?

If the tomb cannot be destroyed, the princes would probably settle for sealing it forever. That way, any evil within is wholly contained. The problem remains of how to seal it. Can the doors be rebuilt? Can some new seal be fashioned across them? Is it necessary to collapse the entire doorway? These questions can only be answered by characters with the appropriate knowledge and only when facing the tomb entrance in person. And the longer it takes to devise an answer means more creatures could rise from the depths or flutter down from the clouds or travel from their homes to join the Undead from within.

CONQUEST

Not every mission centres on the tomb. For some, the tomb is merely a catalyst, a tool. The three princes have struggled for years to dominate the region and each other. Now, with such an important treasure so close by, each ruler is more determined than ever to conquer his or her two neighbours once and for all. Then the victorious prince can claim the treasure as a victory spoil.

Each of the rulers gathers his forces and marshals his troops. They happily add anything they think might give them an advantage, including a handful of experienced travellers and adventurers. Levrellian offers money as an incentive and hints at a variety of other rewards for service. Fatandira also offers money and may appeal to honour as well. Haflok appeals to faith, honour, loyalty, and duty, though he also provides supplies, housing, and food.

Of course, this assumes the Characters sign on as troops. They may find better uses for their talents, including manipulating events. If the three princes clash, one or more of them may be dethroned or destroyed. The region will suffer turmoil, and during that time, clever and prepared individuals could make a great deal of money. For that matter, while all three rulers want the tomb once battle begins, they all have other things to worry about. That would be the perfect time for a troupe of adventurers to explore the tomb themselves and keep anything they find.

The Characters may have even higher ambitions than becoming rich, however. Battles can change the landscape in more ways than one, and if one or more princes fall, there may be an opening for new rulers. Someone prepared for that possibility could slip in and take control before the other survivors recover, cementing his or her new role and possibly expanding the previous prince's territory. More ruthless individuals would deliberately arrange events so one or more—preferably all three—current princes perish in battle. If all three were to die, a strong leader (or group of leaders) could claim the entire region as a single massive kingdom. (For more information on running campaigns featuring PC princes, be sure to check out *Renegade Crowns*.)

Of course, doing something like that would require impressive resources. The Characters may have talent, skill, and individual strengths, but it is unlikely any of them possess the wealth necessary to buy troops. One local figure does, however, and he has a vested interest in removing the princes: Karitamen. The Liche Lord wants to regain his kingdom, and he might be amenable to installing mortal rulers as figureheads. He might change his mind once the kingdom was securely united, of course, but the Characters could attempt to double-cross him as well.

EXPOSURE

The Border Princes are rife with dangers, some more obvious than others. One of the greatest threats to the region right now is within a prince's inner circle, masquerading as a humble advisor: Strykssen. Though he claims to be just a man from the Empire, Strykssen is a Chaos Cultist. He is here for three reasons: to

spread Chaos, destroy Vitrolle and take its Warpstone, and claim the gauntlet to release the Daemon within him. In many ways, Strykssen is a far greater threat than the Liche Lord, because at least Karitamen wants to preserve the region and protect its people. Strykssen would happily see every creature for miles dead and rotting, and the terror such atrocities created would increase the hold Chaos had upon the land.

If the Characters figure out Strykssen's true nature and loyalties, they may feel compelled to stop him. Certainly he is truly evil with no redeeming qualities—unlike Karitamen who, despite his rage and Undead form, still behaves with the honour and nobility of a true king, albeit a despotic one. Unfortunately, Strykssen has Levrellian completely under his sway, and the prince will not believe any allegations against his most trusted advisor. Haflok might, and if he suspected Chaos walked the region, he would marshal all his forces at once for a full attack. Fatandira would agree the Chaos Cultist must be stopped, but she also knows how dangerous Levrellian can be and might suggest a more diplomatic approach to helping her fellow ruler see reason.

Again, the Characters' greatest ally might be the Liche Lord. Karitamen hates Chaos, and he already suspects Chaos involvement in Levrellian's court. If told about Strykssen, the Liche Lord immediately realises it is true and does everything in his power to remove the Cultist from his lands. With the Liche Lord's power behind them, the characters could confront Strykssen and survive. Once he is gone, Strykssen's hold over Levrellian evaporates, and the prince realises he has been duped. He will be grateful to his rescuers, though he will also be angry anyone saw him tricked and controlled.

CLEANSING

The region has one other source of Chaos, of course, and one other topic all three princes agree upon: Vitrolle. The three rulers realize the town has become a major threat to them all, and they all know something has to be done about it. This will require a major assault, however, since the town is heavily fortified.

All three rulers would welcome—and pay handsomely—for information about the town and its inhabitants, particularly an idea of their numbers and defences. Getting too close to the town is dangerous, of course, and getting inside means certain death, but that's what makes it a challenge.

Destroying Vitrolle is the one thing the princes might even agree to do together, especially if someone else brings the idea to them. Afterward, they might squabble over who gets to claim the land and the treasure hidden within the underground Temple, but all three want the town destroyed and its taint gone.

The Liche Lord feels the same way. He has seen into the town and the Temple through his magic, and he knows the atrocities committed there. Karitamen gladly lends his aid to any attempt to destroy the town, though if openly allied in the attack, he will demand the Warpstone as his reward.

Of course, if two or more princes attack Vitrolle together (or simply at the same time) the battlefield will be very confusing. As



with battling each other, this provides opportunities for one or both rulers to perish, and for the victor—or someone standing off to the side—to claim lands and titles for himself. Certainly an ideal situation for the Liche Lord would be all three princes attacking Vitrolle together and razing the town but dying in the process—he would then have a clear field to return and reclaim the entire region as his own. But others might have a similar idea, especially Characters who have been working with one or more princes and are involved in the raid itself.

ADVENTURES

Up until now, this chapter has presented broad story options for you to use as a basic structure for your own campaign. But how do you begin? The following entries offer more focused story ideas, specifically plot hooks you can use to start your game. However, none of the ideas below are fully fleshed out. They are here to provide you with initial concepts. Where you choose to take each story idea, and how you choose to alter or combine them, is up to you. Nor are these the only options for a *Lure of the Liche Lord* story. The purpose here is to inspire and aid you, not limit you—if you have an idea for a campaign that does not draw from any of the hooks below (or even the broader ideas above) you should certainly develop it. Hopefully, the ideas here give you a sense of the possibilities for this setting, which will then lead to exciting ideas of your own.

COMMUTED SENTENCE

The Characters pass through the region and are captured by Levrellian's guards. The prince tries them for committing some

petty crime on his land—the charges may be real, depending upon what the Characters have done since entering the area, or they may be completely fictitious. He finds them guilty, however, and sentences them to death. His advisor leans over just as the PCs are being led away and whispers something into Levrellian's ear. He stops the guards and offers the Characters a chance to escape near certain death; they can seek out the tomb and enter it on his behalf. If they return, he will clear them of all charges. It sounds suspicious, and it is, but it's better than swinging from a rope.

Levrellian honours his bargain if the Characters make it back to him alive. He has no particular reason to kill them once he has the treasure, though he certainly warns them not to tell anyone about their experience. He sends at least one guard in with the Characters, and the guard has orders to kill them if it becomes necessary or convenient, though not before the PCs have done the work of mapping the tomb and disarming its various traps.

THE LOST HEIR

Levrellian's nephew and heir, Grigi Levrellian, has disappeared! The youth was last seen riding through Mad Dog Pass with several friends. One of the friends' bodies has been discovered, hacked to bits, but no traces of the rest remain. Levrellian is frantic and posts a large reward for his nephew's safe return. It's enough money to tempt anyone, especially a band of travellers. But the trail leads farther into the mountains, into a small valley—and the strange entrance carved into the western cliff face. Is the reward enough to warrant entering that darkened space and confronting whatever waits within?

The Liche Lord's servants took Grigi, of course. Karitamen knows who the boy is and sent his warriors specifically to abduct the lad. He plans to keep Grigi alive as a bargaining chip, forcing Levrellian to do his bidding. Grigi's friends have already been killed and reanimated.

PASS OR FAIL

The characters are trekking across the World's Edge Mountains. They take Mad Dog Pass, the easiest way across, but get attacked by Skeletons. The Skeletons came from the tomb, and if the Characters leave any of the Undead warriors intact, they can follow the creatures back to the tomb. The PCs might decide to keep going, of course, but they may get attacked several more times along the way.

Karitamen is stepping up his attacks on travellers, both to clear the pass and to augment his army. His Skeletons have orders not to destroy their victims, but to drag the bodies back into the tomb for reanimation. They aren't too bright and might easily mistake unconscious for dead and carry passed-out victims back to the Liche Lord.

VISITATIONS

One or more of the Characters experiences strange dreams, in which someone speaks of a fabulous tomb nearby and of the astounding treasure it contains. The speaker may be a long-dead relative, a revered teacher, the God the character worships, or simply a majestic-looking king in strange, blue metal armour. He radiates power, no matter his form, as well

as confidence, wisdom, and benevolence. Everything he says makes the Character want to find this tomb at once.

Karitamen reaches out, seeking someone to free him from his tomb. He finds the PCs, and using his magic, he enters their minds. This allows him both to speak in their dreams and to find a form they will find reassuring. If the Characters agree to explore the tomb, Karitamen sends them mental images of its location. He even provides a vague impression of the tomb's general layout. He will not help them evade the various traps, since he wants to see how the adventurers handle themselves. Although he will keep most of the Tomb Guardians inactive, he leaves a few to harass the adventurers to test their mettle.

If the Characters survive the traps and reach the burial chamber, Karitamen welcomes them. He offers to make them rich beyond their wildest dreams, or to give them magic unseen since the Nehekharan Empire fell, or anything else in his power. All he wants in return is for them to remove the amulet from the doorway and either deface the door or tear it from its hinges. Once those two things are done, Karitamen is free to leave his burial chamber and escape the tomb altogether. He honours his bargain with the PCs unless he feels they are a threat to his plans, in which case he slaughters them.

STOP FOR THE NIGHT

The Characters travel through the Border Princes, and just as the sky begins to darken, they spy tall walls up ahead. It seems to be a large town, and a watchman spots them and shouts hello. He asks where they're bound and says they're welcome to stay the night if they like. It certainly sounds better than sleeping in the dirt again! "Come on in," he shouts down, as someone below opens a sally gate. "Welcome to Vitrolle!"

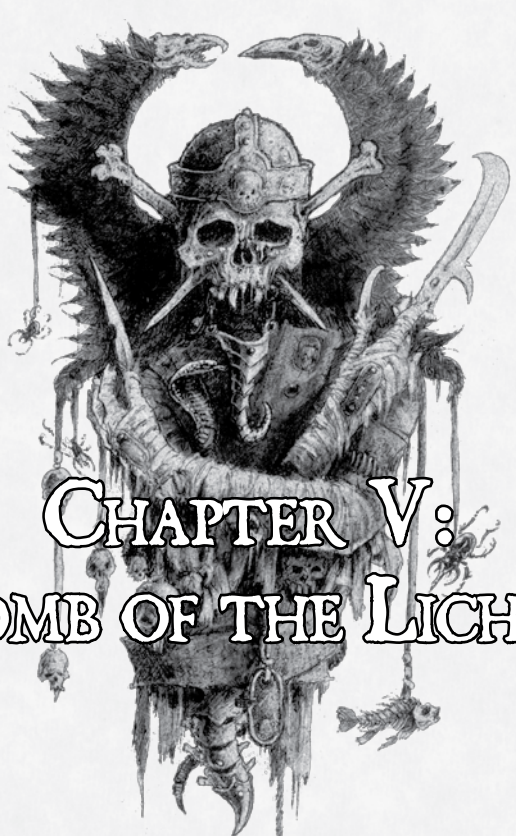
Everyone inside seems very friendly—too friendly, really, and too excited about the travellers' arrival. It isn't long before the façade drops and the townsfolk attack. They don't want to kill their visitors, though, at least not yet. Anyone they capture gets pampered first, then tortured, and then sacrificed in some obscene ritual.

If the Characters can escape the Cultist town they will be one of the few non-Cultists to see the interior and live to tell of it. Any of the three princes will pay handsomely for that information.

STUCK IN THE MIDDLE

The Characters top a rise and find themselves staring down at a small army. Then they hear hoof beats and soon spot another army heading toward them! There's a battle approaching, and they're trapped in the middle!

Two or more of the princes have finally decided to have it out once and for all. Either that or they're attacking Vitrolle—though their soldiers are encouraged to take out the neighbouring troops as well. One of the approaching forces could also be Undead, if Karitamen has finally gathered enough warriors to launch an outright attack against either Vitrolle or one of the mortal usurpers. No matter who is involved, though, the characters have the bad luck to be caught at the centre of the approaching conflict.



CHAPTER V: THE TOMB OF THE LICHE LORD

Long before the birth of Sigmar and the formation of the Empire, the great civilization of Nehekara dominated the Old World. Such was its extent that, at the height of its power, it stretched from the jungles of the Southlands to the very edge of the Black Mountains (the southern borders of the present day Empire), and even today, its ruins remain hidden beneath many kingdoms. The greatest legacy left by the Nehekharans

are the grand tombs of their kings, queens, and princes. These tombs are concentrated mainly in the region now known as the Lands of the Dead, once the heart of ancient Nehekara and home to the Kingdom of Khemri, but they can also be found as far north as the Border Princes. Even today, tales are still told that they continue to hold ancient secrets and unspeakable wealth for those brave enough to breach their gates.

— TOMB VALLEY —

Eventually, the path the Characters walk leads them to Tomb Valley. The Death Scarab chose this place for his tomb for several reasons. The valley itself is small and easily overlooked by thieves that are intent on plunder. The walls are sturdy granite, as are most of the mountains here, and excellent for excavation. A narrow path led from the valley down out of the mountains, facilitating construction—though this path has been destroyed over long years of erosion and exposure to the elements. He also selected this site because it is one of the last valleys before the western edge of the mountains, thus, one of the closest places to his kingdom. From the top of the valley's walls, a sentry could look out over all Karitamen's kingdom. And thus symbolically, in his tomb, the Death Scarab still watches over his subjects and shields them from harm.

Tomb Valley is not an official name, of course. No one ventures into this valley, as few wander the mountains at all, and to those that do, this small valley does not offer anything worth studying or collecting. Nor does the valley appear on any maps, since no one has ever bothered to chart the World's Edge

Mountains that extensively. In Karitamen's time, the location of the tomb would have been widely known, of course, since many of his subjects aided in the construction, and all the nobles attended his burial ceremony. After the doors were sealed, however, it was customary not to refer to the tomb or look upon it, and people would have avoided that area out of respect and perhaps fear.

The death of the people responsible for Karitamen's murder only increased that fear. Stories spread that the Death Scarab had cursed his killers. Tales spoke of the king, returned from the dead, waiting within his tomb for the souls of his murderers to be dragged before him. His former subjects stayed well away from Tomb Valley, even avoiding the pass nearby for fear of disturbing and angering their former king's unquiet spirit. Gradually, the admonition to avoid the valley became ingrained, even as the people forgot the reason why. Soon, locals simply steered clear of the valley automatically. That habit remains today and many who live in the region still detour around Tomb Valley without being able to say why.

APPROACHES

Tomb Valley can be reached from any direction, though none of the routes are exactly easy.

The simplest method is to take Mad Dog Pass and then scale the north cliff just past the entrance, where wind has cut a deep notch. From there, the valley is less than a day's travel due north.

Following the lower of the Howling River's two northern branches also leads into the mountains, a little north of the valley. The water slips through narrow gaps and tight channels and is difficult to follow and impossible to swim or navigate by boat, especially upstream.

The other way to reach Tomb Valley is to climb through the mountains without the aid of pass or river. Travel is easier from north to south, since the highest peaks lay due east of the valley, between it and the Dark Lands. Narrow paths and small ledges can be found, however, and an expert climber could make his way across even that terrain if necessary.

The valley does not have a clear path into it, so any approach will involve climbing. The walls of the valley are steep enough to require ropes, pitons, and other tools to navigate, and the walls are high enough that a fall could easily kill. Karitamen actually had stonemasons smooth the walls to prevent grave robbers from approaching. Of course, he had expected the narrow trail cut through the west wall to remain intact, providing an easy access point for those who wished to pay their respects. The trail has vanished over the centuries—rock collapsed in upon it—though a diligent climber could still find

its beginning above Mad Dog Pass and follow the trail to just short of the valley proper.

FINDING TOMB VALLEY

Characters can have as easy or as difficult a time as you require when searching for the tomb. Scouring the World's Edge Mountains is no easy task, and all manner of horrors haunt the peaks and chasms. You could sprinkle the PCs' exploration with additional encounters, clues, and even other explorers. Though you have the liberty to develop this as you wish, recall the meat of this adventure is in the tomb, and the Characters should not be too depleted before testing their skills against the traps and terrors that lurk within.

KEY LOCATIONS

Almost all royal tombs, including pyramids, had Mortuary Temples where Priests were supposed to take care of the king's soul. These Temples were located close to the tomb and linked to it by a wide causeway. Steps from the causeway led up to the tomb's entrance.

Tomb Valley once possessed such features. Unfortunately, Karitamen was so determined to replicate the conditions of his land of birth that he ordered wagonloads of sand to be brought from Nehekhara herself. This sand was placed atop the valley floor, covering the hard granite there. But the winds are strong in the mountains, and constantly whipped the sand about. As a result, the front of his tomb has been worn away, and the Mortuary Temple has all but turned to dust; its remains sit into the sand below. Now the only obvious signs of structure in the valley are the tomb doors, though anyone looking more closely may notice the ruins of the Temple, the highest of the steps, and the monument that once stood along the causeway.

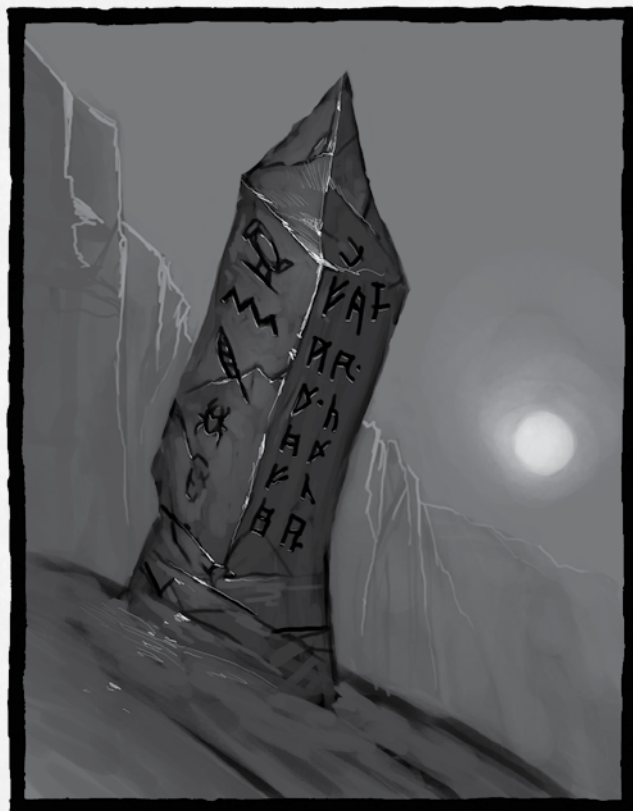
—I: THE MORTUARY TEMPLE

This small Temple was set next to Karitamen's pyramid, so his subjects could make offerings to his spirit and show their continuing devotion to their undying sovereign. Now it is in ruins.

Strangely, the entirety of the valley floor is covered in sand. The wind, as it whips through the place, creates dust devils and blows grit into your eyes and mouth. It's as if you entered a different world.

Characters walking across the valley floor eventually come to feel something other than sand beneath their feet. Allow all PCs to make **Routine (+10%) Perception Tests**. Those that succeed notice what seems to be a large rock has, in fact, a regular shape to it, being circular with scalloped edge, as one would expect a cross-section of a column to resemble. Those who examine the place and succeed on **Easy (+20%) Search Tests** uncover more truncated columns, spaced evenly around a small square space near the centre of the valley.

This place was the Mortuary Temple. It consisted of an outer section with an entrance hall and an open-columned



OPTION: GETTING BETTER AT FINDING TRAPS

Each time a Character successfully locates a trap of a particular type (poisoned needle, poisoned wall, and so on), you can grant the Character a cumulative +10% bonus to tests made to locate other traps of the same type. This bonus only applies when the circumstances are very similar. Otherwise, the Character has no special advantage.

courtyard with a basalt floor. Within it laid a five-niche chapel, behind it an offering hall with a false door facing the pyramid, and centred before it, an altar. The false door allowed the dead king to enter the offering hall in order to take his symbolic meals. Both the inner and outer sections of the Mortuary Temple had storage annexes to either side. A transverse corridor also divided the inner and outer sections of the Temple. The walls were sheathed in pink granite and fine white limestone.

At least, this is how the Temple once looked. Now, all but a few feet have been worn from the walls and columns, and those have been buried by sand.

Creatures

Buried in the sand on either side of the causeway (see following) are two Ushabti. As guardians, it is their duty to protect the tomb from thieves and intruders. Anyone who approaches the causeway without making a proper obeisance causes these creatures to pull themselves free of the sand and attack.

See **Ushabtis** on page 103 in **Appendix I: New Creatures** for statistics.

The Ushabtis press the attack until the PCs withdraw at least 10 yards from the Mortuary Temple at which point the creatures amble about, issuing an eerie keening noise for a few moments before sinking back into the sand.

Traps

Lying half-buried in the sand is one of the interior doors from the Mortuary Temple. Though most of the traps that were once guarded have long since been damaged beyond use, this door still has a poisoned needle in the handle.

Poisoned Needle

Locate: Challenging (–10%) Search; *Neutralise:* Challenging (–10%) Pick Locks

Effect: Touching the door's handle causes a poisoned needle to fire from a cunningly concealed hole. Anyone directly in front of the door must make an **Easy (+20%) Agility Test** to avoid being hit. On a failed test, the Character loses 1 Wound (regardless of Toughness Bonus or armour) and must succeed on a **Routine (+10%) Toughness Test** each round or lose 2 more Wounds (again, bypassing Toughness Bonus and armour). This continues until the Character passes two tests in a row. A **Challenging (–10%) Heal Test** or a casting of *cure poison* removes the poison. Once this trap has been activated, it no longer functions.

Development

Characters who succeed on a **Hard (–20%) Academic Knowledge (History) Test** or a **Challenging (–10%) Academic Knowledge (Theology) Test** know the proper gestures to make before stepping onto the causeway.

As well, those Characters who succeed on a **Hard (–20%) Search Test** while examining the interior door discover a concealed trap door. Opening it requires a **Hard (–20%) Strength Test**. Those who succeed find a narrow tunnel connecting the Mortuary Temple to the antechamber, **Room 6–1 on Level Six**. The door has been carved into a ringed circle, connected by a narrow blue band.

Characters that succeed on a **Hard (–20%) Academic Knowledge (Theology) Test** know the ringed circle represents the stages of Nehekharan life and afterlife. The blue band symbolises the sacred river, the path linking each stage. Pushing the river on the door and then pushing the second ring to the centre, which shows burial and the beginning of the spiritual journey, opens the trap door without a Character having to pass the **Strength Test**.

Treasure

Stone dust, and fragments of gold and gems used to decorate the chapel and the false door, can still be found among the sand, though it's too fine and scarce to have any value.

0–2: THE CAUSEWAY

This broad, straight causeway linked the Mortuary Temple and the pyramid. Characters who make **Challenging (–10%) Search Tests** and clear away some of the sand in the area discover that the valley is divided by a single broad stripe of heavy granite flagstones. The path leads from the ruins to a pair of massive doors set in the side of the mountain. This wide, flat causeway was the only acceptable route for anyone approaching the tomb—they can approach the Mortuary Temple from any other direction but can only walk east along the causeway.

The Death Scarab's Monument

Characters travelling along the causeway may note, with a **Routine (+10%) Perception Test**, the appearance of a tiny bit of black rock jutting up from the sand. It does not budge, however, and excavating reveals it is only the tip of a four-sided obelisk carved from a single piece of black marble. Once, this monument stood ten feet high. It is still intact, but the lower nine feet are now buried in the ground, as if the granite somehow turned liquid and swallowed it up.

THE SAGA OF THE DEATH SCARAB

TO EXALTED LORD PTRÁ, HE WHO WALKS THE SKY AND IN WHOSE EYES THE NIGHT STARS DWELL. TO YOUR GREAT GLORY I: KARITAMEN, KING OF THESE LANDS, DESTROYER OF ORCS, RULER IN JUSTICE AND MASTER IN WAR COMMEND MYSELF. TO THE DIVINE GOD USIRIAN, HE WHOM WE ALL ADORE, I ALSO COMMEND MYSELF. BY THE RELIABLE STROKE OF THY STYLUS MAY THE ORDER FOR A LIFE OF LONG DAYS ISSUE FORTH; MAY MY FEET GROW OLD BY WALKING IN THY DIVINE PRESENCE.

I CLAIM BLOOD OF ROYAL DESCENT, SPAT FORTH FROM THY DIVINE MATTER, MOST HIGH GOD PTRÁ. BY YOUR INEFFABLE WILL, I HAVE BEEN BRUSHED BY THE SILVER FEATHERS OF LEARNED TAHOTH. I WHO LEARNT WELL THE WAYS OF THE STYLUS, YEA, AND THE SCROLLS OF MY FOREFATHERS, SERVE AND SHALL EVER SERVE THE INVINCIBLE KING OF KINGS AMENEMHETUM, HE WHO IS CALLED "THE GREAT."

BY HIS WILL HAVE I THIS, MY KINGDOM, CARVED RED FROM THE HANDS OF THE GREEN RACES. FOR FROM MY FIRST STEP UPON MY LANDS, I HAVE LAID THEM LOW WITH MY OWN SWORD; WHEN ALL OTHERS FLED IN FEAR, I STEPPED FORTH TO BATTLE. FULL 10,000 I SLEW WITH MINE OWN BLADE. I WHO KNOW NO DEFEAT HAVE DRIVEN THE ORCS BEFORE MY WAR CHARIOT. I WHO HAVE FED DJAF, MASTER OF JACKALS, A FULL 250,000 EARS COUNT THIS THE LEAST OF MY WORKS, FOR DOES NOT USIRIAN, HE WHOM WE ALL ADORE, NOT GATHER UP SUCH WITH BUT ONE BREATH OF HIS DIVINE LUNGS?

WITH MY SECOND STEP, FULL OF THE STRENGTH OF GEHEB'S HOUNDS, MY LEGION, LETTING FORTH A GREAT ROAR, RUSHED FORTH AND SLEW FULL 20,000 BARBARIAN MEN. I WHO PLAYED THEIR PALE SKIN EARN'T THE LOVE OF AMENEMHETUM WITH THIS VICTORY, AND HE RAISED ME UP. THUS I BECAME KING, AND THE BACKS OF A FULL 100 SAVAGES WAS NOT ENOUGH TO CONTAIN THE MAP OF MY HOLDINGS.

THUS WITH MY THIRD STEP, THE PEOPLES OF MY KINGDOM DID LOVE ME AND CALLED ME DELIVERANCE AND JUSTICE. YEA, AND THE SPIRIT OF YELLOW-EYED BASTH MOVED WITHIN THEM, AND THEY CALLED THAT SHOULD I REIGN FOR A FULL 1000 YEARS IT WOULD BE TOO SHORT A TIME. THEY NAMED ME KARITAMEN, THE KING THAT CAN NOT BE KILLED, HE THAT ROLLS VICTORY BEFORE HIM LIKE THE BEETLES OF THE DESERT.

Around the top and sides of the monument is inscribed the Saga of the Death Scarab (see sidebar), which tells of Karitamen's life, deeds, reign, and death. One side displays this tale in Nehekharan, a second in Khazalid, and the third in Eltharin. In addition, a translation in Classical has been scratched into the rock, no doubt from some long-dead scholar. Anyone who knows one of those four languages can puzzle out the Nehekharan language and gains a limited vocabulary in the languages and can therefore divine the general message of any Nehekharan writings in the tomb.

0-3: THE GRAND STEPS

These five broad steps lead from the causeway down to the pyramid's front gates. The lowest steps are buried beneath the sand, but the upper three are visible as one approaches the doors.

Characters who succeed on a **Very Hard (-20%) Academic Knowledge (Theology) Test** believe these steps are symbolic of the barriers separating the living and the dead. Once the doors were shut and sealed after the king's burial, no one was supposed to use the steps again.

Traps

The steps were trapped to prevent anyone from committing sacrilege by walking on them. Several of the traps have been disabled from centuries of sifting sand, but a few still work, two in particular. Two of the visible steps still have traps. A careless Character that climbs down the steps likely triggers

a trap. Luckily, these safeguards have not aged well, and each has only a 50% chance of working every time they are triggered.

Poisoned Spikes

Locate: Hard (-20%) Search; **Neutralise:** Hard (-20%) Pick Locks

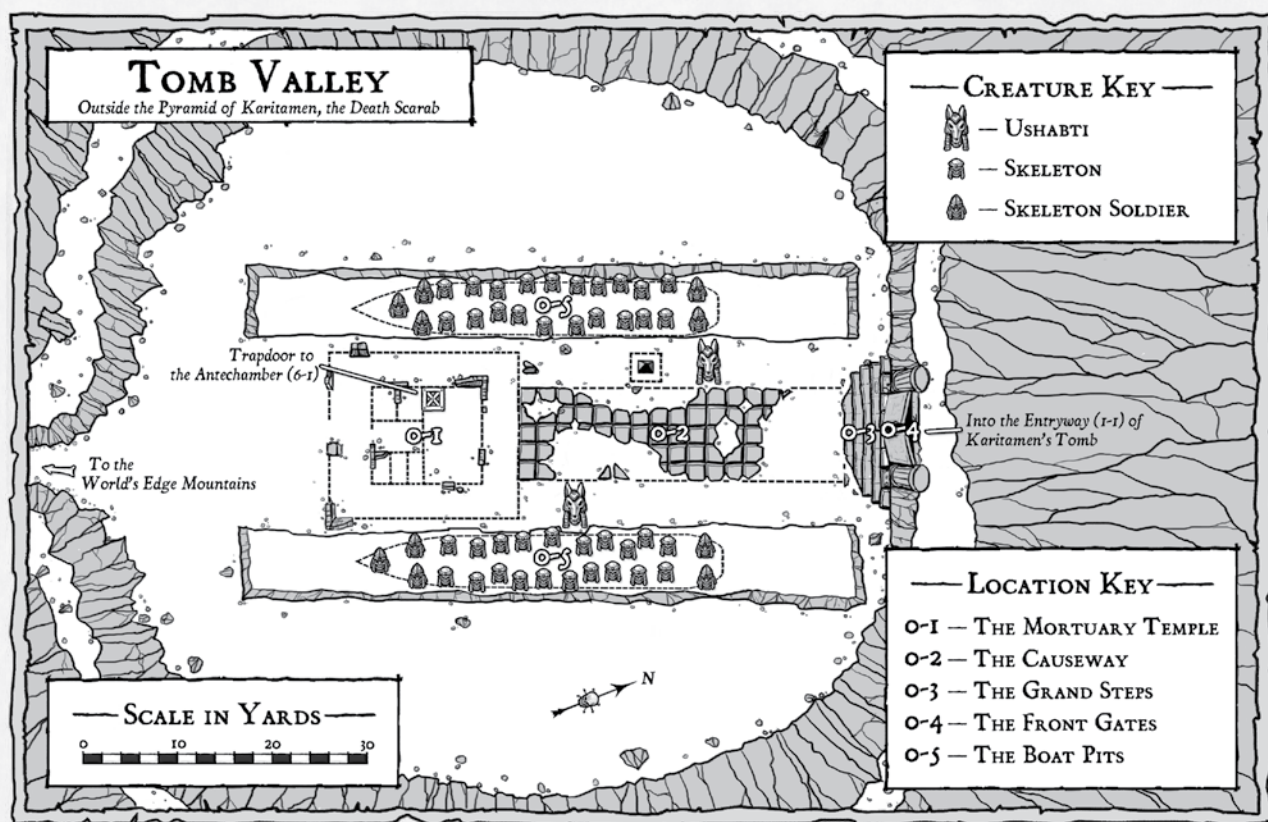
Effect: A Character that puts more than 100 pounds of pressure on this step causes a sharpened spike to lance up from a hidden compartment. The target must succeed on a **Challenging (-10%) Agility Test**, or the spike impales his foot, dealing a Damage 2 hit to the leg (50% chance of either). If the victim loses at least 1 Wound, the spike also reduces his Movement Characteristic by half (to a minimum of 1).

The spike is poisoned. If injured, the Character must succeed on a **Toughness Test** each round or lose 3 Wounds (regardless of Toughness Bonus or armour). This continues until the Character dies or until he succeeds on two consecutive **Toughness Tests**. A *cure poison* spell or a **Challenging (-10%) Heal Test** removes the poison.

There's a 50% chance each minute after the trap is triggered for it to reset.

Scything Blade

Locate: Hard (-20%) Search; **Neutralise:** Challenging (-10%) Pick Locks



Effect: Placing at least 100 pounds of pressure on this step causes a scything blade to lash across its surface, severing anything it encounters. Any on the step must succeed on a **Challenging (–10%) Agility Test** or lose his foot (50% chance of either), resulting in a Damage 5 hit and a permanent Movement Characteristic reduction to 1. This trap instantly resets 50% of the time.

Treasure

Once, these steps were inlaid with gold, forming images of the sun, the stars, the moon, and the sacred river. Swirling sand and grit have scoured away all the filigree, leaving naked stone. The only thing that remains is a worn cartouche that marks this place as Karitamen's final resting place.

0-4: THE FRONT GATES

At the top of the steps stands a pair of towering doors, scoured clean by the whipping wind and sand. The environment has made these doors practically invisible to anyone not in the valley.

Two massive columns flank a pair of massive doors. Though the sand has mostly erased the features of this place, you can just make out that on each door, there is a faint carving of a man standing with his legs apart and arms crossed. Above the figures, and overlapping each door, is a large circular depression.

The doors are partially ajar, with one opened inward.

Karitamen's tomb was once an impressive site. Sadly, as the portion most exposed to the elements, much of the tomb's facade has worn away. The massive columns are cut from granite and were once faced with gold and gleaming red quartz. Each column depicted scenes from the life of the Death Scarab, showing his rise through the military, his major victories, his ascension to the throne, and several of his major accomplishments as king. Some of these images remain intact, but there's not enough here to make sense of the particulars.

The doorframe is in terrible shape, revealing dark gaps in its construction, as the precious wood that framed the doors is long gone. A **Challenging (–10%) Search Test** in the area reveals a shattered cartouche, buried in the sand, and whatever was inscribed upon—Karitamen's name and titles—has long since been worn away. A second, now blank, cartouche still stands low on the left side. It once served as a warning.

The doors are made of granite and still feature bits of plaster and paint that once glorified Karitamen.

A Character who succeeds on a **Challenging (–10%) Academic Knowledge (Theology) Test** knows that once the king is placed within and the burial ceremony completed, the doors are sealed and never opened again. The depression in the doors once held the seal.

Beyond the doors, PCs can see a worn and bent disc on the floor just inside. This is the seal. It has been removed, though whether it was pried loose and then cast aside or pulled free when the door was yanked open is difficult to say.

JOURNAL ENTRY, DAY 55

It was five days ago that I first sighted the walking dead. The fact that I can write that phrase with only a tiny shudder shows how numbed I have become to their horror.

In that time, I have been careful to remain hidden from their patrols. I have watched, halfburied by loose rock, as the Skeletons marched past. I have lain beneath dirt and stone, while the creatures passed so close I could make out the hieroglyphs etched into their armour. If they breathed, I would have heard the rasp of their breath mere feet from my hiding places. Fortunately, these creatures seem less alert than their living counterparts—they have no noses, no ears, no eyes, after all, and while they are visibly alert to movement, they do not notice the subtle signs of my presence a living scout might have seen. Their empty sockets have scanned past my concealment many times, but not once have they paused.

And for that I count myself among the luckiest of men.

Two days ago, I saw others who were not so lucky. Three men were leading two donkeys laden with wares. Why they had forsaken the pass I do not know—perhaps it was to avoid the bandits who sometimes roam there. If so, they would have been safer with such thieves. The Skeleton Soldiers heard their approach, as did I, for in truth they made little attempt at stealth. The Undead turned as one and marched toward the sound, weapons raised. I crept behind, hoping they would not turn back, and indeed they did not, for the monsters were wholly occupied with their mission. They fell upon those travellers without a sound—no shouts, no curses, no bellows—only the dull clank of bone against metal.

One of the travellers looked up and saw the Skeletons before they struck. He screamed and fell back against the lead donkey, scrabbling for the sword at his side, but the Undead were upon him before he could draw. A bronze axe rose and fell, lodging itself in the man's shoulder and chest, and he collapsed in a gush of blood.

The bloodletting seemed to rouse something in the walking dead, and the ferocity of their attacks increased. They surrounded the travellers, blades stabbing and slicing and chopping, and before I could do more than crouch behind a rock, all three men had fallen. But the attack did not stop there. The Skeletons continued to strike, hacking without pause, and by the time they turned away, there was little left beyond hunks of flesh and a spreading pool of blood. The donkeys had panicked at the first smell of blood and had bolted, and I was surprised the Skeletons did not pursue them. Perhaps they felt mere pack animals were beneath their notice. I know I could scarcely breath as I flattened myself against the ground and prayed they did not retrace their steps, for if they did, I knew I would be next. But Ulric smiled upon me, and the fiends continued on across the narrow path the ill-fated travellers had found, scaling the cliff face beyond and vanishing over the ridge. Only then did my hands unclench and my mouth open to gulp at the cold mountain air.

Never have I seen such ferocity, such single-mindedness, as that attack. I shudder to think what would happen were more such creatures to emerge from the tomb that must house them.

But not all is gloom for me. Today I spied the Skeletons again and I followed them from a distance, careful to stay far enough back they would not detect my presence. Every time I thought they might see me, I ducked down behind rocks and waited several breaths before peering about. Fortunately, they are easy to spot against the dark granite, and I do not need to be close to mark their path.

After several long hours, the skeletal patrol completed its rounds. I watched as they entered a small, circular valley—and disappeared through a crack in the western cliff wall! I waited several minutes and then, when nothing else had stirred, slid down to the valley floor. From this vantage I could see markings and shadows on that cliff face. They were clearly manmade.

Looking more closely, I made out rough columns on either side of that crack. Detail was long since gone, worn away by wind and rain, but the shapes were there. And the crack was too straight, too even to be natural. Around it on both sides and above was a wide, shallow bump that ran even across the top and then smoothly down on both sides. It was a doorframe! The crack was no mere split in rock but the gap in a partially opened door!

I knew for certain, and my heart sang with joy, when I spied the cartouche set near the junction between wall and floor, off to the left side. The hieroglyphs there were badly worn, but I could see enough to recognize them as Nehekhara and to make out the symbol for "king."

I had found the tomb at last!

o-s: THE BOAT PITS

Nehekharan kings were traditionally carried to their tombs by boat, floating down the sacred river. Their spirits were expected to travel again, taking the river to the next stage of existence. Because of this, boats were an important element of any royal funeral. The boats needed to be kept on hand for the king's spirit but did not fit easily into a pyramid or tomb. So the Nehekharans dug long pits on either side of the causeway and placed the boats there.

These two pits sit alongside the causeway and are deep and long, holding complete Nehekharan warships—with crew.

So long as the Characters stay on the causeway, they are in no danger. But if they stray from the path, they slip to their waist into the sand. Such Characters halve their Movement Characteristic and all **Weapon Skill** and **Ballistic Skill Tests** are made at -20%.

Karitamen's body did not travel by boat, but boat pits were dug and filled nonetheless. The pits flank the causeway, and each one holds a full Nehekharan war galley. These have not been disassembled at all, but time has taken its toll, the shifting sand wearing away at the boats. A Character who has one week of time and succeeds on three **Trade (Boatwright) Tests** can make these vessels suitable for travelling on water once more.

Nehekharan war galleys required banks of rowers and several experienced sailors. The easiest way to ensure a crew would remain on hand was to attach them. Both boats here have full crews. The

sailors were killed and chained to their ships, and they reanimated when Karitamen reawakened. Now they are restless Skeletons, buried beneath the sand and desperate for freedom.

Creatures

There are a total 40 Skeletons and ten Skeleton Soldiers, half on each ship. They are chained to the boats but attack anyone who enters the boat pits.

See **Skeletons** on page 231 of *WFRP* and **Skeleton Soldiers** on page 101 in **Appendix I: New Creatures** for statistics.

Tactics

The chains allow the Skeletons to leave the ships and move anywhere through the pits, though not onto the causeway itself. The Skeletons are not affected by the sand as the PCs are and may fight normally.

Development

The Undead cannot move more than 2 yards (1 square) from the boats and are only encountered if the PCs explore the sands in the pits or otherwise unearth the ships.

Treasure

Although the war galleys were fully stocked with dried food, water, weapons, clothes, oil, rope, and other necessities, most of it has decayed, corroded, or simply evaporated.

— TOMB OVERVIEW —

The Nehekharans were great believers in ritual and tradition. Certain philosophies, activities, and designs were handed down for centuries without alteration. Tomb building was one such activity. The dead were highly venerated, and building a proper tomb was a way of honouring not only the individual who had died but also their entire culture, as well as their Gods. The finest materials were used, the best artisans vied for the projects, and no expense was spared. Many people had far more handsome

tombs than they had houses, since the tomb would be their body's eternal resting place.

Karitamen's tomb is unusual in that it is an inverted pyramid—the levels have been carved into the mountain itself, with each level smaller than the one above it, tapering down to the burial chamber and crypt below. In every other detail, this funeral site has been built along classic Nehekharan lines, having squared rooms and labyrinthine passages. It is one of the larger tombs discovered, as befits Karitamen's rank and success.

— EVOKING THE TOMB —

Over the next several chapters, you will find many room descriptions, traps, monsters, and treasures. Whilst these descriptions suffice to convey the atmosphere of the place, you can truly create a disturbing and otherworldly environment by adding flavourful elements and scenes, as well as understanding the basic motives and architectural choices made by the craftsmen who constructed this massive complex.

DÉCOR

At heart, Nehekharan architecture involves simple, yet sturdy, materials—stone. To make up for these plain underpinnings, they used a variety of methods to decorate, transforming granite and limestone into fabulous displays filled with colour, texture,

and light. Tombs were often provided even more elaborate decorations than homes—it was considered a great honour to be allowed to decorate a tomb, particularly a royal one. Artists also appreciated the notion that their work would survive forever, perfectly preserved within the sealed burial chambers.

Karitamen held steadfastly to his Khemrian heritage, and his tomb is designed and decorated in the classic style, as befits a powerful relative of the Khemrian King. To demonstrate his importance and wealth, every square inch of surface is covered with paint or carvings or both. Gold and silver are flattened into paper-thin sheets and then affixed as backgrounds, and precious gems are sometimes ground into tiny shards and used as if they were paints, attached mosaic-style with glue. Paint itself was quite costly, particularly the

THE INVERTED PYRAMID

Legends speak of the great Nehekharan pyramids that rose hundreds of feet into the air and towered over the cities of the living. Two in particular held prominence: the golden pyramid of Settra the Imperishable and the Black Pyramid of Nagash the Accursed. Hundreds of smaller pyramids dotted Khemri, however, and other Nehekharan cities had similar clusters. In many places, the pyramids outnumbered houses, creating a ring of death monuments around the homes of the living.

Why, then, is Karitamen's tomb built underground, with only the front entrance indicating its location? Why did he choose to design his pyramid upside down, its point deep within the rock, rather than rearing it high like his predecessors?

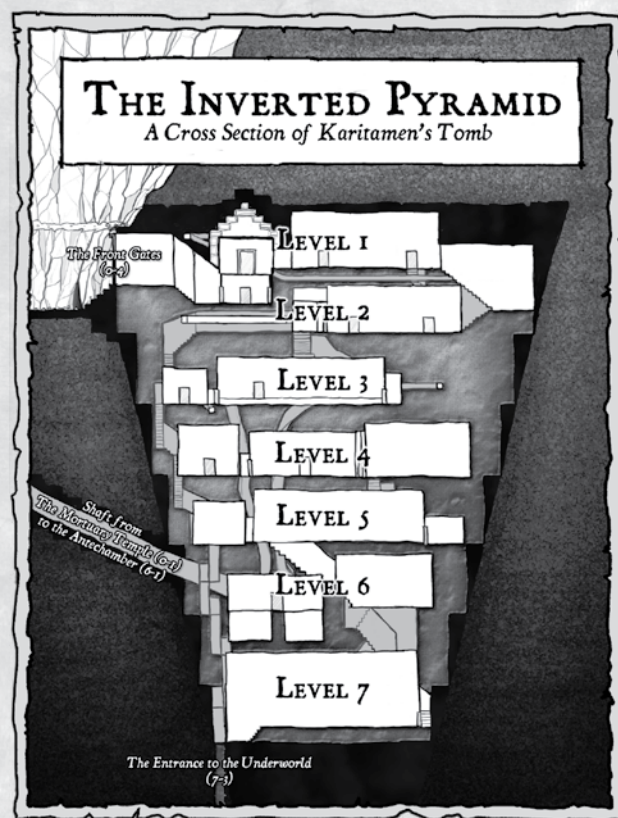
It is not simply a factor of location, either, because many kings of Khemri had tombs instead of pyramids, particularly in the Valley of Kings. Why, then, do some Nehekharans have tombs and others pyramids?

This is a difficult question to answer. Some scholars speculate Karitamen's attitude toward tombs shifted at some point, from an outward display designed to impress the living and to a more internal display meant only to honour the deceased. Certainly that would explain why the interior is as lavish as any traditional pyramid but is invisible to the outside world. Settra meant his pyramid to leave his people in awe and to constantly remind them of his power and majesty. Karitamen's was all but invisible once it was sealed, leaving only a few carvings and cartouches along the front to denote the individual within. But if the point is to provide for the deceased's journey, and to show respect for the deceased, little more is necessary—the tomb is not intended to inspire others but to comfort and aid the corpse within.

Concern about damage might have played a role. Wind and rain and sun have scoured many a pyramid clean, leaving little more than rubble after centuries of exposure. By interring his pyramid, Karitamen protected it from such depredations.

Fear may have played a part as well. Pyramids were more visible, and thus more easily located, which made them easier targets—easier for grave-robbers, who flocked to them, and easier for individuals such as Nagash, who might return and bind fallen kings, body and soul, to his foul service. Those would have been good reasons for Karitamen to conceal his resting place, particularly if he worried that Nagash might consider him an interloper and thus worthy of revenge.

Ultimately, we cannot know the exact reasons for this change. Only Karitamen himself holds the answer. And it seems unlikely the Death Scarab will offer an explanation.



brighter colours, and Karitamen's tomb is alive with cobalt blues, crimson reds, canary yellows, emerald greens, and several other rich hues.

Military scenes are common, since Karitamen was a general and war leader before becoming king and spent much of his later reign defending the land against various invaders. In these images, he is very much the Death Scarab, fully armed and armoured and doling out death to all who oppose him.

Several more peaceful scenes appear as well. These show Karitamen in kingly robes, wearing his crown of state and seated upon his throne, dispensing justice or meeting with foreign dignitaries. The tomb does not have as many of these images because Karitamen was remembered less for his statecraft than for his martial prowess.

Nowhere are there scenes of Karitamen studying or working magic. He did not consider this an appropriate image for his tomb, both because magic is a private matter and because many disapproved of such practices.

The paintings and mosaics serve to recount Karitamen's life and his victories throughout much of the upper levels. But as one descends, the images focus on his future, showing him being led across the sacred river and into the underworld, where his soul is judged and found worthy to continue his journey.

Many of these images are a combination of painting and frieze. The granite walls have been carved and then coated in plaster, which provides a base for the paint and gems. Cloth, metal, and gems are often affixed where appropriate, so an image of Karitamen striding into battle might have a helmet and

TABLE 5-1: ADVENTURING AMBIENCE

Roll	Result
1	<i>Scent of Death:</i> A powerful, ancient stench of death fills this place, bleeding from the very walls.
2	<i>Moving Hieroglyphs:</i> Raised hieroglyphs of grinning Gods and screaming souls dance in the torchlight.
3	<i>Maze of Lights:</i> Spears of light thrust down from the ceiling, creating a maze of shadow and light.
4	<i>Insect Clicking:</i> The creepy sound of a thousand insects clicking and scratching in the darkness fills the air.
5	<i>Breath of the Underworld:</i> An icy wind blows up from the depths of the tomb to push back the stale air.
6	<i>Sand Pools:</i> Patches of the floor are missing, revealing deep, sucking pits of sand.
7	<i>Bone Dust:</i> A fine layer of bone dust covers everything, causing choking and sneezing.
8	<i>Human Fat Lamps:</i> The sickly sweet smell of burning Human fat comes from these brass lamps.
9	<i>Laughter of the Gods:</i> Wind pushed through vents plays across reed pipes, making mocking laughter.
10	<i>Hidden Grinding Stones:</i> Somewhere deep below, stone blocks can be heard grinding as they move.

breastplate wrought of real gold and a sword carved from true obsidian.

Statues stand in niches along the walls, both in the corridors and in the rooms proper. Larger statues also occupy most room corners. These typically show a God rather than Karitamen and are present to protect him and guide him along his journey. Like the murals, these statues are carved and then coated and painted. Because the tomb has been sealed all these centuries, the statues are well preserved.

The floor throughout is made of marble, granite, and quartz flagstones, each piece fitted together precisely. The stones form abstract patterns rather than displaying a scene or figure. They create an intricate design, much like an Ind prayer wheel, with concentric rings and circles and other geometric shapes woven together. As an interesting note, circular stones in the floor are never trapped—these circles represent not only the sun but also royalty, and as such they are marks of the king's rank and considered sacred. Triangles, however, are marks of warning and ill omen and usually trigger some sort of trap or device.

The ceilings, while equally elaborate, are more representational. They recreate the sky in various phases and seasons, a feature sure to fascinate any Celestial Magisters who happened onto the tomb. The stars are shaped from gold, and the deep blue of the night sky is ground lapis. Silver has been used to show comets, moons, and other astronomic objects. All the major constellations are visible, many of them more than once, but a keen observer should note that they do not match the night sky seen above the valley. Instead, these constellations appear as they would over Khemri, recreating Karitamen's spiritual home here in his final resting place.

The rooms also have a variety of furnishings, including silk hangings, fine rugs, pillows, and elaborate torch sconces. All of these are of the finest quality. Though dusty, most of these items are remarkably preserved.

TOMB DRESSINGS

Few tombs, graves, catacombs, or barrows are simply holes in the ground filled with dead things. Each has its own unique

appearance, architecture, sights, and smells, depending on who created it and just what might now be using it as a home. A good tomb robber can tell a lot about a crypt simply from the carvings on the walls and the markings in the dust, including whether or not he can expect fame and fortune in its depths or a grisly demise.

All of the following tables give you the means to add atmosphere to the various locations in the tomb. At your discretion, you can roll on these tables to heighten tension, create some mystery, or simply for fun. One of the dangers of adding tomb dressing to your dungeons is that it might lead the PCs away from the main plot and make them forget why



they went down there in the first place. These misleading clues, or red herrings, can either be a lot of fun or a lot of bother, so it's worth identifying them beforehand. Words painted on doorways in blood, mysterious sounds drifting up from rusted

grates, and riddles scratched into stone floors can all lead parties astray. In these instances, you need to decide if these things really mean anything at all, and if they do, you should be ready in case the adventurers decide to pursue them.

Adventuring Ambiance

Tombs are full of sights, smells, and sounds hinting at the hidden dangers within their shadowy depths. You can use this kind of ambiance to either enhance the feel of a tomb, adding to its frightening and disturbing nature, or alternatively to offer clues to the adventurers of the dangers that lurk ahead.

Catacomb Curios

Aside from dust and cobwebs, a tomb will often be filled with ancient trinkets and the remains of long-dead things left to moulder in the darkness. While these artefacts cannot rightly be called treasure, they can nevertheless be of interest to adventurers, offering them clues to the origins of the tomb.

Arcane Architecture

Every crypt is constructed in its own unique way, incorporating the styles and designs of the race that created it. In addition to this vast range of curving arches, mosaic-covered floors, and skull-encrusted pillars, adventurers might also encounter stranger more esoteric architecture. This could be anything from doors that look like giant, staring eyes to an entire tomb constructed like the innards of a great fish.

DEFACING THE TOMB

Particularly irreverent and callous Characters may see each room as yet another opportunity to get rich, and they may take to scraping the walls to remove the precious metals or pry out the gemstones. Whilst some rooms are protected with deadly traps to prevent this, in many places there's nothing to stop such avaricious Characters—aside from the curse.

The tomb's appearance has been protected by the *Curse of a Thousand Lashes* (see page 108 in **Appendix II: Tomb Hazards**); 1d5 rounds after a Character starts scratching at the walls, he must make a **Will Power Test** or suffer the effects of the curse. To make matters worse, every minute the Characters work, Karitamen sends 1d10 Skeleton Soldiers to deal with the tomb's defacers, showing up 1d10 rounds after the Characters begin their work. This continues until the PCs have destroyed 100 Skeleton Soldiers.

Those Characters who persist in defacing the place, regardless of the consequences, can recover 1d5 gc worth of precious metals and gemstones for every 1d5 hours spent scraping and chipping at the walls. Each room can grant no more than 10 gc worth of materials.

DEFENCES

The Nehekhharans took death and the afterlife very seriously. To violate a tomb was sacrilege, and to do so doomed the intruder to eternal torment. Tomb robbers were considered the worst kind of criminal, and neither death nor torture were too severe

TABLE 5-2: CATACOMB CURIOS

Roll	Result
1	<i>Bone Flute</i> : Pipe made from the bone of some ancient animal.
2	<i>Sun Disc</i> : A pictograph-encrusted bronze mirror.
3	<i>Wrappings</i> : Stained and dried bandages.
4	<i>Brain Gouger Tools</i> : Long, curved blades of unwholesome practice.
5	<i>Mystery Urns</i> : These are large, painted pots with unknown contents.
6	<i>Mummified Animals</i> : Cute cats and dogs hollowed out and preserved for the ages.
7	<i>Ancient Worthless Coins</i> : Stone and bone currency.
8	<i>Skin Map</i> : A local map on ancient Human skin.
9	<i>Insect Shells</i> : The dried, empty shells of hundreds of biting and stinging insects.
10	<i>Bone and Sinew Animals</i> : Khemri animal Gods made of old bone and dried muscle.

TABLE 5-3: ARCANE ARCHITECTURE

Roll	Result
1	<i>Bottomless Well</i> : A rimless pit disappears into the darkness below.
2	<i>Scarab Pool</i> : A dried bathing pool is shaped like a deadly scarab.
3	<i>Pyramid Sundial</i> : A sundial was built below a shaft of light to tell the time of day.
4	<i>False Doorways</i> : These frames that decorate the walls can fool the unwary for hours.
5	<i>Wailing Vents</i> : Fluted vents to the surface let in the howling desert wind.
6	<i>Map of the Kingdom</i> : Spread out on the floor is a detailed map of the prince's domain.
7	<i>Font of Truth</i> : A dried fountain bearing a mosaic tells the tale of the God of Lies.
8	<i>Fallen Blocks</i> : Some massive blocks have fallen from the ceiling.
9	<i>Collapsed Trap Passage</i> : A tunnel has caved in, crushing an unwitting robber.
10	<i>Brass All-Seeing-Eye</i> : From high above the room, the eye watches all.

a punishment for them. Nehekharan tombs were designed accordingly. Tomb builders not only found ways to conceal the true burial chambers from greedy explorers, they also set traps for the careless and unwary. Most of these traps are cunning, well concealed, and deadly.

Karitamen's tomb has more traps than most because those who interred him wanted to make sure no one disturbed his rest. The floors are granite flagstones, and many of the individual stones have been rigged with pressure-sensitive plates—they rest lightly atop a mechanism, and if any weight pushes down upon them, the mechanism activates. Tripwires appear at several junctures but are less a trap themselves than distraction—treasure hunters may see the tripwires, congratulate themselves on spotting the trap, climb over them, and set off the pressure plate or other trap on the other side. Deep, spike-filled pits have been placed along the corridors, their sides coated in grease to prevent anyone from climbing out. In several spots, including one within the burial chamber, a pressure plate activates a mechanism within the walls and ceiling, causing them to slam together and crush anything caught between them.

Not all the traps are as large or as obvious. Touching certain spots on the wall can be fatal, as some of the paint was mixed with a deadly poison. Passing a particular decoration releases poisoned darts, which fly straight toward the intruder. Blades concealed in narrow slits between images along the walls or ceiling will whip across a corridor when a pressure plate is touched, slicing through anything in their path. Stepping in the wrong spot on one staircase can cause a row of small spikes to spring up from the next step down—these spikes rise with enough force to easily pierce most boots and shoes, and the tips are poisoned.

The tomb is defended in another sense; it is extremely defensible. The entire structure is carved from a mountain peak, making the interior walls impermeable. The front doors are the only way in or out, and the entranceway beyond provides a perfect place to position archers, spearmen, or handgunners. A handful of men could hold the tomb against scores of soldiers with very little loss. Karitamen may have ordered a tomb, but he received a fortress, as well as a perfect staging area for his Skeletons.

Another defence that should not be discounted is the power of myth. Nehekharan tombs are legendary, not only for the treasures they contain but also for the traps they possess and the curses they cast upon those who enter them unbidden. Most people, upon finding a Nehekharan tomb, would think twice before entering. And Karitamen the Death Scarab has legends of his own. Those local to the region and those who have studied Nehekharan lore from the right period will know that Karitamen was a powerful king with both martial and sorcerous skills. He is exactly the sort of man who would come back from the dead if possible, and who would happily slaughter anyone who disturbed his rest or stole his possessions. Those details are enough to scare away any but the most determined.

The tomb's final defence lies in its location and its anonymity. No one knows the tomb's exact location, though rumours persist that there is a map. Tomb Valley is not very large

and could be easily overlooked. The tomb's façade has worn away, making it hard to notice and difficult to recognize as a deliberate manmade structure, much less a famous one. The frequent presence of Orcs and Goblins in the pass also means travellers will have less time and more supervision whenever possible—the princes' patrols know to watch for stragglers and sightseers and urge them back to the pass, by force if necessary. Treasure seekers have to be particularly careful because lingering too long in any one spot will draw the attention of any rivals nearby. One or more of the princes' patrols will notice if anyone stops in Tomb Valley for more than a few minutes—or if anyone disappears there.

RANDOM TRAPS

At various points throughout the tomb, there are rooms that call for random traps. Characters moving down corridors, up or down staircases, and in a variety of other environments are all at risk of triggering such traps. Where indicated, roll on **Table 5-4: Random Traps**. Or, if you're feeling particularly vicious, feel free to create traps of your own design instead.

TABLE 5-4: RANDOM TRAPS

Roll	Trap
01–04	Alarm
05–09	Click
10–13	Click...whirr
14–18	Click...whirr...thud
19–22	Darts
23–26	Disease Cloud
27–31	Distant Trap
32–35	Dust
36–39	Falling Block
40–43	Greased Pit
44–47	Irritant
48–51	Maddening Mist
52–56	No trap
57–60	Numbing Bolt
61–64	Poisoned Spike
65–68	Poisoned Wall
69–72	Putrid Matter
73–76	Salt Blast
77–80	Scything Blade
81–84	Sinking Surface
85–88	Spiked Pit
89–92	Tar Pit
93–96	Thief Stain
97–00	Vapours



Alarm

Locate: Average (+0%) Search; **Neutralise:** Average (+0%) Pick Locks

Effect: The Character steps upon a hidden trigger, causing an alarm gong to sound. This alerts any creature within the room to the Character's presence. Unless the Character neutralises the trap by destroying the trigger, this trap automatically resets.

Click

Locate: Challenging (–10%) Search; **Neutralise:** n/a; **Repair:** Challenging (–10%) Academic Knowledge (Engineering)

Effect: The Character steps on something that makes an audible click. The plate or tripwire may be connected to a faulty trap or may just be a decoy. If the Character repairs the trap, roll on **Table 5–4: Random Traps** to see what it does.

Click-whirr

Locate: varies (see description); **Neutralise:** varies (see description)

Effect: The Character steps on something that makes an audible click. After a few moments two traps trigger at once. He may make an **Agility Test** with each degree of success indicating he avoids one trap. Roll twice on **Table 5–4: Random Traps** to determine the nature of the traps.

Click-whirr-thud

Locate: varies (see description); **Neutralise:** varies (see description)

Effect: The Character steps on something that makes an audible click. Roll three times upon **Table 5–4: Random Traps** to determine the nature of his lucky discovery. He may make an **Agility Test**, each degree of success indicating he avoids one trap.

Darts

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Stepping on a pressure plate causes a barrage of poisoned darts to fire from hidden recesses in the walls. The Character is struck by 1d5 darts. He may make an **Agility Test**, each degree of success indicating he avoids one dart. If still struck by one dart, he must immediately succeed on a **Toughness Test**, the difficulty depending on the number of darts that struck him. If hit by one or two darts, the difficulty is **Average** (+0%), three, **Challenging** (–10%), or four or more **Hard** (–20%). If he fails his **Toughness Test**, he takes a Damage 1 hit (ignoring armour) per dart that struck him.

Once triggered, this trap can't be activated again unless a Character makes a **Challenging** (–10%) **Academic Knowledge (Engineering)** Test to reset it.

Disease Cloud

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: An unseen bellow drives flakes of leprous, diseased skin over the face of the Character who triggered the trap. The Character must make a **Challenging** (–10%)

Toughness Test or contract a plague of the GM's choosing. See page 108 in the **Plagues** section for some excellent examples.

Distant Trap

Locate: variable (see description); **Neutralise:** variable (see description)

Effect: The Character triggers a trap but is not the one to suffer its ill effects. Choose another Character at random, and roll on **Table 5-4: Random Traps** again to discover what fate will befall him.

Dust

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: An unseen bellow drives an unspecified dust into the face of the Character. Roll 1d10. On an even result, the dust is harmless (though the Player may not be aware of this). On an odd result, the Character takes a Damage 2 hit that bypasses Toughness Bonus and armour.

Falling Block

Locate: Challenging (–10%) Trade (Stoneworker) *or* Academic Knowledge (Engineering); **Neutralise:** Average (+0%) Trade (Stoneworker) *or* Challenging (–10%) Academic Knowledge (Engineering)

Effect: The Character somehow disturbs a loose block in the stonework above. The Character must make a **Challenging (–10%) Agility Test** or the block hits the Character in a random location, dealing a Damage 1 hit. The Character may make a **Very Hard (–30%) Will Power Test** to avoid swearing loudly. The noise of the falling block and the ensuing curses alerts any creature in the room to the Character's presence. This trap does not reset.

Greased Pit

Locate: Challenging (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: Stepping on a pressure plate or tripping a wire causes a pit to open up beneath a Character's next step. He must make a **Hard (–20%) Agility Test** or fall 9 yards onto the pit's floor and taking a Damage 7 hit.

Escaping the pit is not easy since the walls are coated with rancid grease. To climb out, a Character must succeed on a **Very Hard (–30%) Scale Sheer Surface Test**. Any clothing worn by the Character as they attempt to climb out will be stained with foul-smelling fat. This trap does not reset.

Irritant

Locate: Challenging (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: An unseen bellow puffs a cloud of ground herbs and spider hair onto the Character. These powerful skin irritants immediately cause a random location on the Character's body to swell and itch. Until all clothing and armour upon the affected area are removed and the

skin carefully washed, the Character is unable to stop himself scratching at the angry red rash. In combat, the Character must make a successful **Will Power Test** each round at the beginning of his turn or spend a half action rubbing his welts. This trap resets after one minute.

Maddening Mist

Locate: Challenging (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: An unseen bellow puffs a cloud of sweet smelling dust onto the Character. Within 3d10 minutes, the Character and anyone else who touches or inhales the dust will slowly begin to exhibit an Insanity of the GM's choosing. This effect wears off after 2d10 minutes. A successful **Academic Knowledge (History) Test** identifies the powder as the much feared Nehekharan "Mist of Madness," an unholy concoction featuring amongst other ingredients, the brains of simpletons and the bowels of apes.

Numbing Spike

Locate: Hard (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: A thin spike lances upward from the floor. The Character must make a **Challenging (–10%) Agility Test**, or the spike impales his foot, dealing a Damage 1 hit to the leg (50% chance of either).

The lance is smeared with lotus balm. After 1d10 minutes, a random part of the Character becomes entirely numb. If the affected area is a leg, reduce the Character's Movement Characteristic by half. If the affected area is an arm, the Character becomes unable to lift or grip anything with that limb. If the affected area is the body, the Character's spine relaxes, rendering him incapable of walking or crawling. There is a 50% chance that the Character's bowels follow suit, soiling both his pride and his clothing. If the affected area is the head, the Character immediately falls to the floor in a drooling heap. The Character is unable to do anything other than slur a few words, breathe, and blink very slowly.

The Character may make a **Challenging (–10%) Toughness Test** every five minutes to recover from his numbed state.

This trap automatically resets after one minute.

Poisoned Spike

Locate: Hard (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: A poison spike lances upward from the floor. The Character must make a **Challenging (–10%) Agility Test**, or the spike impales his foot, dealing a Damage 2 hit to the leg (50% chance of either) and reducing the Character's Movement Characteristic by half. Once the Character fully recovers all Wounds lost from the trap, his Movement Characteristic returns to normal.

The Character may make a **Very Hard (–30%) Will Power Test** to avoid swearing very loudly and alerting any creature in the area to his presence.

The spike is also poisoned. If the Character loses at least 1 Wound, he must also succeed on a **Challenging (–10%) Toughness Test** or lose an additional 5 Wounds, regardless of Toughness Bonus or armour.

This trap automatically resets after one minute.

Poisoned Wall

Locate: Challenging (–10%) Perception; **Neutralise:** n/a

Effect: The wall has been coated with a deadly poison. Should a Character touch it with naked flesh, he must succeed on a **Hard (–20%) Toughness Test** or lose 1d10 Wounds regardless of armour or Toughness Bonus.

Putrid Matter

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: A chance build-up of corpse gas combines with a careless touch from the Character to weaken an area of the plasterwork where a slave worker was entombed. With a wet thud, a pressurised blast of putrefied flesh explodes from the wall spraying the Character that triggered the trap. The victim must make a **Challenging (–10%) Will Power Test** or spend a turn retching as the remains spatter over him. All of his clothing is coated in the disgusting filth and is ruined. It will take 1d10 months for the stench to work its way out of the Character's skin.

Salt Blast

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: A pressurized blast of caustic salts explodes from the wall or ceiling, spraying the Character that triggered the trap. The victim must make a **Challenging (–10%) Toughness Test** or take a Damage 3 hit.

Once activated, this trap does not reset.

Scything Blade

Locate: Hard (–20%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Placing 50 pounds of weight or more on a pressure plate causes a heavy blade to swing out of the wall or floor and slice through the air. The Character must succeed on a **Challenging (–10%) Agility Test** to avoid being hit. A failed roll indicates the Character takes a Damage 5 hit to a random location. This trap automatically resets.

Sinking Step or Tile

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: A section of the floor sinks two feet when at least 10 pounds of pressure is placed on it. If triggered by a Character, he must make a **Challenging (–10%) Agility Test** to pull his foot free. Otherwise, a heavy blade lops off the foot, dealing a Damage 5 hit and reducing the victim's Movement Characteristic to 1 permanently. This trap automatically resets.

Spiked Pit

Locate: Challenging (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: Stepping on a pressure plate or tripping a wire causes a pit to open up beneath a Character's next step. He must make a **Hard (–20%) Agility Test** or fall 6 yards, taking a Damage 5 hit when he lands. In addition, the pit is lined with spikes. The character is hit by 1d5–1 spikes, each one dealing a Damage 2 hit.

Escaping the pit is not easy since the walls are coated with thick grease. To climb out, a Character must succeed on a **Hard (–20%) Scale Sheer Surface Test**. This trap does not reset.

Tar Pit

Locate: Challenging (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: Stepping on a pressure plate or tripping a wire causes a pit to open up beneath a Character's next step. He must make a **Hard (–20%) Agility Test** or fall 6 yards into a pit of viscous tar. Escaping the pit is not easy since the tar is extremely sticky. The Character must succeed on a **Challenging (–10%) Swim Test** each round to keep his head above the mess. If he succeeds by one degree of success or more, he can reach a wall and begin the long ascent back to the top.

Note: he gains a +10% to **Scale Sheer Surface Tests** thanks to the thoughtful gift in the bottom of the pit. This trap does not reset.

Thief Stain

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: A pressurized blast of acidic dye spurts from the wall or ceiling, spraying the Character that triggered the trap. The victim must make a **Challenging (–10%) Toughness Test** or take a Damage 2 hit, ignoring Toughness Bonus and armour. In addition, the victim's skin, hair, and clothes are stained a distinctive brownish-orange.

Once activated, this trap does not reset.

Vapours

Locate: Challenging (–20%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: An unseen bellow puffs a cloud of metallic powder over the Character who triggered the trap. This astringent compound constricts the Character's throat and irritates the eyes. The Character takes a Damage 3 hit regardless of armour. The Character is unable to do anything but choke and cry for the next d10 minutes. Once this has passed, the Character will be unharmed, save for a curious alteration of the voice. The GM should decide upon a suitable tone for the player to use (bass, hoarse, strangely Bretonnian, etc.). This effect lasts for the next two hours or until the end of the game session.

— ENTRANCES —

The traditional Nehekharan pyramid has only one visible entrance, a set of titanic double doors that face west toward Khemri (or, within Khemri, toward the royal palace and its fabled throne). Karitamen's tomb is no exception. The front doors open onto the uppermost level which includes the great hall where the restored king could once again receive his subjects and listen to their petitions.

A second entrance is hidden within the Mortuary Temple. It leads down into the pyramid's lower levels, allowing entrants to bypass the upper floors and the traps located there.

These two are the only ways into or out of the pyramid. At least, they were the only route intended for the living.

The tomb has one other access point, a chute leading from the crypt itself down to the underground river that flows beneath the mountain range. This passage was more symbolic than practical, and it was created to allow the dead king's spirit to begin his journey into the underworld and on to the next stage of existence. It might be possible to climb up that narrow shaft and into the crypt, provided someone could find a way to reach the river and then navigate its swift currents well enough to locate that squared hole in the low ceiling above.

Just past the tomb's entrance is a short set of steps, leading down to the first level. Stairs and inclined corridors link each floor to the one below. Each level is arranged around a large central space. On many levels, the other rooms can only be accessed through that central room, which serves both as a room and as a connecting hallway.

CORRIDORS

The pyramid has many corridors, both long and short. Most are clearly visible, but a few are concealed behind walls. The corridors may vary in width, but each are exactly the same height, 10 feet. The floors are patterned in long, interwoven rows, while the ceilings show ribbons of night sky and stars. Along the walls are carved and painted murals that depict Karitamen's life and exploits in the upper levels and his journey to the next life in the lower levels.

Statues stand at intervals along the corridors. Smaller figures of the Gods and of various animals and entities rest within small nooks carved into the walls—these have been included into the murals, so a scene may show Karitamen offering sacrifices to a God displayed there. Crossed swords, axes, flails, and other weapons hang along the wall as well, often crossed over a shield. These are trophies from Karitamen's many military victories, and most are clearly not of Nehekharan origin.

The corridors are perfect places to insert extra touches to add character and underscore its great age. Each passageway should be clogged with sheets of webs crawling with spiders. Random bones, some shattered and others intact, litter the floor, while other passageways are blanketed in beetle carcasses. Another disturbing aspect is that as the Characters move from room to room, they notice the eyes of the mosaic figures and hieroglyphs follow them. The first time the PCs notice this, have them make **Will Power Tests** to avoid gaining 1 Insanity Point.

Traps

Most of the corridors are protected by traps. Roll on **Table 5-4: Random Traps** on page 45 for each Character that walks carelessly down the corridor. If at least one Character makes a **Hard (-20%) Search Test**, he finds a safe path through the corridor, and he may pass this information on to his companions.

STAIRWAYS

A short flight of stairs links the entranceway with the first corridor, a mere five steps. Longer flights, forty steps down, connect each level.

Each staircase is 6 feet wide with steps 6 inches high and 12 inches deep. The steps are all carved from solid granite and inlaid with metal and stones. Unlike the corridors, the steps do not form a continuing mosaic. Rather, each step is its own decorative item, though each staircase has a common colour palette and theme.

Each staircase focuses on a different element, beginning with earth, then air, then fire, and finally water. This symbolizes the body's journey from common earth (birth and physical growth) to the open air (meaning life in the normal world and also spiritual growth) through the cleansing fires of the burial ritual, into the water of the sacred river and from there to the final journey.

The steps run the width of the corridor, and the walls continue alongside them unbroken.

Traps

Nearly all of the staircases are trapped. Roll on **Table 5-4: Random Traps** on page 45 for each Character that walks carelessly down or up the steps. If at least one Character makes a **Hard (-20%) Search Test**, he finds a safe path and may pass this information on to his companions.



CHAPTER VI: TOMB LEVEL ONE

This level is dedicated to Karitamen's great victories over various enemies, specifically his success as a warrior.

I-I: THE ENTRYWAY

Just beyond the front doors is a small room.

Sand is scattered across the floor of this cool entryway. The tomb doors completely fill the west wall. To the east, a short set of steps leads down into gloom. The floor here is a circular mosaic, with a large scarab of black onyx set at its centre. The ceiling is decorated to show a miniature of the night sky.

Statues stand against the north and south walls, massive guardsmen carved from granite and dressed in the armour of the king's honour guard. Each statue holds a large torch in his hands instead of a weapon, though curved swords hang at their side.

This room provides a place for visitors to stop and catch their breath and polish their finery before being led into the throne room. Except, of course, the living were forbidden entry.

Traps

Four traps protect this chamber.

Scornful Bile

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Removing either torch releases a pressurized blast of caustic salt acid from an exposed cavity in the statue's

mouth. The salt sprays anyone in front of the statue, requiring a **Challenging (–10%) Toughness Test** or the spray inflicts a Damage 3 hit. A successful **Academic Knowledge (History) Test** reveals that gurgling made by this trap sounds remarkably like the ancient Nehekharan term for “fool” (literally “he who drools as a camel”). This trap does not reset.

The Scarab's Sting

Locate: Challenging (–10%) Search; **Neutralise:** Hard (–20%) Pick Locks

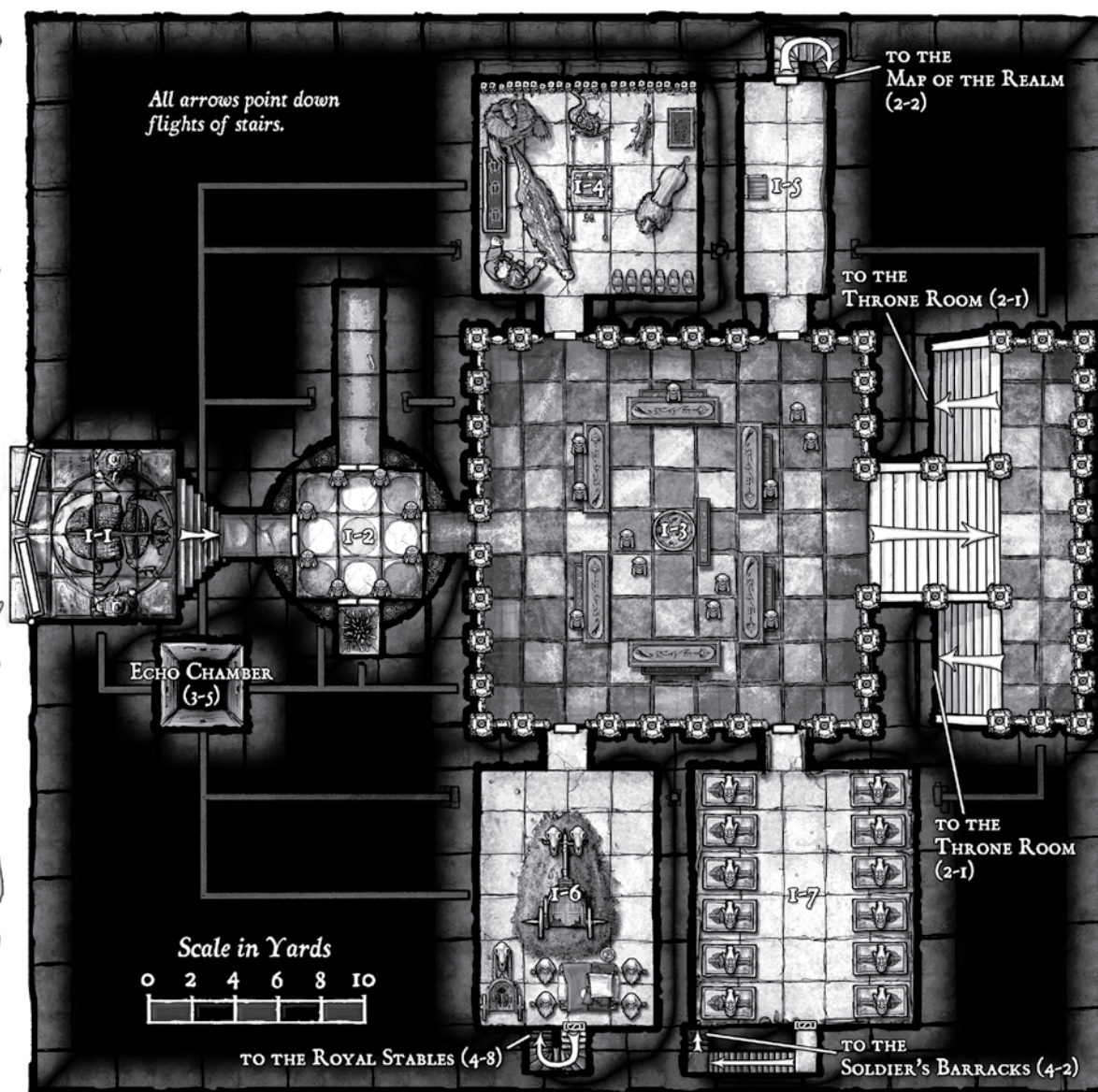
Effect: Touching the scarab in the centre of the floor releases several poison darts so small they are all but invisible. Anyone in the centre of the room must make a **Hard (–20%) Agility Test** to avoid being hit. The poison on the darts causes boils to appear all over the body within seconds, and these boils expand until they explode, leaving the victim to die from fever and blood loss. Characters struck by the darts must pass a **Challenging (–10%) Toughness Test** each round or lose 2 Wounds from the poison. The poison can be halted with a **Challenging (–10%) Heal Test**, with a casting of a *cure poison* spell, or if the Character succeeds on three consecutive **Toughness Tests**. This trap does not reset.

Hidden Scorpions

Locate: Challenging (–10%) Perception; **Neutralise:** n/a

Effect: Scorpions nest between the helms and the statues' heads and attack anyone disturbing them. Characters must succeed on a **Challenging (–10%) Agility Test** to

KARITAMEN'S TOMB — LEVEL ONE



— LOCATION KEY —

- I-1 — The Entrance Hall
- I-2 — The Antechamber
- I-3 — The Great Hall
- I-4 — The Trophy Room
- I-5 — The Map Room
- I-6 — The Chariot Room
- I-7 — Generals' Monument

— CREATURE KEY —

- Tomb Guard
- Skeleton
- Nightmare
- Undead Dwarf
- Wight General

avoid being stung. A failed test indicates the Character is poisoned and must succeed on a **Challenging (–10%) Toughness Test** or die in a number of minutes equal to his Toughness Bonus. A **Challenging (–10%) Heal Test** grants the Character a second save, while a *cure poison* spell neutralises the effect.

Scything Blade

Locate: Hard (–20%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: The tips of the statues' swords press against pressure plates in the wall, and moving them carelessly sets off a pair of scythe blades hidden within the walls—these blades swing forth, crossing as they do, and slice through anything in the room taller than four feet. The blades can be avoided with a **Challenging (–10%) Agility Test**. On a failed test, the Character takes a Damage 5 hit. This trap resets after one minute.

Development

The patterns on the floor tell the story of Karitamen's life and death through stylised hieroglyphs meant not to be read but merely to convey the meaning through the artwork. The ceiling is domed and shows a miniature of the Khemri night sky, a fact a Character may realise with a successful **Challenging (–10%) Academic Knowledge (Astrology) Test**.

Setting off any of the traps in this room alerts Karitamen to the presence of intruders and gives him time to mobilise his troops.

Treasure

The armour and weapons are all of fine make and fetch the normal market price for Good Craftsmanship items. To a collector of Nehekharan artefacts, the items are worth 50% more.

ROOM 1–2: THE ANTECHAMBER

This room links the entryway with the rest of the pyramid, specifically with the great hall.

Standing at the end of the corridor are a pair of golden doors.

The doors are not locked. If the PCs open them, read on.

Beyond the doors, you find a small square room with a door on every wall. The room is lit by a golden chandelier that hangs from the ceiling. Guarding each set of doors is a pair of armoured Skeletons.

One minute after the first PC enters this chamber, read or paraphrase the following text.

Suddenly, the golden doors through which you entered slam shut, clicking as it locks. You feel momentarily disoriented, as if the world was spinning. Once it stops, you're certain something terrible has happened.

This room is cleverly constructed to rotate once the doors from the entryway corridor shut. The correct doors lead to the Great Hall. The other three sets lead to deadly traps. The correct doors are the ones behind the visitors because that acknowledges they are unworthy to continue deeper into the pyramid.

Characters that remained in the entryway see the golden doors rise up into the ceiling and hear a faint grinding noise as the room rotates. The room resets once the Characters leave through the proper doors. One minute after the correct doors are opened, the room spins again, resetting for the next band of fools.

Creatures

The armoured Skeletons are eight Tomb Guards. They attack anyone who comes within 2 yards (1 square) of a door. The Tomb Guards by the correct doors also attack but not until the room has rotated. See **Tomb Guards** on page 102 in **Appendix I: New Creatures** for statistics.

Traps

Of the four sets of doors, three bear deadly traps.

North Door: Crushing Ceiling

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: These doors open onto a short hallway. It looks completely ordinary, but just inside the door is a cunningly concealed pressure plate. Stepping on the plate, which is automatic if anyone enters the hall, causes the door to swing shut and the ceiling to drop, pulping the victim and dealing a Damage 6 hit each round from the weight of the ceiling. The trap resets after one minute, freeing those who, by some incredible stroke of luck, survive.

South Door: Spike-Filled Pit

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Beyond these doors is a 6-yard-deep pit lined with spikes. Opening the door causes the floor tiles in front of it to suddenly tilt upright, forcing those on the tiles to make **Challenging (–10%) Agility Tests** or fall into the pit and onto the spikes below. Characters who fall take a Damage 5 hit, and when they hit the bottom, they are struck by 1d5 spikes, each dealing a Damage 2 hit. This trap resets after one minute.

West Door: Spear Volley Trap

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Opening these doors (which lead back into **Room 1-1: The Entrance Hall**) causes a barrage of spears to fire from hidden mechanisms. All characters in the path must succeed on **Challenging (–10%) Agility Tests** or be struck by 1d5–1 spears. Each spear inflicts a Damage 1 hit. This trap resets after one minute.

Treasure

All the doors in this room are covered in beaten gold. The wooden door handles are imbedded with semiprecious stones, particularly lapis and black onyx. A gold and crystal chandelier lights the vaulted ceiling. The doors are worth 10 *gc* each, while the handles are worth another 5 *gc*. The chandelier can fetch up to 10 *gc*.

ROOM 1-3: THE GREAT HALL

This large room is the centre of the first level.

This room is massive, easily 50 feet across and just as wide. Tall columns line the walls and the ceiling vaults high above, its night sky imagery broken by large golden comets and shimmering silvery moons. Benches are placed all around, small low tables beside them, and a large brazier is sunk into the centre of the floor. Desiccated Skeletons are seated upon some of the benches, posed in some obscene mockery of life, while others stand about, as if conversing. A wide golden staircase dominates the far wall, leading down.

This room was constructed to allow the king's subjects to gather and feast and discuss matters. Doors along the two side walls lead to **Room 1-4: Trophy Room**, **Room 1-5: Map Room**, **Room 1-6: Chariot Room**, and **Room 1-7: Generals' Monument**. The staircase, which has white marble steps and golden rails, leads down to **Room 2-1: Throne Room**.

Creatures

Twelve **Skeletons** wait in deathless anticipation. Eight are slaves who were entombed with Karitamen, whilst the other four are failed tomb robbers. They attack anyone who enters. See **Skeletons** on page 231 of *WFRP* for statistics.

Traps

In Nehekhara culture, only the host is allowed to tend the fire or to sit on the bench right beside it, a fact realised with a Hard (–20%) Academic Knowledge (History) Test. These two items, the brazier and the bench beside it, are both trapped.

The staircase is also trapped but only down the centre (roll on **Table 5-4: Random Traps** on page 45). Supplicants are expected to know their place, which is to either side—only rulers walk down the centre, unafraid.

The Heel of Hrahamet

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Sitting on the bench causes a stone block to fall from the ceiling, crushing the bench and anyone on it. The block deals a Damage 5 hit and pins the victim. Moving the block requires a **Challenging (–10%) Strength Test**. A successful **Academic Knowledge (History) Test** identifies carvings on the block as the signs of Hrahamet, Lord of the Household and protector of civil accord. This trap does not reset.



Nesting Spiders

Locate: Challenging (–10%) Perception; **Neutralise:** n/a

Effect: Anyone touching the brazier triggers a mechanism causing it to tilt on top of them. The fire has long since burned out, but spiders have nested among the ash and coals and attack anyone who disturbs them. This trap uses the same rules as the **Hidden Scorpions Trap** on page 50 in **Chapter VI: Tomb Level One**.

Development

This room is the only way to reach the other rooms on this level, as well as all stairs and corridors leading down to the second level.

Treasure

Silver jugs, goblets, and plates sit upon each of the small tables, worth 8 *gc* total. Small gems have also been strewn among the coals in the brazier, so the flames there would give off multi-coloured light. The gems, of which there are a dozen, are each worth 2d10 *s*.

ROOM 1-4: THE TROPHY ROOM

This room contains trophies of Karitamen's many military victories.

This room appears to be some sort of strange bestiary, for it is filled with hideous creatures. The monsters are still, almost as if posed.

This room holds vanquished foes, claimed weapons and other treasures, and other marks of his military prowess.

Here are some of the items in this room, though you should feel free to add others:

- A row of pikes along one wall. Each pike is decorated with an Orc or Goblin skull. Their captured weapons are mounted on the wall behind the pikes.
- A frieze along another wall, showing Karitamen's soldiers collecting ears from fallen foes. The right ears were sent back to Nehekhar to prove his victories. The left were collected, and a coffin-sized casket on the floor in front of the frieze holds the desiccated bits of flesh.
- A second frieze along a third wall. This frieze shows Karitamen's army claiming its spoils: plundering settlements, looting dead bodies, pitching corpses into the rivers, carrying off women, etc.
- A row of mummified men and women. Several of the men have bear and bear paw images on their clothing, and a few of the women have triskele symbols upon them, suggesting they may be early followers of Taal and Rhya, two of the Empire's own Gods. None of these mummies are Nehekharan, and they are probably vanquished foes.
- Hideous monsters. These preserved bodies dominate the room. Some of them were real beasts, including at least two Chaos-tainted creatures, but others are fakes, constructed by sewing together elements of several different animals and even people.
- A large throne in the centre of the room. The throne is constructed of gilt bones. This is a Casket of Curses, where the souls of the defeated were said to be trapped until such time as the victor chose to release them—or use them. The casket is closed and sealed, and within it are tiny scraps of parchment containing the names of those supposedly sealed within. The topmost scrap has the name of the Nehekharan nobles who orchestrated Karitamen's death.

Creatures

All of the corpses in this room are animated by the foul magic that awakened Karitamen. However, given the condition of their bodies (or lack of bodies), they do not pose a threat, at least physically. Feel free to play up the creeping horror of this room. The following suggestions may get you started:

- One of the PC's sees the primitive Empire folk twitch—but no one else did.
- One of the hideous monsters has moved half a foot closer to the party, whilst they were not looking.
- A random PC feels a cold draft on their neck.
- One of the desiccated Goblin heads falls from its pike with a loud crash.
- The women in the Spoils of War frieze appear to weep.
- The jaw of one of the hideous monsters opens with a creak.

- The mummies shift and cry out with lipless mouths. All PCs must succeed on **Will Power Tests** or gain 1 Insanity Point.

PC's who commend the primitive Empire folk to the care of Taal and Rhya, or somehow otherwise honour the dead, should receive a bonus 25 xp as a reward.

Traps

The only traps in this room are on the throne, the sandals, and the casket. Everything else can be opened, shifted, and examined safely.

Casket Trap

Locate: Hard (–20%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: The casket is protected by a pair of needle traps. The lock requires a **Challenging (–10%) Pick Locks Test** and contains a poisoned needle. Should a Character attempt to open the lock without a key, he must succeed on an **Agility Test** or have his finger pricked. The poison automatically inflicts 1 Wound (ignoring Toughness Bonus or armour) and one minute later, the Character must succeed on a **Toughness Test** or lose the use of the injured hand for the next two hours as it painfully swells to twice its original size.

The casket is also protected by a poisoned dart that fires when the lid is opened. A character in front of the casket must succeed on a **Hard (–20%) Agility Test** or lose 1 Wound (regardless of Toughness Bonus or armour). One minute later, he must succeed on **Toughness Test** or take a Damage 5 hit (ignoring armour) as the poison ravages his system. A *cure poison* spell removes the poison, while a **Challenging (–10%) Heal Test** grants the victim a +20% bonus to the victim's **Toughness Test**. Neither of these traps reset.

Sandals Trap

Locate: Average (+0%) Search; **Neutralise:** Routine (+10%) Pick Locks

Effect: The sandals are connected to thin wires. Pulling on them causes a massive blade to drop from the ceiling. The Character must succeed on a **Challenging (–10%) Agility Test** or be impaled by the blade, taking a Damage 6 hit and being immobilized until the blade is removed, which requires a **Challenging (–10%) Strength Test**. This trap does not reset.

The Mercy Seat

Locate: Challenging (–10%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: This trap has been known to make even the stoutest fellow whimper for deliverance. Any Character who dares sit on the seat causes a bed of spikes to pierce the seat, dealing a Damage 3 hit. If the Character loses at least 1 Wound, he halves his Movement Characteristic until all the Wounds lost from this trap are healed. His pride, however, may never recover. This trap resets after one minute.

Development

Anyone who opens the casket earns Karitamen's wrath. Inside is a scroll, which holds the names of his betrayers. Characters that curse them before the Tomb King may mollify him slightly.

This room has been tainted by Chaos, primarily by some of the monsters and by the casket. Many of the creatures here have mutated as a result. Carrying anything out of this room will spread the taint through the pyramid and will further anger Karitamen and his subjects. Characters in possession of any items taken from this room take a -10% penalty to all tests made to resist gaining mutations.

Treasure

Most of the items in this room have no monetary value. The sandals, however, are encrusted in gems and worth 30 *gc*. The Casket of Curses is valuable for its gold gilding (about 10 *gc*) but is worth more as a rare Nehekharan artefact, worth up to 100 *gc* to the right buyer.

ROOM 1-5: THE MAP ROOM

A map of Karitamen's conquests dominates this room.

This is a long, narrow room. Completely covering one wall is a strange, stitched-together hanging. Lines and figures have been drawn upon it with several different coloured inks. A plain wooden chair stands against the opposite wall. A small door is set into the far wall.

This room has nothing but the map and the single chair. The door opens onto a narrow staircase, which leads down to **Room 2-2: Map of the Realm** on the next floor.

This map is not of Karitamen's realm but of his conquests. The different colours indicate whom he was when the victory occurred: a simple warrior, the leader of a unit, one of Amenemhetum's generals, a king in his own right.

Upon closer examination, the map is made from Human skin, presumably from those he defeated. Each conquest has its own skin, and many still bear tribal tattoos—including one that has an ancient Ulric rune inked in deep blue.

Traps

No one but Karitamen himself was allowed to sit in the chair and admire the map while seated.

Chair Trap

Locate: Very Hard (-30%) Search; **Neutralise:** Challenging (-10%) Pick Locks

Effect: Sitting in the chair or putting pressure on the seat without first engaging the bypass (a hidden button on the underside of the chair) causes the chair to spray two streams of flesh-eating acid. A character who fails a **Hard (-20%) Agility Test** takes a Damage 5 hit that ignores armour. This trap resets after one minute.



Development

Studying the map reveals that Karitamen fought—and won—all over the Borderlands. His kingdom had smaller boundaries, but his reawakened ambitions might extend across the entire region.

ROOM 1-6: THE CHARIOT ROOM

This large room contains Karitamen's massive war chariots.

The first thing you see upon entering this large room is a massive chariot. It rests in the centre of the room, upon a mound of yellowed bone shards. Majestic horses are still yoked to the chariot's traces, their bones arrayed as if they only paused mid-stride. A second, smaller chariot stands in the far corner, and opposite it sits a large, heavy sedan chair. Short, wrapped figures are yoked to the sedan chair's poles.

This room was set aside for Karitamen's chariots and sedan chair. It contains three items:

War Chariot

This large, heavily armoured chariot has a massive death scarab across the front to serve as a shield, and smaller death scarabs form the rim of the chariot's front and sides. The platform is made of woven leather strips, and the wheels are hardwood covered in gold and decorated with long, sharp spikes at the hubs. A small chest is built into the floor of the chariot in front for holding items, and a rack along the side holds spears, a bow, arrows, and a spare sword. The chest holds rope, a blanket, a



waterskin, a wineskin, a pair of leather gloves, a spare set of reins, and a small silver mirror. The chariot sits atop crushed bones.

Small Chariot

This chariot was designed for speed rather than strength, and it has no spikes and no heavy armour plating. The death scarab imagery is confined to a single death scarab centred on the front rim and a death scarab image worked into the woven floor with black ink. A rack here holds hunting spears, a bow, and arrows, and hooks on the other side hold a waterskin, a wineskin, and a bag of food (desiccated). This chariot is meant to be pulled by a single horse, and its traces are empty.

Sedan Chair

This piece is similar to Karitamen's war throne in that it has poles and was designed to be carried by slaves. The chair is basically a mobile bed, however, with heavy cushioning on the wooden frame. Rich carpets cover the chair and silk drapes hang all about. Within it is a pile of pillows so that Karitamen could prop himself up comfortably as he rode. A crystal jug and goblets sit off to one side upon a golden platter. Yoked to the chair are four Mummies, too short to be men but too broad and muscular to be women or children. These were captured Dwarfs.

Creatures

The skeletal steeds harnessed to the chariots (two for the war chariot and one for the small chariot) are in fact three **Nightmares**, and should any living creature come within 2

squares (4 yards) of them, they attack, breaking free from their harnesses.

In addition, the wrapped figures are four **Undead Dwarfs**. Should anyone draw near them, they stir to life, struggling to extract themselves from the sedan. The Undead Dwarfs free themselves after one round.

Anyone who actually attempts to talk with the Undead Dwarfs discovers they speak an extremely archaic form of Khazalid. They are incapable of stopping themselves from attacking, for the magic animating their corpses is beyond their will. They plead for a quick death and for their names to go unrecorded, for their beards were shaved before they were yoked to the sedan chair. They tell the PC's that Karitamen wakes and will likely offer them much for their service. Once this is done, they lapse into unintelligible curses against the Death Scarab.

PCs who commend the souls of the Dwarfs to their ancestors or otherwise honour them should be rewarded with 25 xp.

See **Nightmares** and **Undead Dwarfs** on page 104 in **Appendix I: New Creatures** for statistics.

Traps

The reins of both chariots have been poisoned. Touching the reins requires a Character to succeed on a **Challenging (-10%) Toughness Test** or lose 8 Wounds regardless of Toughness Bonus or armour. A Character can remove the poison by wiping the reins down.

Development

The walls here show images of Karitamen in his war chariots. On the far wall, the image of his favourite horse conceals a hidden door. The door leads to a narrow staircase that connects this room to **Room 4-8: Royal Stables on Level Four**.

Treasure

The jug and goblets are well crafted. The platter is solid gold and very valuable (18 gc). The hubs of the war chariot can be removed and used as shields. They are also covered in gold and worth 5 gc each.

ROOM 1-7: GENERALS' MONUMENT

This room honours Karitamen's generals, who were killed and placed in sarcophagi here as a mark of respect.

The second room off this side of the Great Hall has two rows of what look like stone slabs. Atop each slab is a body. At second glance, however, you see that the bodies are also carved from stone. Tapestries, weapons, and plaques cover the walls.

Karitamen wished to reward his greatest generals by interring them with him and bringing them with him into the afterlife. Unfortunately, many of his generals died during various battles, so their bodies were not intact. They solved this problem by "repairing" each corpse, building new limbs where necessary from precious materials.

This room holds twelve bodies, each in its own sarcophagus. By each general is a plaque displaying his name and rank, another listing his major victories, a tapestry showing a scene from his greatest battle, and several weapons he collected as war trophies. At the far end of the room is a hidden door that leads down to **Room 4-2: Soldiers' Barracks**.

Creatures

The twelve generals are all **Wights** now, and they lie awake in their sarcophagi. If anyone opens a sarcophagus, the general within waits until the lid has been moved before attacking. They were each buried in full armour and with their favourite weapons. Those who lost limbs have replacements wrought from marble, gold, black onyx, emerald, and other gems. These limbs are fully functional but only because of the magic that reanimated the creatures. See **Wight Generals** on page 104 in **Appendix I: New Creatures** for statistics.

Development

Once one general is released, the other generals stir in their coffins. Each round after combat begins, one general pushes off its lid and joins the battle. This continues until all the generals have joined.

Treasure

Each general has Best Craftsmanship full plate armour and wears expensive jewellery as befits its rank and success. The jewellery is worth 30 *gc* per general. But far and away the most valuable items in this room are the false limbs, which are wrought of precious materials and are marvels of engineering. The Limbs are distributed as follows:

Awī, "He of Glory"

Three ebony fingers worth 30 *gc*

Djadoeo, "The Round"

A crystal eye worth 45 *gc*, false nose, ears, and lips worth 20 *gc*

Kamenwati, "Dark Rebel"

A jewelled arm worth 350 *gc*

Khenti, "Leader of War"

A silver leg, inlaid with jade and lapis lazuli worth 375 *gc*

Nebrawi, "Lord of 1000"

A pewter torso, padded with silk worth 20 *gc*

Panahasi, "Barbarian Tamer"

A set of ivory teeth, wooden arm and clay foot worth 75 *gc*

Seshafi, "She of Great Anger"

Two ebony legs worth 100 *gc*

Sebi, "The Ox"

An ornate wig worth 15*gc*, a gold ear horn worth 20 *gc*

Mdjai, "Walker in the Sky"

A black onyx hand worth 200 *gc*

Nomti, "Strong in Legion"

A silver and marble face mask worth 150 *gc*

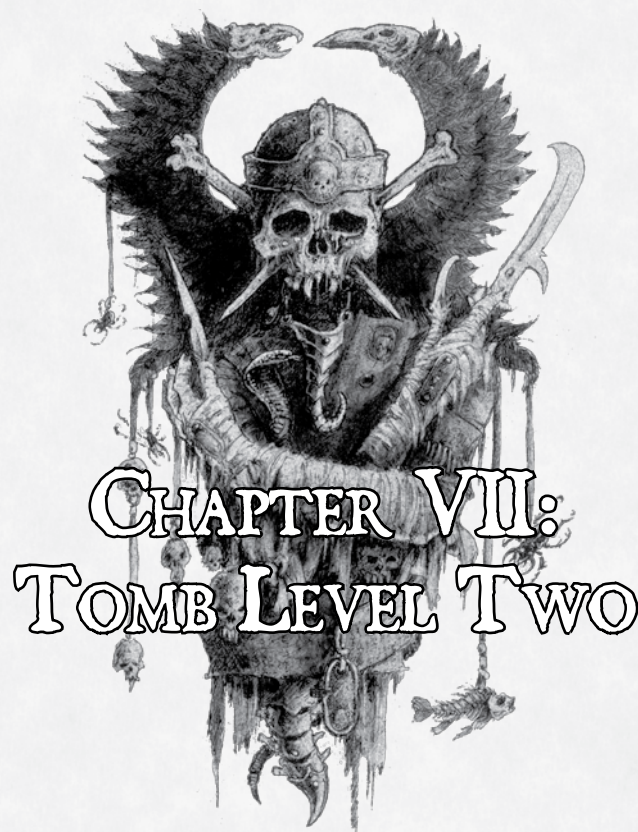
Mkhair, "He leads Lions"

A wooden head, arms, body, and leg worth 160 *gc*

Djal, "Gatherer of Coin"

A gold tongue worth 80*gc*, silver eyes worth 40 *gc* each





This level is dedicated to Karitamen's success as a king. It is more regal than the previous level and probably more like what adventurers would expect from a Nehekharan pyramid.

ROOM 2—I: THRONE ROOM

The centre of this floor and one of the most majestic rooms in the pyramid.

This room is perhaps 50 feet wide by that much again. Along either side are six glittering, deep blue pillars that set off the golden armour worn by a Skeleton Soldier standing before each one. The walls here are gold, painted and inlaid to create magnificent murals, and the ceiling shows not the night but the bright noon sky, with a golden sun hanging directly overhead. The rays of the sun stretch to every corner of the room, and the floor below is a matching explosion, a mosaic of coloured tiles and small gems forming an elaborate abstract pattern that somehow evokes thoughts of waves and forests and warm spring days. At the far end of the room stands a low platform, and atop that sits an imposing golden throne, a massive black onyx scarab set at its head. The room is very hot.

This is Karitamen's throne room, recreated exactly from the room in his palace. It represents all his regal power and is specifically intended to awe anyone who enters.

The throne is a masterpiece. It is massive and carved from pieces of black onyx and lapis and emerald, all fitted together with gold. The result is a sculpture as much as a throne, and

though it appears gold from a distance, it is as much precious gems as precious metal.

Creatures

The armoured Skeletons are actually Tomb Guards. There are 12 in all. They attack anyone that approaches them. They only notice those in front or alongside them, however, and there are no columns or guards at the far end of the room, behind the staircase. Thus adventurers can trek back to the room's far corner, slip between the wall and the first column, and then walk all the way to the front unmolested.

See **Tomb Guards** on page 102 in **Appendix I: New Creatures** for statistics.

Traps

Traditionally, no one is allowed to approach within a certain distance of the throne, save favoured noble advisors. This room reinforces that rule.

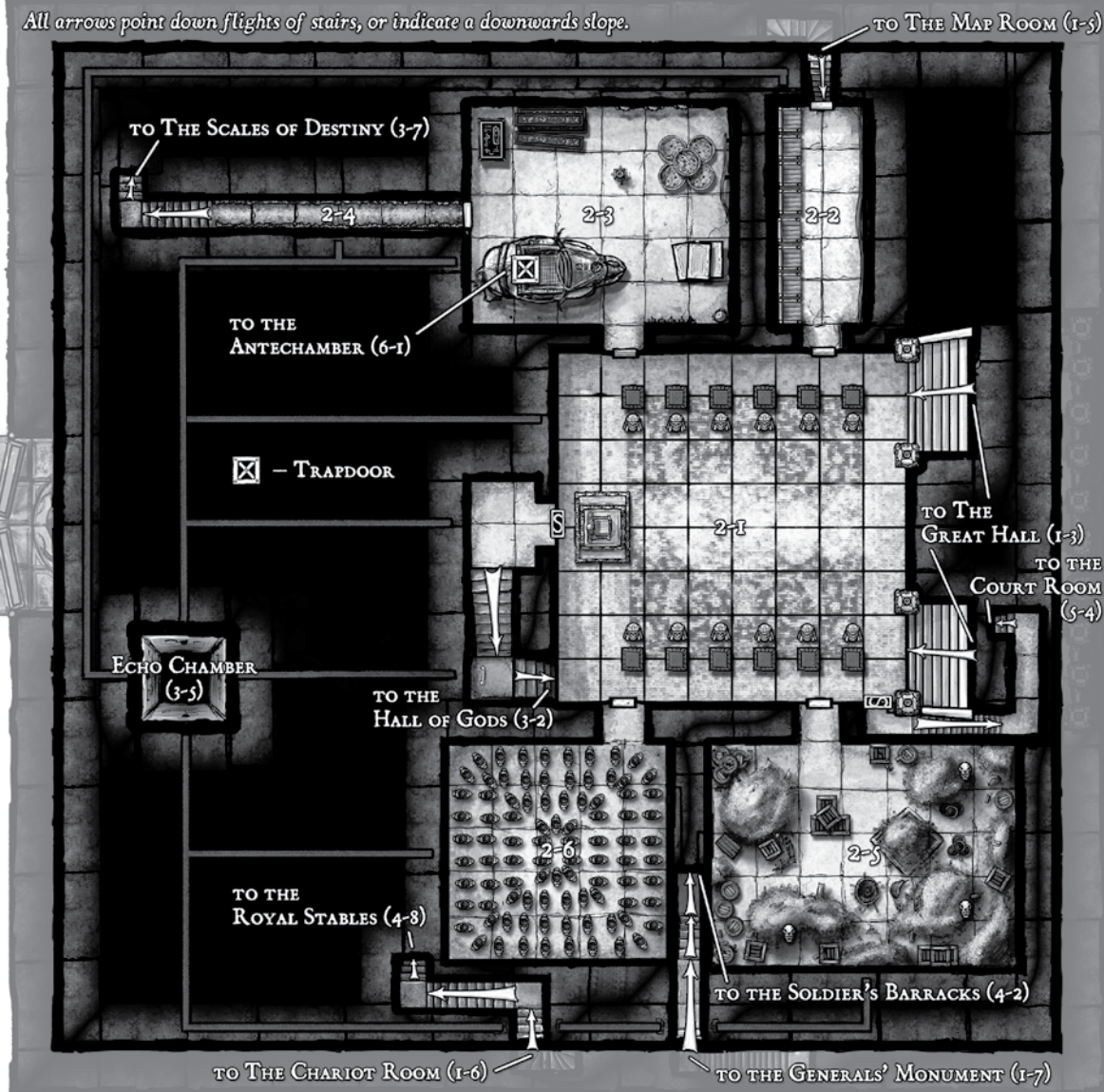
The Eye of Ptrra

Locate: Average (+0%) Search; **Neutralise:** n/a

Effect: The globe light of the sun is intensely hot, and carefully placed bits of mirror in the ceiling amplify its light and heat. Anyone venturing past the midpoint of the room without kneeling (or being no taller than four feet—Halflings are safe) suffer severe burns on the head, shoulders, back, and chest, taking a Damage 4 hit that ignores armour. In fact, victims wearing metal armour on the head or body locations take a Damage 5 hit.

KARITAMEN'S TOMB — LEVEL TWO

All arrows point down flights of stairs, or indicate a downwards slope.



— LOCATION KEY —

- 2-1 — Throne Room
- 2-2 — Map of the Realm
- 2-3 — Tributary Room
- 2-4 — The Hall of Hands
- 2-5 — Storeroom
- 2-6 — Audience Chamber

— CREATURE KEY —

- Tomb Guard
- Bastethi

— SCALE IN YARDS —



Anyone approaching within five feet of the dais will suffer burns all across the body, regardless of height, suffering a Damage 5 hit, or Damage 7 if wearing metal armour. The only safe way to approach is to walk between the columns and the side wall and then cut over onto the dais from the corners.

Characters who travel along the walls are at risk of triggering a random trap. Each Character has a 30% chance of triggering a trap. Roll on **Table 5-4: Random Traps** on page 45 to see what happens. As normal, a Character who succeeds on a **Hard (-20%) Search Test** spots a safe path and may convey this information to his allies.

The Blade of Phakth

Locate: Challenging (-10%) Search; **Neutralise:** Challenging (-10%) Pick Locks

Effect: The throne is trapped, as no one but Karitamen was ever supposed to touch it, much less sit upon it. If a foolish Character sits on the throne without first pressing the concealed button, requiring a **Hard (-20%) Search Test**, a large khopesh drops from the ceiling and impales anyone sitting there. The blade deals a Damage 5 hit, and the victim cannot move until the blade is extracted, requiring a **Challenging (-10%) Strength Test**. A successful **Academic Knowledge (History) Test** identifies the sigils upon the blade as those of Hawk-headed Phakth, Bringer of Justice and Defender of Thrones.

The Breath of Sokth

Effect: Destroying or moving the throne causes a cloud of noxious, poisonous gas to release from a tiny scorpion graven in the floor beneath the front left foot. Use the small template, and centre it on the throne's original position. All living creatures under the template must succeed on a **Challenging (-10%) Toughness Test** or take a Damage 3 hit that ignores armour. One hour later, those Characters who failed the initial test must make a second **Hard (-20%) Toughness Test** or permanently reduce their Toughness Characteristic by 20%. A successful **Challenging (-10%) Heal Test** removes the need for a second **Toughness Test** as does a *cure poison* spell.

Regardless of the success or failure of the initial test, all living creatures under the template take a -10% penalty to all tests for one minute from the irritating gas.

Development

Doors along the side walls lead to the other rooms on this floor: **Room 2-2: Map of the Realm**, **Room 2-3: Tributary Room**, **Room 2-5: Storeroom**, and **Room 2-6: Audience Chamber**.

Characters who succeed on a **Search Test** behind the throne find a hidden door that leads down to **Room 3-1: Hall of Gods**.

Characters that succeed on a **Hard (-20%) Search Test** by the stairs find a hidden door that opens into a series of sloping corridors and staircases, leading to **Room 5-4: Court Room**.

Both doors are trapped. Roll for a trap on **Table 5-4: Random Traps** on page 45 to see what protects the doors.

Treasure

This entire room is one large treasure, though difficult to obtain. The gems can be pried up from the floor and off of the walls, though doing so is bound to set off many traps (each attempt requires a roll on **Table 5-4: Random Traps** on page 45). Each gem is worth 2d10 s and there are a total of 50 gems. The gold can be stripped from the walls as well (each hour results in recovering 1d10 gc). The throne is the largest treasure here and if broken up will yield several impressive slabs of lapis, emerald, black onyx—worth 500 gc.

ROOM 2-2: MAP OF THE REALM

This is a second map room showing the extent of Karitamen's kingdom, with the areas he added during his reign marked in different colours/minerals.

This is a long, narrow, slightly dank-smelling room. An impressive map covers one full wall, and seats have been placed along the opposite wall beneath a series of plaques. A door divides the wall at the far end.

Different from the map room on **Level One**, which shows the places Karitamen conquered through force of arms, this map shows the extent of his realm and an indication of the people, goods, and treasures in each location. It is colour-coded to represent when and how it was acquired. The plaques on the opposite wall describe each acquisition in some detail.

Traps

Two traps protect this room.

Barrow Mould

Locate: Challenging (-10%) Perception; **Neutralise:** n/a

Effect: The map—which is made of fine parchment rather than Human skin—has sadly decayed over the years, and it is now host to a particularly toxic form of mould. Disturbing the map's surface, either by piercing it or pushing too hard on any one spot or peeling up a corner, releases a cloud of poisonous spores into the map room. All living creatures in the room must make a **Toughness Test** each round they remain in the room. A failed test indicates they lose 1d5 Wounds, regardless of Toughness Bonus or armour. This trap does not reset.

Poison Lock

Locate: Challenging (-10%) Search; **Neutralise:** Average (+0%) Pick Locks

Effect: The door is locked and requires a **Challenging (-10%) Pick Locks Test** to open. Characters who fail the test trigger the trap and are pricked by a poison needle that ejects from inside the latch. The Character must make a **Toughness Test** or die in 1d10 hours. A **Challenging (-10%) Heal Test** negates the poison as does a *cure poison* spell. This trap does not reset.

Development

This map clearly shows Karitamen's full kingdom and the fact that the land immediately below the pyramid served as the heart of his domain. The map also shows the location of various assets, including his royal palace and treasury.

Room 2–3: Tributary Room

This room holds trophies from other nations and rulers Karitamen conquered during his reign.

At first, this large room looks almost like a storeroom because it is filled with items. Most of the walls are covered with hanging objects, and more items are stacked on the floor, some even hanging from the high ceiling. But some of the items do not seem very practical—in fact, they look almost ceremonial. And many are single items, though others appear in quantity. Next to each is a small plaque.

Every land Karitamen conquered accepted him as its liege lord and agreed to pay regular tribute to him. Many paid in gold, or gems, or food, but some of the tribute was symbolic rather than practical, particularly whatever the new vassal offered initially. Those items were placed here as evidence of the many lands Karitamen controlled. The plaques identify each item in question (only by name, however, not by use) and the country that provided it.

A trap door beneath an impressive bronze statue of an elephant in full war-gear leads to **Room 6–1: Antechamber**. Finding this door requires a **Hard (–20%) Search Test**.

Traps

Most of the items in this room are not trapped, though those that are protected are quite dangerous.

Trapped Door

Locate: Challenging (–10%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: The trap door that leads to **Level Six** is locked, requiring a **Very Hard (–30%) Pick Locks Test**. A failed test triggers the trap. A barrage of poisoned needles fire from concealed mechanisms all over the door, forcing a Character standing over it to make a **Hard (–20%) Agility Test** or be struck by 1d5 needles. Each needle inflicts 1 Wound that ignores Toughness Bonus and armour. As well, the Character must immediately make a **Toughness Test**, with a –10% penalty per needle. On a failed test, the Character takes a Damage 5 hit that ignores Toughness bonus or armour. This trap does not reset.

Trapped Plaques

Locate: Challenging (–10%) Perception; **Neutralise:** n/a

Effect: There are a total of twelve plaques affixed to the walls. Disturbing any of them releases a cloud of poisonous gas. Each round the PCs remain in the room, they must



succeed on a **Toughness Test** or take a Damage 1 hit that ignores armour. These traps do not reset.

Treasure

Some of the items in this room are mundane, such as the basket of apples (now long since withered) or the pile of woven grass mats. Others are more martial, the stack of carved bone spears in their painted ceramic stand or the pair of matched swords carved from some iron-hard wood and inlaid with abalone shell to create a serrated edge. But some items seem to have no real purpose, like the basket-mask with woven eyes and dyed boar-quill hair or the bottomless box of dyed and stitched zebra hide with the ebony handles. All of the items in this room have one thing in common, however: they required significant time, skill, and patience to produce. Those that were crafted are of high quality, while those that were grown are (or were) excellent specimens of their kind.

The GM should feel free to add other items to this room. Keep in mind that most of the things here should not count as real treasure, however. Gold and gems and the like are in the treasure room on **Level Six**, though a single representative of some rare gem or mineral might be here next to the appropriate plaque.

One of the countries Karitamen conquered gave him a tiny box, no larger than a man's hand, carved from some unfamiliar stone into strange swirling patterns that hurt the eyes. The box is sealed somehow, though it has no visible hinges or clasp. It can be opened only by blood—if any blood touches the box it seems to shift and expand slightly and then split around the top. Within is a velvety enclosure and upon that rests a small pearl that

glows with a faint greenish light. Anyone looking at the pearl or touching it may feel nauseated. The pearl is actually Warpstone, and even Karitamen does not realize it sits here; as long as the box remains sealed, its Chaos taint goes undetected.

Most of the other items in this room are cultural rather than monetary artefacts. They have immense value to anthropologists and collectors, but most would not fetch much money from less esoteric buyers.

ROOM 2-4: THE HALL OF HANDS

This long, narrow corridor links the Tributary Room to a set of stairs.

This long corridor is narrower than most, perhaps four feet wide. The walls here are surprisingly plain, with no design or paint, just bare white limestone. The floor is granite and the ceiling shows a night sky with no stars. All along the walls, however, is a grisly decoration: hands. Hands emerge from both walls, of all colours and sizes.

At first glance, it seems these hands might be strange sculptures. Closer examination reveals the truth, however—they are actual flesh. Upon discovering this, the Characters must make **Will Power Tests** or gain 1 Insanity Point. And far from being cut off and mounted, they emerge from the walls, suggesting more of the limb may lurk behind the limestone.

Each of the hands belongs to someone Karitamen captured, usually in battle though occasionally through trade. He placed them here to show the breadth of his realm another way, by displaying the different peoples under his rule. Most would have displayed the heads, but Karitamen decided this was more interesting, and it suggested the faceless masses.

Development

The foul magic that animates the dead in the tomb likewise animates these hands. The hands wiggle and grasp but lack the strength to do any serious injury. Characters who somehow break through the limestone find no bodies beyond. The hands were simply severed and mounted in the stone.

The stairs at the far end lead down to **Room 3-7: Scales of Destiny**.

ROOM 2-5: STOREROOM

This room, accessed through the first door on the other wall of the throne room, is clearly a storeroom. Most of its contents have long since rotted away.

This room is a storeroom. Bushels, crates, baskets, and palettes fill the floor, holding the remains of what must have been beautiful produce, rich grain, and other good foods. All that is long since gone, of course, having turned to dust or shrivelled to small, grey, stone-like spheres.

Just as the Tributary Room holds representative items from the lands Karitamen conquered, this room held samples of the produce and other goods produced within his own lands.

Unlike Nehekhar, which is too dry for most crops, the Border Princes have rich soil, abundant water, and a good mix of sun and shade. The land here is bountiful, and Karitamen's people never lacked for food. This room held grain, corn, fresh vegetables, fruits, loaves of bread, and even dried meats. Now it has only the vestiges of such bounty.

Creatures

Inside this room hide three Bastethi. They have burrowed in among the baskets, crates, and other containers, and they do not move when people enter. Instead they wait, watch, and assess, studying the intruders before finally launching an attack. See **Bastethi** on page 100 in **Appendix I: New Creatures** for statistics.

ROOM 2-6: AUDIENCE CHAMBER

This room is filled with clay figures representing Karitamen's many subjects.

Beyond the door, countless Nehekharans stand, ready to confront you! Then you realize they are not moving. Now you see that they stand stiffly and that their skin has an odd waxy sheen, as do their clothes and other possessions. The entire room seems filled with them.

It was a common practice for Nehekharans to be interred with servants, warriors, family, and other subjects. But at the same time, the rulers realized that killing their own people, depleting the population just to have company in the afterlife, was not a good plan. So they came up with an alternative. Clay figures were carved and painted to look like real people. Many had bits of real hair or real nail attached. These represented the people and could be placed in the tomb in their stead.

This room is filled with such figures. They are not exact replicas of specific people—rather, each statue stands for a particular age, gender, class, and occupation of people. In this way, all Karitamen's subjects are represented, and all of them can symbolically accompany him on his journey, even as the real people live and breathe in the world above.

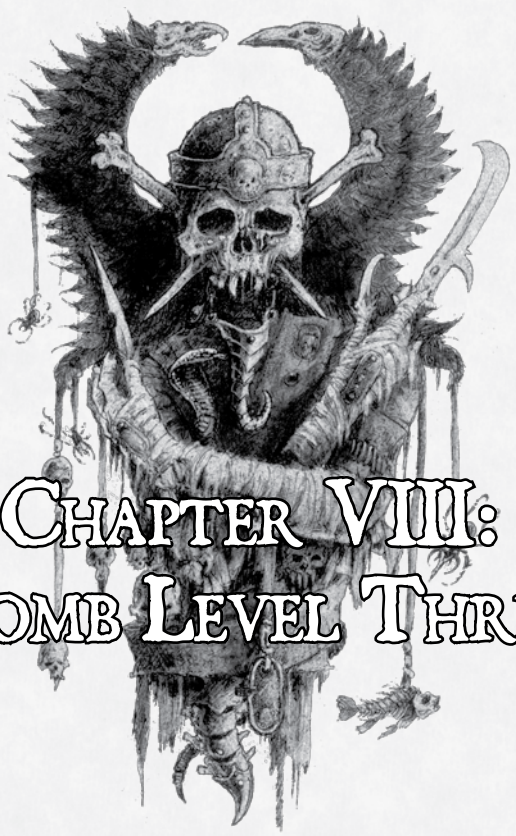
Traps

The clay figures are solidly built and unlikely to break unless attacked directly. They are jammed into the room, seemingly without pattern or purpose, but that is misleading.

Clay Statues

Locate: Hard (–20%) Perception; **Neutralise:** n/a

Effect: Each figure is carefully placed. Moving any of the clay figures by more than a few inches triggers a chain reaction, knocking over the next figure, which knocks over the next one, and so on. This continues all the way around the room, ending with the figures right beside the shifted one all falling—in toward that first figure. This crushes the intruder between the clay figures, inflicting a Damage 5 hit unless the intruder succeeds on a **Challenging** (–10%) **Agility Test**. No matter which statue was touched in the room, the wave of motion centres back on that spot.



CHAPTER VIII: TOMB LEVEL THREE

This level is dedicated to flattering the Gods, so they might ease Karitamen's passage along the Great Journey.

ROOM 3-1: HALL OF GODS

This impressive hallway holds statues of the major Nehekharan Gods and is designed to awe worshippers.

A long, wide hall stretches out before you. The walls are a clean, pure white, and the floor is made of sandstone blocks. The ceiling vaults high above, also a clean white broken only by golden lines forming a swirling pattern. Impressive carved columns line the hall, each displaying an imposing Human or near-Human figure. Then you realize their heads only graze the ceiling and that these are not columns, only enormous, imposing statues. Behind each statue is a golden symbol of some sort. Torches provide ample, almost blinding light.

This is one of the cleanest, brightest rooms in the pyramid and is designed entirely to showcase the statues and the Gods they portray.

This hall contains nothing except statues and four doors—the one that leads down from **Room 2-1: Throne Room**, one at the other end leading into **Room 3-2: Personal Temple**, one on the side near the Temple end leading to the **Room 3-3: Priests' Quarters**, and one on the opposite wall leading to **Room 3-6: Offerings Chamber**. A hidden door leads to **Room 5-6 Crypt of the Liche Priest**. Finding this door requires a **Hard (-20%) Search Test**.

Creatures

Of the statues present, two of the statues are Ushabtis, massive stone guardians usually found outside tombs and pyramids. They attack anyone who approaches unless that person makes proper obeisance, an act only a successful **Challenging (-10%) Academic Knowledge (history) Test** reveals.

See **Ushabtis** on page 103 in **Appendix I: New Creatures** for statistics.

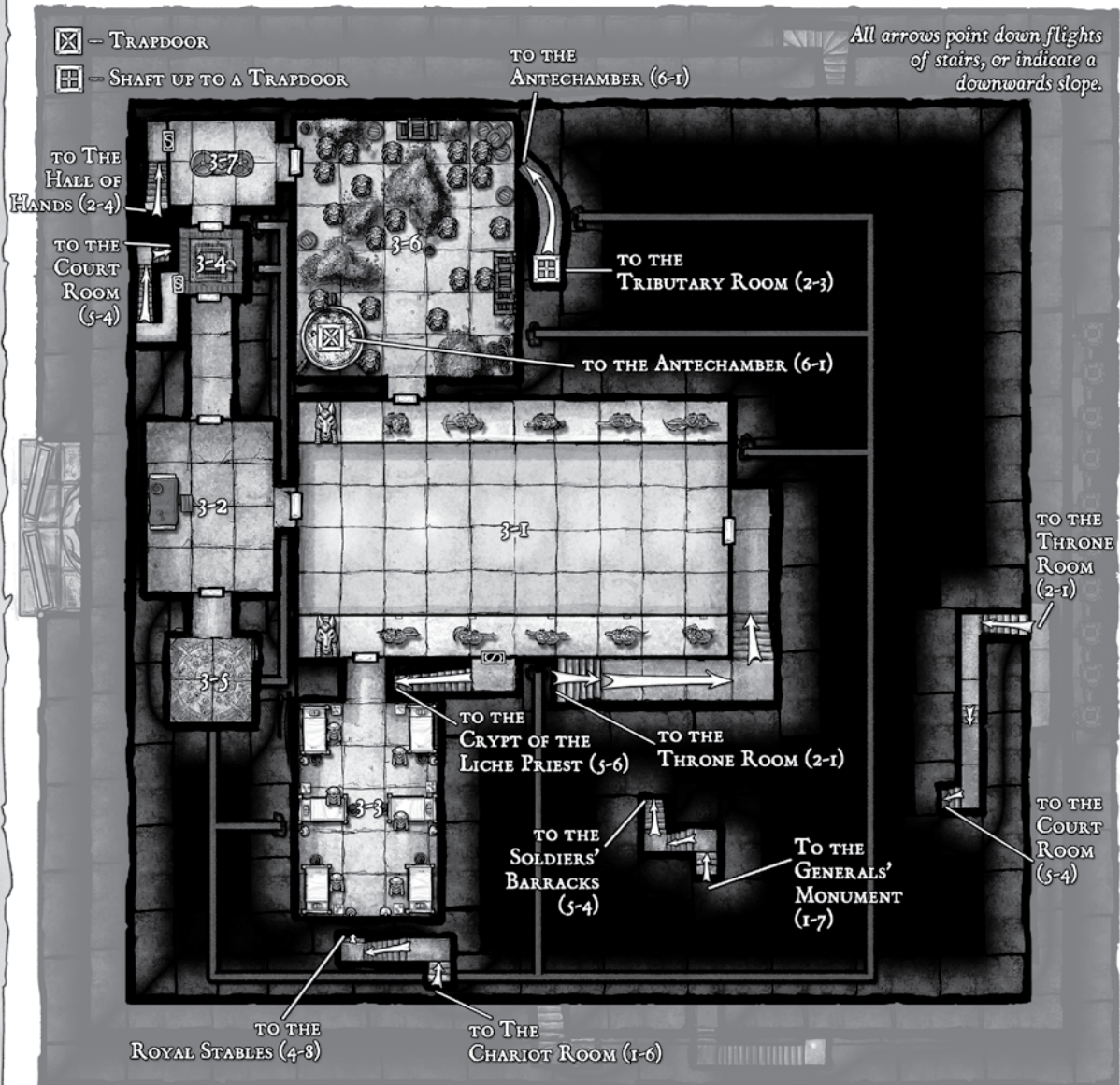
Development

The statues stand on low ledges that run the full length of the hall. Beneath each statue is a small golden cartouche with the God's name and titles. The symbol behind each is their personal symbol and is often used to identify them in carvings. Deciphering these allows adventurers to recognize the Gods' depictions throughout the pyramid, which helps reveal which doors and walls are safe, which are trapped, which contain hidden doors, *etc.* Characters that translated the Death Scarab's Monument can translate the names here with a successful **Challenging (-10%) Academic Knowledge (Theology) Test**.

Treasure

The statues are carved from solid sandstone (not granite) and inlaid with precious metals and precious stones. Their weapons and much of their jewellery is real and could be removed—each is worth 3d10 *gc*. The cartouches are solid gold, worth 7 *gc* each, and the inlaid symbol is made from gold and precious stones, valued at 25 *gc* total.

KARITAMEN'S TOMB – LEVEL THREE



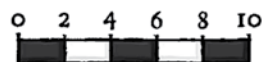
– LOCATION KEY –

- 3-1 – Hall of Gods
- 3-2 – Personal Temple
- 3-3 – Priests' Quarters
- 3-4 – Meditation Chamber
- 3-5 – Echo Chamber
- 3-6 – Offerings Chamber
- 3-7 – The Scales of Destiny

– CREATURE KEY –

-  – Ushabti
-  – Skeleton
-  – Mummified Zombie

– SCALE IN YARDS –



ROOM 3-2: PERSONAL TEMPLE

A small Temple set aside for Karitamen's use.

This is a large room with a plain granite floor, clean white walls, and a vaulted ceiling of golden rays against a white backdrop. A simple altar has been placed near the far end of the room, and a kneeling bench of unadorned wood stands before it. A single goblet and a small bowl sit upon the crimson cloth covering the altar, both made of beaten gold. The back wall bears the same symbols as were seen along the hall, only smaller. A single, plain wooden door breaks each side wall.

In this room, the Priests could perform services for Karitamen, rededicating him to the Nehekharan Gods and entreating the Gods to mercy on his behalf. The door to the right leads to **Room 3-4: Meditation Chamber**. The door to the left leads to **Room 3-5: Echo Chamber**.

Traps

No one but an anointed Nehekharan Priest was allowed to touch the altar or remove the goblet and bowl.

The Blood of the Unrighteous Shall Rain Upon the Holy Places

Locate: Hard (–20%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Touching or moving the altar, goblet, or bowl causes blades to shoot from both side walls, impaling anyone

THE GODS AND GODDESSES OF NEHEKHARA

Historians know the Nehekharans worshipped many Gods, most of whom had both Human and animal forms. These figures adorn the walls of many tombs and can also be found in many of the surviving Nehekharan texts, painted onto papyrus scrolls. Their names and their hierarchy, however, have been lost. Scholars have guessed at both and have assembled a rough list, but without a living Nehekharan trained in their traditions, there is no way of confirming or correcting any details.

The Nehekharan pantheon contains several dozen other Gods, most of them minor in nature, scope, and power. These Gods can encompass natural phenomena like the stars or the wind, or they can be patrons of particular animals or activities. Nehekharan nobles often claimed one of these minor Gods as their personal patrons, and a tomb might have a preponderance of images to that particular God as the noble sought his or her protection and guidance in the passage from this life to the next.

The current list of those considered major Gods is as follows:

Ptra: The Sun God, the first to set foot upon the world. Ptra is the great creator and encompasses immortality and eternity. He alone among the Gods does not have an animal form but always appears Human. His eyes, however, contain all the stars above, and his gaze is enough to drive a man mad.

Asaph: The Goddess of Beauty, Magic, and Vengeance. Asaph sometimes takes the form of an asp, though even in this shape she is lovely.

Djaf: The God of Death. Djaf appears as a tall, well-muscled man with a jackal's head. He can appear as a large but otherwise normal jackal as well.

Khsar: God of the Desert. Khsar does not have an animal form but can appear as the desert wind.

Phakth: God of the Sky and Justice. He is a muscular man with a hawk's head and can also appear as a large, blue-banded hawk with golden eyes.

Qu'aph: The God of Snakes and Subtlety. His Human form is of a hooded man, but he is more commonly represented by a large king cobra.

Ualatp: The God of Scavengers. He can appear in the form of a large vulture or as a hunched, scrawny man with a vulture head.

Sokth: God of Scorpions, Poisoners, and Thieves. Sokth can appear as a scorpion, or as a man with black chitin for skin and dead black eyes. Despite his patronage of thieves, Sokth does not condone grave robbing, and his scorpions often guard royal tombs.

Basth: Goddess of Cats, Grace, and Love. She appears as a tall, lithe woman with tawny skin, feather brown hair, and cat-green eyes. She can also appear with a cat head or as a large, majestic panther.

Geheb: God of the Earth and of Strength. Geheb is an extremely tall, incredibly muscular man with strong, rugged features and a thick beard. He can also appear as a massive dog.

Tahoth: The Scholar of the Gods, patron of knowledge and wisdom. Tahoth appears as a slender but fit man with the head of an ibis. He can also appear as an ibis with silver feathers.

Usirian: God of the Underworld. Usirian guides each soul on its journey from this world to the next. He is never pictured directly, as this is considered sacrilege, but he is invoked repeatedly during Nehekharan burial rituals.

standing within two feet of the altar in any direction. A Character must succeed on an **Agility Test** or take two Damage 4 hits and be immobilized until he can be extricated—a **Challenging (–10%) Strength Test**. In addition, the blade twists, causing the unfortunate fool to lose 1 Wound regardless of Toughness Bonus or armour each round he remains impaled.

Development

Praying to the Gods in this room prevents any of the Tomb Guards or Ushabti in the pyramid from attacking the Characters for the next three hours.

Treasure

The goblet and bowl are both beaten gold and worth approximately 5 gc each.

ROOM 3–3: PRIESTS' QUARTERS

Several of Karitamen's personal Priests were killed and mummified and placed here to provide him with spiritual guidance during his journey through the afterlife.

This plain room, 30 feet long by 20 feet wide, has beds lined up along either side, each with a woven basket at its foot and a small table by its head. Clay jugs and simple wooden bowls sit upon each table. Hooks in the wall hold robes beside each bed. The room contains several Skeletons, all of which turn as you enter.

These Skeletons were Priests who dedicated their lives—and their deaths—to serving the Gods.

The baskets contain the Priests' personal items, which vary widely in quality. Two of the Priests here were noble-born and have gold jewellery, statuettes made of semiprecious stones, fine clothes, and other trinkets. A few were from successful common families and have well-made items of mundane materials. The rest were poor, and their belongings are fewer, not as well crafted, and made from clay, bone, wood, and occasionally tin. All the Priests have matching robes, however, of bleached white linen with golden thread at the hem, cuffs, and collar.

Creatures

Six Skeletons, the priests, are in this room at all times. They attack any living creatures that enter. See Skeletons on page 231 of WFRP for statistics.

Treasure

The noble-born Priests have items worth a total of 2d10 gc.

ROOM 3–4: MEDITATION CHAMBER

This is Karitamen's private meditation room. The door's handle is protected by a vile poison. Characters touching it with naked flesh must succeed on a **Challenging (–10%) Toughness Test** each round or lose 1 Wound, ignoring Toughness Bonus or armour. This continues until the Character dies, succeeds on

three consecutive Toughness Tests, receives a **Hard (–20%) Heal Test**, or is the recipient of a *cure poison* spell.

This room is ten-by-ten feet with a ten-foot-high ceiling. The walls here show a king saying good-bye to his loyal subjects as he prepares to depart this plane for the next. The ceiling shows the sky with a shooting star near the centre, heralding the king's approaching ascension. The floor is granite flagstone with a restrained abstract border. A plain, wooden chair sits near the middle of the room on a small, banded wool rug. A small round table stands beside the chair, holding an unadorned earthenware bowl and a matching jug. A wide door is set into the far wall, carved with an image of the sun, the moon, a shooting star, and the sacred river.

This room is private. It is for Karitamen's personal meditation, and no one else is allowed inside, hence the lack of adornment. Karitamen himself crafted the bowl, jug, and rug as part of a traditional Nehekharan rite of passage—the other item he made, a bronze knife, is still on his belt. None of these items are perfect, but they are all serviceable and capture the essence of a youth struggling to be recognized as a man. None of them are worth anything, even to a historian, because they have no marks indicating their creator, and they are neither made from valuable materials nor created by a master craftsman.

The north door leads to **Room 3–7: Scales of Destiny**. A hidden door, which can be found with a successful **Hard (–20%) Search Test**, leads down to **Room 5–4**.

Traps

The items in this room are not trapped in any way. The floor, however, is. Each Character that moves in this room has a 50% chance of triggering a trap. Roll on **Table 5–4: Random Traps** on page 45 to see what occurs. A Character that succeeds on a **Hard (–20%) Search Test**, finds a safe path to the door leading to **Room 3–7** and may convey this information to his companions.

Development

The items in this room have deep personal significance to Karitamen. If brought to him, they may help temper his rage and could actually be used as bargaining chips.

ROOM 3–5: ECHO CHAMBER

This small, high-ceilinged room has been designed specifically so sounds within it echo on and on, possibly forever.

This room is not very large, perhaps a dozen feet to a side. It is incredibly tall, however—you cannot see the ceiling, but it must stretch high above. The walls here are white with flecks of coloured stone embedded to form patterns, and the floor is an elaborate mosaic of the symbols you noticed in the hall. The door is extremely thick, and you notice that it fits very tightly into its frame.

The Priests—and any worshippers—use this room to offer prayers to the Gods. The room's ceiling extends up as high as

Level One, and narrow channels run along all three levels as well, allowing the sounds to bounce back and forth through the entire upper half of the pyramid. A single word could echo for years throughout this chamber.

Characters approaching this room are likely to hear it before they walk inside. If the PCs have created any loud noises or shouts whilst moving through **Levels One** through **Three**, some of them are likely to be echoing around this chamber before the PCs even enter it. PCs might hear conversations they had hours ago still reverberating from its polished walls or even hear their own footsteps magnified back to them. Players may come to believe that there are people in the room or possibly even a party of rival tomb robbers waiting to ambush them. In short, there are many ways in which a GM can use this room to indulge their penchant for misleading the players.

ROOM 3-6: OFFERINGS CHAMBER

This large room contains treasure and other valuables offered to the Gods.

This large room is clearly a treasure room, and you see jewellery, gems, and coins piled on tables or collected in baskets and chests stationed across the floor. Other objects catch your attention, however—and you hear a strange, rhythmic rasping sound as well.

Karitamen and any other worshippers made offerings to appease the Gods. Some, like meat or wine or spices, were tossed onto a consecrated fire and consumed. The rest were placed here. The amount of wealth in this room shows Karitamen's devotion and hopefully earns him the Gods' favour.

Some of the items found here include:

- Gold and silver coins stamped with the faces of the Gods (10d10 coins of all denominations)
- Costly robes and other expensive clothes (worth a total of 2d10 gc)
- Gemstones, both raw and cut (worth a total of 10d10 gc)
- Beautifully made and decorated weapons (various weapons, all at Good Craftsmanship)
- Elegant pottery and handsome statues (not of the Gods) (worth 1d10 gc to a collector)

In addition, this room holds a massive bronze brazier on a heavy tripod, standing almost head-high for a grown Human and easily large enough for a person to curl up within. This is where offerings to the Gods were burnt. The brazier is still lit somehow, and anyone approaching within five feet can feel the heat. And finally, there is a row of miniature buildings arrayed upon a series of small tables. These are copies of the Temples and Shrines Karitamen had constructed in the Gods' honour.

You should feel free to add other items to this list.

A door on the side wall leads to **Room 3-7: Scales of Destiny**.



A hidden trapdoor leads to **Room 6-1: Antechamber**. The trapdoor is locked, requiring a **Hard (-20%) Pick Locks Test**. It's also trapped.

Creatures

Lurking in this chamber are 20 Mummified Zombies—the remains of slaves sacrificed to provide endless worship of the Gods. They still sing praises in their dry raspy voices, though they know not what they sing. See **Mummified Zombies** on page 103 in **Appendix I: New Creatures** for statistics.

Tactics

The slaves are armed with sacrificial knives. Upon becoming aware of the PC's, an equal number to the party will stop singing and take up a large ceremonial dish, which they will reverently carry to the PC's. There, they patiently await sacrificial gifts with as much silent expectation as their leathery, sightless faces can muster. They respond to simple instructions, such as raising or lowering the dish, stepping back, etc. Should the party fill the dishes, the Zombies tip its contents into the fire. This ritual continues over and over again until the party leaves, attacks, or touches any of the goods in this room. At that point, all 20 Zombies will attack. Should the party somehow convince a Zombie to climb into the dish, it will be thrown into the sacrificial brazier by its colleagues. This is an escape its imprisoned soul would no doubt welcome.

Traps

There are a variety of traps in this room. All of the goods are rigged with random traps. Whenever a Character disturbs them, roll on **Table 5-4: Random Traps** on page 45 to see what happens.

Tipping Brazier

Locate: Challenging (–10%) Perception; **Neutralise:** Challenging (–10%) Pick Locks

Effect: The brazier is trapped. Anyone touching it causes the entire thing to tip and spill red-hot coals and flame upon everyone adjacent to it. All Characters in range take Damage 3 hits and must succeed on an **Agility Test** or catch fire. (See **Fire** on page 136 of *WFRP* for details.) This trap does not reset.

Stinging Needle

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Touching the hidden door's handle causes a poisoned needle to fire from a cunningly concealed hole. Anyone directly in front of the door must make a **Challenging (–10%) Agility Test** to avoid being hit. On a failed test, the Character loses 1 Wound (regardless of Toughness Bonus or armour) and must succeed on a **Hard (–20%) Toughness Test** each round or lose 2 more Wounds (bypassing Toughness Bonus and armour). This continues until the Character passes two tests in a row. A **Challenging (–10%) Heal Test** or a casting of a *cure poison* spell removes the poison. This trap does not reset.

Development

Taking anything from this room causes any creature in the tomb to attack the thieves on sight and continue to attack until destroyed.

Treasure

This room contains over 4,000 *gc* and over 10,000 *gc* worth of other treasure.

The coals in the brazier have been enchanted and never extinguish. If safely removed, they can be carried and used as a perpetual heat source and a light source (as candles), though they would have to be carried in something that would not burn.

ROOM 3–7: THE SCALES OF DESTINY

This small room is empty, save for a massive set of scales.

The walls of this small room are covered with images of Karitamen bowing before the Gods who sit in judgment of him. In the room's centre, filling most of the space, stands a massive set of golden scales. One side is heavily weighted with gold bars and coins and gems. The other is empty, yet somehow the scales remain in balance.

In Nehekharan tradition, the recently deceased travels to the Hall of the Dead, where Phakth weighs his soul. The scales show the soul's merit, and that determines whether the person can move on to the next stage of spiritual growth or must go back and begin again. This room is both a reminder of that process and an attempt to bribe the hawk-headed God into

tipping the scale in the dead king's favour by accepting the bribes on the other side and adding his hand to the soul's weight.

Should they ever discover their purpose, many Characters might empathise with the function of these scales. After all, they are an attempt to appeal to the awesomely powerful beings that control life, death, and everything in between. Clever players who make the link and attempt to bribe you with food, drink or servile behaviour may well go far in this world. Reward them with XP and then have them watched.

This room has two doors. One leads to **Room 3–4: Meditation Chamber** and the other to **Room 3–6: Offering Chamber**. A hidden door leads to a set of stairs that connects to **Room 2–4: Hall of Hands**.

Traps

The scales cannot be moved, nor can the items on the one side be removed. In fact, the scales hold a deadly trap.

Cursed Gold

Locate: Search Test; **Neutralise:** n/a

Effect: Any attempt to remove the items results in the thief's hand becoming stuck to the items and his weight being added to that side. This causes the scales to tip, causing the Flensing Pendulum to trigger (see Flensing Pendulum). In addition, the Character is stuck to the ruin of the scales forever. There are only two ways to be free. One is to cut off the thieving hand. Treat the removal as if you had rolled a 7 on **Table 6–4: Critical Effects—Arm** on page 134 of *WFRP*. The other is to hack off the metal which is bonded to the thief's skin. Although the latter method does not result in injury, it imposes a –20% penalty to all tests involving the use of the affected hand.

Flensing Pendulum

Locate: Search Test; **Neutralise:** n/a

Effect: The scales are constructed in such a way that any disturbance to their balance triggers a bladed pendulum. The pendulum takes five rounds to build up enough momentum to slice at anyone standing next to the weighing pans. Each slice incurs a Damage 7 hit.

The sight of the Flensing Pendulum in action is a terrifying prospect for those who are unable to escape its jewelled blade. Anyone trapped by the Cursed Gold must make a **Will Power Test** each round that the cutting edge is swinging towards them. Failure indicates the character gains an Insanity Point as they become sick from the long agony promised by the pendulum.

Treasure

There are a dozen gold ingots, each worth 25 *gc*. As well, there are 265 *gc* on the pan with a pile of gemstones worth about 350 *gc*. The scales themselves would be worth a great deal, as much as 500 *gc*, but the nature of their curse makes it impossible to remove it from the room, even after it has been destroyed by the trap.



CHAPTER IX: TOMB LEVEL FOUR

This level is dedicated to ensuring Karitamen's comfort in the afterlife by providing him with servants, guards, and family.

ROOM 4-1: SLAVE QUARTERS

These quarters housed the slaves who attended Karitamen's household. Like everyone else in the pyramid, they were killed and mummified during his burial rites, so that they might continue to serve him in the afterlife.

This plain room, 30 feet long by 20 feet wide, has beds lined up along either side, each with a woven basket at its foot and a small table by its head. Tin jugs and clay bowls sit upon each table. The room contains many Skeletons, most of them lying on the beds. They look around as you enter.

These Skeletons were slaves in life and remain slaves in death, still bound to Karitamen and his family.

The baskets contain any personal items the slaves might have possessed. Most are of poor quality and common materials: wood, tin, bone, and clay. They may be interesting from a cultural perspective but have no other value.

Creatures

At least ten Skeletons are in this room at all times. See Skeletons on page 231 of *WFRP* for statistics.

Development

A door leads from this room to **Room 4-6: Dining Chamber**.

ROOM 4-2: BARRACKS

The barracks for Karitamen's guards.

This plain room, 30 feet long by 20 feet wide, has beds lined up along either side, each with a well-crafted ironbound chest at its foot and a small table by its head. Water jugs and basins sit upon each table. Several Skeletons sit or lounge or stand here.

The customs of the time called for an honour guard to be slaughtered and entombed with Karitamen. These were his finest warriors, and it was considered a great honour—their souls travelled with their king during his journey, and thus achieved whatever fate he received from the Gods.

It may seem odd to have a barracks for men who were killed, but Nehekharan tombs were all built along the same principles as a noble house. Thus a tomb needed a receiving room and an antechamber, as well as a barracks for its guards.

The soldiers were placed here in their barracks after being killed, each in full armour and carrying his weapons. Thus, when Karitamen was awakened to begin his journey, his honour guard would be ready to accompany him. And that is what happened, essentially. When Nagash's curse awakened Karitamen as a Liche, his guards were also reanimated as Skeleton Soldiers.

The room contains minor items that might interest a historian or scholar. Within the chests are clothes, small hand-carved statues, scrolls, and other personal items. All of them are in

good repair and have been well preserved within the tomb. Most are made from common items like wood and stone and tin or brass, though one guard has a necklace of polished amber on his bedside table, and another has a small statuette of green jade. Several of the chests contain coins as well, roughly 20 *gc* altogether, though they would be worth considerably more if sold to a coin collector due to their antiquity.

This room has two doors. One leads to **Room 4-3: Armoury** and the other to **Room 4-4: Greeting Room**.

Creatures

At least six **Skeleton Soldiers** are in this room at all times. They still serve Karitamen and can be found in the barracks when not patrolling the rest of the pyramid or the surrounding mountains. See **Skeleton Soldiers** on page 101 in **Appendix I: New Creatures** for statistics.

Development

Killing the guards will mean fewer Skeleton Soldiers to face elsewhere in the pyramid. This room connects to **Room 1-7: Generals' Monument**, and that hidden stairway can be used to bypass several levels.

ROOM 4-3: ARMOURY

This room is an armoury containing weapons for Karitamen's household guards.

This is a long, narrow room, only 10-feet wide but 30-feet deep. Heavy wooden weapon racks cover the longer walls. The floor is made up of rough flagstones except for an ornamental border around the edges. A door at the far end is plain wood, though it is solid and well made. Sconces on either side of each door hold torches. The ceiling shows another night sky scene but is not as elaborately detailed as others you have seen.

This room is not for show. It houses weapons and armour for Karitamen's guards, and the racks on the left side hold the armour, while those on the right hold the weapons. The racks are almost empty because his guards have long since reclaimed their equipment, but a single helm and a spare set of bracers still hang on one side, while a flail and an axe adorn the other wall. These items are all of Good Craftsmanship, finely etched with gold trim around the iron and steel to show the bearer's rank.

One door leads in from **Room 4-2: Barracks**, and the other door leads to **Room 4-8: Royal Stables**.

Traps

The only traps in this room are the torch sconces. Karitamen's guards didn't need light to find their weapons and armour, so anyone lifting a torch from a sconce here must be an intruder.

Jaws of Geheb

Locate: Challenging (–10%) Search; **Neutralise:** Hard (–20%) Academic Knowledge (Engineering); Bypass: Average (+0%) Search

Effect: Moving the torches causes the door to slam shut and lock—a **Hard (–20%) Strength Test** breaks the door down. Moments later (less than 1 round), the room contracts as spikes pop out all along the side walls. The spiked walls steadily move inwards, compacting the space between them. The walls move at a rate of six inches per round and do not stop until either the release lever (hidden below the weapons rack and located with an **Average (+0%) Search Test**) is pulled or the walls have touched together. The doors at either end also lock when the torches are lifted. They do not unlock until the walls have touched or the release lever has been pulled. After 5 rounds, Characters must succeed on Agility Tests to move at their normal rates. After 7 rounds, they must succeed on **Hard (–20%) Agility Tests** to move at half their normal rates. If they haven't found the bypass mechanism, all characters still in the room at the end of 10 rounds are slain as the walls squash the life out of them.

A successful **Academic Knowledge (History) Test** reveals the sigils painted upon the walls as those of Geheb, God of the Earth, who is often honoured by the entombing of criminals. This trap resets ten minutes after being triggered.

FAMILY QUARTERS

This series of rooms was set aside for Karitamen's wives and children. Karitamen took Nefalya, a young woman of royal Nehekharan stock, as his wife, and together, they had four children. Unfortunately, their eldest son died of fever as a child, and their second son died from a riding accident as a young boy. Their third and last son was killed during an assassination attempt aimed at Karitamen—the boy was only eight at the time. Their last child, a girl named Khatalya, ventured too close to the river one day and was swept away. Her body was never recovered. Nefalya could not bear the grief and killed herself. Karitamen never remarried and had no living heirs when he died.

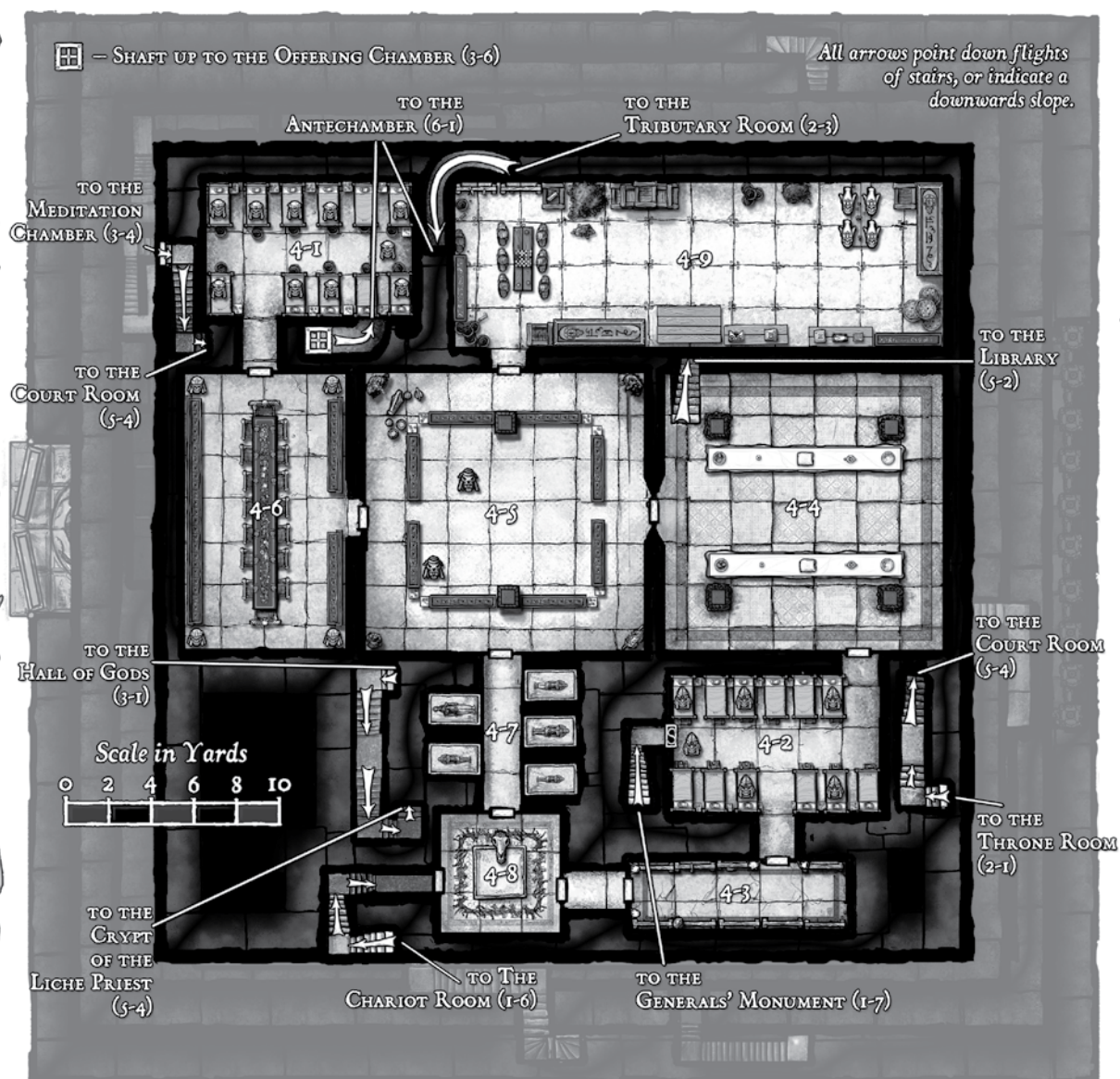
ROOM 4-4: GREETING ROOM

A room set aside to greet guests into the home.

This large room is 40-feet-square with a 20-foot-high vaulted ceiling. Four massive pillars support the ceiling, each one six feet from a corner of the room. One side wall has a single, wide door.

Two long tables run down the room on either side of its centre, forming an enclosed space leading from the west door. These tables are made of carved and gilded wood and are covered in fine white linens. Atop each one sits a bowl, a jug, a towel, a goblet, a decanter, and a plate. The towels are made from bleached white cotton, and the decanter is handsomely cut crystal. The bowl, jug, goblet, and plate are all finely crafted gold and encrusted with gems. The jug contains water, the decanter wine, and on the plate are several rock-hard loaves of bread and several wizened apples.

KARITAMEN'S TOMB – LEVEL FOUR



— LOCATION KEY —

- 4-1 — Slave Quarters
- 4-2 — Barracks
- 4-3 — Armoury
- 4-4 — Greeting Room
- 4-5 — Receiving Room
- 4-6 — Feasting Chamber
- 4-7 — Family Crypts
- 4-8 — Royal Stables
- 4-9 — Household Goods

— CREATURE KEY —

- Skeleton
- Skeleton Soldier
- Greater Bastethi
- Tomb Guard
- Phrenesay
- Wight

The floor here has an abstract pattern similar to those found in the corridors above, though because of the room's width, the designs have more variety and more complexity. The walls show images of Karitamen setting aside his crown, crook, and flail, the symbols of his earthly authority, and accepting instead the robes of a religious pilgrim. This indicates his desire to improve himself through spiritual growth and shows that he is ready to begin his travels into the underworld. The ceiling shows the sky above Khemri, with a hint of dawn on the horizon—Ptra, the Sun God, is thus watching over the process and granting his blessing upon the former king.

The pillars themselves do not display scenes. Instead they are carved to resemble a variety of flowers, each one facing upward as if someone had skewered blossoms on a stake. The petals have been handsomely crafted and then painted or gilded, and they are as colourful as a real bouquet.

These items symbolise the ritual of welcoming an honoured guest—the guest pours water from the jug into the basin, washes his hands, dries them on the towel, pours wine from the decanter into the goblet, toasts his host, and then breaks bread and shares fruit with the host.

Behind the left rear pillar is a long staircase. It leads down into the floor, turning three times so that it ultimately faces west again. The staircase leads to **Room 5-2: Library**.

The far door leads to **Room 4-5: Receiving Room**. A second door, plain and set off to the side, leads to **Room 4-2: Barracks**.

Traps

In Nehekharan culture, it is considered rude to upstage your host. It is his house, and even if you are of a higher rank, you must acknowledge his superiority within his walls. This means stepping to the right when you enter, not the left, because the left is considered the superior position. Since visitors are expected to enter from the receiving room, the perspective is one that assumes the PCs entered through the door leading to **Room 4-5**. The food and drink on the right-hand table are clean, or were when the tomb was sealed. Those on the left side are poisoned, however. The items on the right-hand table can be removed easily and without harm because it is the guest's right to take these items as gifts. The items on the left-hand table are trapped.

Trapped Table

Locate: Hard (–20%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Removing any weight from the table on the left causes a heavy blade to swing out of the wall or floor and slice through the air. The Character must succeed on a **Challenging (–10%) Agility Test** to avoid being hit. A failed roll indicates the Character takes a Damage 5 hit to a random location. This trap automatically resets.

Treasure

The items on both tables are gold and crystal and quite valuable, worth roughly 50 gc per set.

ROOM 4-5: RECEIVING ROOM

Just as the greeting room symbolically welcomed guests and well-wishers, this room is meant to provide a comfortable space for those guests to wait before Karitamen receives them.

This room is the same size as the previous room but has only two pillars, each set six feet from one wall and placed near the room's midpoint. Three doors are set into the room's far side, one in the far wall and the other two in the side walls. Comfortable benches are placed at intervals around the centre, each with a small table beside it. The tables, which are small, wooden, finely crafted, and gilded, hold decanters of wine, goblets, and bowls of what was once fruit. An impressive golden harp stands in one corner of the room with a small gilded stool beside it, while a silver flute rests on a taller stool nearby and a pair of tall drums stands before another stool on the harp's opposite side.

The decorations here are similar to those in the receiving room, though the murals show Karitamen and his family sitting with guests while musicians entertain them.

Statues of the Gods stand in each corner: Ptra, Tahoth, Asaph, and Djaf.

Each of the doors in this room are gilded wood and handsomely carved in abstract patterns similar to those on the floor.

These doors lead to **Room 4-7: Family Crypts**, **Room 4-9: Household Goods**, **Room 4-6: Dining Chamber** and **Room 4-4: Greeting Room**.

Creatures

Two Greater Bastethi have claimed this room and are curled up on the various benches. See **Greater Bastethi** on page 100 in **Appendix I: New Creatures** for statistics.

Traps

Several traps ward this room.

Critic's Harvest

Locate: Hard (–20%) Search; **Neutralise:** Hard (–20%) Pick Lock

Effect: The harp is a handsome instrument but far too large to remove from the room, and moving it from its place will cause barbed sickles to slice out from mouth-shaped slits in the floor, cutting at anyone sitting or standing there. A Character must succeed on a **Challenging (–10%) Agility Test** by one degree of success or take a Damage 4 hit. This trap resets after one minute.

Khepri Beetles

Locate: Challenging (–10%) Perception; **Neutralise:** n/a

Effect: The drums are not particularly valuable, and moving them disturbs a swarm of Khepri beetles inside. This trap functions as the **Hidden Scorpions Trap** described on page 50 in **Chapter VI: Tomb Level One**.

Pit Traps

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Academic Knowledge (Engineering)

Effect: Opening any door causes a small pit to open beneath the character's feet, dropping some 20 feet onto a bed of sharp spikes. It's customary to step to the right when opening each door. A Character must succeed on a **Challenging (–10%) Agility Test** to hop away from the pit or take a Damage 5 hit from the fall and be struck by 1d5 spikes. Each spike inflicts a Damage 3 hit. These traps reset after one minute.

Treasure

The flute can be moved without danger, however, and is a beautifully crafted piece and still playable. It would easily fetch 10 gc from anyone who collects musical instruments.

ROOM 4–6: FEASTING CHAMBER

A formal dining chamber where Karitamen and Nefalya could entertain special guests.

A low table of polished wood dominates this room. It is supported upon the backs of four carved wooden slaves. High-backed couches of the same dark wood have been set around the edges of the room. Small, elegant golden sconces are placed all around the walls. Skeleton Soldiers stand guard in the corners.

This feasting chamber is only for show, since the dead were not expected to require food. The door here connects to **Room 4–5: Receiving Room**. A door links this room to **Room 4–1: Slaves' Quarters**, but the pyramid has no kitchen for food preparation.

Creatures

The four Tomb Guards attack anyone who attempts to sit at the table or move any of the items upon it. See **Tomb Guards** on page 102 in **Appendix I: New Creatures** for statistics.

Traps

The seats at either end of the table are trapped—these seats were intended for Nefalya and Karitamen, and to sit in them is a grave insult to the host and hostess.

Throne Trap

Locate: Challenging (–10%) Search; **Neutralise:** Hard (–20%) Pick Locks

Effect: This trap is designed to kill fools. Any Character who dares sit on the seat causes a bed of spikes to pierce the seat, dealing a Damage 3 hit. If the Character loses at least 1 Wound, he halves his Movement Characteristic until all the Wounds lost from this trap are healed. This trap resets after one minute.

Treasure

The table holds a tall jug, a long platter with serving tongs, a carving knife, and a serving fork, and a large bowl. The rest of

the table is covered in desiccated food, intended as a bribe to the beasts of the underworld.

ROOM 4–7: FAMILY CRYPTS

This area serves as the crypts for Karitamen's wife and children.

A short hallway stretches before you. Five archways line the corridor, and a single heavy door stands at the far end. The walls here are brightly painted and show images of the king with a large family. You can see through the nearest archway, however, and beyond it is a sealed sarcophagus with the image of a weeping woman carved into its lid.

It was customary when a Nehekharan man of means died for his wife and concubines to be mummified and buried with him. His living children were left to survive and continue his legacy, but any children already dead were placed in the tomb as well. Most Nehekharan kings had several wives, several more concubines, and as many as a dozen children. Karitamen only married once, never had an official concubine, and had only four children of whom none survived him.

Each archway leads into one of the crypts. The door on the south wall opens onto the Royal Stables.

The nobles that ended Karitamen's life also ensured his family would not outlive him to cause problems. However, their revenge did not end there as they had both the Liche's wife and children cremated and sealed into clay vessels, each fashioned to resemble its occupant, thus ensuring they would be denied a place at Karitamen's side in the afterlife.

There are five crypts here, each containing a sarcophagus bearing the image of its occupant, Karitamen's wife, his three sons, and one daughter. Within each is a clay vessel containing their ashes, with the exception of the fifth sarcophagus, Karitamen's daughter Khatalya, which is empty. Breaking open the vessels will release a cloud of ashes into the air causing those within 5 feet to cough and choke and contract the Death's Breath plague, see page 108 in **Appendix II: Tomb Hazards**.

Creatures

Aside from a few crawling beetles, Karitamen allows no creature to disturb his family's remains.

Traps

Each sarcophagus is sealed, and requires a **Hard (–20%) Strength Test** to open, which also triggers the trap.

Tears of Bast

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: A pressurized blast of caustic salt explodes from eye-shaped engravings upon the sarcophagus, spraying the Character that triggered the trap. The victim must make a **Challenging (–10%) Toughness Test** or take a Damage 3 hit.

A successful Academic Knowledge (Nehekhara) Test reveals the eye-shaped sigils to be sacred to Basth, the Goddess of Love and Familial Protection.

Once activated, this trap does not reset.

Development

Karitamen loved his family dearly and was deeply grieved over each child's death. Taunting him with their deaths would enrage the Liche beyond rational thought, as would breaking their vessels or pointing out that they have been denied an afterlife. Claiming knowledge of his missing daughter might sway him, however, and he would not realize that she must have been dead for centuries. Should the PC's honour Karitamen's family in any way, it would likely please him.

Treasure

Each sarcophagus has the person's image graven in gold and precious stones on the lid. However, the nobles ensured no personal possessions were interred with Nefalya and her children, so apart from their ashes the clay vessels contain nothing.

ROOM 4-8: ROYAL STABLES

A crypt dedicated to Karitamen's favourite horse.

This decent-sized square room's walls have been carved with images of horses running, playing, and fighting. One horse stands out in each image, a beautiful black stallion with a single white diamond on his left shoulder. The ceiling shows a night sky with specific stars



picked out in gold, thin silver lines joining them together to form the image of a horse. The floor has a mosaic of horse hooves, tiny running horses, chariots, and men. In the centre of the room stands a single statue, a horse rearing on its hind legs. Suddenly, you realize the horse is wrapped in decaying cloth strips, and bone shows beneath. That is no statue!

Karitamen loved this horse, Phrenesay, so much, that he had it killed in the prime of its life and entombed here. In Nehekhara culture, this was the kindest fate to befall an animal, for then it would spend all eternity in the prime of its life, serving a master.

This room has three doors. One leads down from **Room 1-6: Chariot Room**, one provides access from **Room 4-3: Armoury** and one enters from **Room 4-7: Family Crypts**. None of these doors are wide enough to allow the Undead stallion passage.

A golden stand in one corner holds Phrenesay's saddle, reins, headstall, saddle blanket, and saddlebags. A stand in the opposite corner has his war gear—spiked leather and chain that fit over his head and across his back, as well as heavy, bladed shoes for his feet. A third stand holds ceremonial gear—saddle, headstall, and a jewelled collar. The marble base upon which Phrenesay stands has his legend carved around it, proclaiming his name, lineage, and mighty deeds.

Creatures

Phrenesay was a massive, powerfully built stallion in life. As an Undead creature, he is equally fast, even stronger, and far more difficult to harm.

— Phrenesay's Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	0%	45%	52%	40%	10%	28%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	20	4	5	8	0	0	0

Skills: Dodge Blow +10%

Talents: Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure, Undead

Armour: None

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

Weapons: Hooves

Slaughter Margin: Challenging

Development

Finding a way to free Phrenesay from this room and deliver him to Karitamen would earn the Liche's gratitude.

Treasure

All of Phrenesay's gear is well-made from fine materials. The ceremonial saddle is encrusted with gems, as are the headstall and collar. Together they are worth over 120 gc.

Room 4–9: Household Goods

This room contains basic goods and equipment for running and maintaining a household.

The walls of this large chamber are plain, whitewashed and decorated in a pleasant abstract pattern, and the floor is clean granite flagstones with small decorative stones at the junctures. The room is filled with objects, both loose and in containers. Against one wall you see several figures seated at a small table.

This level of the pyramid was intended to replicate Karitamen's home and home life, at least in symbolic terms. This room contains many of the items the king's household would have used on a regular basis. Many of the items here are not real, however; they are models, miniatures, or abstracted representations. Here are a few of the things this room contains:

- Models of a loom, a forge, a potter's wheel, and a carpenter's bench. These models are only a foot tall but perfectly detailed and complete with miniature tools where necessary.
- A small copy of an oven and of a brewery. Again, though miniaturized, these items are perfect copies and would probably function correctly, provided someone was small enough to use them.
- A small, padded crate containing a full set of dishes, complete with goblets and cups and silverware.
- A chess set, made of black and white marble, with pieces carved to look like Nehekharan warriors on one side and Orcs on the other. Several mummified men sit around the table, focused upon the chess game in progress.
- An iron-bound oak barrel of wine, long since turned to vinegar.
- A small Shrine. Anyone who can read Nehekharan can decipher the inscription—the Shrine is dedicated to Hrahamet, the Nehekharan God of the Peaceful Hearth, Protector of the Home. Several more Shrines

stand nearby, each to a minor God or Goddess involved in the household, marriage, or childrearing.

Feel free to create other objects for this room. Everything here relates to the royal household, but much of it would be something the family would never see directly or operate personally.

Creatures

Four **Wights** sit here. They were players who lived to entertain Karitamen and his family with their gaming, wit, and their acrobatics. Now Undead, the players still exist to entertain and will only fight if attacked or if insulted (such as by an unappreciative audience). Needless to say, their jokes are rather old, and watching them juggle is rather painful. They do not let anyone else touch the chess set, however, unless it is to play against their best chess player. Use statistics for **Wight Generals** (see page 104), except these players do not have armour, and they fight with daggers.

Traps

The door into this room is protected by a trap.

Door Trap

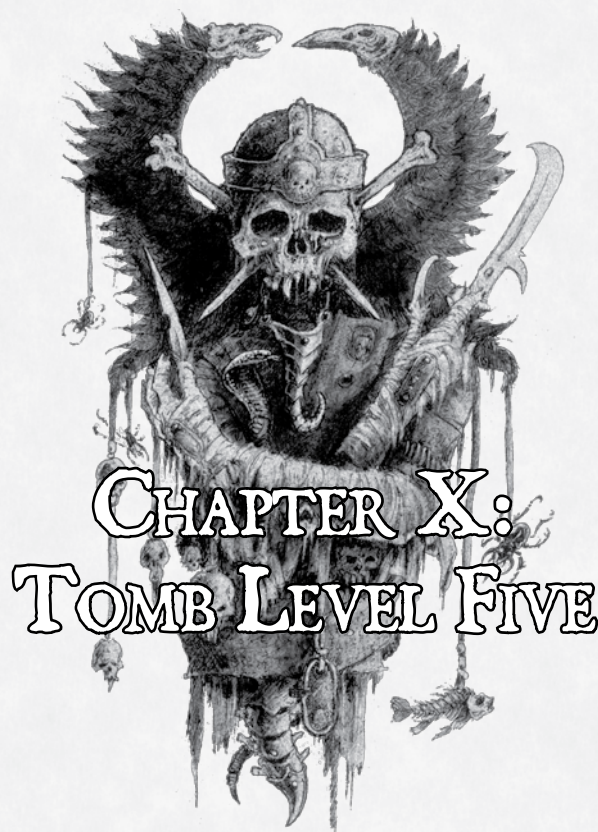
Locate: Challenging (–10%) Search; **Neutralise:** Average (+0%) Pick Locks

Effect: There is only one door in or out of this room, and upon entering the room, the door slams shut. It is extremely thick and shaped from very sturdy wood—even bashing on the door repeatedly with a large axe has little effect. The only way to open the door is to depress squares on the chessboard in the proper sequence—the sequence for black to win the match. A Character can win the game by succeeding on a **Hard (–20%) Intelligence Test**.

Treasure

The Shrines are the most valuable items in this room. Each is wood sheathed in gold and worth at least 50 *gc*. The chess set is beautifully made and worth 100 *gc*, though the board cannot be moved. Each Wight has at least 3d10 *gc* worth of gold and jewellery.





CHAPTER X: TOMB LEVEL FIVE

This level is dedicated to ensuring the smooth running of Karitamen's kingdom in the afterlife. Everything here focuses upon his plans for that undying realm and for the people who will inhabit it with him, both as courtiers and as subjects.

ROOM 5-1: MAP ROOM

This is the third map room. It displays the perfect kingdom Karitamen will rule in the afterlife.

This long, narrow room has one long wall completely covered by an elaborate map. You do not recognize any of the place names, and even the boundaries and landmarks are unfamiliar. The other wall has a long, gilt table running its length, and also has a single door

This room shows the kingdom Karitamen believed he would rule in his next life. The landmarks do not match any known geographic features because this is not a map based upon the real world—rather, it is a fanciful creation showing an idealized kingdom.

The tables hold models of the palaces, Temples, castles, mansions, and other structures Karitamen expected to erect within his kingdom. Each model is as detailed as possible at that size—the ratio is roughly one inch to one foot—complete with interior decoration, furniture, and people.

The door at the far end leads to **Room 5-2: Library**. It is trapped.

The map is actually stitched into smooth white linen, making this essentially a very thin tapestry.

Traps

Unlike the other map rooms, the map presented here is not trapped; the models are.

Model Traps

Locate: Very Hard (–30%) Search Test; **Neutralise:** Hard (–20%) Pick Locks.

Effect: Only the foolish would move the models of another man. Moving any of the miniature people causes a razor-edged spiked cage to drop down from the ceiling, encasing the model in question and slicing through anything inserted into that space. A Character must succeed on a **Challenging (–10%) Agility Test** or take a Damage 3 hit. Should the Character fail the test by 20% or more, the hand is ruined and spurts blood everywhere. Treat this effect as if the Character had received the 7 result on **Table 6-4: Critical Effects—Arm** on page 134 of *WFRP*.

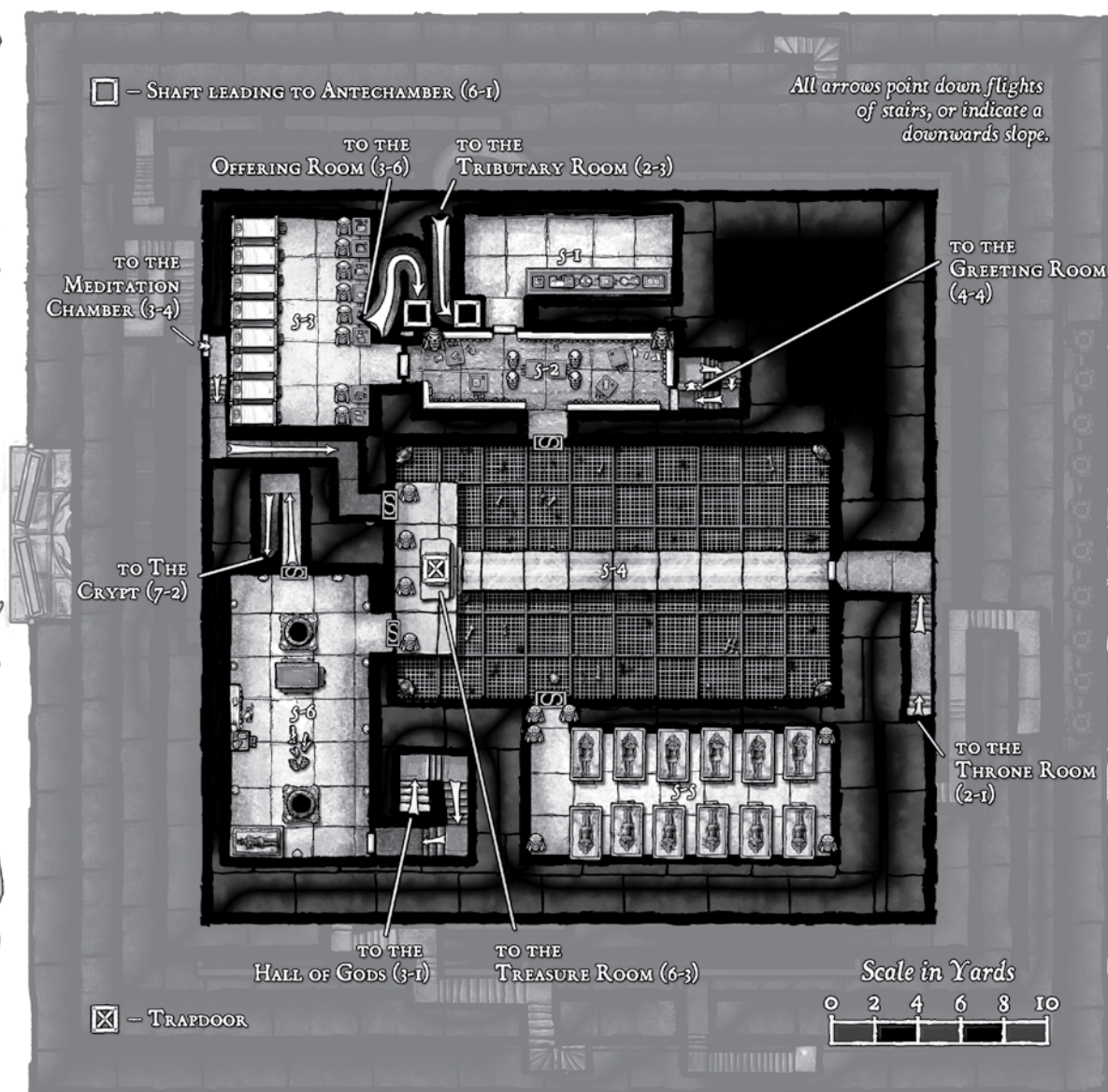
A successful **Academic Knowledge (History) Test** reveals that the cage is engraved with signs of the God Tahoht in his guise as Protector of Knowledge and Gamesmanship.

Poisoned Needle

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: Touching the hidden door's handle causes a poisoned needle to fire from a cunningly concealed hole. Anyone directly in front of the door must make a **Challenging (–10%) Agility Test** to avoid being hit. On a failed test,

KARITAMEN'S TOMB - LEVEL FIVE



— LOCATION KEY —

- 5-1 — Map Room
- 5-2 — Library
- 5-3 — Scribes' Quarters
- 5-4 — Court Room
- 5-5 — Noble Crypts
- 5-6 — Crypt of the Liche Priest

— CREATURE KEY —

- ♂ — Bastethi
- ♂ — Greater Bastethi
- ☠ — Skeletons
- ♂ — Tomb Guards
- ♂ — Tetrakon

the Character loses 1 Wound (regardless of Toughness Bonus or armour) and must succeed on a **Hard (-20%) Toughness Test** each round or lose 2 more Wounds (again, bypassing Toughness Bonus and armour). This continues until the Character passes two tests in a row. A **Challenging (-10%) Heal Test** or a casting of a *cure poison* spell removes the poison.

This trap does not reset.

Treasure

Several of the miniature buildings are made from gold and precious gems (each worth 2d10 *gc*), as are several of the tiny furnishings. Each of the people is carved from jade and worth roughly 3 *gc*. One building is Karitamen's future treasury and contains gold and gems worth 100 *gc*.

ROOM 5-2: LIBRARY

This room holds scrolls on a variety of subjects.

This long room has no murals on the walls. Instead, shelves have been built in along all four sides, and the bleached wood holds row upon row of tightly wrapped scrolls. The floor is a simple geometric pattern, and the ceiling shows a cloudy sky without stars. Other than the shelves, the only furniture is the desks and chairs placed at intervals around the room and the standing candelabra beside them. The room has one door on each wall.

Despite his warrior upbringing, Karitamen was smart enough to understand that knowledge holds power. In order to make his future kingdom strong, he gathered as much information as he could find on every subject, had it all transcribed, and placed those scrolls here in this room. The shelves are divided by subject, such as history, politics, literature, and religion. Unfortunately, most of the scrolls are not marked on the outside. Those that are marked have a single pictogram that would only reveal the scroll's content to a trained Nehekharan scholar.

One door leads to **Room 5-3: Scribes' Quarters**, another to **Room 5-1: Map Room**, the third to **Room 5-4: Court Room**, and the fourth opens onto a staircase that goes up to **Room 4-4**.

Creatures

This room is protected by four Bastethi and two Greater Bastethi. The Bastethi crouch on either side of two central desks. They look like statues, and do not move at all until potential victims are within pouncing range. The Greater Bastethi nestle in among the scrolls. They only emerge if they find it necessary to defend themselves or their lair. See **Bastethi** and **Greater Bastethi** on page 100 in **Appendix I: New Creatures** for statistics.

Traps

Each shelf has at least one scroll connected to a random trap, though none of the traps use acid. There's a 30% chance that any scroll handled is so trapped. Roll on **Table 5-4: Random Traps** on page 45 to see what happens.

Development

This room contains a vast wealth of knowledge: about Nehekharan, about these lands, about encounters the Nehekharans had with Bretonnia, and what would become the Empire. Characters that can translate the scrolls gain a +20% bonus to **Academic Knowledge (History)** and **(Theology) Tests** pertaining to Nehekharan.

Treasure

All the scrolls in this room are genuine Nehekharan artefacts. They are worth a great deal to collectors and scholars, roughly 5d10 *gc* each.

ROOM 5-3: SCRIBES' QUARTERS

Several court scribes were mummified and placed here to record Karitamen's journey into the afterlife, as well as to recount his life to him.

This simple room, 30 feet long by 20 feet deep, has beds lined along one side, each with a wooden chest at its foot and a small table by its head. Glazed clay jugs and bowls sit upon each table. The other side has several wooden desks against it, each with a matching stool. Vials of ink and rolls of papyrus sit upon the desk. A skeletal figure sits at each desk, writing with a quill pen. They do not turn or stop writing when you enter.

These Skeletons were court scribes, trained to record events quickly and faithfully. After they were reawakened, they continued their task. But they are mindless, and their efforts are now mockeries of their former duties. Inspecting the scrolls reveals they are scratched with nonsense and splattered with ink.

Creatures

Inside this room are eight Skeletons. They are not violent and will only fight if attacked first. See **Skeletons** on page 231 of *WFRP* for statistics.

Treasure

Although the scribes are little more than automatons, mindlessly going about their business, there are scores of scrolls that recount the construction of the tomb and defences. Characters who can read Nehekharan gain a +30% bonus to **Search Tests** made to find traps and hidden doors when referencing these scrolls.

The wooden chests contain the scribes' personal items. Scribes were well-treated and often rewarded for their service, and the chests contain jewellery, coins, statues, fine clothes, and even ceremonial weapons. In all, the items are worth about 30 *gc*.

ROOM 5-4: COURT ROOM

The Throne Room on the second level represents Karitamen's earthly power. This room represents his spiritual reign, both in the sense of the more abstract measures of power (particularly justice) and in terms of the kingdom he will rule in the afterlife.



This long, wide room has walls of whitewashed limestone decorated with panels of beaten gold and blue silk. The panels display scenes of Karitamen ruling over not only men but all manner of fantastic creatures. The floor here is an intricate latticework broken only by a narrow path of gold, jade, and lapis down the centre. At the far end is a low dais, also of gold, jade, and lapis, and upon it sits a large chair carved from a single block of white marble, inlaid with gold and precious gems in a swirling pattern. The ceiling is masked by a golden lattice, this one a simple cross-pattern. Statuary guards mark the room's corners and stand ready across the back of the dais.

This is Karitamen's court room. His throne room is where he sees his subjects and hears their petitions, as well as where he greets foreign dignitaries. But this is where much of the real work occurs, particularly trying and sentencing criminals. Though well-hidden, this room contains a variety of torture devices. Several are hidden behind sliding wall panels. Sections of the latticework above can be swung down and fixed into place on the floor—the bars are, in fact, gilded iron and have spikes and hooks all across both sides. The floor conceals scorpion pits. Karitamen can open any portion of the floor or lower any section of the ceiling lattice by use of the buttons built into a hidden nook in the arm of his chair.

Creatures

In addition to the scorpions in the pits, there are four Tomb Guards waiting along the back wall. They attack any living creature that approaches the dais. See **Tomb Guards** on page 102 in **Appendix I: New Creatures** for statistics.

Traps

This entire room is deadly. The only safe portion of the floor is the central walkway and the throne platform.

In addition to the traps described here, the walls are protected with random traps. Each Character who moves along the walls has a 50% chance of triggering a trap. Roll on **Table 5-4: Random Traps** on page 45 to see what happens.

Ceiling Lattice

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: When a button is pushed on the chair, an iron lattice falls from the ceiling and impales any in its path. One Character must succeed on a **Challenging (–10%) Agility Test** or take a Damage 5 hit. As well, the Character must succeed on a **Strength Test** to pull himself off the lattice.

Scorpion Pits

Locate: Hard (–20%) Search; **Neutralise:** n/a

Effect: Characters who stray from the central walkway must succeed on a **Very Hard (–30%) Agility Test** or fall 6 yards into a pit filled with angry scorpions. The victim takes Damage 5 hit from the fall and is repeatedly stung when he lands. Each round he remains in the pit, he must succeed on a **Challenging (–10%) Toughness Test** or die in a number of rounds equal to his Toughness Bonus. A **Challenging (–10%) Heal Test** grants the Character a second save, while a *cure poison* spell neutralises the effect. The walls are steep and require a **Challenging (–10%) Scale Sheer Surfaces Test** to escape.

There is an inscription upon the walls of the pit graven in Nehekharan, Khazalid, and Eltharin. Those that can read those languages will discover that it enjoins the reader to “dance with the Children of Sokth.”

Traps

All of the doors are trapped except the one leading to the Throne Room. Roll on **Table 5-4: Random Traps** on page 45 to determine the traps that protect them.

Development

Concealed behind a wall panel, traps are discovered on a successful **Challenging (-10%) Search Test** on the door that leads into **Room 5-2: Library**. Another hidden door on the opposite wall leads to **Room 5-5: Noble Crypts**. Two doors are concealed on the back wall behind the dais. They require **Challenging (-10%) Search Tests** to locate. One leads to **Room 5-6: Crypt of the Liche Priest** and the other to **Room 3-4: Meditation Chamber**. A hidden trap door, requiring a **Hard (-20%) Search Test** to locate, lays beneath the chair and descends to **Room 6-3: Treasure Room**. Finally, a door against the wall opposite to the chair leads up to **Room 2-1: Throne Room**.

Treasure

The wall panels here are beautifully crafted and made of gold, silk, and precious stones. Each panel is worth roughly 100 *gc*, but they are each 12 feet high and 6 feet across. The walkway has gold and gems that could be pried loose, as do the dais and the chair. See **Defacing the Tomb** on page 44 for details.

Room 5-5: NOBLE CRYPTS

This room was meant to house Karitamen's key nobles.

This long room has two rows of what look like stone slabs. Atop each slab is a body. At second glance, however, you see that the bodies are also carved from stone. The faces seem strangely disfigured. Gilt shelves stand at the foot of each figure, and a gold plaque hangs on the wall by its head.

Karitamen wished to reward his favourite nobles by interring them with him and bringing them with him into the afterlife. Unfortunately, those same nobles are the ones who betrayed him. Thus, this crypt lays empty, the names stricken from each cartouche and the faces struck from the sarcophagi because the nobles considered it bad luck to have even their images interred with the man they killed.

This room holds twelve sarcophagi. By each is a plaque that once displayed the intended noble's name and rank. A shelf before each sarcophagus was meant to hold some of the noble's prized possessions.

Creatures

Protecting this room are six Tomb Guards, two by the entrance and one in each corner. Despite having nothing to guard, they

will attack anyone who approaches. See **Tomb Guards** on page 102 in **Appendix I: New Creatures** for statistics.

Treasure

The gold plaques are worth 5 *gc* each.

Room 5-6:

CRYPT OF THE LICHE PRIEST

This chamber belongs to Tetrahon, the king's most loyal servant and also his advisor and Priest. Tetrahon was supposed to assist Karitamen in reawakening, as well as help protect and preserve his king through all eternity.

Unfortunately, Karitamen's subjects had other ideas.

Many of them blamed Tetrahon for their king's obsession with Necromancy and his behaviour following the start of that obsession. Some even accused him of causing the king's death, directly or indirectly. They could not bring themselves to go against their dead king's wishes to have Tetrahon interred with him, but they stripped the Priest of his robes and jewellery, which were cast into a corner and burned. Then they cut him into pieces and nailed each piece to the walls with golden nails. Because he was not preserved through the proper rituals, this would prevent Tetrahon from reawakening with his king and also stop him from continuing to the next stage of existence.

Of course, the subjects had no way to anticipate Nagash's curse.

Tetrahon did reawaken, becoming Undead along with the rest of the pyramid's denizens. But he is still dismembered and nailed to the doors and walls. Karitamen cannot leave his own chamber, and none of his guards can enter this room either, thanks to the wards Tetrahon himself designed, originally for protection. Thus for centuries, the Liche Priest has hung upon these boards, able to think and observe but unable to move.

Beyond this door is a chamber, roughly 20 feet by 40 feet. The vaulted ceiling is 14 feet overhead and is supported by two massive columns set across the middle of the room. The walls are adorned with pictograms and hieroglyphs, and the ceiling shows a similar night-sky scene. The floor is covered in an abstract pattern, and Skeletons dressed in leather armour stand at rigid attention, one in each corner. Torch sconces are placed at intervals along the wall, sprouting from spots in the mural where carved guards stand with torches of their own to illuminate the displayed scenes.

The room contains a small writing desk and matching chair, a waist-high bookcase covered in scrolls, a low table with three benches grouped around it, and a sarcophagus. The sarcophagus is smaller and plainer than the one in the Crypt, this one being crafted from marble. It is carved into the likeness of a man but lacks the golden, cobra-head crown that would mark a king. The hands are crossed but hold scrolls rather than the royal crook and flail.

Disturbingly, scattered all over the walls are severed body parts covered in wrappings, pierced and held in place by thick golden nails. They twitch with un-life with your nearness.

Have the Characters make **Will Power Tests** to avoid gaining 1 Insanity Point.

The bookcase, which sits flush against the right side of the writing desk, holds Tetrahon's library and is a treasure trove for anyone interested in Nehekharan culture and antiquities. Of course, all of the scrolls are written in Nehekharan hieroglyphs so anyone who does not read that language will not be able to decipher them. The bottom shelf holds histories of the Nehekharan Empire, Khemri, this region, and Karitamen himself. The middle shelf has scrolls on a variety of subjects, including biology, alchemy, religion, art, and architecture. The top shelf is Tetrahon's arcane library. All of these scrolls deal with magic, mostly Necromancy, but you could insert a few rituals as well. Each scroll is carefully bound, and the bottoms of their rods have been carved with hieroglyphs identifying their subject matter.

The sarcophagus contains one scroll that Tetrahon liked to keep close. It concerns the rites of the Mortuary Cult, and anyone who can read Nehekharan could follow the rituals described therein and preserve a body in the way of the Nehekharans.

This room has only two visible doors. One leads to **Room 3-1: Hall of the Gods** and the other to **Room 5-4: Court Room**. Tetrahon does have another exit, however. One section of wall shows him inspecting Karitamen's various holdings, a clay tablet and stylus in his hands as he tallies grain and other stores. Pressing the stylus opens a hidden door, which reveals a long, narrow hallway. The hallway is rough granite, completely unadorned, and eventually leads to **Room 7-2: Burial Chamber**. A **Very Hard (-30%) Search Test** by someone closely studying the walls detects the thin crack of the door's edge.

Creatures

Although he has suffered greatly, being torn limb from limb and nailed to the walls of his crypt, he can be lucid at times. Anyone who enters the chamber, hears a rasping voice speaking Nehekharan—the Tomb Priest greets them, though in all likelihood, the PCs have no way of knowing this. Worse, the source of the voice is not immediately obvious, but a **Routine (+10%) Perception Test** reveals that it emanates from a mummified head that hangs from a golden hook.

No fool, Tetrahon soon realises that the PCs do not speak his language, so he repeats his greeting in a variety of dead languages until he comes to Eltharin, and failing that, an archaic form of Khazalid. If the PCs do not understand him, let them do as they wish. However, Characters that do speak one of his many tongues can learn vital information. See **Development** on page 82 for details.

Tetrahon, Liche Priest

All the creatures in the tomb, whether constructed creatures or true Undead, answer to Karitamen as their lord and master. And



all obey him without question—except one. For in the entire tomb only one creature besides the Liche has the intelligence, personality, confidence, and power for independent thought and action. Far from angering Karitamen, this individual holds his utmost trust and support, which is only fitting. After all, in life he was Karitamen's chief advisor.

A true child of the Border Princes, Tetrahon was born the son of a Nehekharan soldier and an Arabyan peasant girl. His father, Terahatun, was part of Amenemhetum the Great's first approach to these distant lands and came ashore in the second boat of the fleet. Terahatun was as surprised as anyone to discover a love for this rough, cold, grey land and particularly a searing passion for a dusky-skinned, dark-haired, sloe-eyed young woman whose family travelled through the area repairing shoes and pots and other goods and trading items bought or bartered along the way. When the girl became pregnant with his child, Terahatun did not abandon her, as most soldiers might. Instead he petitioned Amenemhetum for permission to marry. His request was granted, for Terahatun had served well, and Amenemhetum was pleased to see his soldiers settling in. The expectant father was granted a guard post at one of the larger towns and settled there with his new bride. They named their son Tetrahon in the Nehekharan tradition.

Trained for the Priesthood, Tetrahon quickly mastered the liturgies and rituals, even the most complex ones, and he began not only reading but writing religious treatises and histories. Amenemhetum was delighted to discover that the son of one of his soldiers was rapidly becoming the premiere local historian and commissioned Tetrahon to write several histories of the area and of Amenemhetum's ongoing conquests. It was during research for these histories that Tetrahon first encountered Karitamen. The two became fast

friends and fellow scholars, and Tetrahon introduced his friend to the mystic arts. With his considerable strength and fighting skill bolstered by magic, Karitamen became all but unbeatable. His reputation rose, and he was given the name Death Scarab, along with command of the eastern army and control over the territories they occupied.

When Amenemhetum officially made Karitamen a king—for the Death Scarab already ruled those lands in all but name—Tetrahon was appointed High Priest. Through Karitamen's new influence, Tetrahon joined the Mortuary Cult and learned their secrets, which he shared with his ruler. Both Tetrahon and Karitamen recognised the limitations of the Mortuary Cult's plans and searched for alternatives, but they agreed that being reawakened in a perfect body after millennia was preferable to never awakening at all. Tetrahon was lured away from court the night the conspirators attacked and was unable to aid his friend and king. Afterward, the people turned their rage upon him, and the nobles were only too happy to divert blame from themselves.

In life, Tetrahon was a clever, quiet man with a quick, dry wit, an impressive imagination, and a thirst for knowledge. Slight of build and just above average height, he was surprisingly good looking but never realised it, his jet-black hair cut short and his skin dark with even features. Those features are long since lost, of course, but his sarcophagus shows what he looked like in his prime.

Tetrahon dressed in the long loincloth of a High Priest and the ornate golden headdress and chest-covering collar of the Priesthood, wearing rune-inscribed gold bracers and armlets. He carried an intricately carved ebon staff, its peak bearing the visage of Djaf, God of the Dead. Though not a warrior, Tetrahon carried a handsome bronze-bladed short sword at his belt and used the weapon in various rituals. In combat, he preferred to rely upon his staff and his magic.

Even if the PCs decide to place his remains inside of the sarcophagus, it takes years for his body to reassemble.

Traps

This room has many traps.

Poisoned Door

Locate: Challenging (–10%) Perception; **Neutralise:** Wipe handle
Effect: Anyone touching any of the doors' handles with naked flesh must succeed on a **Hard (–20%) Toughness Test** each round or lose 1 Wound regardless of Toughness Bonus or armour. This continues until the victim succeeds on three consecutive **Toughness Tests** or receives a *cure poison* spell. A successful **Heal Test** grants a +10% bonus to all tests made to resist the poison.

Sarcophagus Trap

Locate: Hard (–20%) Search; **Neutralise:** Very Hard (–30%) Pick Lock

Effect: Standing at the head of the sarcophagus or to the left side of the writing desk unleashes poison darts. Characters in those locations (or in the path between those spots and the nearest wall) must make **Hard (–20%) Agility Tests** to avoid being hit. On a failed test, the victim must also

succeed on a **Challenging (–10%) Toughness Test**. A failed test indicates that boils appear all over his body within seconds, expanding until they explode, 3 rounds later. Unless treated with a **Challenging (–10%) Heal Test** or a *cure poison* spell, the Character dies in a number of rounds equal to his Toughness Bonus. During this time, he takes a –30% penalty to all tests.

Scroll Traps

Each shelf also has one scroll on the bottom row that is a trap. Roll on **Table 5–4: Random Traps** on page 45 to determine its effects.

Development

Tetrahon greets the PCs pleasantly, welcoming them into the vault of his suffering. He begs them to have mercy on him, claiming he was the victim of cruel and ambitious nobles who resented him for his wisdom and his unflagging service to the Death Scarab. He speaks in broad terms, painting the Death Scarab as an enlightened ruler beset by enemies who resented the affection he received from his people.

Everything Tetrahon says is to convince the Characters of his own innocence. If he starts to gain their trust, he implores them to place his various parts of his body back in his sarcophagus. Tetrahon claims this will allow him to finally know eternal peace.

Of course, what it actually does is let him reassemble his body. The process of reassembly is long and takes many years, certainly beyond the scope of this adventure.

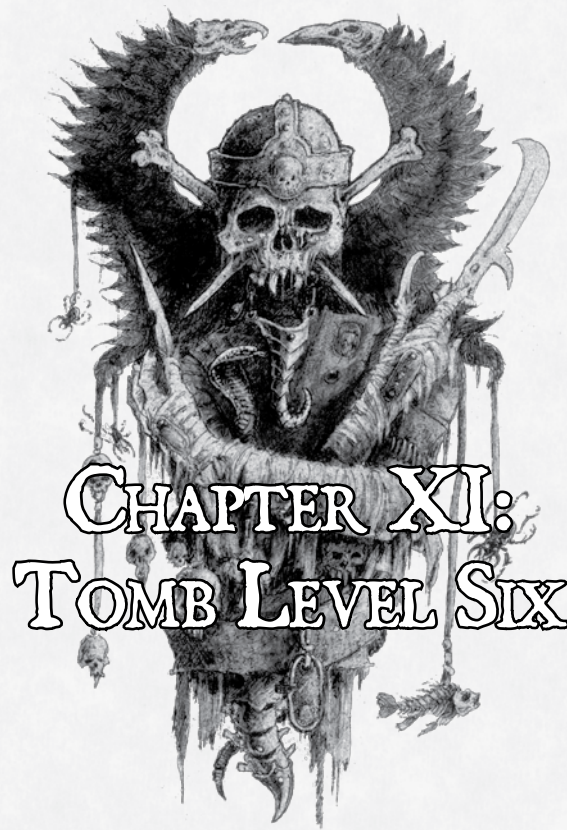
If the Characters are still reluctant, Tetrahon offers to assist them in their exploration. He advises them to take his head with them. This way, Tetrahon muses, he can monitor the intruders' actions and serve his master by reporting to him. If the PCs agree, Tetrahon explains the purpose of each room, going on at great lengths about how the room was constructed, what the images mean, and significance. In any given room, there's a 50% chance that Tetrahon reveals the presence of a trap, and then only a 20% chance that he reveals where and what it is.

Should the Characters destroy the Liche Priest—a simple act since he's helpless, they incur the wrath of the Death Scarab. When they face him in his crypt, he attacks them mercilessly. On the other hand, if the Characters bring the head with them to his crypt, they can use it as a bargaining chip.

Tetrahon could be a powerful ally or a fearsome opponent, even with his current disability. If reassembled, he is a powerful Necromancer and can raise the dead. He also knows the entire layout of the pyramid, including all the hidden doors, and he can help adventurers bypass most of the traps and move safely past most of the creatures.

Treasure

The writing table has a gold and ivory writing set (quill, ink vial, and ink blotter) worth over 50 *gc*. A gold and onyx box sits near the top of the desk and holds a seal with Tetrahon's cartouche carved into the onyx head, along with ten sticks of sealing wax. A plain, granite candleholder also sits here, a candle stub still in place.



This level has two purposes. The first is to hold the treasure Karitamen amassed during his lifetime. Part of Nehekharan burial tradition involved burying a man with a portion of his earthly wealth, both to demonstrate his success in life and to assure that he would have such resources available in the next life. This made the tombs a strong temptation to tomb robbers, however, which is why most tombs and pyramids feature such elaborate traps. That is the other purpose to this level—by putting most of the wealth in one place, it becomes easier to protect and easier to rig traps around it. Large portions of this level exist only to trap and kill anyone who dares trespass upon Karitamen's repose.

ROOM 6-1: ANTECHAMBER

This small room is the entrance to **Level Six** and the last chance for intruders to turn back.

The room before you is not large, though it has a high, vaulted ceiling. The walls are covered in murals and friezes, but these do not depict happy scenes. In fact, they do not show a king at all. Instead, they show men and women subjected to horrible fates, being hacked apart or starved or strangled or stricken with illness or any other painful death imaginable. Each of these victims holds gems, gold, or jewellery in his hand, and the message is clear—steal from this pyramid, and your life is forfeit. A single door stands before you, carved to show a large man with the head of a jackal, his arms crossed and his fangs bared in a scowl. His eyes glitter ominously as he looks upon you.

This chamber provides a place for would-be tomb robbers to stop, consider the consequences, and turn back before it is too late. The walls show scenes of exactly what happens to trespassers in gruesome detail. Cartouches also describe the many curses laid upon thieves who disturb the Death Scarab's rest. The ceiling bears the symbols of the Gods and that of the Death Scarab, indicating that violators will face not only his wrath but that of the entire Nehekharan pantheon. Even the God of Thieves is represented, reminding intruders that tombs, like Temples, are targets he does not condone.

The door out of this room is carved to show Djaf, the jackal-headed God of the Dead. He is barring the way, his countenance and stance making it clear that no one living should pass this barrier. The door has a normal handle, however, as if daring intruders to defy the God's warning.

There are two other obvious entrances to this chamber, both in the ceiling. One is from **Room 2-3: Tributary Room** and the other is from **Room 3-6: Offerings Chamber**. Both are merely angled chutes, their sides coated in grease to prevent any resistance, that require a **Very Hard (-30%) Scale Surfaces Test** to climb. The only other way into or out of the chamber is through a concealed door leading to **Room 0-1: The Mortuary Temple**.

Traps

There are several traps here.

Chute Traps

Locate: Challenging (-10%) Search; **Neutralise:** Hard (-20%)
Pick Lock

Description: Each chute does have several fine cords crossing it. Pressure on any cord causes a blade to slash across the chute. Characters descending slowly are entitled to a **Challenging (–10%) Agility Test** to avoid the trap. Those falling are struck automatically. In either case, the blade inflicts a Damage 5 hit. This trap automatically resets.

Poisoned Door

Locate: Challenging (–10%) Perception; **Neutralise:** Wipe handle

Effect: Anyone touching the door's handle with naked flesh must succeed on a **Hard (–20%) Toughness Test** each round or lose 1 Wound regardless of Toughness Bonus or armour. This continues until the victim succeeds on three consecutive **Toughness Tests** or receives a *cure poison* spell. A successful **Heal Test** grants a +10% bonus to all tests made to resist the poison.

Development

The figures on the wall writhe as if alive when watched for more than a few seconds. Those who stare for more than a minute see that the figures look back and silently beg for help. Anyone staring too long at the images must make a **Hard (–20%) Will Power Test** or gain 2 Insanity Points.

The door to the south leads to **Room 6–2: Pit Room**.

ROOM 6–2: PIT ROOM

This room contains holding cells for the people caught within the pyramid.



The door opens onto a long room. A single narrow walkway runs its length, bisected by a matching walkway halfway across. The rest of the floor is a latticework—an intricate pattern that you realize is made up of Human silhouettes writhing in pain. Torches gutter on the walls, which are decorated with carved faces in agony. The entire chamber reeks of death, decay, and Human waste. The room has no other exit.

This is where intruders are taken—dead or alive—when caught by Karitamen's warriors. They are then brought before the Tomb King, transformed into Undead themselves, and forced to join his forces.

A hidden door in the floor of the back left pit reveals a narrow staircase that leads up into **Room 6–3: Treasure Room**. Finding this door requires a **Very Hard (–30%) Search Test**.

Creatures

The pits (see **Pits**, below) are filled with failed tomb robbers. Most are long since dead, but some have been reanimated and returned to the pits to serve as soldiers. There's a 50% chance for a pit to contain a Zombie. See **Zombies** on page 231 of *WFRP* for statistics.

Traps

This room is deadly. The walkways are trapped in several places and in a random pattern designed to ensure that anyone walking them will trigger at least one trap. Characters travelling over the walkways have a 50% of triggering a trap. Roll on **Table 5–4: Random Traps** on page 45 to determine the trap's nature.

In addition, there are a number of other dangerous traps here.

The Cosh of the Overseer

Locate: Hard (–20%) Search; **Neutralise:** Very Hard (–30%) Pick Lock

Effect: About midway along either side of the walkway, there is a pressure plate. When more than 40 pounds is placed on it, the entire ceiling comes crashing down, dealing Damage 7 to everyone in the room.

Pits

Locate: Easy (+20%) Search; **Neutralise:** Hard (–20%) Pick Lock

Effect: The latticework cannot support more than 20 pounds of weight and is designed to open under pressure, dropping anyone on it into the pits and then swing back up and closed. Those who fall may attempt **Hard (–20%) Agility Tests** to catch the walkway. Otherwise, they fall 6 yards and each take a Damage 5 hit when they hit the bottom. The walls of the pits are coated in grease, requiring a **Hard (–20%) Scale Sheer Surfaces Test** to escape—assuming the latticework is opened.

Development

Anyone who entered the tomb within the past two days will probably still be here, awaiting his or her fate. Every few

days, Tomb Guards enter and remove the new arrivals, taking anyone still intact enough to walk and wield a weapon. These people are taken down to **Room 7-1: The Burial Chamber on Level Seven** and brought before Karitamen himself. The guards do not care whether the individuals are alive or dead and are content to escort anyone who doesn't put up a fight. Those who do fight will be knocked out or killed and dragged the rest of the way.

In the bowels of the south-eastern pit is a hidden door. It can be found with a successful **Hard (-20%) Search Test**. It leads to **Room 6-3: Treasure Room**.

Treasure

The Tomb Guards have not bothered to retrieve any of the treasures carried by previous trespassers. Thus the floor of each pit is littered with gold, gems, and finely crafted items, worth as much as 2d10 gc in each pit. In addition, this is also an ideal place for benevolent GMs to dispense extra torches, ropes, and other adventuring equipment.

ROOM 6-3: TREASURE ROOM

This room holds the bulk of the treasure buried with Karitamen.

At first you think this large room's walls must be made of beaten gold. Then you realize the walls are actually plain whitewashed limestone, the floor is simple granite flagstone, and the ceiling is a starless night sky. The golden glow comes entirely from the heaps of coin, jewellery, and other precious objects filling the room. Everywhere you look, you see objects of value, so much that you are dazzled by it.

This is where Karitamen's treasure was placed when he was buried. It is mostly in neat rows, though some of it has spilled out over the centuries. Among the treasures here are:

- War banner decorated with onyx scarabs.
- Chests full of gold coins, all stamped with Nehekharan marks and other symbols from similarly ancient nations
- Casks of loose gems
- A suit of glittering golden mail, complete with helmet and large shield
- A model of Karitamen's castle, roughly two feet high, carved from rubies and fitted together with gold
- A life-sized elephant statue, cast in gold with sapphire eyes and real ivory tusks
- A pair of drinking goblets carved from solid lapis with bases of pure gold, shaped to look like two swans whose necks intertwine
- A battle axe with a diamond blade and a marble haft, the handle wrapped in gold wire
- A quartet of stylised lions, life-sized, made of gold with emerald eyes and diamond claws

- A row of eight golden warriors, fully armed and armoured
- A portable throne of gold, studded with thousands of rubies, all exactly the same size, shape, and colour

Feel free to add additional items.

This room can be accessed by the trapdoor in **Room 5-4: Court Room** and by the hidden door in the **Room 6-2: Pit Room**. A hidden door at the room's other end leads into **Room 6-4: False Burial Chamber**. Finding this door requires a **Very Hard (-30%) Search Test**.

Creatures

The four lions are actually Bastethi wrapped in gold cloth bandages. They attack only if someone touches them or stands within 2 yards of them. The warriors are eight Tomb Guards, similarly disguised, and they attack any intruders.

See **Bastethi** on page 100 and **Tomb Guards** on page 102 in **Appendix I: New Creatures** for statistics.

Traps

Only a handful of traps protect this room.

Coils of Avarice

Locate: Very Hard (-30%) Search; **Neutralise:** Very Hard (-30%) Pick Lock

Effect: The floor is riddled with pressure plates. Stepping on any of them causes valves to release an invisible gas into the chamber. Characters that fail a **Hard (-20%)**

Toughness Test will be affected and temporarily gain the *Venomous Thoughts* disorder (see page 207 in *WFRP*) and believe their companions are out to take all the treasure for themselves. This effect lasts for 4d10 minutes.

Roar of the Ind Beast

Locate: Very Hard (-30%) Search; **Neutralise:** n/a

Effect: This trap is in the elephant statue, easily the largest item in the room. It is actually a fake, and its hollow shell is filled with gas and caltrops. Any attempt to move the statue breaches its skin and the sudden change in pressure releases the gas, causing a loud roaring noise and the caltrops to shoot out in all directions. All Characters in the room must succeed on **Very Hard (-30%) Agility Tests** or take a Damage 6 hit.

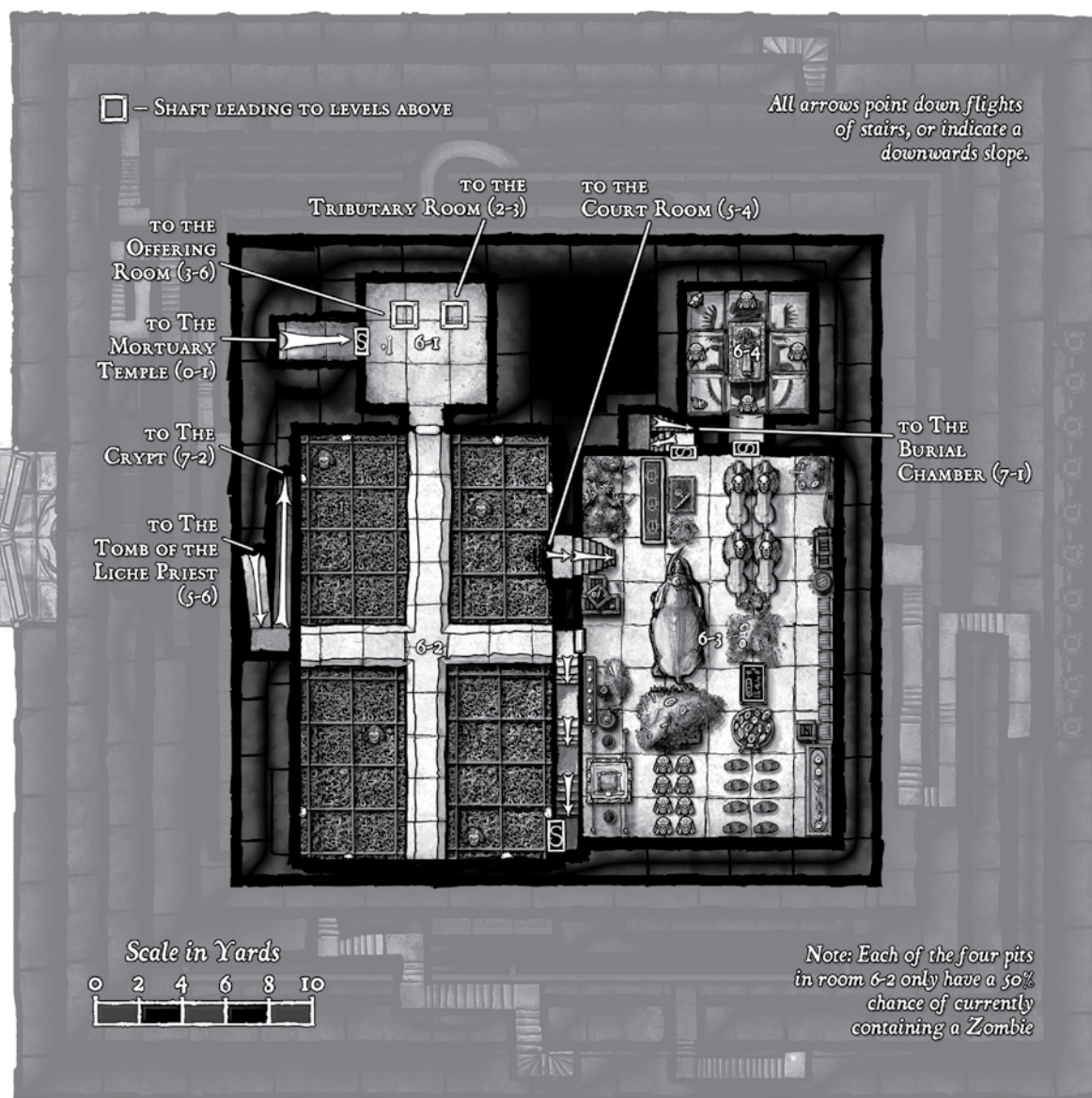
Other Traps

Several of the chests and casks are attached to the ground, and the bottommost gem or coin in each is rigged with a trap as well. This is because most grave-robbers are so greedy, they cannot leave even a single bit of treasure behind. To determine their effects, roll on **Table 5-4: Random Traps** on page 45.

Development

The hidden door to **Room 6-4: False Burial Chamber** has a relief of Karitamen on the interior. The collar around his neck is done in sunken relief, which is unusual—normally it would

KARITAMEN'S TOMB - LEVEL SIX



— LOCATION KEY —

- 6-1 — Antechamber
- 6-2 — Pit Room
- 6-3 — Treasure Room
- 6-4 — False Burial Chamber

— CREATURE KEY —

- ☠ — Zombie
- ☠ — Bastethi
- ☠ — Tomb Guards

be in bas-relief, protruding instead of carved out. The collar's centrepiece is his signature death scarab. If the door is pushed back flush against the treasure room wall and one of the onyx scarabs from Karitamen's war banner is placed into the outlined scarab of the collar and turned clockwise, the door slides open, revealing a second portal behind it. Through this portal lies a long staircase that leads down to **Room 7-1: The Burial Chamber**.

Treasure

Everything in this room is a treasure. The exact amount is up to you and the nature of your campaign. The wealth in this room is enough to make the PCs rich beyond belief, perhaps as wealthy as some of the wealthiest people in the Empire. In most *WFRP* campaigns, the sheer volume of treasure in this room is staggering. Characters who try to make off with this wealth will gain more enemies than they can count, and any attempt to move it out of the Border Princes is a campaign in and of itself. Of course, this is *WFRP* after all, and it is within keeping for this treasure to be cursed. Those Characters who make off with more than 500 *gc* each should gain a curse of your choosing, dying a horrid and ignoble death.

Room 6-4: False Burial Chamber

This room is easily one of the most deadly in the entire tomb. Designed to swiftly and completely wipe out intruders, it is chock full of traps and guardians. Before running this room, be sure to look over the room details very closely.

Beyond the door is a single large room, maybe 20 feet on a side, with a ceiling that stretches 14 feet overhead and painted to look like a night sky. The floor here is an elaborate mosaic of an enormous scarab with small obsidian scarabs set at intervals throughout the pattern. The walls are painted with pictographs depicting scenes of violence and war.

The centre of the chamber is dominated by a sarcophagus, the surface of which is wrought to resemble an attractive male in finery fit for a king. Standing around the sarcophagus are four Skeleton Soldiers mounted on low pedestals and carved to look like they wear the armour of ancient Khemri. Gripped in their clawed hands are curved blades. Finally, a handsome suit of golden armour stands arrayed in the northwestern corner, and an impressive golden sword and matching shield stand in the southwestern corner.

Examination of the walls shows Karitamen triumphing over his foes on the battlefield, his twin blades dripping with blood as he strides across their shattered bodies. Characters may attempt **Academic Knowledge (Astrology) Tests** to realise the ceiling's depiction of the night sky does not match that of the Empire. Those who succeed by two degrees of success realise that it doesn't match any known sky.

Since this room is so deadly, allow the Player Characters to attempt a **Hard (-20%) Intelligence Test** or a **Challenging (-10%) Academic Knowledge (History) Test** to realise something is terribly wrong *before they enter*. Those who

pass the **Intelligence Test** only know that it is too easy—the room is not sufficiently guarded for someone of Karitamen's rank. However, those that made the **Academic Knowledge (History) Test** recognise that the dead are usually buried in their finery, not with it hanging nearby—if Karitamen was such a powerful warrior, why wouldn't he be wearing his armour and holding his sword? In addition, for each degree of success, or each Character passing the test, reveal one of the following insights.

- The floor is too representational. Scarabs appear as accents along the corridors' floor mosaics, but the overall patterns there are abstract. This is an actual scarab, which is almost sacrilegious.
- The walls show military victories, which aren't appropriate subject matter for a burial chamber—Karitamen is expected to set such earthly matters aside before he can begin his journey. It's also surprisingly bloodthirsty to show such an image here—the military victories shown along the corridors are more stylised and don't show actual violence.
- The ceiling shows a night sky without any clear constellations. It should show Karitamen's birth constellation, just like the ceiling in the ritual shaft. Not seeing any familiar stars or patterns is an ill omen.
- The room does not have any other openings. Which means it lacks the shaft into the underworld. How would Karitamen's soul be expected to begin its journey if it couldn't get out of the room?

If the Characters enter the room, they trigger the trap once anyone moves more than 4 yards (2 squares) into the chamber. Once the traps are set in motion, they continue in the order described. Given the rapid time table, searching for and neutralising the following traps is impossible.

Phase One: The Unrighteous are Entombed

Once the room is activated, the door to this room swings shut on its own. Anyone trying to stop it must make a **Hard (-20%) Strength Test** to prevent it from closing fully—anyone making the attempt and failing must also make a **Challenging (-10%) Agility Test** to avoid having their hands crushed in the process (causing a Damage 1 hit). If the door shuts, everyone hears a loud click as it locks securely. There is no way to open it from the inside except to break it by brute force. (The door has 30 Wounds and a Toughness Bonus of 5. Or a character can break it open with two degrees of success on a **Very Hard (-30%) Strength Test**.) Once all the phases have occurred, the door unlocks and may be opened with a touch.

Phase Two: Greeting of the Scorpion

Two rounds after the door seals shut (or after the door tries to seal shut), a volley of poisoned darts fire from the walls. All Characters in the room are struck by 1d5 darts each. A Character may attempt an **Agility Test**, each degree of success reducing the number of darts by one. So, a Character hit by 3 darts who succeeds on an **Agility Test** with three degrees of success avoids all of the darts. The darts inflict 1 Wound



regardless of armour or Toughness Bonus. As well, struck Characters must pass a **Challenging (-10%) Toughness Test** each round or lose 2 Wounds from the poison. The poison can be halted with a **Challenging (-10%) Heal Test**, with a casting of a *cure poison* spell, or three successful **Toughness Tests** in a row.

Phase Three: The Blessed Stand Forth

On the round following the volley of darts, the Tomb Guards descend from their stands. They attack anyone within the room and do not stop until either everyone is dead or they have been destroyed. See **Tomb Guards** on page 102 in **Appendix I: New Creatures** for statistics.

Phase Four: The Foolish Fall Forever into the Black of the Pit

Once the Tomb Guards have been destroyed or return to their pedestals—occurring when all the Characters in the room are dead—the final trap element triggers, causing the floor to open all around the sarcophagus, dropping the contents of the room

into the pit below. The sarcophagus stands on a pillar, while the pedestals are affixed to the walls.

Deadly Pit

Effect: When the last Tomb Guard falls or takes its place on its pedestal, the floor opens up, splitting along the four compass points. The sarcophagus stands upon a pillar and does not fall, and the arms, armour, and statues all stand upon a narrow ledge around the edge. Anything else in the room falls into a 60-foot-deep pit filled with spikes. Characters take Damage 20 hits from the fall and are struck by 1d5 spikes, each dealing a Damage 3 hit. The floor swivels back into place after four rounds.

Other Threats

Even if the Characters manage to survive the devastating traps and the Tomb Guards, they are still at risk of triggering more traps if they explore the chamber.

Onyx Scarab

Locate: Challenging (-10%) Perception; **Neutralise:** Wipe away the poison

Effect: The onyx scarabs set into the floor are coated with contact poison. Anyone touching them with naked flesh takes 1 Wound and must succeed on a **Challenging (-10%) Toughness Test** or die after a number of minutes equal to their Toughness Bonus. A **Challenging (-10%) Heal Test** enables the victim to make a second **Toughness Test**. A *cure poison* spell saves the Character.

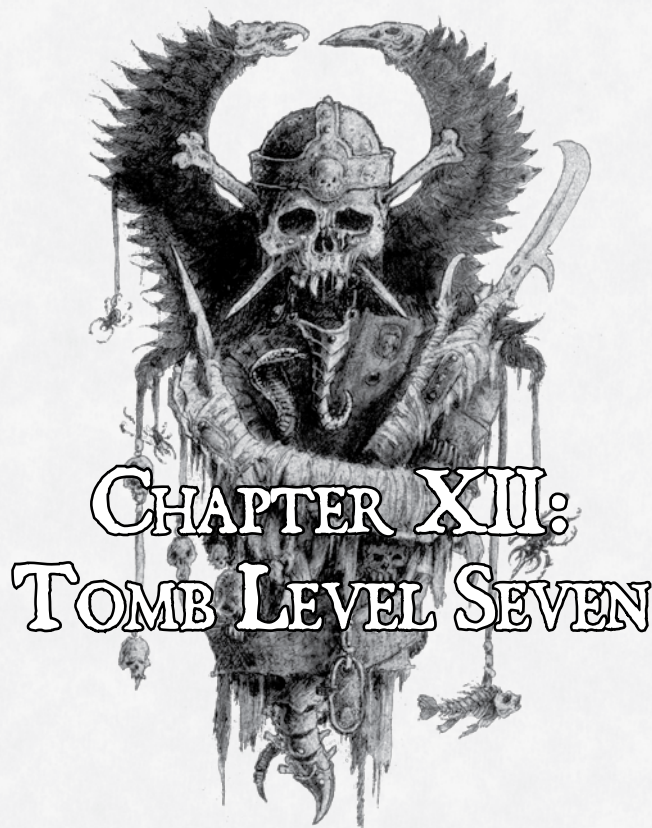
Trapped Sarcophagus

The sarcophagus does not contain a body; instead, it contains a large volume of pressurised caustic salt. Anyone who moves the lid—requiring a **Strength Test**—triggers the trap and gets a face full of salt for their trouble. See **Salt Blast Trap** on page 48 in **Chapter V: The Tomb of the Liche Lord** for details. This trap does not reset.

Treasure

The weapons and armour are genuine Nehekharan items and extremely well crafted. They were forged for Karitamen's first son, who, unfortunately, died long before he was old enough to wear them. The armour (equivalent to Full Plate Armour) is worth over 500 *gc*, more to a collector, and the Hand Weapon (a sword, but oddly curved) and Shield are each worth 50 *gc* and double that to someone interested in Nehekharan artefacts.





The seventh and lowest level of the pyramid contains only three chambers, each of major importance. This is the heart of the pyramid and the tomb of the Death Scarab.

ROOM 7-1: THE BURIAL CHAMBER

This majestic room forms half of the tomb.

You find a long, wide room, easily 40 feet by 60 feet with a 30-foot-high ceiling. To either side, you see a row of three pillars, one in each corner and one halfway down the walls. The floor features another abstract mosaic but with large granite flagstones worked into the pattern. The walls feature more familiar images, mostly conveying a king receiving instruction. This room has no other furniture or decoration. The far side of the room gives way to a short set of stairs.

In the centre of this chamber is what appears to be a large map constructed of bits of bone, teeth, nails, scraps of cloth, beetle husks, and more. It takes a moment, but it dawns on you that this map details the vicinity of the tomb and the realms of the petty kingdoms that have claimed the immediate area.

Once again, Karitamen's scarabs are absent—by this stage he has symbolically left that persona behind, so his soul can evolve without hindrance. The walls show the king being led toward the hall of the dead by an unknown Priest, who gives him several sacred items as a mark of favour and coaches him on proper behaviour toward Djaf, who sits in judgement on the king's soul. The Priest carries a small stylised oar, marking him as a Priest and

likely an avatar of Usirian, doing the God's bidding by preparing Karitamen for his trial and subsequent journey.

The interior of the door shows not stylised imagery but a large asp rearing up to strike, fangs bared. The stylised lightning around the snake reveals it as Asaph, though why she would be in this side of the door is unclear. Anyone who makes a **Very Hard (–30%) Academic Knowledge (History) Test** would know that this side of the door should be unmarked—by putting Asaph's image here the Goddess serves as a barrier not for anyone trying to enter the room but for anyone trying to exit!

A small amulet of emerald and silver on a fine silver chain hangs above the doorframe. The amulet bears strange markings that do not match the Nehekharan hieroglyphs found in the tomb (see the Amulet of Shesh).

The map on the floor is a detailed look at the region surrounding the Karitamen's tomb. The Death Scarab painstakingly constructed it so he could muse about battle plans for the moment of his inevitable return.

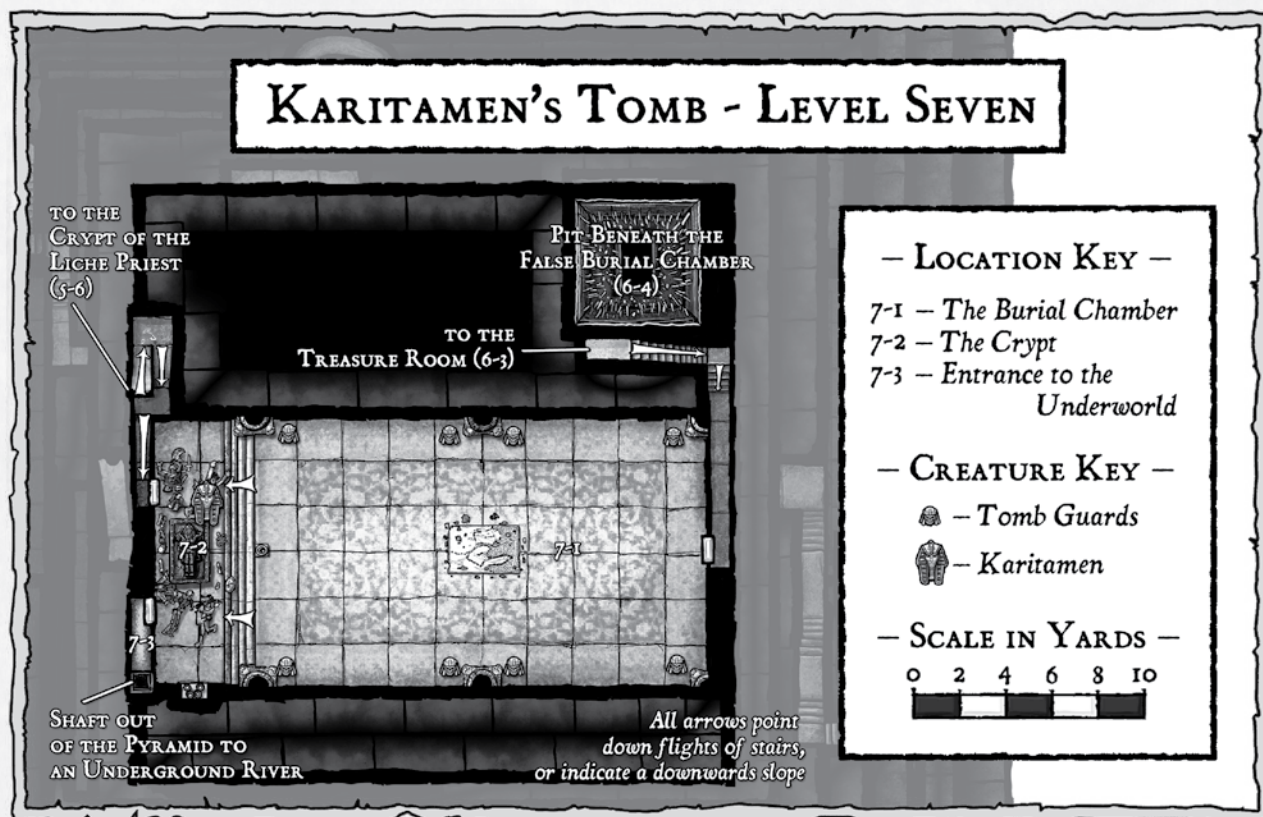
The stairs lead down into **Room 7-2: The Crypt**.

Creatures

Hidden in the shadows of the pillars are eight Tomb Guards. See **Tomb Guards** on page 102 of **Appendix I: New Creatures** for statistics.

Treasure

There is but one item of value in this chamber, the Amulet of Shesh.



Amulet of Shesh

This small amulet is a pair of flattened silver discs set one atop the other—the upper disc has slipped slightly, making a crescent of the lower disc visible in the upper left. The amulet hangs from a fine silver chain, attached by a small silver ring set in the upper left, right above the exposed crescent. A single pale green emerald is set on the upper disc, taking up most of the amulet's surface. Runes are carved in the ring around it and on the amulet's back.

Academic Knowledge: Daemonology

Powers: This amulet has been blessed—or more accurately cursed—by a minion of Slaanesh and links the wearer to the Chaos God's favour. Anyone wearing this amulet gains a +10% bonus to all **Will Power Tests** and +10% to any **Fellowship Tests** used to manipulate someone. However, the amulet makes the wearer particularly susceptible to Chaos magic cast by minions of Slaanesh. If you use *Tome of Corruption*, the wearer takes a -20% penalty to **Will Power Tests** made to resist spells cast from the Lore of Slaanesh. Otherwise, the wearer takes this penalty when trying to resist *lure of Chaos*, *vision of torment*, and *word of pain*. Finally, the wearer takes a -10% to any test made to resist gaining a mutation.

A strange, unexpected side effect of this amulet is its ability to affect Undead. When affixed to a portal or barrier, it proofs the portal against Undead, making it impossible for these creatures to exit the warded room by any means.

History: Slaanesh has always found easy prey among the nobility, who can afford the excess Slaanesh demands.

Many nobles form Cults dedicated to the Serpent's worship and spread his foul message, gathering new followers to sample the delights and pains that define this insidious God. One particularly influential leader was a young man named Lothar Ralke. He was handsome with long, blond hair, and Slaanesh felt the youth might even be his unwitting avatar. As a mark of his favour, Slaanesh instructed Ralke to commission the amulet, and in a dream state brought on by copious drugs and alcohol, the noble sanctified the jewellery in wine, fire, and the blood of a deflowered maiden. Since then, this amulet has passed from one Slaanesh adherent to another, the transition prompted by dreams in which the Dark God himself selects the next recipient.

Three years ago, the amulet fell to a small Stirlander named Werner Granult. But he did not keep the amulet long. Granult travelled into Averland and from there through to the Border Princes. He rode along the base of the World's Edge Mountains, brigands and Orcs alike wisely leaving him be, for the touch of Chaos was all around him, and the very air crackled with the severity of his mission. Climbing up Mad Dog Pass and then into the cliffs above, Granult made his way to a spot where the water welled up in a deep pool. Slaanesh guided him, and Granult obeyed his God's dictates, plunging into the icy water. He let the current carry him along until something stopped him, and he found himself directly beneath a narrow chute carved into the rock of the ceiling. Somehow, Granult managed to climb into the chute and inch his way up until finally he stood in the short hall above. From there, it was a

simple matter to enter Karitamen's crypt. Granult placed the amulet above the burial chamber door and then walked out into the tomb and immediately fell foul of its many traps and guardians. Karitamen himself was awakened by the commotion and commanded the body be brought before him, and he discovered the second item Granult had carried, the Gauntlet of Hraklonesh (see page 96).

ROOM 7-2: THE CRYPT

The Death Scarab's final resting place.

A set of five wide granite steps leads from the burial chamber down to the crypt. On the top step, a ruby of considerable beauty shines in your light. Beyond, you see a short, wide room, about 10 feet by 40 feet, the floor here is plain granite. The walls are clean white plaster above and a glistening green wave motif below. Again, the ceiling depicts images of the night sky. A niche set into the south wall holds a set of four calcite canopic jars, each banded in gold.

A massive sarcophagus dominates the centre of the room. This vault is carved from red granite and resembles the Death Scarab stretched out as if asleep, arms crossed and holding the crook and flail, dressed in full armour over his ceremonial wrappings. Arranged all around the casket are a dozen or so corpses, all in varying states of decay.

Two unvarnished wooden doors divide the crypt's back wall, each bearing strange symbols.

Unlike other stairs in the tomb, the steps that descend to the crypt are not trapped. The ceiling shows the Khemrian night sky with Karitamen's birth constellation, the Scarab, directly overhead and Ptra beginning to rise in the east.

As for the contents, the canopic jars contain Karitamen's vital organs, removed during the mummification process but kept close so the king's body is still housed in a single location and can be restored easily.

The sarcophagus itself is too large to move. Within it, three gold-inlaid wood coffins are each painted to show Karitamen. Inside the third coffin is an inner coffin made of solid gold with precious gems for the other colours and also showing Karitamen asleep. The Liche himself is within the last coffin unless he has detected the adventurers' presence and risen to meet them. A rune-inscribed dagger rests beneath the coffin's silk-covered headrest.

The door to the left has a water symbol etched into its surface while the other door bears the serpent symbol of Asaph. Characters can divine the meaning of the symbols by passing a **Hard (-20%) Academic Knowledge (History) Test**.

The corpses are would-be tomb robbers whom Karitamen selected to keep him company. As he has no way of providing for them, they eventually went mad and starved to death. Karitamen could have used these prisoners to release him, but he felt none were worthy of helping him, such is his arrogance.

Creatures

The most obvious danger is Karitamen. If he's aware of the PCs, he has already risen from his coffin and awaits them expectantly.

Karitamen, the Death Scarab

In undeath, Karitamen is still interested in gaining more knowledge but concentrates less on scrolls than on people now, determined to learn the ways of the modern world and its inhabitants. He is careful, even cautious, in his strategies, and he takes an even longer view now that he is undying, yet he also recognizes people's primal needs and considers immediate concerns and desires. He still intends to protect his people and his kingdom, but now, Karitamen realizes that people often do not know what is best for them. Consulting someone who has lived only a few decades on how to run a kingdom is pointless. Centuries of experience and wisdom are required to make such weighty decisions.

In his prime, Karitamen was a tall, moderately handsome man with a dark complexion, dark hair pulled back in a warrior's braid, intelligent eyes, strong features, and a hooked nose. All those characteristics are gone, of course. Now he is a tall, decayed creature, his wasted, shrivelled body still wrapped in rotting rune-covered bandages. Little of his face remains, and a deep, almost blood-red glow shines from within his deep eye sockets. He still moves gracefully despite being little more than bones, and his Undead form has a physical strength far beyond what he possessed in his youth.

Karitamen wears his awe-inspiring armour and helm over his bandages, with a rich purple cloth edged in gold around his waist and over his loins. In accord with Nehekharan tradition, he has a gold death mask, a perfect replica of his features as they were in his prime, and sometimes he wears this to conceal the wreck of his face. Karitamen carries the crook and flail of his office, but at his side are the twin curved swords with which he forged his career and carved out his kingdom. On his right ring finger is a massive gold ring set with a single large ruby. Other jewellery adorns his hands, throat, waist, arms, and legs.

The helmet has a peaked top and wings that sweep down on either side to protect the cheeks and jaw. Protective runes are carved around the edges, which are gold and have small ruby studs. The rest of the helm is gromril enamelled to a metallic blue sheen. A sun pattern radiates from the central point, which has a small golden spike. Set above the brow is a large black onyx scarab. The helm's interior is leather covered with a layer of red silk.

Karitamen's distinctive gromril armour is layered with silk, leather, and bronze. The bronze has been enamelled a deep metallic blue with gold relief. The sun, moon, stars, and sacred river ring the breastplate, proclaiming its owner a master of the elements and a significant figure in Nehekharan culture. An ankh, symbol of eternal life, covers the abdomen, a ruby set at its crossbars. A blue-banded hawk with golden eyes perches on the left shoulder, its wings stretching across chest and back—this is the God Phakth, God of Justice, protecting the wearer as long as his cause is righteous. The vambraces and greaves have a

matching feather pattern to extend the God's protection to the limbs. Leather straps with gold buckles fasten the armour.

— Karitamen the Death Scarab's Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
66%	45%	55%	58%	39%	67%	71%	64%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
4	41	5	5	4	4	5	1

Skills: Academic Knowledge (Astronomy, Genealogy/ Heraldry +10%, History, Law, Necromancy +10%, Strategy/Tactics +20%, Theology +10%), Channelling, Charm, Command +20%, Common Knowledge (Border Princes, Nehekharan), Dodge Blow, Intimidate +10%, Magical Sense, Perception +20%, Search, Speak Arcane Language (High Nehekharan), Speak Language (Classical, Nehekharan, Reikspiel)

Talents: Ambidextrous, Dark Lore (Necromancy), Dark Magic, Fast Hands, Frightening, Lesser Magic (*Dispel, Silence*), Meditation, Mighty Missile, Night Vision, Petty Magic (Arcane), Savvy, Specialist Weapon Group (Flail), Strong-minded, Terrifying, Undead, Will of Iron

Special Rules:

- *Aura of Command:* Karitamen's presence is so powerful that living opponents within 8 yards (4 squares) suffer a -10% penalty to their Weapon Skill and Will Power Characteristics



- *Curse:* The Character who delivers the blow that destroys Karitamen must immediately succeed on a **Challenging (-10%) Will Power Test** or immediately lose 2d10 Wounds regardless of armour or Toughness Bonus. Use Sudden Death rules to determine the effects of Critical Injury.
- *Domination:* Karitamen can use his commanding presence and magical powers to put the weak willed under his control. He may attempt to control a single living creature within 24 yards (12 squares) as a full action. This is an opposed test that pits Karitamen's Fellowship against the target's Will Power. If Karitamen wins, he gains complete control over the target and can compel the target to do as he wishes. The target may attempt to break free from this control after 1d10 rounds with another opposed test. Any suicidal orders entitle the target to a **Challenging (-10%) Will Power Test** to break the domination. Karitamen can free a subject from domination at any time as a free action.
- *Enhanced Necromancy:* Karitamen is not limited to the number of Undead that he can animate and control, Nor is he limited by the range at which he can exert this control.
- *Powers of the Tomb King:* Karitamen knows a variety of Incantations that allow him to perform incredible magical feats, such as visiting mortals in their dreams, triggering landslides, casting out his senses, and more. While functioning as Incantations, these abilities should be used to explain his Godlike power but are not necessary for resolving combat with the Tomb King. For more details, see **Powers**, below.

Armour: Heavy Armour (Best-Crafted Gromril Breastplate and Helmet)

Armour Points: Head 3, Arms 0, Body 3, Legs 0

Weapons: *Blades of Honourable Demise*, Crook and Flail (as Best Crafted Hand Weapons)

Trappings: Jewellery (Anklets, Armbands, Jewelled Belt, Necklaces, Rings) worth as much as 1,000 gc, Gold-studded Sandals, *Golden Death Mask*, Tomb of Unimaginable Horror

Slaughter Margin: Very Hard

POWERS

Karitamen was a powerful sorcerer when alive and is even more powerful now. This may be because most of his magic was necromantic in nature, so becoming Undead allowed him greater contact and more intimate familiarity with death and the energies surrounding death and revival. He also has total control over his Undead followers and over the tomb and its structures.

Physically, Karitamen has become more powerful as well. He was a skilled warrior and has lost none of that prowess, but his strength is vastly superior to that of a mortal man. His speed has also increased, and though little more than a walking skeleton, his body is capable of withstanding considerable punishment. In fact, most mundane weapons can no longer harm Karitamen—reflected in his high Toughness Bonus, though enchanted weapons still wound him.

Before his reawakening, Karitamen had learned to look upon others, seeing them from a distance through a mirror or a pool of water. Now his control and range have increased, and he does not need props or reflective surfaces. Karitamen can partially read a subject's mind, at least picking out surface thoughts and reading mood. Because he was always a shrewd judge of character, the Liche Lord can use his mind reading to understand and anticipate anyone he faces.

Karitamen does not care for spectacle and can set aside his pride in favour of tactics. Thus, he is difficult to deceive but often easy to predict. Karitamen has no compunction about summoning minions to handle foes, and he will call forth as many Undead fighters as possible. Preferring to slaughter intruders with honest steel (or bronze), he wades into combat in a flurry of attacks from his khopesh or flail. Though a talented Necromancer, he refrains from using magic unless he's outmatched. He favours *hand of dust*, destroying the closest foes and using *face of death* to scatter the rest. Once the balance is restored, he returns to hand-to-hand combat.

One of the powers Karitamen uses frequently is his ability to raise the dead. Thanks to his mastery of the Lore of Necromancy, he possesses the means and knowledge to animate the corpses of those who dare intrude his lair. He can choose whether to raise someone as a mere Zombie. He can even raise someone with all thoughts, memories, and personality traits intact, so that the newly reanimated individual looks and sounds as if he were still alive (though they are still a Zombie). This is particularly useful with someone who has died recently, as the body will still look normal except for pallor, eye colour, and any visible wounds.

Karitamen's power is not limited to restoring life to the dead. He can reverse the process, taking away the power that animates his servants and returning them to the natural order. He can "kill" his Undead soldiers at any time, and he can target which Undead to release, from one to all of his followers. Proximity is not a concern—Karitamen's own energies are tied to each of his servants, and he can sense their presence and control their activities no matter where they are. This means Karitamen can raise a recently dead intruder, send him (or her) to do his bidding, and then have the individual collapse again after completing a particular mission, preventing anyone from realising what happened.

Because of his link to his servants, Karitamen can also see through their eyes and hear through their ears merely by concentrating on the Undead in question. With more concentration, he can speak through that servant's mouth, though the words may be garbled slightly. He can also control their actions, though the farther away the servant is and the more complex the action the more difficult it becomes for him to maintain control. Fortunately, most of Karitamen's servants are utterly obedient because they were reanimated without enough intelligence and willpower to resist his aura of command. Only Tetrahon questions him and acts independently, though when Karitamen raises recent dead and allows them much of their former selves, he has to be very careful lest he give them too much awareness and make them difficult to control.

POSSESSIONS

Everything in the tomb belongs to Karitamen, of course, including the servants and warriors and, through them, all of their possessions. Most of those items and furnishings (and individuals) he is content to leave in their previously selected locations. He does carry his own personal items, however, specifically those that were placed on his person during the burial ritual. Feel free to add additional items, even magic items for that matter, that suit your particular campaign.

GOLDEN DEATH MASK

In Nehekharan burials, the idea was to preserve the dead as much as possible, not only physically but visually. To achieve this, corpses were provided with masks painted to match their features, usually from their prime instead of their final age. Wealthier individuals had masks that were carved rather than just painted, and they were made from stone instead of wood. Nobles had masks of metal, often inlaid with precious stones. Kings had gold masks.



Karitamen's Death Mask is unusual in that it is not as large as most. The traditional king's death mask covered not only the entire head but also much of the shoulders and chest, mimicking the dead king's face, his royal head cloth, and his regal collar. Karitamen's Death Mask only covers his face, chin, and throat. The reason for this is because he was buried in his helm and armour, and those adequately covered his head, shoulders, and chest. Because of the death mask, the helm, and the armour, the Death Scarab's head and torso were completely protected from the elements and at least partially preserved against the ravages of time.

Karitamen's Death Mask is traditional in its materials and construction. It is made of pure gold and moulded to look exactly like the king's face in his prime. The eyes and brows are detailed with lapis, and a lapis and jade beard springs from his chin, bound in the traditional fashion. After his reawakening, Karitamen removed the pupils from the death mask's eyes so that he could see while wearing it.

Karitamen's Death Mask

Academic Knowledge: History

Powers: Karitamen's Death Mask grants a +10% bonus to all Command and Intimidate Tests. In addition, it increases the wearer's Will Power Characteristic by 10% for as long as it's worn.

History: Each death mask is made for the individual in question. The mask is kept wrapped in cloth until the burial ceremony, and it is sacrilege to remove one from its owner. Karitamen's mask was crafted by a master artisan in his capital and was never seen by anyone

JOURNAL ENTRY, DAY 62

The tomb, the tomb! It haunts my dreams! I shall never escape those carvings, those murals, those lifelike statues!

For two days I crouched outside the entrance, watching and listening and waiting. I do not know entirely what I awaited, whether I thought to receive some sign when it was my time to enter. But wait I did, and those hideous Skeletons marched past me more than once, but through some luck they saw me not. The sun rose, baking my flesh and heating the sand around me until it steamed. Night fell, and now the steam I saw was vapour from my frozen lips as I rubbed feeling back into fingers and toes.

Then, on the dawn of the third day, I felt it. Or heard it. It seemed as if someone told me "Come." The voice was in my head, or in my thoughts, or on the wind. But it drew me toward the tomb, and I could not resist.

Some day perhaps I shall describe my journey into that tomb, the corridors and stairs, the rooms and doors. I know I could retrace my steps blindfolded, seeing every mosaic and sculpture in my mind. Traps were aplenty, and more than once I nearly succumbed to the genius of those long-dead Nhekharian builders, setting spikes at my feet, lobbing darts at my eyes, and dropping blocks upon my unsuspecting head. How I survived them all I cannot say. Perhaps some other sense guided me. Perhaps that voice that had summoned me lent me inspiration. Perhaps someone was watching out for me. Or perhaps I was simply lucky and skilled enough to take advantage of that luck.

However it happened, I found my way along the long corridors, down that strange shaft, through the hidden doors, across those wide pillared rooms. I saw statues but none of the walking dead. Not one corpse barred my way, not a single man of bone blocked my path. Mummified cats I saw as well, but they did not come to life, and I walked past them cautiously but safely. No, the dangers lay in the tomb itself, in its cunning construction, in the traps hidden within its walls and floors and even ceilings. Yet those I could handle, for they were mundane items, not creatures of magic and horror.

At last I found myself in a small chamber. It was furnished as a sitting room, a table with chairs grouped around it, as if in preparation for some grisly tea party. The room had little else, but a single door stood at the far end, and carved upon it were several powerful symbols: sun and moon, a single shooting star, and a mighty river. I knew they represented something, though I could not say what, but it was important, even holy. Could this be the end of the journey? Could the centre of the tomb, the crypt of its owner, lie just beyond that simple portal?

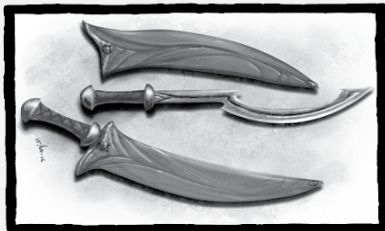
For a moment I hesitated. I was violating this place by my presence. No living creature was meant to walk its halls once the body had been placed within and doors sealed. Yet here I was, sullying it with my presence. Thus far, however, I had not disturbed its occupants. I had seen no one other than those strange wrapped cats—no servants, no honour guard. I had not yet intruded upon anyone's eternal slumber. If I opened that door, however, I felt all that would change.

except the artisan, Tetrahon, and Karitamen himself before its use in his burial.

BLADES OF HONOURABLE DEMISE

Karitamen learned to fight using the short sword, and he excelled at swordsmanship. Upon joining Amenemhetum's army in the Borderlands,

however, he discovered the khopesh. The young warrior instantly fell in love with the long, curving blades. He won a khopesh off a fellow soldier in a game of dice and soon mastered its use. While on patrol one day, he and his fellow soldiers were ambushed by Orcs. One of the other soldiers died in the first onslaught, and Karitamen grabbed up the fallen



warrior's khopesh in his free hand. Wielding both blades, he became a dervish of destruction, hacking his way through the row of ambushers and then attacking them again from behind. He struck again and again until the Orcs broke and fled. From that moment on, Karitamen wielded two khopesh.

At first, Karitamen kept the two khopesh he had used in the ambush, the one from the dice game and the one from his fallen friend. But as his fame spread, he traded those in for an actual matched pair. Later, upon becoming a general, Amenemhetum presented him with a beautiful pair of scarab-decorated khopesh, and these became Karitamen's signature weapons. His soldiers called the weapons the Blades of Honourable Demise because anyone touched by their edges usually died an honourable death in battle.

Both swords have gleaming bronze blades inlaid with blued copper in long blood grooves. The tips are hooked, and the edges are on the outside of the blade—khopesh could be sharpened on either side, depending on whether the wielder

I had seen the creatures walking in the mountains above. I knew some power raised them from their sleep, animated them again in a mockery of life. Surely that power arose from within the tomb itself, most likely from its occupant. And if so, was this a creature I wished to disturb?

But I had come this far. I could not turn back. The voice called to me again, and once more I obeyed. I walked across the room in a daze, stepping around the furniture and even circumventing certain spots of the floor for no reason other than they felt wrong. Nothing attacked me, no traps were sprung, and I suspected my guardian had intervened again.

Then I stood before the door. It bore a simple brass handle, its plainness jarring after the riches I had passed. I grasped the handle firmly, ignoring the possibility of another trap, and it turned easily in my grip. Then I thrust the door before me, and it glided open, revealing the chamber beyond. I fell to my knees as I saw what awaited me. I see it still, every time I close my eyes. I know it will never leave me, that it has burned itself into my brain for all my life.

It was once a man—a tall man, in truth, and powerfully built from its broad shoulders. Now it was a mere shell, tattered clothes wrapped around it to retain its form, ancient bones peeking through beneath. Around its waist it wore a fine purple cloth edged in gold. Across its chest hung a glorious breastplate, blue-black and glossy in the torchlight, shapes picked out in gold upon it. Matching bracers and greaves protected the limbs, and upon its head was a helm with similar markings. A golden cobra reared up from the helm's crest, while a black scarab perched below that, just above the nose. The creature had a golden face, gleaming perfection, and I saw it was a mask, complete with beard of some blue stone. But through the eyes I saw a red gleam and knew something peered out from that metallic facade. In its hands the creature held a crook and a flail, which I knew for the symbols of the Nehekhara kings. At its sides it bore two long swords with odd, curving blades. I shuddered at the sight of them and was grateful they remained in their jewelled scabbards.

As I stared, unable to move, the creature stalked toward me, its movements an odd mixture of frailty and strength, hesitation and grace. I could feel the blood draining from me as it neared, and I knew my life was at an end. Then it stopped, mere paces away, and raised the crook.

"Rise," it whispered, its voice cracked and hoarse but still powerful, and with a shiver I recognized it for the voice that had summoned me into the tomb. And even knowing its origins I could not resist that voice's power. I did as instructed and rose to my feet.

"Now," the creature said, leaning toward me, hands rising to cross the crook and flail against its armoured chest, "tell me, mortal—why have you invaded the tomb of the Death Scarab and disturbed my eternal rest?"

My mouth was dry, my tongue a block of wood. I could feel the blood humming through my veins and knew the creature heard it as well. I knew my words might be all that stood between me and the same damnation I had seen stalking the valley days before.

Still the creature waited, though something in its stance conveyed impatience. At last, knowing I could stall no longer, I opened my mouth, wet my lips as best I could, and began to speak.

wanted to hack or slash. The short, circular guards are shaped like scarabs and enamelled in black, and a matching black onyx scarab protrudes from the wide, flat pommel. The handles are wood and wrapped in leather that has been dyed black. Both blades have elegant scabbards of sturdy leather stretched over bone frames and enamelled blue-black with silver and gold fittings and tiny black scarabs at the tip and by the opening.

Blades of Honourable Demise

Academic Knowledge: History.

Powers: The Blades of Honourable Demise are enchanted weapons. When wielded in combat, they grant a +20% bonus to **Weapon Skill Tests**, and one of the weapons counts as if it had the Parrying Quality.

Anytime these weapons inflict at least 1 Wound, the victim loses 1 additional Wound each round until he succeeds on a **Challenging (–10%) Toughness Test**.

History: Amenemhetum the Great had these khopesh forged by a master weaponsmith he had brought with him

from Nehekhara. The weaponsmith, Menkhatul, was a distant cousin and was not only a weaponsmith but also a scholar and a minor sorcerer. He combined his interests to produce these blades, infusing them with magic, while crafting them with the finest materials and using the finest methods available. They were presented to Karitamen, along with their scabbards, during the ceremony of his promotion to general.

USING KARITAMEN

Locating Karitamen's crypt is likely to be the final encounter in the PCs exploration of the tomb. From the information presented throughout this book, as well as the character of the tomb, you should have a good idea about Karitamen's personality, goals, and interests. In summary, the Death Scarab wants to restore himself as the ruler of the Border Princes, and then lead his armies to restore the ancient empire of Nehekhara.

Depending on how the Characters comported themselves in their exploration of the tomb ultimately determines how Karitamen responds when they enter his crypt. If the PCs defaced the tomb, violated sacred objects, destroyed his advisor, added to the ruin of his family's crypts, or slew his steed, the Death Scarab sees the Characters as enemies, and is resolved to butcher them where they stand.

On the other hand, if the Characters were respectful, the Liche Lord is genuinely impressed and sees in them great potential to serve him. It doesn't dawn on him to see these intruders as actual threats. Instead, he intends to use them.

Assuming the PCs don't attack right off the bat, he tells him his story, how he was betrayed and that he is the rightful ruler of these lands. He speaks convincingly and passionately about how he has the best interests in mind for the people of the region, claiming that he will return justice and order to what has descended into anarchy. He adds that if the Characters help him escape, he will raise them as lords, shower them with treasures, and allow them to live out their days in comfort.

Once it seems the PCs are agreeable, he informs them that they must remove the amulet and destroy the wards that keep him imprisoned. Once this is done, the Death Scarab is free to retake what is rightfully his. How this plays out is up to you. Characters that agree to serve the Liche Lord are branded as traitors to the end of their days, and the repercussions for this act may haunt them forever.

Traps

In addition, this room contains a pair of nasty traps.

Canopic Jars

The canopic jars sit on a pressure plate, and moving them will cause a scything blade to drop from the ceiling, slicing down right in front of the niche opening. See **Scything Blade Trap** on page 39 in **Chapter V: The Tomb of the Liche Lord** for details.

Ruby Trap

Locate: Challenging (–10%) Search; **Neutralise:** Challenging (–10%) Pick Locks

Effect: A single large ruby lays on the top step between the crypt and the burial chamber. The ruby is actually attached to a lever within the step, and anyone trying to retrieve the gem must make a **Hard (–20%) Agility Test** or take a Damage 5 hit from a block of stone that drops from the ceiling.

Treasure

In addition to those items that Karitamen wears and the Amulet of Shesh, there are two other major magic items in the crypt. The first is the weapon that killed the Death Scarab, while the other is a Chaos object that drives Karitamen to distraction.

DAGGER OF BOUND SOULS

The dagger under Karitamen's headrest is a long, narrow-bladed weapon. It has no guard, but its blade flares out at the top,

providing a surface against which the hand can rest. The handle is smooth ebon carved with a crosshatch pattern for better grip. The dagger has no pommel. The blade itself is as dark as iron except for its edge, which glitters almost silver. The runes etched down its length seem reddened, as if they had been rusted into the metal. Anyone familiar with weaponry will realise at once that this blade is meant for stabbing rather than slicing or parrying. It is the weapon of an assassin and cries out to be used.



Dagger of Bound Souls

Academic Knowledge: Magic

Powers: Whenever the *Dagger of Bound Souls* inflicts at least 1 Wound, the victim immediately loses an additional 5 Wounds. Each round, until he succeeds on a **Challenging (–10%) Toughness Test**, he takes 1 additional Wound.

In addition, this weapon can pierce any kind of magical protection. Targets that gain additional armour points or any other kind of protection against weapons do not get these defences against attacks made with this dagger. Those slain by the dagger have their spirits bound within their corpses, and if the target of a *re-animate* spell, they rise as greater forms of Undead, as determined by the GM.

History: This rune-covered dagger is the weapon that pierced Karitamen's defences, killed him, and bound his soul to his body forever. A mad former Priest of Khemri forged this weapon after trading his soul to Chaos in exchange for knowledge and power. The runes along the blade are those of Chaos, and it is their reality-warping strength that enables the weapon to slice through magic so easily and to destroy the link between a soul and the afterlife. After the Priest's death, the blade vanished but resurfaced several times, each time as the weapon used to end a king or Priest's life. One of Karitamen's disgruntled nobles had a cousin in Khemri who had heard of the dagger and mentioned it in passing. That led to the noble's searching for the weapon and finding it in a small weapon shop in a tiny town with no name. The town disappeared shortly thereafter. Tetrahon the Priest was too late to save Karitamen but arrived in time to confiscate the dagger, and he insisted the murder weapon be entombed with its last victim.

GAUNTLET OF HRAKLONESH

This heavy gauntlet is crafted from thin bands of a strange dark stone similar to tiger's eye but with colours that shift from dark green to murky blue to black to deep red as the light changes. The gauntlet is masterfully constructed, each band overlapping the one before, providing perfect protection while retaining full

mobility. The surface is carved into runes alternating with tiny faces, their mouths open wide in horror. The outer edge of each band curves into a nasty barb, and the fingertips taper into matching hooked claws. Similar barbs extend over the knuckles. Inside, the glove is lined with red satin but close inspection, a **Very Hard (-30%) Intelligence Test**, detects tiny pinpricks all throughout. A gentle touch will reveal tiny, very sharp needles behind the satin, though a **Very Hard (-30%) Agility test** is required to avoid being pricked by one or more needles in the process.



Gauntlet of Hraklonesh

Academic Knowledge: Daemonology

Powers: Upon donning the gauntlet, small needles lance out and pierce the wearer's flesh on every side. His blood activates the gauntlet, binding it permanently to his flesh. Only the wearer's death, or the loss of that limb, can remove the gauntlet once blood has been drawn. The gauntlet increases its owner's Strength and Toughness by +10% each. The gauntlet radiates an aura similar to Warpstone, and continued exposure does produce mutation. Each week the Gauntlet is worn, the wearer must succeed on a **Challenging (-10%) Toughness Test** or gain a mutation.

The gauntlet's other power lies in its origins. It is a true Chaos artefact. Daemons can use the gauntlet to possess the current owner, turning his flesh into a living gate and transforming it into their own Daemonic form. The Daemon must first locate the gauntlet, however, and then convince the owner to give himself willingly to the Daemon—coercion renders the attempt useless. Once the owner has given himself to a Daemon, only that Daemon can use him as a gate—even if the initial attempts to cross over fail, no other Daemon can step in and take over. A successful attempt would, of course, kill the Gauntlet's owner.

History: Hraklonesh of the Expanding Maw was a Daemon, a minion of Khorne the Blood God. Long ago, while the Empire was still recovering from its near destruction at Skaven hands, worshippers of Khorne succeeded in opening a gate to the Chaos Planes. Khorne dispatched Hraklonesh to pave the way for the arrival of the Blood God's Daemonic armies, and the Daemon set to work creating a swathe of violence, bloodshed, and destruction. Ultimately, heroes of Ulric intercepted the effort, and they managed to destroy the Daemon. Hraklonesh was destroyed, not just in body but also

in soul. Of the Daemon's flesh and trappings only the one gauntlet survived. The Gauntlet found its way to a Shrine of Ulric, where it stood as a symbol of the God's power.

Ten years later, the Temple was razed by a band of Goblins. Their leader took the gauntlet for himself and rose to prominence among his people as a great warrior. Fortunately, a pair of Dwarf Giant Slayers finally bested him, and with the Goblin's death, the gauntlet disappeared.

For centuries after, the Gauntlet slid from owner to owner. Some wore it, others displayed it, but all eventually succumbed to its aura and met violent ends.

The gauntlet finally landed in the hands of a man named Derek Toller, a brigand of the worst sort, who robbed more for an excuse to kill than from any real need for money. With the Gauntlet's help he established himself as a local bandit-king, until one night someone crept into his fortress, slit his throat, and removed the item from his dead hand. The assassin was a diminutive Stirlander named Werner Granult. Following instructions from the Chaos God Slaanesh, Granult carried the gauntlet into the Borderlands and into Karitamen's tomb. When he died within the tomb and his corpse was brought before the Liche Lord, Karitamen recognised the gauntlet as a major Chaos artefact. He hated it instantly but chose to keep the item close at hand to prevent it from ever falling into the hands of Chaos worshippers. Of course, this is exactly what Slaanesh intended.

ROOM 7-3: ENTRANCE TO THE UNDERWORLD

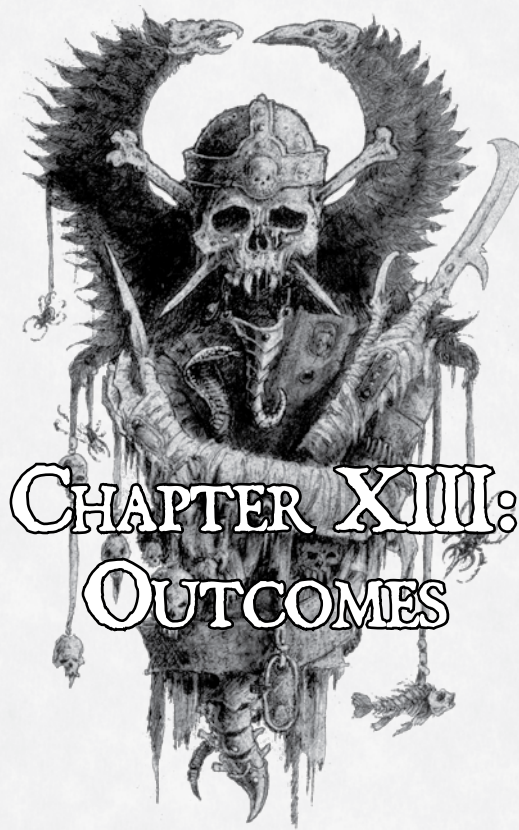
A symbolic exit from the tomb.

The left-hand door in the crypt, the one with the water symbol, leads to a short corridor that ends in a narrow vertical shaft. You cannot see a bottom to the shaft, though you do hear the gurgling sound of rapid water somewhere below.

This shaft plunges down more than a hundred feet and ends above the underground river that runs beneath the mountains. It provides a symbolic link to the underworld and the afterlife. The walls, floor, and ceiling here are undecorated granite. The shaft itself is only two feet square, so in theory, someone small could climb down—or up—provided they could handle the river rushing past below.

Development

This is the only other way out of the pyramid. It can also be an entry point and would allow access directly to the burial chamber and crypt.



CHAPTER XIII: OUTCOMES

So what happens now? How does it all end? That's up to you, of course. It depends upon your story, your goals, and your Players. The setting is an open one and can go in several different directions. But here are a few possibilities.

Tomb-free

Karitamen is destroyed and his tomb demolished. Tetrahon either perishes or escapes but no longer has a purpose—he may choose to avenge his fallen friend and king, however. The amulet is either removed from the tomb and once more in the world or buried under the mountain forever. Some of the tomb's treasure may have been removed and claimed by the characters, one or more princes, or both.

Without Karitamen's influence, Haflok is more rational and less determined to expand his realm. The Sigmarite's focus returns to defending the borders and blocking attacking Greenskins and Mutants. Strykssen's influence expands, since Karitamen had been actively blocking the Chaos Magus's dominance. Likewise, the Jade Sceptre Cult feels inexplicably freer, and their atrocities escalate.

Liche Domain

The amulet and the door wards are destroyed or removed, and the Liche Lord is at last freed from his tomb-turned-prison. Gathering his forces, Karitamen rises once more to the mortal world, his Undead warriors slaughtering any who stand against him. He wages war on the three princes, who are forced to work together to stand against him. Haflok is torn because he finally realises the true author of his visions and now doubts his

faith entirely. Strykssen urges Levrellian to destroy the Liche as quickly as possible.

Unfortunately for the princes, Karitamen is a brilliant tactician as well as a powerful warrior. He can also turn his foes' dead into reinforcements for his troops. He moves inexorably across the land, reclaiming it acre by acre. Finally, in despair, Levrellian gives in to Strykssen's urging and retrieves the gauntlet and then invokes Chaos. The Daemon steps forth to battle the Liche, and the land is devastated between them.

Border King

One of the princes crushes the other two and takes control of the region. If it is Haflok, and Karitamen still exists, he becomes a puppet for the Liche Lord. If it is Levrellian, and Strykssen still lives, he becomes a reluctant puppet to the Cult Magus. Fatandira owes allegiance to no one and is the most level-headed of the three, but she also has the weakest forces and is least likely to gain control. Karitamen is delighted no matter who wins, however, because a mortal controlling the entire region is the first step toward his uniting and reclaiming his own realm.

Chaos Reigns

Strykssen either obtains the gauntlet or manages to steal the Warpstone from the Jade Sceptre Temple. Either way, he gains a powerful Chaos item, and the Daemon within him pours forth, devouring Strykssen in the process and finally setting foot upon this world. It summons a legion of minions and wreaks havoc across the land, crushing all opposition and leaving a swathe of death and destruction behind it.

NIGHT OF THE DAEMON AFTERMATH

The *Daemon Gates* trilogy focuses on the adventures of scholar and explorer Alaric von Jungfreud and his friend-bodyguard-assistant Dietrich "Dietz" Froebel. In the second book, *Night of the Daemon*, Alaric and Dietz find themselves following a tattered map to a fabled tomb in the Border Princes. They encounter Levrellian along the way, and he takes the map from them. But Alaric remembers many of the details, and more come to him along the way—courtesy of a Daemon that is subtly influencing the unwitting scholar.

Alaric and Dietz eventually find the tomb and, along with some treasure-hunters they meet in Tomb Valley and some of Levrellian's men who were sent to follow them, enter Karitamen's stronghold. They make their way through the tomb, losing several people to traps and guardians along the way, and finally reach the burial chamber. Karitamen confronts them and battles the remaining explorers. During the tumult, Dietz's pet, Glouste, finds and grabs the amulet above the doorway. Alaric finds the Gauntlet and picks it up, enraging Karitamen (who can sense the faint Chaos taint on him). The duo manages to fight their way out of the chamber, taking both artefacts with them.

Upon escaping the tomb, Gunther turns on the pair and claims the gauntlet. But Hammlich betrays him, kills Gunther, and flees with the artefact. Alaric and Dietz, along with a bounty hunter they meet in the mountains, eventually track Hammlich to Fatandira, but Rorschach kills him, steals the Gauntlet, tries to kill Fatandira, and escapes. Rorschach is in turn killed by Braechen, who carries the item to his own secret master: Strykssen.

Alaric and Dietz catch up with Strykssen outside Vitrolle just as the Magus is accepting the Gauntlet. They kill him, but the Daemon jumps to Braechen, who dons the Gauntlet and becomes a living gate for the Daemon. The princes choose that moment to attack the Cult-controlled town, each leader bringing a separate army to the field.

In the confusion, the Daemon manages to break into the town and heads immediately to the underground Temple. Alaric and Dietz stop him before he can claim the Warpstone there, destroying both the Warpstone and the Amulet but losing the Gauntlet in the process.

The princes demolish Vitrolle and slaughter all the Cultists they find.

So how does all this affect the setting?

With both the Amulet and the Gauntlet gone, Karitamen is far stronger—the proximity to such primal Chaos was sapping his strength. His burial chamber is still warded, but the Liche Lord stands a better chance of defeating those wards and freeing himself. Many of the tomb's traps have been sprung, however, and need to be reset if the tomb is to be fully defended again.

Vitrolle is gone, as is Strykssen. The land is no longer tainted by Chaos, though random Mutants and Greenskins still raid farms and villages. Levrellian is acting more reasonable again, now that Strykssen's influence is gone. He lost Gunther as well, however, and takes some time to regroup and reassess. Haflok takes control of Vitrolle and its land. He rebuilds the town and transforms it into a Sigmarte sanctuary, giving aid to any in need. Fatandira does not gain anything from the battle except for Haflok's respect. That is not inconsiderable, however, and she and the Sigmarte knight form a loose alliance. The Gauntlet still exists and is now freed from Karitamen's care. Anyone who can sense Chaos will be able to detect the powerful artefact, and more than one Daemon will manipulate events to get the relic into his own follower's hands.

The princes try to stand against the Daemon, including a disillusioned Levrellian, but their mortal soldiers have no chance against the hordes. Karitamen, if he still exists, sends his Undead against the Chaos creatures, but he lacks the numbers to drive them back, and slowly his forces are crushed as well. The region becomes a wasteland, not unlike the Shadowlands far to the north, and its influence seeps into the lands around as the Daemon prepares his forces for expansion.

Town Hall

The Jade Sceptre resists all attacks and grows stronger. Its adherents gain control of the Amulet of Shesh, which belongs to their God, and also obtain the Gauntlet, which can strengthen any Daemon or Chaos worshipper. Armed with these two relics and their own Warpstone-enhanced statue, the Cultists begin to mutate, growing more powerful as Chaos flows through their veins. They throw open the town gates and pour forth into the countryside, torturing, killing, and pleasuring as they go. Soon, the mad Cultists overrun

the region, and the princes have retreated to their respective strongholds, desperately defending against the crazed decadents. Karitamen rails against the corruption spreading over his land but is powerless to stop it from his tomb—the Chaos artefacts defend the Cultists against his magic, and the fanatic mortals quickly overwhelm his Undead warriors. The region becomes a land of utter depravity where all physical excesses are encouraged.

REWARDS

Depending upon the specific story and their actions, characters may receive between 400 and 600 experience points for surviving the tomb and the adventures in the regions around it. This includes entering the tomb, navigating it successfully, encountering Karitamen, dealing with at least one prince, and confronting either Strykssen or the Jade Sceptre Cultists. Characters may receive bonus points for particularly impressive ideas, actions, or speeches.

APPENDIX I: NEW CREATURES

This section describes the various creatures characters may encounter while exploring the tomb. Note that most of these defenders are either Undead or artificial. Because of this, they do not wander away like normal people, nor do they eat, drink, or sleep. Those stationed at posts will remain at those posts until activated. They cannot be caught unawares, though decoys and misdirection can distract them.

The Undead are not the only ones guarding Karitamen's tomb. After all, they did not know that Nagash would raise them, and the servants and warriors and expected to wait millennia before being reawakened. Nehekharan tombs had been plundered

many times, and so it was necessary to have guardians that would not age, die, or lose their purpose. That meant sorcery. Using their magic, the Death Scarab and his Priest created several mystical guardians to defend the tomb from intrusion. These creatures sit where placed until activated by an intruder's presence. Then they attack and continue to attack until destroyed or until no intruders are left alive. Afterward, the creatures return to their quiescent state, waiting patiently for the next interloper to appear. None of the creatures listed below will wander the tomb unless given specific instructions to that affect.

— NEW CREATURES —

All of the following creatures can be found in or around Karitamen's Tomb.

BASTETHI

The ancient Nehekharan Kings often kept great cats as pets, using them to protect their homes or aid them when hunting. Upon the death of the king, his favoured companions were often entombed with him, guarding their master in death as they did in life. As all felines were considered divinely favoured, they were carefully preserved, with as much effort going into their mummification as that of their Human lords.

"We found them just inside the entrance of the tomb. There were two of them, lying in alcoves on either side of the tunnel. They stood as we approached, bronze tipped claws scraping against the stone floor. Despite the stained, yellow bandages wrapped around their bodies, they maintained a sort of regal grace. 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 a speed and agility not usually found in Undead minions. I barely had time to fire my pistol before they were upon us."

—Heinrich Johannes, procurer of ancient artefacts

"While Heinrich stripped the dead cats of their gold and jewels, I began to examine the faded hieroglyphs still visible on the walls. As I had expected, they depicted the ancient Nehekharan Gods ruling over their subjects. In every picture, there could be seen a cat, who the Nehekharans believed served as the messengers, guardians, and spies of the Gods. The Tilean scholar, Rosillito Ippolini, believed these peoples kept various types of felines as pets, hoping that they would bring good luck or the blessings of the Gods. It would seem that they chose to maintain this custom in death."

—Professor Eliot Denheim, adventuring scholar

They are deadly combatants, retaining some of their animal cunning and regal bearing. Guardian Undead similar to the Bastethi have also been found amongst the ancient barrows of the Old World, particularly in the Border Princes. Scholars still debate whether these barrows are evidence of a Nehekharan colony in the Old World or if the primitive inhabitants of the region were merely imitating the practices of the great civilisation to the south.

— Bastethi Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	0%	41%	45%	28%	8%	79%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	7	0	0	0

Skills: Concealment, Dodge Blow, Perception, Silent Move +20%

Talents: Frightening, Natural Weapons, Night Vision, Undead

Special Rules:

- *Savage Pounce:* Bastethi pounce upon their enemies, raking them with their claws. The Bastethi can make three attacks during a charge attack.

Armour: None

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

Weapons: Claws and Teeth

Slaughter Margin: Challenging

GREATER BASTETHI

Greater Bastethi are the mummified remains of the Temple cats revered as sacred by the ancient Nehekharans. These Undead felines are reservoirs of necromantic power, causing other Undead near them to become more dangerous, even raising nearby corpses as Zombies or Skeletons. Necromancers sometimes seek out Greater Bastethi in order to strip them of their power or use them as servants, but to date, only the Undead Liche Priests of Nehekhar have managed to secure their loyalty.



— Greater Bastethi Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20%	0%	18%	21%	55%	12%	89%	12%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	8	1	2	5	3	0	0

Skills: Concealment, Dodge Blow +10%, Perception, Scale Sheer Surface +10%, Silent Move +10%

Talents: Dark Magic, Frightening, Luck, Natural Weapons, Night Vision, Undead

Special Rules:

- *Blessed of the Gods:* The divine favour of the Nehekharan Gods grants the Greater Bastethi the Luck Talent, giving them a single fortune point. In addition, this blessing may extend to others in its presence. If the Greater Bastethi so chooses, it may spend its fortune point on behalf of another sentient Undead within its line of sight.
- *Master of the Dead:* The Greater Bastethi may use their Magic Characteristic to cast the following spells from the Lore of Necromancy: Summoning Re-Animate, Call of Vanhel, and Raise the Dead. If the Greater Bastethi rolls doubles or triples on its Casting Roll, it must roll on Table 7-5: The Wrath of the Gods on page 144 of WFRP to find out what happens.

Armour: None

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

Weapons: Claws

Slaughter Margin: Challenging

SKELETON SOLDIERS

Karitamen's warriors were mighty fighters even in life. Karitamen himself was a great warrior, as well as a talented general, and after he became king, he gathered his best and most loyal warriors to serve as his royal guard. The best hundred of these men were killed, mummified, and placed in the tomb with him after he died. When Karitamen was awakened by Nagash's curse, his guards woke as well, transformed into powerful Skeleton Soldiers.

Unlike Skeletons, Skeleton Soldiers are intelligent. They are smart enough not only to follow complex orders but also to act on their own initiative when necessary. This is because they were enchanted using a more extensive version of the Mortuary Cult process specifically to retain their intelligence and martial prowess.

The other major difference between Skeleton Soldiers and ordinary Skeletons is gear. Karitamen made sure his royal guardsmen had the best armour and weapons possible. Some kings were only concerned with trappings and outfitted their household guards in beautiful but ineffective armour. Karitamen had served in too many battles to make that mistake. His armourers produced high quality armour and weapons with some ornamentation but with more focus on function than appearance. As a result, his Skeleton Soldiers are extremely well armed, well armoured, and very dangerous.

"At first I thought it was funny, especially after we'd fought the two big cats outside. Sitting on top of the central sarcophagus was a cat. Not one of the big predators but your typical alley cat, the kind you see hunting rats in Altdorf. This one was somewhat more impressive, admittedly. It was adorned with gold and jewels and wrapped in bandages like the others. I almost felt sorry for the poor thing. Unlike its two cousins outside, I didn't see this poor moggy being much of a challenge. That's when I heard the shuffling noises coming from the other sarcophagi lining the chamber, and I realised that the cat was the least of my worries."

—Heinrich Johannes, procurer of ancient artefacts

"My own skill with a sword being less than exemplary, I sought to hold back the Zombies assailing me for as long as possible, confident Heinrich would be able to defeat his attackers and come to my aid. Sure enough, I soon heard a yell of triumph as he cut down the first of the Undead pressing him. Suddenly, one of my attackers turned from me and leapt at Heinrich with astonishing speed. Catching him off guard, it delivered a terrible blow to his shoulder, almost knocking him from his feet. The other Zombie attacking him also increased its rate of attacks, and I realised he would soon fall. Glancing up, I saw the cat seemed to be focusing all its attention on the skirmish with Heinrich, and I realised it was somehow directing the Zombies' attacks. If I could not find some way to break free from my attackers and destroy that accursed feline, I knew we were doomed."

—Professor Eliot Denheim, adventuring scholar

Each Skeleton Soldier wears a handsome, gold-edged breastplate with the onyx scarab of Karitamen's service prominently placed at the throat. Etched, gold-chased bracers and greaves and a rune-inscribed golden helm, with the scarab set just above the nose, complete the armour. They each carry a curved sword, its guard and pommel made of gold and marked with Karitamen's scarab, and a long bronze dagger hangs at their gold-link belts. Several warriors had personal decorations as well, rings and pendants and bracelets or more elaborate belts or a second hand weapon of personal significance. Their eye sockets have the red glow of the Undead, but in these warriors, the glow is a sharp pinpoint, as if tiny red eyes glared out from their skulls, and the light has a clear intelligence.

The weapons and armour used by these creatures count as Good Craftsmanship items.

— Skeleton Soldier Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	30%	30%	25%	15%	28%	12%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Dodge Blow, Perception, Search, Speak Language (Nehekharan)

Talents: Frightening, Night Vision, Undead

Armour: Heavy Armour (Breastplate, Helmet, Plate Bracers)

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

Weapons: Bow with 10 Arrows, Hand Weapon (Khopesh)

Trappings: None

Slaughter Margin: Average

TOMB GUARDS

If the Skeleton Soldiers are a sign of Karitamen's expected discipline and skill of his warriors, Tomb Guards are un-living proof. The elite warriors of his time, the Tomb Guards retain much of their memories and are unswervingly loyal to their master. Chosen from the greatest of his mortal servants, they gladly gave their lives to protect the Death Scarab on his journey into the Underworld.

Tomb Guards are, in effect, greater and more powerful versions of Skeleton Soldiers. They are tougher, faster, and deadlier, retaining much of the fighting skills they had in life. Like the Skeleton Soldiers, they benefit from the advanced procedures of the Mortuary Cult, enabling them to keep their intellect and training.

Charged with protecting the inner sanctums of the tomb, the Tomb Guards should not be encountered outside unless Karitamen somehow gets free, at which point they serve as his personal entourage. They are ruthless and efficient, slaughtering any who dare set foot in the tomb.

Tomb Guards appear as Skeletons except they have parchment-thin flesh covering their bones. Their eyes are twin globes of fiery red light that narrow to pinpricks. Their mouths are stretched in a gaping grin, revealing the broken brown teeth of their skulls. They wear finely crafted suits of boiled leather armour and carry shields embossed with a scarab, showing their allegiance unto death.

— Tomb Guard Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	33%	42%	45%	36%	24%	36%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

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

Talents: Frightening, Lightning Parry, Night Vision, Strike Mighty Blow, Undead

Special Rules:

- Tomb Blades:* Any weapon a Tomb Guard wields is considered magical. In addition, Tomb Guards roll for Ulric's Fury whenever they roll a 9 or a 10, instead of just a 10.

Armour: Light Armour (Full Leather Armour)
Armour Points: Head 1, Arms 1, Body 1, Legs 1
Weapons: Hand Weapon (Khopesh), Shield
Slaughter Margin: Challenging

USHABTI

These massive stone statues stand three times the height of a Human. They are carved in the likeness of the Nehekharan Gods and carry whatever weapons the particular deity prefers, usually a curved golden sword, flail, or an imposing sceptre-like mace. As guardians, Ushabti protect the great pyramids of the Tomb Kings and usually do their duties from atop plinths situated at the perimeter of the tomb. Under most circumstances, an Ushabti is just a statue, albeit an imposing one, but Liche Priests have the power to imbue these vessels with terrible magic. By intoning ancient rituals, the statues shudder to life, stepping from their mounts to destroy all in their path. When awakened, an Ushabti's eyes glow with a golden light. They cannot speak or make any sound other than by their footsteps or by striking another object.

Like most Nehekharan statues and carvings, Ushabtis are carved from solid stone and then plastered and painted. However, they do not have metal weapons or armour—gems may be affixed in appropriate spots, but otherwise, the entire Ushabti is crafted from the same block of stone.

While animated, an Ushabti houses the spirits of the dead. Despite this, they have no real intelligence. They are objects created for a purpose, and they can follow basic commands. An Ushabti can tell the difference between Undead and living, construct and natural, and even between Nehekharans and

foreigners. They can recognise their animators without fail and only obey commands from those animators unless ordered to do otherwise.

— Ushabti Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46%	0%	55%	38%	25%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	24	5	3	5	0	0	0

Skills: None

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

Special Rules:

- **Construct:** Ushabti are not living creatures but animated statues. Their stone construction grants them 5 Armour Points to every area.
- **Hideous Strength:** All Ushabti attacks count as having the Impact Quality.
- **Mindless:** Ushabti have no mind of their own. They have no Intelligence, Will Power, or Fellowship, and they can never take or fail tests based on these Characteristics.

Armour: None

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

Weapons: Great Weapon (Ritual Blade) and Fists.

Slaughter Margin: Hard

— COMPILED STATISTICS —

The following statistics first appeared in or are otherwise modified from Old World Bestiary and have been included here for your convenience.

MUMMIES

Created from the corpses of ancient warriors and nobles, the Undead creatures are wrapped in funeral linens and embalmed to prevent decay.

— Mummy Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	0%	45%	52%	40%	10%	28%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	32	4	5	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, History +10%, Necromancy +10%), Evaluate, Perception, Read/Write +20%, Ride +10%, Speak Language (Nehekharan)

Talents: Frightening, Night Vision, Specialist Weapon Group (Flail, Great Weapon), Strike to Stun, Undead

Special Rules:

- **Ancient Will:** Mummies cannot be controlled as other Undead. Indeed, their will is such that lesser Undead, such as Skeletons and Zombies, obey them, and Mummies can control Undead just like a Necromancer (see **The Restless Dead** on page 219 in WFRP or **Necromancers** on page 130 of Realms of Sorcery).
- **Flammable:** The ancient wrappings and embalming fluids make these creatures quite flammable. When hit by a fire-based attack, any Wounds suffered are doubled. This is calculated after any deductions for Toughness Bonus or armour.

Armour: None

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

Weapons: Hand Weapon

Slaughter Margin: Hard

MUMMIFIED ZOMBIES

These wretched creatures are slaves sacrificed to honour the Death Scarab. Though they appear as Mummies, they are actually Zombies.

— Mummified Zombie Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	10%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

- *Flammable:* The ancient wrappings and embalming fluids make these creatures quite flammable. When hit by a fire-based attack, any Wounds suffered are doubled. This is calculated after any deductions for Toughness Bonus or armour.
- *Mindless:* These creatures have no Intelligence, Will Power, or Fellowship, and they can never take or fail tests based on these Characteristics.
- *Shambling:* These creatures cannot take the run action.

Armour: None

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

Weapons: Dagger

Slaughter Margin: Routine

NIGHTMARE

Terrifying Undead steeds, these foul creatures are the favoured mounts of Undead champions.

— Nightmare Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
24%	0%	40%	40%	25%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	8	0	0	0

Skills: None

Talents: Natural Weapons, Night Vision, Strike Mighty Blow, Undead

Special Rules:

- *Mindless:* Nightmares have no Intelligence, Will Power, or Fellowship, and they can never take or fail tests based on these Characteristics.
- *Shambling:* Nightmares cannot take the run action.

Armour: None

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

Weapons: Hooves

Slaughter Margin: Routine

UNDEAD DWARFS

Little more than Zombies, these fearsome creatures are covered in mouldering funerary wrappings.

— Undead Dwarf Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	10%	26%	33%	21%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

- *Compelled:* These Undead Dwarfs are driven to attack intruders in the complex, regardless of their desires. They fight until their foes are killed or until they themselves are destroyed.
- *Flammable:* The ancient wrappings and embalming fluids make these Undead Dwarfs quite flammable. When hit by a fire-based attack, any Wounds suffered are doubled. This is calculated after any deductions for Toughness Bonus or armour.
- *Shambling:* Undead Dwarfs cannot take the run action.

Armour: None

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

Weapons: Hand Weapon

Slaughter Margin: Easy

WIGHT GENERALS

Once counted among Karitamen's most loyal soldiers, these Undead horrors continue to serve their master, even in death.

— Wight Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	35%	45%	45%	30%	25%	35%	20%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	0	0

Skills: Academic Knowledge (Strategy/Tactics +20%), Perception, Read/Write +20%, Speak Language (Nehekharan)

Talents: Frightening, Night Vision, Undead

Special Rules:

- *Wight Blade:* The generals wield ancient, deadly weapons infused with the power of the Undead. In the hands of a Wight, these blades count as magical weapons and inflict SB+2 Damage. When a Wight causes a Critical Hit, it makes two rolls on Table 6-3: Critical Hits on page 133 in WFRP and inflicts the deadlier result. The Wight Blades are otherwise ordinary hand weapons when wielded by anyone else.

Armour: Heavy Armour (Full Plate Armour)

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

Weapons: Wight Blade and Shield

Slaughter Margin: Hard

APPENDIX II: TOMB HAZARDS

There are many dangers stalking the lairs of the dead. From the horrid, shuffling corpses, to the rat kings, writhing in their own special torment, to the endless traps, wicked toxins, foul curses, and despicable diseases, it's a wonder anyone would

descend into a tomb in the first place. This Appendix expands the information presented in *Lure of the Liche Lord*, offering a wide range of new and supporting mechanics for use in this adventure or in those of your own design.

— CURSES —

In the Old World, death is not something to be feared but a necessary stage, a doom that hangs over all and everyone. Most Old Worlders are to some degree obsessed with death as is evidenced by the symbols of their fate in their armour, architecture, and décor. When an individual dies, they may be dumped in a common grave along with the other ripe gems discovered at dawn, or they may be interred within great vaults to reflect their station and status.

For most of the common folk, simply surviving until they reach middle age is accomplishment enough; having a plot where their corpse can be laid after they pass is usually sufficient. Having a headstone to mark the spot would probably be viewed as a luxury, and building a tomb for their remains would be an extravagance.

Yet it is for precisely that reason that the rich and vain are compelled to build houses of death that stand as monuments to their own magnificence for future generations to marvel at in awe. Since tombs tend to be built in proportion to the size of the egos of those who will reside in them, it is a good rule of thumb that the larger the tomb, the greater the chance that it will be cursed.

EVOLUTION OF A CURSE

Curses are usually brought into being when someone—or something—has died but remains fixated on the physical world. Like Spirits, these unfortunates are aware of their deaths, but unlike their corporeal counterparts, they are not able to manifest physically. Still, the narcissistic natures they had in life have not abandoned them in death, leading them to focus on the people and places they knew before they passed on. (Creatures without this single-mindedness sometimes become Residue, see **Residue** on page 116.)

Being able to observe the world of the living requires not only a great deal of will but energy as well. Although they are able to achieve this by initially draining away their own soul, eventually they must turn to an alternate source—which the Gods of Chaos are all too happy to provide.

Even with this influx of energy, the range that these spiritual remnants can travel away from their resting place inexorably grows smaller. The restless presence fights against these constraints to the best of its ability, an effort that causes it to draw further from the foul energy offered freely by the Ruinous Powers and thereby draining it of any last vestiges of sanity it may have had. Yet even this only delays the inevitable, until finally the semblance finds itself once again contained within the hollow husk of its former self. Then it simply ceases to exist.

As it continually courses over the burial area, the Chaotic energy seeps into the structure itself. Eventually, it becomes intense enough to become a curse, the exact nature of which is usually left up to the random whims of one of the Chaos Gods.

RECEIVING AND REMOVING CURSES

A curse is always attached to one area or item within a tomb where the remnant Chaotic energy is strongest. This can be the door to the tomb, a chest filled with the earthly possessions of the dead, the corpse itself, or anything else you deem appropriate. Once an unlucky adventurer comes into physical contact with the area or object, they must immediately make a **Will Power Test** or fall prey to the curse.

The GM can determine exactly how easy or hard it will be for a character to remove a curse once he or she has received it. Simple solutions include destroying the corpse in the tomb, replacing any stolen loot, or sanctifying the entire area.



CURSE OF THE DAMNED

IT WAS FILTHY, THIS TAVERN SQUATTING ON THE EDGE OF THE LAND OF THE BORDER PRINCES. THE REEK OF EXCREMENT, OLD SWEAT, AND DESPERATION MADE THE PLACE DECIDEDLY UNWHOLESOME. MOST DAYS AND NIGHTS, THE TAVERN CATERED TO THE DREGS, THE DRUNKARDS, AND THE DOXIES. TONIGHT, THOUGH, WAS A FULL HOUSE.

ANSEL MESCHSLOFFEN WAS HERE, AND HE ALWAYS DREW A CROWD. SOMETHING OF A CELEBRITY, HE MADE A NAME FOR HIMSELF ROBBING TOMBS THROUGHOUT THE BORDER PRINCES, TILEA, AND EVEN INTO THE SOUTHLANDS. WHILST MANY DIDN'T APPROVE OF HIS OCCUPATION, THE STORIES OF HIS EXPLOITS MORE THAN MADE UP FOR ANY MORAL DILEMMAS THAT MIGHT CROP UP ABOUT PLUNDERING OLD VAULTS.

TONIGHT WAS JUST LIKE THE LAST TIME ANSEL WAS IN. A SEA OF DIRTY FACES CROWDED AROUND THE HERO, RAPT AS HE RECOUNTED HOW HE DODGED VOLLEYS OF POISONED DARTS, FOUGHT HIS WAY THROUGH A LEGION OF SKELETONS, LEAPT OVER PITS, EVADED SCYTHING BLADES, AND SLIPPED OUT OF THE OLD KHEMRI TOMB WITH NARY A SCRATCH. TO PROVE THE TALE, HE BOUGHT ROUNDS OF DRINKS WITH ANCIENT GOLD COINS, STRANGE OF SHAPE AND BEARING STRANGER FIGURES. AND WITH EACH NEW OUTRAGEOUS EXPLOIT, THE CROWD LAUGHED AND APPLAUDED, DRAWN DEEPER INTO THE STORIES NO MATTER HOW SIMILAR EACH ONE WAS TO THE LAST.

BUT THEN, ANSEL COUGHED.

IT STARTED WITH HIM CLEARING HIS THROAT, TAKING A SIP OF THE THIN WINE. BUT IT DIDN'T HELP. HE COUGHED AGAIN. IN MOMENTS, THE COUGHING WORSENERD, AND FLECKS OF BLOOD SPLATTERED ON THE TABLE. HIS AUDIENCE DREW BACK, RIGHTLY FEARING PLAGUE. THERE WAS NO END TO THE MAN'S CONVULSIONS. HE COUGHED, CHOKING ON THE VOMIT THAT SPILLED FROM HIS MOUTH IN A TORRENT. HE BARKED, HIS BODY SHUDDERING AS THE RETCHING COUGHS OVERTOOK HIM, UNTIL FINALLY, JUST MERE MINUTES AFTER IT ALL BEGAN, THERE WAS A TERRIFYING CRACK, HIS BODY SNAPPING BACKWARDS IN A TERRIFYING MESS.

IT ONLY TOOK A WEEK FOR THE INN TO DIE. THE REGULARS LAY THEIR STILL, BACKS BROKEN FROM THEIR HACKING COUGHS. THOSE WHO ESCAPED THANKED SIGMAR, AND TO SAVE THEMSELVES THEY BURNED THE BUILDING AND ALL ITS VICTIMS WITHIN TO THE GROUND. THEY TOLERATED THE CHOKING SCREAMS FOR HELP, THE PLEADING CRIES FOR MERCY, BECAUSE THEY HAD TO, HAD TO KILL THAT ACCURSED PLAGUE ANSEL BROUGHT UP FROM THE BOWELS OF THAT DAMNED TOMB.

If you would prefer the solution to their predicament be more story oriented, you may decide the players have to discover or research a ritual (see page 169 in *Realms of Sorcery*) to counter the original incantation. This might require that they find a Priest powerful enough to cast the spell (a High Priest of Shallya, for instance) or that they locate an object that once belonged to the entombed person. This could be a natural way to provide your players with an opportunity for something to do between adventures or add depth to a campaign already in progress.

SAMPLE CURSES

Here are a few examples of curses that might befall one of the Characters.

The Curse of Ashes

"Does this taste funny to you?"

Two weeks after gaining this curse, an affected Character notices food no longer tastes the same. Initially, he will not be able to tell exactly what is wrong, but a few days after this two-week period, everything tastes as if it was somewhat rotten. While somewhat disconcerting, it is nothing more than that—the affected Character is still able to eat normally.

The flavour of food continues to change over the next month, changing from rotting to tasteless, until everything the character

eats tastes like cold ashes. The Character believes he is actually eating the corpse of the resident(s) of the tomb he invaded. This feeling will be so strong, he will have to succeed on a **Will Power Test** in order to eat; the difficulty of this test increases to Challenging (–10%) the next week, then Hard (–20%) and finally Very Hard (–30%). Eventually, the Character will refuse to eat of his own volition and actively resists attempts to be force fed, subjecting him to the effects of Starvation (see **Starvation** on page 114 in *WFRP*).

Of course, anyone else who tries the food finds it tastes no different from anything else.

The Curse of Forgiveness

"I must say, you have a canny insight, sir. Why, none of us suspected the blind young woman with the limp was actually a horrid Mutant. It's a good thing you put her down. If you hadn't, who knows what would have happened!"

This insidious curse may seem like a blessing for the character who receives it—at first—because it allows them to commit crimes without fear of reprisal. The affected Character will probably not be aware of the curse until he or she is caught in the midst of an unlawful act and allowed to walk away.

For example, if the player is seen cutting someone's purse strings, the Watch assumes it was their purse to begin with. If

CREATING A CURSE

In game mechanic terms, a curse should be handled like a ritual. In the unlikely event that a player would like to cast one, the only strict guidelines to follow are that the Ingredient is a living, sentient being, and the Casting Time should be years instead of hours. The rest is left to the GM's sadistic imagination.

the Character slays a Priest in the midst of the town square, the witnesses will assume that he did so because the Priest clearly deserved it. No matter how heinous the crime, how many people saw it being committed, or how contrary to logic it would be for the Character to be set free, the act is always justified in some way, enabling a Character to get away with murder... literally.

Eventually, the lines defining what is and what is not moral behaviour become increasingly blurred for the Character. Every time they are faced with a decision that can be solved by either diplomacy or violence, the PC must make a successful **Will Power Test** or choose violence. After five **Will Power Tests** have been failed, subsequent tests become Challenging (–10%), after 10, they become Hard (–20%), after 15 they become Very Hard (–30%), and after 20 the player is completely devoid of any traces of morality and cannot control his murderous impulses.

Keep in mind that the curse only benefits the person afflicted; any of the other members of the party who participate in the commission of a crime are punished as usual.

The Curse of Lives Past

"I've been here before..."

Although the physical remains of a tomb's resident may have long turned to dust, in the case of this curse, the interred has still managed to leave a little bit of himself behind. The recipient of this curse experiences the memories of the entombed person's life to such a vivid degree that they have difficulty distinguishing the dead person's life from their own. The Character must make a second **Will Power Test** or gain 1 **Insanity Point** due to the violent nature of this intrusion into their psyche.

Should the Character not rid himself of the curse in a month's time, he goes through the experience again. Should the PC acquire a disorder from **Insanity Points** gained from this curse, the memories of the entombed creature become dominant, and the Character loses all sense of his previous self. Remove all careers thus far gained, and roll for a new, random career as the spirit of the dead assumes control over the PC.

The Curse of Motion

"For Ulric's sake, lad, settle down!"

An adventurer who is "gifted" with this curse develops what at first may appear to be a nervous tic: they are unable to remain still. Initially this manifests as something small, such as a tapping finger or a foot. Of course, this grows worse as the curse progresses. Soon, the Character can't control the nodding of his



head, can't stop rocking back and forth, and finally shakes all over.

A week after the Character gains the curse, he suffers from full-fledged spasms several times each day. Aside from drawing the attention from superstitious common folk, the Character must modify his Characteristics as described on **Table A2-1: Curse of Motion Effects**.

Saul, for example, suffers from this curse. After one week, he takes a –5% penalty to his Weapon Skill and Ballistic Skill. Another week passes and the penalties worsen to –10%. After a total of six weeks, he takes a –30% to Weapon Skill and Ballistic Skill, a –15% to Agility, –3 to Movement, and has acquired 6 Insanity Points!

TABLE A2-1:
CURSE OF MOTION EFFECTS

Time since Cursed	Effect
1 week	–5% to WS and BS
2 weeks	–10% to WS and BS
3 weeks	–15% to WS and BS, –5% to Ag
4 weeks	–20% to WS and BS, –5% to Ag, –1 Movement, +1 Insanity Point
+1 week	–5% to WS, BS, and Ag, –1 Movement, +1 Insanity Point

Eventually, the Character will be unable to accomplish any task that requires them to use their hands—they must rely on their compatriots for even such mundane tasks as eating. Finally, they will be unable to sleep, which will first drive them insane

and then likely kill them.

The Curse of a Thousand Lashes

"Oh dear, it seems you've cut yourself again."

The curse initially manifests as numerous small cuts all over a Character's body, which grow ever deeper and bleed more freely as the curse progresses.

A Character afflicted with this curse immediately takes 1 Wound, ignoring Toughness Bonus and armour. A week later, and every week thereafter, the Character takes an additional Wound; however, this damage is cumulative. So the affected player will take 2 Wounds per week after being first cursed, 3 Wounds the second, 4 Wounds the third, and so on. Wounds received as a result of this curse can be treated like any other wound, but unless the curse is lifted, they continue to take new Wounds every week.

Left untreated long enough, the curse can inflict Critical Hits; these should be resolved as Sudden Death Critical Hits (see **Table 6-3: Critical Hits** on page 133 in *WFRP*). Keep in mind that the Character also gains an Insanity Point each time this occurs.

The Curse of the Winds

"Great Sigmar's sizzling sausage, would you look at that! Rolf just exploded. Damn shame, really."

The Character is briefly attuned to the Winds of Magic but with disastrous consequences. Roll once on **Table 7-4: Catastrophic Chaos Manifestation** on page 143 of *WFRP*. You suffer the listed results. If the roll turns up either The Withering Eye or Mindeaten, the effects listed there are permanent until such time as the curse is removed. Wizards may make a second **Will Power Test** to resist the effects of this curse.

— PLAGUES —

Horrors, traps, and curses are not the only things that safeguard a tomb; there are far more insidious guardians to ensure those who disturb the dead pay the price. Since tombs are often sealed at the time of the body's interment, everything in the air and contaminating the treasures is kept intact. So when a tomb robber breaches the seals, he inadvertently releases the old air and everything it holds. Most times, this air is musty and maybe a little poisonous. But sometimes, the air holds a far worse danger: an accursed plague.

Curse of the Tomb Kings

Description: The Tomb Kings of Khemri are well-known for their efforts in protecting their last resting places with intricate traps, tricks, and magical wards to ensure their successful journey to life after death. Many of their Priests were not only very knowledgeable about how to mummify a corpse but also how to mix rare herbs and potions. Most scholars believe this disease was created by the Priests of Khemri at the request of the Tomb Kings. To ensure any tomb raiders would receive their proper punishment, the Priests sprinkled the contagion-laden powder throughout a crypt before it was sealed. Anyone entering the tomb would inhale the powder and succumb to the disease. A few days after being exposed to the dust, the victim begins to suffer paranoid delusions, feeling absolutely certain that retribution will be visited upon him for despoiling a sacred tomb. Everyone appears to be an enemy, even friends and family members. Victims often commit suicide or are sent to an insane asylum before they can shake off the effects of the illness. It is possible for the disease to spread to anyone that touches items coated with the powder that have been removed from a tomb.

Khemri scholars believe this disease may have been one of the reasons for the madness that devastated the kingdom under the rule of Ankenat I. This king's short-lived reign ended almost overnight as legends say that a murderous uprising occurred, and thousands were

slain. Another outbreak was reported in Nuln when the famous explorer Hans der Kartur returned from Khemri to display the treasures he had uncovered from King Ankamun's tomb. Hans was forced to leave the city when over 100 people who had seen his items on display went mad.

Duration: 7 days

Effects: Victims of this disease suffer from the paranoid delusion that they have been cursed by the Tomb Kings of Khemri for disturbing their crypts. Victims are certain they will be hunted down and killed in retribution for their deeds. While afflicted with the disease, the victim's Intelligence and Will Power Characteristic are reduced by half. Many end up going on a murderous rampage in an effort to silence all those that might reveal them to their enemies. At the end of seven days, the victim must make a **Will Power Test**. If unsuccessful by 1 degree, the victim will attack anyone they meet until they themselves are slain. Failing the test by 2 degrees or more means that the victim commits suicide.

Death's Breath

Description: Burial chambers and crypts are sealed for centuries, their contents swallowed in darkness and devoid of purifying air. Over time, everything within gets covered with dust like a protective blanket. This fine powder, parts of which are invisible to the naked eye, becomes airborne when disturbed and lodges in the lungs if inhaled.

After the first day of exposure, victims experience nasal and chest congestion, making it difficult to breathe. As the disease progresses, a persistent cough develops, increasing in severity until the victim coughs up blood. The coughing becomes so violent that death occurs as the victim breaks his back from a violent coughing fit. The disease is contagious and can be passed to others through inhalation when a victim coughs.

Death's Breath is most often found in Khemri and other places in Araby where the dry air and sand

contribute to the potency of the dust. Confirmed cases of the disease in the Old World are disputed by scholars as some of the early symptoms are similar to the lesser illnesses. Survivors of the disease are never truly rid of the ill affects. Every year around the anniversary of the date of first infection, survivors experience the coughing again for about a week.

Duration: 1d10+2 days

Effects: During the first two to three days, victims are congested and cannot perform strenuous activities such as combat or running without a successful **Toughness Test** each round. Failure means the victim takes no action for that round and is helpless as he strains to catch his breath. Every day thereafter, the victim is subject to coughing fits that can occur at any time. Casting rolls are at -10%, and actions requiring concentration such as picking locks have a 30% chance of being interrupted by a coughing fit. The penalties for strenuous activities described above also apply. As the disease reaches the end of its duration, the victim must make a **Challenging (-10%) Toughness Test** or die from a massive convulsive coughing fit.

Wasting Sickness

Description: The wasting sickness infests corpses, especially those left long undisturbed. Scholars and surgeons theorize this disease is the result of the stale air found in crypts combined with the unwholesomeness of a decaying body not properly prepared for burial. Cases of the disease can be found recorded in the history of Kislev and Sylvania. One of the most deadly instances swept Erengard ages ago, killing thousands. It was only stopped through the intercession of the Grand Theogonist, Lothar the Healer, who feared it would spread to the Empire. No one is certain what he did to halt the spread, but stories tell of the divine intercession of Sigmar himself with the more far-fetched ones describing a purging fire from heaven that was given to Lothar by Sigmar himself to cure the sickness.

This disease eats away at the flesh, increasing the subject's metabolism to a point where it is almost impossible for them to intake enough food to stay alive.



Victims become furtive and stressed to the point of insanity, eventually wasting away to nothing, even after gorging themselves for weeks. Many are mistaken for ghouls and are killed in the late stages of the disease by superstitious common folk or misinformed Witch Hunters.

Duration: Permanent

Effects: One week after contacting Wasting Sickness, the victim's body degrades as his metabolism increases. Constantly hungry and unable to rest, he must make a **Toughness Test** once each week or lose 1d10% from his Toughness Characteristic. As the disease progresses, the victim loses weight rapidly, appearing gaunt and bony. They find it hard to sleep or relax, and many are committed as insane. Death occurs when a victim's Toughness is reduced to 0.

— TRAPS —

Anyone who is going to go through the trouble of having themselves entombed is going to want to discourage unannounced visitors after they've been laid to rest. Not even the most deluded individual believes doors and walls alone will keep out determined thieves, no matter how well the structures are built. So, they design a bit of extra protection in the form of traps.

Most of the time, traps are used in tombs only where they are most needed: around the corpse or its former earthly possessions. However, individuals with the money and inclination may install traps of greater complexity in various parts of their final resting place. Some particularly devious

nobles have designed tombs that are themselves just a giant trap—with their body and worldly wealth safely buried in some other secret location.

The wealthy and powerful also go to great lengths to keep the nature of the traps in these tombs secret. The simplest and most effective way to ensure a trap remains secret is to kill the person who creates it—as many a skilled labourer has discovered to their chagrin.

Those who would create a trap designed to maim or kill people must first to decide how complex they want the trap to be. Laying a tripwire to trigger a dart is relatively simple, placing a

OPTIONAL RULE: SAFETY FEATURE

Traps adventurers stumble across in tombs will usually not have a button, lever, or other built-in device that allows them to bypass it simply by being observant. After all, tomb residents don't really have to worry about tripping a trap as chances are they're already dead.

Cautious adventurers who don't want to injure themselves on their own ingenuity, on the other hand, may wish to include a safety feature when they are designing and rigging a trap. Since this is somewhat antithetical to the trap's purpose, doing so should not be easy and should, in fact, increase in difficulty as the complexity of the trap increases.

To install a safety feature, the character creating the trap must make the **Set Trap Test** with an additional degree of success if the test is Average or easier or by two additional successes if Challenging (−10%) or harder.

Characters who manage to build the trap, but do not do so with the degrees of success necessary to also create the safety feature, still install the additional device—it just does not work as it should. For this reason, the GM may decide to make the test in secret.

pressure plate to trigger a dozen darts the third time someone steps on it is a good deal more complex.

BUILDING A BETTER TRAP

When constructing a trap, a Character must decide whether to build a simple trap or a complex trap. A simple trap has just one function and uses the Set Traps Skill. A complex trap may have multiple functions but requires the Academic Knowledge (Engineering) Skill. The base difficulty for constructing a trap is Routine (+10%). Each decision you make about the trap, such as the trigger mechanism, its size, and how well the trigger is concealed affects the total Difficulty of the test. For example, Skrenk constructs a simple trap with the alert function. He decides to use pressure as the trigger mechanism, so he increases the Difficulty from Routine (+10%) to Average (+0%). Table A2–2: Building Traps describes the various trap components and how they affect the Difficulty.

Trigger

The trigger is the condition or effect that causes the trap to take effect. A trigger can be as simple as pressure, such as stepping onto a concealed pit, or as complex as a trap that triggers by sound.

- **Location:** A location trigger requires the victim to be in a particular place for the trap to take place. Location triggers tend to be constant effects, such as a gas-filled room or an open pit.
- **Pressure:** A pressure trigger requires a certain amount of weight to be placed on the trigger, which could be the lid of a pit trap, a hidden stud in the wall, and so on. Pressure also includes certain actions such as opening a door, stepping on a pressure plate, and so on.
- **Special:** This is a catch-all category for any other type of trigger that is not location, pressure, or timed. Special triggers could be voice activated or sensitive to temperature and moisture changes.
- **Timed:** This trigger occurs at intervals, such as every minute, hour, or day, regardless of the presence or

absence of a target. A trap that triggers once each day increases the Difficulty by 0.5, each hour by 1, and each minute by 1.5.

Size

Size indicates the general scope of the trap. A small trap may be nothing more than a trapped lock (affecting just one Character), while a medium trap could be a pit (affecting two Characters), and a large trap might encompass an entire room (affecting an entire party).

Reuse

Typically, when a trap is sprung, it is expended and useless. But if repaired, the trap may be used again. In some complex traps, the trap resets itself. A trap that resets itself once per day increases the difficulty by 0.5, each hour by 1, and each minute by 1.5.

Locate

This entry defines how hard it is to notice the trap. The more difficult, the more the trap blends in with its surroundings. Consider a pit trap for instance. A pit that's Very Easy (+30%) to find is a big open hole in the middle of a corridor, while a Very Hard (−30%) to find pit is cunningly concealed with a false lid that blends seamlessly with its surroundings.

Neutralise

This entry describes how hard it is to neutralise the trap with a successful **Pick Locks Test**. Some traps, for obvious reasons, can't be neutralised—a pit can't be neutralised (unless the Characters have enough dirt or stone to fill it), though it can be circumvented. Traps that can't be neutralised should have a way to circumvent them. There is no modifier to Difficulty for such traps.

Effect

Traps tend to function in one of the following seven ways: alarm, barricade, immobilize, lethal, maim, protect, and removal.

- **Alarm:** An alarm trap alerts the denizens of the tomb to the presence of intruders. A standard alarm trap carries sound for about 10 yards. For each increase to the difficulty, the alarm carries an additional 10 yards.
- **Barricade:** A barricade trap prevents progress in a particular direction, such as a deadfall, pits, and shifting walls.
- **Immobilize:** These traps neutralise their target by preventing them from moving at all. Examples include cages and closing doors.
- **Lethal:** Traps that kill quite simply eliminate intruders by injecting them with poison, shredding their flesh, or subjecting them to deadly gas. The base lethal trap inflicts a Damage 2 hit when triggered. For each increase to the Difficulty, the Damage increases by 2.
- **Maim:** Traps that maim leave a nasty mark on the target, such as blinding them, severing a limb, and so on. Often, maiming traps can kill. A maim trap deals a Damage 1 hit and has some minor collateral effect on one location (treat as a critical attack that resulted in a 2). Each increase to the trap's difficulty increase the Damage by 1 and the critical result by 1. For example, a simple trap that targets the leg would inflict a Damage 3 hit when triggered and automatically numb the leg, reducing the target's Movement to 1 for one round, denying dodges for that round and imposing a -20% penalty to **Agility Tests** for the duration.
- **Protection:** A protection trap guards a particular object by removing it to an unassailable location, erecting some sort of barrier, and so on.
- **Removal:** These traps remove the intruder from the location altogether, such as by a chute trap.

BUILDING SIMPLE TRAPS

The first step in building a simple trap is to determine its components. Select one feature for each component from those described on Table A2-2: Building Traps. A simple trap can have up to two effects. Sum the Difficulty Steps. Increase the Difficulty to create the trap from Routine by one for each whole step increased. If the Difficulty contains a fraction, you must make the check by one degree of success. If the Difficulty steps bring you above Very Hard, each full point beyond requires one additional degree of success. A Set Trap Test requires 1d10 hours of work and uses up materials equal to 1 s per hour of work.

For example, Kate decides to build a collapsing wall trap. She decides on the following features:

- **Trigger:** location +0
- **Size:** small +0
- **Re-use:** Repair +0
- **Locate:** Challenging +0.5
- **Neutralise:** Challenging +0.5
- **Effect:** Barricade +0.5

TABLE A2-2: BUILDING TRAPS

Component	Difficulty Step
TRIGGER	
Location	+0
Pressure	+0.5
Special ^C	+1.5
Timed ^C	+0.5/+1/+1.5
SIZE	
Small	+0
Medium	+0.5
Large	+1
Re-use	
None	-0.5
Repair	+0
Automatic ^C	+0.5/+1/+1.5
LOCATE	
Very Easy	-1.5
Easy	-1
Routine	-0.5
Average	+0
Challenging	+0.5
Hard	+1
Very Hard	+1.5
NEUTRALISE	
Very Easy	-1.5
Easy	-1
Routine	-0.5
Average	+0
Challenging	+0.5
Hard	+1
Very Hard	+1.5
EFFECT	
Alarm	+0/+0.5/+1
Barricade	+0.5
Immobilize	+1
Lethal	+0.5/+1/+1.5
Maim	+0.5/+1/+2
Protection ^C	+1
Removal	+1

^C: Complex traps only



She sums the difficulty steps for a total of +1.5, thus the Set Trap Difficulty increases from Routine (+10%) to Average (+0%) with one degree of success. If Kate had opted for a lethal trap that would deal a Damage 4 hit, her Difficulty step total would be +2, indicating she would need to make a Challenging (−10%) Set Trap Test.

BUILDING COMPLEX TRAPS

Complex traps follow a similar system except that in addition to making a **Set Trap Test**, you also make an **Academic Knowledge (Engineering) Test**. As well, you may select as many functions as you like. It takes 1d10 days of work (eight hours per day) to complete construction of a complex trap and uses up 1d10 s worth of materials per day of work.

For example, Marc, being a devious-minded fellow, opts to create a lethal, maiming, alarm trap. He decides on the following features:

- **Trigger:** pressure +0.5
- **Size:** medium +0.5
- **Re-use:** Repair +0
- **Locate:** Hard +1
- **Neutralise:** Hard +1
- **Effect:** Alarm (10 yards) +0
- **Effect:** Lethal (Damage 5) +1.5
- **Effect:** Maim (Damage 1) +0.5

He sums the Difficulty steps for a total of +5, thus the Academic Knowledge (Engineering) and Set Trap Difficulties increase from Routine (+10%) to Very Hard (+0%) with one degree of success!

FAULTY TRAPS

Characters that do not succeed on the required test to complete the construction may create a non-functioning trap or a faulty trap depending on the severity of their failure. If the Characters fail the **Set Trap Test** by 20% or more, the trap simply fails to function at all. But if the **Set Trap Test** fails by 20% or less, it results in a faulty trap. Faulty traps generally do not work as intended. Whenever a Character triggers a faulty trap, roll on **Table A2-3: Faulty Traps**.

TABLE A2-3: FAULTY TRAPS

Roll	Effect
01–10	<i>See, I told you it wasn't trapped!</i> The trap activates in 1d10 rounds.
11–20	<i>Did you hear a click?</i> Nothing happens... this time.
21–30	<i>I can safely say, there are no traps here.</i> The trap activates in 1 round.
31–40	<i>Maiden's milk, that smarts!</i> Trap functions as normal but also inflicts a Damage 1 hit to a random location.
41–50	<i>Do you smell that?</i> Trap queerly catches fire. The room fills with smoke in 1d5 rounds.
51–60	<i>What was that awful noise?</i> The trap has no effect. On the following round, there's a tremendous din as the mechanisms that make the trap function fall to pieces, creating an alarm effect with a range of 10 yards.
61–70	<i>Bang!</i> The trap explodes, inflicting a Damage 2 hit on all characters within 3 squares (6 yards).
71–80	<i>Boom!</i> The trap explodes in an awful conflagration. All characters within 6 squares (12 yards) take Damage 4 hits.
81–90	<i>There must be a trap here!</i> The trap doesn't function at all.
91–100	<i>Do you feel that?</i> The trap's shoddy construction has an unexpected side effect, causing the entire room to collapse 1d5 rounds after it's triggered. Characters still in the area are buried alive and may or may not be dead (GM's discretion or 50% chance).

FINDING TRAPS

Locating and neutralizing a trap is done in much the same way as setting one, with a few key differences. For one, the PCs have to actually be looking for traps; if they're blithely traipsing along their merry way, they simply aren't going to notice a tripwire until they've already snared it.

Assuming they're on the lookout, Characters who are trying to locate a trap can find one by succeeding on a **Search Test** for a complex trap or a **Perception Test** for a simple trap. The difficulty of the test is determined at the time of the trap's construction. Characters who succeed by one degree of success locate the trap and the trigger mechanism. Characters who succeed by two degrees of success find the safety feature.

NEUTRALIZING TRAPS

Once the trap is located, a Character can attempt to disable the trap by making a **Pick Locks Test** against the difficulty used to originally construct the trap. If the test succeeds by two degrees of success or more, the Character learns enough about the trap to disable and re-enable it. If the Character fails the test to disable the trap by 20% or more, he accidentally triggers it, causing it to take effect as normal.

SAMPLE TRAPS

What follows are sample traps to give you an assortment of sinister devices to school your players in the value of caution.

Alarm Trap (Simple)

Trigger: Pressure
Size: Small
Locate: Routine (+10%) Perception
Neutralize: Routine (+10%) Pick Locks
Effect (Alarm): This simple trap creates a terrifying racket, alerting all creatures within 30 yards that there are intruders present. The most common device is a trip wire pulled taught across a corridor, so that when pressure is applied, it easily breaks and allows a pile of metal objects to fall to the floor with a clatter.

Construct: Average (+0%) Set Traps; **Re-use:** Repair

Dart Trap (Simple)

Trigger: Pressure
Size: Small
Locate: Average (+0%) Perception
Neutralize: Average (+0%) Pick Locks
Effect (Maim): Another simple trap, it is triggered when pressure is removed from a plate, triggering the firing mechanism, which launches a dart from a hidden hole near the plate. Variations may include the tried and true tripwire, which causes the projectile to launch from the wall. In either case, the Characters must succeed on a Dodge Test to avoid the dart. On a failed test, the dart inflicts 1 Wound, ignoring Toughness Bonus or armour points. Devious engineers often coat these darts with

poison to increase their effectiveness. Some toxins are straightforward, forcing a Toughness Test to negate a Damage 1 hit, while others are more sinister, including hallucinogens (–20% to all tests for 1d10 minutes or as the *befuddle* spell), paralytic agents (no actions for 1d10 rounds), or more rarely, expensive instant lethal venoms (victim dies in a number of rounds equal to TB). In all of these cases, a victim can negate the poison with a successful Toughness Test.

Construct: Routine (+10%) Set Traps (one degree of success);
Re-use: Repair

Debris Trap (Complex)

Trigger: Pressure
Size: Medium
Locate: Challenging (–10%) Search
Neutralize: Average (+0%) Pick Locks
Effect (Immobilize, Lethal): This trap is created by piling up logs, stones, and other detritus and arranging it so that when the mechanism is engaged, it collapses, filling an area with debris. Usually, this trap is built so that the trigger is the opening of a door, such that should some fool pull the door open, he breaks the thin cord, causing the debris to tumble down onto any adjacent characters. All in the area take a Damage 4 hit. The rubble fills an area equal to a 3 square-yards and requires 1d10 hours to clear. The time needed is reduced by 1 hour (minimum 1 hour) for each additional Character working to clear the blockage.

Construct: Hard (–20%) Academic Knowledge (Engineering);
Re-use: None

Oil and Water Trap (Complex)

Trigger: Pressure
Size: Large
Locate: Hard (–20%) Search
Neutralize: Challenging (–10%) Pick Locks
Effect (Lethal): This trap makes use of prodigious amounts of oil dispersed throughout a room partially filled with water. As Characters enter the room, they set off the first part of the trap, causing a torch hidden in a false panel in the ceiling to light. Once they get to the centre, the second part of the trap is triggered as the false panel drops to the water below, bringing the torch with it. The resulting conflagration deals a Damage 5 hit, and all Characters in the room must immediately make an Agility Test or begin to burn (as per the **Fire** rules on page 136 of *WFRP*).

Construct: Very Hard (–30%) Academic Knowledge (Engineering) (one-degree of success); **Re-use:** Repair

Pit Trap (Simple)

Trigger: Location
Size: Medium
Locate: Average (+0%) Perception
Neutralize: Challenging (–10%) Pick Locks
Effect (Immobilize, Lethal): This trap is a false floor built over top of an open hole. When a Character steps on the

panel, it collapses, spilling the victim into the hole. The affected Character may attempt a Challenging (–10%) Agility Test to catch the ledge. Failure indicates he takes a Damage 4 hit from the fall. Some pit traps have spikes at the bottom. This does not increase the difficulty for creating the trap, but the Damage increases to 5.

To escape the pit a character must succeed on a Scale Sheer Surface Test. Greasing the walls does not increase the difficulty to construct the trap, but the difficulty to escape increases to Hard (–20%).

Construct: Challenging (–10%) Set Traps (one-degree of success); **Re-use:** Repair

Wrist Snap Trap (Complex)

Trigger: Special

Size: Small

Locate: Challenging (–10%) Search

Neutralize: Challenging (–10%) Pick Locks

Effect (Maim): This trap consists of a metal sheath that encompasses the entirety of a door handle. Anyone who wants to open the door must slip their hand into the opening in order to grasp the handle. When they try to work the handle, the sheath slams shut on their wrist, inflicting a Damage 4 hit. Should the Character who tripped the trap suffer a Critical Hit as a result of the trap, the damaged wrist is broken and nothing can be held in the hand until medical attention is received. After the Character has taken damage and released the handle, the sheath opens again and the trap resets after 1 minute. Anyone foolish enough to try their luck meets with the same result.

Construct: Very Hard (–30%) Academic Knowledge (Engineering); **Re-use:** Automatic (1 minute)

— TOMB GUARDIANS —

The simplest and most common protection found in tombs are the Tomb Guardians—strange and awful things whose sole purpose is to safeguard the dead. From the common Wight, Ghosts, and Skeletons, to the more bizarre creatures like the Bloodcursed (see page 49 Ashes of Middenheim) and Residues, these guardians are fierce opponents that delight in destroying those who would profit by stealing from the dead. This final section describes a variety of new and terrifying creatures one might find haunting the most dangerous of tombs.

ELVEN WIGHT

“Despite my reservations, I agreed to investigate the newly discovered tomb of Lewellan Goldstar, which had appeared suddenly a few miles outside of Bernloch within the family estate of Baroness Alder. I had never heard of Elven Undead before, but I was concerned magical wards may have protected the tomb. I was therefore pleasantly surprised when we managed to gain entrance to the main chamber without incident. Within, we found a single slab of white marble, upon which lay the withered body of an Elven warrior. Clad in gleaming mail, he held a long Elven blade to his chest, over which lay a large triangular shield that bore the image of three stars: two silver and one gold. No cobwebs, not a single speck of dust marred the scene. I was suddenly filled with a terrible feeling of dread, and I knew if we were to take another step inside that room we would all die. I ordered the retreat back to the tomb entrance and returned to the Baroness, whereupon I advised her to seal the entrance and set guards upon it to discourage tomb robbers. Some things are better left undisturbed.”

—Heinrich Johannes,
procurer of ancient artefacts

“I have discovered, however, that the Elves always attempted to return the bodies of their dead to their homelands, fearing their remains would be defiled by Dwarfs or other enemies if left behind. When they were forced to bury their dead behind enemy lines, they warded their tombs with powerful illusions to hide them from sight. I believe they fully intended to return for their fallen heroes in time, but after their defeat in the War of the Beard and their subsequent flight to Ulthuan, they were unable to retrieve them. The power of Elven magic is such that only now are the wards that protected these sites failing, revealing the last resting places of some of Ulthuan’s greatest heroes.”

—Professor Eliot Denheim,
adventuring scholar

Elven Wights are the remains of ancient Elven heroes, dating back to the War of the Beard. Their souls are unable to find peace, consumed with the arrogance and bitterness that fuelled that ancient conflict. Like other Wights, they are usually found in full battle dress. Little remains of the body save for the skeleton and perhaps a few scraps of flesh, but this is merely a shell for the Wight’s dark soul. If an Elven Wight so chooses, it can manifest its spirit to mortal eyes, appearing to be a living (if extremely pale, even by Elven standards) Elf. In battle, they drop this disguise, revealing their true nature in order to inspire fear in their foes.

— Elven Wight Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	55%	35%	35%	60%	45%	55%	40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	12	3	3	5	0	0	0

Skills: Charm, Dodge Blow, Perception, Speak Language (Eltharin)

Talents: Excellent Vision, Frightening, Night Vision, Undead

Special Rules:

- *Dead Elves is really Scary:* A Goblin must make a **Terror Test** if it and its allies do not outnumber an Elven Wight by at least four to one.
- *Elven Wight Blade:* Elven Wight Blades are ancient and deadly weapons infused with magic and the power of undeath. In the hands of an Elven Wight, such a blade counts as a magical weapon, has the Fast Quality, and inflicts SB+2 Damage. Furthermore, when a Wight causes a Critical Hit, it makes two rolls on **Table 6-3: Critical Hits** on page 133 in *WFRP* and inflicts the deadlier result. In the hands of anyone else, a Wight Blade Counts as a Best Quality hand weapon.
- *Mortal Mien:* An Elven Wight can appear as it did in life at will, though it maintains an otherworldly aura about it. While using this power, it loses the Frightening Talent and gains the Unsettling Talent. Elven Wights sometimes use this power to converse with intruders in their tombs before killing them, especially if there is an Elf in the party. This power does not work if the Elven Wight is exposed to sunlight, which reveals its true form.

Armour: Medium Armour (Full Mail Armour)

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

Weapons: Elven Wight Blade and Shield

Slaughter Margin: Hard

from the shock of the transformation. As it attacked, it constantly screamed at us in an unknown tongue, its words searing into my brain. Finally it was defeated, though not through our efforts. It was suddenly consumed in a purple glow, its own magic consuming it from the inside out. To this day I have still not heard anything as terrifying as its dying screams."

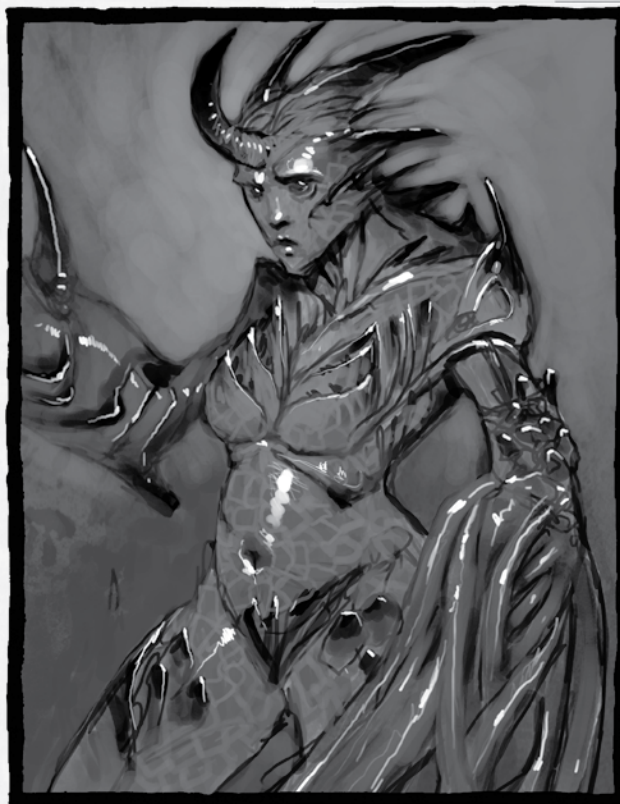
—Heinrich Johannes,
procurer of ancient artefacts

"Upon reaching the tomb and burying the remains of Professor Schreibmann's expedition, I set about translating the faded runes carved onto the entrance of the barrow. Had Tobias bothered to do the same, he would have discovered it was not actually a tomb, but rather a prison. Apparently, the creature we had defeated had once been the leader or shaman of a primitive tribe of Humans in the distant past. This leader turned to the dark forces of Chaos to increase his power. The Humans of that time could not have understood what was happening to their leader, but they recognised the taint upon his soul as something evil. Though it cost them dearly, they eventually managed to subdue him. Fearing that killing him would free his spirit to haunt them, they imprisoned him beneath the ground, warding his barrow with the strongest enchantments they knew. Schreibmann's impatience broke the wards, releasing the imprisoned monster within."

—Professor Eliot Denheim,
adventuring scholar

IMPRISONED

"Sometimes a tomb isn't a tomb. A good friend of mine, Professor Tobias Schreibmann of the University of Nuln, discovered this at the cost of his life. Somewhat reckless when it came to the pursuit of knowledge, he insisted on breaking open the barrow he had discovered before deciphering the ancient runes inscribed upon the capstone covering the entrance. The horror he released destroyed his entire expedition before moving on to the nearest town. Eliot and I had just arrived, having decided to accept his invitation to explore the tomb with him. We rallied the town militia behind us and strove to slay the foul creature. At first, I took it for a Daemon, so horrific was its visage. It lashed out at anyone who came near it with three great horns that grew from its head. Its left arm was a mass of green tentacles, its right ended in terrible claws that sliced open one man's chest. Its thick hide turned aside many of our blows, other wounds healing themselves even as we watched. Worse than its physical attacks, however, was its mastery of foul magic. Its spells turned some of our men against us, so we had to cut them down, I myself only barely resisted this dark enchantment. Another man was blinded and horribly scarred when the creature spat a stream of acid in his face. Yet another member of the militia was enveloped in an unholy dark light before a third eye opened up in his forehead. Fortunately, Eliot managed to kill the poor man before he could recover



ETHEREAL

Description: An ethereal creature is insubstantial and weightless. It can pass through solid objects, including walls and doors. Note that this does not give any ability to see through solid objects, only to pass through them. An ethereal creature partially hidden inside an object gains a +30% bonus on Concealment Tests. An ethereal creature that wishes can be completely silent, with no need to make Silent Move Tests. An ethereal creature is also immune to normal weapons, which simply pass through its body as if it wasn't there. Daemons, spells, other ethereal creatures, and opponents armed with magic weapons may all injure an ethereal creature normally. An ethereal creature can't normally affect the mortal world and thus can't damage non-ethereal opponents unless it has a suitable special ability or talent.

When the first Human tribes came to the Old World, they knew little of Chaos. Yet even then, there were those who turned to darkness in pursuit of power. The wisemen who led the tribes recognised the danger those traitors presented and led the others against them. Rather than kill them and let their souls roam free, however, they bound them with powerful magic and placed warnings outside of their prisons, so no one would free them. The Chaos Gods, in a perverse desire to further punish their followers for their failure, granted them immortality, forcing them to live out the millennia in their cells. Over the centuries, they have been driven mad, the power of Chaos causing numerous mutations. If released, they proceed to lash out at all around them, butchering as many people as possible before being killed or falling prey to Tzeentch's Curse.

— Imprisoned Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	0%	31%	32%	33%	12%	69%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	4	5	0

Skills: Channelling +10%, Magical Sense +30%, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Dark Lore (Chaos), Dark Magic, Terrifying

Special Rules:

- *Chaos Mutations:* Roll 1d10 to determine the number of mutations: 1–2=3 mutations, 3–4=4 mutations, 5–7=5 mutations, 8–10=6 mutations. Then roll on **Table 11–1: Chaos Mutations** on page 229 in *WFRP*, or on **Table 2–1: Expanded Chaos Mutations** on page 79 in *Old World Bestiary*, to generate them, and modify stats as appropriate.
- *Insane:* The Imprisoned has been trapped underground for so long that not a shred of sanity remains. It seeks only to cause as much pain and suffering as possible while in a state similar to Blasphemous Rage. It may still cast spells while in this state but cares nothing for its own safety while doing so; it uses its Dark Magic Talent and full Magic Characteristic on every Casting Roll.
- *Tongue of Chaos:* When not casting spells, the Imprisoned emits a constant stream of incoherent Daemonic gibberish that warps and twists the

perceptions of those that hear it. Anyone hearing this foul cacophony must make a **Will Power Test** or receive 1 Insanity Point. Once someone succeeds this test, he is immune to this power from then on.

Armour: None

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

Weapons: None

Slaughter Margin: Challenging or Hard. An Imprisoned's Slaughter Margin varies depending on the number and nature of its Mutations.

RESIDUE

“When I was still a young boy, I took a job on an expedition to excavate a small Barrow in Wissenland. It had long ago collapsed in on itself, leaving little more than a muddy pit in the ground. Local folklore said the place was haunted or cursed, yet we could find no credible evidence of any Undead activity. So when one of the camp guards stabbed the cook in a fit of rage, we assumed he had been drunk. We tied him up and sent him to Pfeildorf to stand trial. When one of the farmhands we had hired to help with the digging disappeared during the night, we started to get worried. When the Professor in charge of the dig was found with his wrists slit open the next morning, we decided to leave.”

—Heinrich Johannes,
procurer of ancient artefacts

“During the course of our expeditions we have come across a large and varied number of Undead. One question that has struck me on occasion is how long can certain forms of Undead survive, the incorporeal or spectral forms in particular. The Undead guardians of Khemri have survived millennia, yet they have their skeletal remains to keep them anchored to this world. How long can a Spectre or a Wraith survive before it begins to fade away? Do they cease to exist entirely, or does something of them remain for a time, a residue of what they once were, a lingering echo of their hatred and anger?”

—Professor Eliot Denheim,
adventuring scholar

Residues are sometimes created when another form of Spirit or Wraith begins to fade away, the will that maintained their Undead state incapable of sustaining them any longer. Others are formed when a particularly malicious or miserable person dies who lacks any particular reason to remain in the land of the living. They appear to be vaguely humanoid clouds of dark smoke, though they are usually invisible to mortal eyes. They are little more than a bundle of negative emotions, possessing an almost instinctual desire to spread hatred and rage to others.

— Residue Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
23%	0%	30%	20%	40%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	2	6	0	0	0

Skills: None

Talents: Ethereal, Frightening, Night Vision, Undead

Special Rules:

- *Inspire Madness:* The touch of a Residue does not inflict damage in non-ethereal targets, but it can cause the target to become temporarily insane. The target must make a **Will Power Test**. If he fails, roll a 1d10 to determine which Disorder he gains: 1–2: Blasphemous Rage, 3–4: Desperate and Doomed, 5–6: The Fear (subject will have an overwhelming fear of the area the Residue resides in), 7–8: Firebug, or 9–10: Heart of Despair. This Disorder lasts for 2d10 minutes. Once it has passed, the subject must make another **Will Power Test** or gain 1 Insanity Point. If a Residue succeeds in Inspiring Madness in a target, it becomes visible for 1d10 rounds.
- *Invisibility:* A Residue can become invisible as a free action. While invisible, a Residue can't be targeted with ranged attacks, including magic missiles. Because they are ethereal and silent, they also can't be attacked in melee.
- *Mindless:* Residue have no Intelligence, Will Power, or Fellowship and can never take or fail tests based on these Characteristics.

Armour: None

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

Weapons: None

Slaughter Margin: Average (Impossible without a magic weapon or spells)

RUNE GUARDIANS

"Dwarfs tend to be a little touchy when it comes to their final resting places. As a result, they protect their honoured ancestors with all kinds of unpleasantness. Pits, blades, collapsing ceilings, crushing walls, flames, acid—I've seen it all. Problem is, any trap can be overcome with time. A smart man can sit back and spend as long as he needs to think his way past a trap. The Rune Guardian doesn't give you that luxury. As

big as an Ogre and covered in two inches of the finest Dwarfen Steel, a Rune Guardian can slice a man in half with a single blow. They are amazingly slow and have no intelligence whatsoever, but they never tire in their vigil and are nigh unstoppable. I once found one standing in front of the tomb of a Dwarfen Chief. He was surrounded by the long-dead remains of at least two hundred Orcs, Goblins, and Skaven. I came back a month later with a canon."

—Heinrich Johannes,
procurer of ancient artefacts

"The first Rune Guardians were built millennia ago, when the first Dwarf strongholds began to fall to Goblin forces. Realising they would be forced to leave the tombs of their honoured ancestors unguarded, the greatest Runesmiths of the time collaborated with the Engineers Guild to create tireless sentries that could be left behind. That at one time they could create such marvels is a source of both great pride and great sorrow for the Dwarfs. It would seem that the knowledge of the Master Rune of Waking is lost to the Runesmiths of today, and the schematics needed to construct one are nowhere to be found. Were someone to rediscover the secrets of the Rune Guardians, he would be richly rewarded. Unfortunately, I fear the first step in such an endeavour would be the recovery of a nearly intact Rune Guardian, surely an impossible (and probably suicidal) task."

—Professor Eliot Denheim,
adventuring scholar



A Rune Guardian looks somewhat like a heavily armoured, Ogre-sized Dwarf. It's covered in a heavy metal skin, beneath which lies a complex system of cogs, levers, and pulleys that would baffle the greatest engineers of the Empire. Each arm ends in an axe-like blade, which it uses to cut down any foe that tries to get past. Completely mindless, a Rune Guardian can only follow the instructions given to it the moment the Master Rune of Waking was inscribed upon its forehead. Rune Guardians sometimes have other Runes inscribed on their weapons or armour but can only have three Runes in total, and they can have no other Master Runes. See *Realms of Sorcery* for examples of other Runes and more information on Rune Magic.

— Rune Guardian Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	64%	64%	11%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	26	6	6	2	0	0	0

Skills: None

Talents: Frightening, Strike Mighty Blow

Special Rules:

- **Armoured Body:** A Rune Guardian is covered in heavy plates of steel, granting it 3 APs to each location.
- **Awareness:** A Rune Guardian is completely aware of the presence of anyone within 30 feet, however, and it is impossible to hide from them or sneak up on them within that distance. Beyond this range, the Rune Guardian is considered blind and deaf.
- **Great Blades:** The Bladefists of a Rune Guardian count as both Impact and Slow weapons.
- **Mindless:** Rune Guardians have no Intelligence, Will Power, or Fellowship and can never take or fail tests based on these Characteristics.
- **Rune Construct:** These creatures are created with runic magic long lost to the Dwarfs. They are not alive and are immune to Fear, Terror, poison, disease and all spells, skills, and effects that involve the manipulation of emotions and the mind.

Armour: None

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

Weapons: Bladefists

Slaughter Margin: Hard

SACRIFICED

"The entrance to the tomb was covered with hundreds of corpses. The Beastmen had carved symbols into their skulls, dark runes that seemed to twist and writhe whenever I looked at them, causing my eyes to water. Some of the bodies were fresh; others looked like they had been there for centuries, every last vestige of flesh stripped from them. Even as we stared in horror, we began to hear a low wailing emanating

from the bones. Suddenly, the air was filled with the pale white forms of hundreds of spirits, twisting and writhing as if in terrible pain."

—Heinrich Johannes,
procurer of ancient artefacts

"Whether the bound souls of those sacrificed upon the barrow of the Chaos Warlord Kaeltan were trapped there as the result of some terrible spell or due to the horrific manner of their deaths I cannot say, but I have discovered references to similar manifestations at the sites of other mass sacrifices of innocents. These spirits are usually found guarding the tomb of noteworthy Chaos Warriors or Sorcerers. They are more rarely found protecting the lairs of Necromancers; such practitioners of the dark arts usually find other uses for the remains of their victims."

—Professor Eliot Denheim,
adventuring scholar

Sacrificed are the spirits bound against their will to protect a location against all intruders. The Sacrificed attack anyone who approaches them, including whoever bound them there. For this reason they are usually found in remote locations, guarding the tombs of powerful servants of Chaos.

— Sacrificed Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	0%	33%	33%	46%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
5	24	3	3	6	0	0	0

Skills: None

Talents: Ethereal, Natural Weapons, Night Vision, Terrifying, Undead

Special Rules:

- **Flying Touch:** The Sacrificed lash out with their ethereal claws, ignoring armour but cutting open living flesh. Sacrificed may attack non-ethereal opponents. These are Damage 3 attacks that ignore Armour Points.
- **Mindless:** Sacrificed have no Intelligence, Will Power, or Fellowship and can never take or fail tests based on these Characteristics.
- **Swarm:** A Sacrificed is not an individual spirit but a swarm consisting of all those killed at a single location, bound to each other just as they are bound to the site of their death. Any damage done to any individual spirit in the swarm harms the Sacrificed as a whole.

Armour: None

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

Weapons: None

Slaughter Margin: Hard (Impossible without a magic weapon or spells)

TOMB SQUIGS

"Sometimes when you open up a tomb, you find this pale white fungus growing in it. If you do, watch out—nine times out of ten there'll be Tomb Squigs nearby. I've found them in Dwarf tombs, an ancient barrow, and even a graveyard in Bretonnia. Anywhere you find the dead, you might find Tomb Squigs. Oddly enough, what you aren't likely to find with them are Undead. Ghouls are competition for food, and Zombies and Skeletons are food, so it's one or the other. In any case, don't underestimate them. They're dumber than a dead Ogre but amazingly fast and have a powerful bite. I saw one chomp clear through the arm of a Bretonnian knight, including his plate and mail. They are also surprisingly tough. They may look like a big white puffball, but I hit one dead centre with a heavy crossbow, and it didn't even slow him down."

—Heinrich Johannes,
procurer of ancient artefacts

"There is clearly a relationship between Tomb Squigs and those found in the possession of Orc and Goblin clans. Tomb Squig infestations tend to be found in areas where Goblins had previously been active, sometimes years after the Goblins have been exterminated or moved on. How the Squigs gain access to the tombs and how they avoid notice for so long remains a mystery, though Dwarfen engineers I have discussed the matter with insist ensuring a tomb or sarcophagus is completely airtight keeps them out. Another curiosity is that I have found no reports of Tomb Squigs travelling with Orc or Goblin clans, they have only ever been found in the resting places of the dead, usually long after the Greenskins have moved on."

—Professor Eliot Denheim,
adventuring scholar

The first sign of a Tomb Squig infestation is usually the white fungus and mushrooms found growing nearby. Tomb Squigs feed upon the remains of the dead, finding bones particularly appetising. Often found in Dwarfen tombs that have been broken open and looted, they are sometimes also found in

graveyards, where they burrow through the soft soil, going from corpse to corpse. Slightly smaller than regular Squigs, they are pasty white or pale grey in colour and have small, blood red eyes. They possess amazingly powerful jaws, which they use to break open stone sarcophagi and to bite through the ceremonial armour Dwarfs often bury their dead in. Tomb Squigs can really ruin a tomb robber's day—not only do they present a threat to life and limb, they can also destroy valuable weapons and armour hidden in the tomb.

— Tomb Squig Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42%	0%	45%	51%	49%	4%	21%	5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	4	5	1–10	0	0	0

Skills: Concealment, Dodge Blow

Talents: Natural Weapons, Night Vision, Unsettling

Special Rules:

- **Burrow:** Tomb Squigs can literally eat their way through soil and even solid stone. They can burrow through soft earth with a Movement Characteristic of 4 and through solid rock with a Movement Characteristic of 1.
- **Chaos Mutations:** Roll 1d10 to determine the number of mutations: 1–4: 1 mutation, 5–8: 2 mutations, 9–10: 3 mutations. Then roll on **Table 11–1: Chaos Mutations** on page 229 in *WFRP*, or on **Table 2–1: Expanded Chaos Mutations** on page 79 in *Old World Bestiary*, to generate them. Modify stats as appropriate.
- **Mighty Fangs:** Tomb Squigs can bite through armour almost as easily as flesh. A Tomb Squig's Natural Weapons ignore 2 Armour Points.
- **Random Movement:** Tomb Squigs are so stupid that they bounce about at random. Roll 1d10 to determine a Tomb Squig's Movement Characteristic each round it moves.

Armour: None

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

Weapons: Teeth

Slaughter Margin: Challenging



APPENDIX III: PRE-GENERATED CHARACTERS

The region and the tomb itself are great challenges for experienced characters. It's best run for characters just starting their third career. Since this sourcebook is best used for powerful characters, this section presents six pre-generated Characters, so you can run the adventure right away or to use as NPCs or replacement Characters for those who fall during the course of play.

WOLDRED ADELOF

When he was young, Woldred Adelof sought adventure, excitement, danger, and even riches—all the things his father never had. Determined not to share that dull, safe life, Woldred ran away as soon as he was old enough to swing a sword. He convinced the local baron to hire him as a scout and quickly learned the trade. The baron was impressed enough to make the young man an outrider, and his decision proved to be the right one. For within a few years, Woldred had become one of his most valued men. Woldred became especially good at trailblazing and loved wandering into unfamiliar territories and finding a safe way for a caravan or a noble party or a small military unit to pass unmolested.

The life of an outrider provided him with adventure, excitement, and danger, but not riches—though the baron treated his men well, Woldred was still in someone's employ. As he grew more confident and more worldly, that fact rankled more, until finally he knew he had to leave. But to do what? That question was answered when, in the course of scouting some hills on the edge of the barony, he stumbled across an ancient tomb. It had been looted long ago, but the thieves had lacked his sharp eyes and his patience, and upon investigation, Woldred found several trinkets. They were easily worth more than he made in a year, and suddenly he knew he had found a new career.

Leaving the baron's employ, Woldred travelled to a different land to avoid any ill will from his former employer. Then he began seeking and exploring tombs. At first he worked alone, but then he met up with a surly Dwarf, and they formed a partnership. Next came a scholar, then a hedge witch, then a scout, and finally a fighter, and suddenly Woldred found himself leading a team. He discovered he enjoyed working in a group and liked having company again, and they were more effective together than any of them could have been alone.



Woldred is 40 now, though still hale and hearty. Save for the lines on his face and the grey in his thinning black hair, he still looks and acts like a younger man. His features are pleasant, and he covers his weak chin with a short beard. He loves exploring tombs, and for him, it is less about making money than it is about excitement and about the old thrill of being the first to discover a place's secrets.

Woldred Adelof

Career: Explorer (ex-Scout, ex-Outrider)

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
30%	22%	33%	30%	35%	39%	36%	35%
Advance							
+20%	+20%	+10%	+15%	+15%	+25%	+20%	+15%
Current							
50%	42%	43%	40%	50%	64%	56%	50%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	10	3	3	4	0	0	2
Advance							
+1	+6	—	—	—	—	—	—
Current							
2	16	4	4	4	0	0	2

Skills: Academic Knowledge (History), Animal Care, Command, Common Knowledge (Border Princes, the Empire), Concealment, Dodge Blow, Evaluate, Follow Trail +10%, Gossip, Navigation +20%, Outdoor Survival, Perception +20%, Ride, Scale Sheer Surface, Search, Secret Language (Ranger Tongue), Secret Signs (Scout), Silent Move +10%, Speak Language (Reikspiel, Tilean), Swim

Talents: Charm Animal, Luck, Mighty Shot, Orientation, Rapid Reload, Savvy, Seasoned Traveller, Specialist Weapon Group (Crossbow, Entangling), Very Strong

Armour: Medium Armour (Leather Jack, Mail Shirt)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Crossbow with 10 Bolts, Dagger, Hand Weapon (Sword), Lasso, Net, Shield

Trappings: Backpack, Blanket, Common Clothing, Wooden Cutlery, Riding Horse with Saddle and Harness, 6 Maps, 10 Yards of Rope, Wooden Tankard, Investments in Trade Goods in various cities worth upwards of 1,000 gc, 15 gc

THORGREK BELLISON

Thorgrek hails from the Thunderstone clan, a tribe of Dwarfs who live below the Black Mountains. His people are miners, and Thorgrek was trained in the trade. He had a good eye for gems and for veins of metal, as well as a knack for sensing faults and hollows that even other Dwarfs envied. Unfortunately, Thorgrek also had another trait in abundance—greed. He did not like to share, and after several instances where he hoarded gems or gold rather than revealing his find to his elders, he was strongly encouraged to set out on his own.



Though raised in the cosy confines of his tribe, Thorgrek discovered he enjoyed solitude. What was even more unusual was that he also enjoyed travel. Most Dwarfs will happily trek miles underground through caves and caverns but dislike walking on the surface for overlong. But Thorgrek discovered he enjoyed it, particularly hiking up mountains and large hills.

At first, he tried prospecting and solitary mining, but he quickly learned neither suited him—prospecting was too slow and for too little gain, while mining alone made it difficult to get anything accomplished. Then one day, his pickaxe shattered a section of the cave he was in and revealed a carved chamber beyond. Someone had built a small cairn deep within a nearby cave, and the tunnel Thorgrek had been chiselling abutted its side wall. Exploring the chamber, he found the remains of a Human knight, still bedecked in armour and bearing many of the trophies from his battles. The sight of the gold and gems arrayed around the corpse overwhelmed any scruples Thorgrek might have had about despoiling a grave. He took the treasure and ran, knowing as he did that mining would no longer satisfy him.

For a time, Thorgrek hunted tombs alone. Then he entered one tomb and discovered a man who had gotten there before him. The man refused to fight him for the spoils, saying there was plenty for both and that they would do better together than either would alone. Something about his calm, friendly manner put Thorgrek at ease, and the Dwarf agreed to work together, for now. But two nights later, over drinks at a nearby tavern as they celebrated their success, Thorgrek found himself and his new friend, Woldred, discussing where to go next, and they have worked together ever since.

Thorgrek is a typical Dwarf, short and stout with heavily muscled arms and massive hands. He has long red-blond hair pulled back in a thick braid, and his beard is the same colour and also braided. For festive occasions he braids his thick eyebrows as well. Thorgrek is gruff with everyone, but he is fiercely loyal to his friends. His one great weakness is his love of gold and gems, which often overwhelms his common sense.

Thorgrek Bellison

Career: Tomb Robber (ex-Thief, ex-Miner)

Race: Dwarf

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
49%	28%	35%	40%	24%	36%	30%	22%
Advance							
+10%	+5%	+10%	+5%	+15%	+10%	+10%	+10%
Current							
59%	33%	45%	45%	39%	46%	35%	32%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	14	3	4	3	0	0	1
Advance							
—	+2	—	—	—	—	—	—
Current							
1	16	4	4	3	0	0	1

Skills: Animal Care, Common Knowledge (Dwarfs, the Empire), Concealment +10%, Evaluate +20%, Navigation, Outdoor Survival, Perception +10%, Pick Lock +10%, Read/Write, Scale Sheer Surface +10%, Search +10%, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak Language (Classical, Khazalid, Reikspiel), Trade (Miner, Prospector)

Talents: Alley Cat, Dwarfcraft, Grudge-born Fury, Night Vision, Orientation, Resistance to Magic, Sixth Sense, Specialist Weapon Group (Two-handed Weapon), Stout-hearted, Sturdy, Trapfinder, Tunnel Rat, Warrior Born

Armour: Light Armour (Leather Jack)

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

Weapons: Great Weapon (Two-handed Pick), Hand Weapon (Axe)

Trappings: Sling Bag, Blanket, Cloak, Common Clothing, Crowbar, Wooden Cutlery, Lamp Oil, Storm Lantern, Lockpicks, Pick, 10 Yards of Rope, 2 Sacks, Spade, Wooden Tankard, 8 gc

EHRL DURBEIN

Ehrl Durbein's father was a textiles merchant in Ostermark. Though not wealthy, they were comfortable, and the elder Durbein decided each of his three sons would receive a proper education. The oldest son did not take to learning at all and eventually became a soldier. The youngest showed a good grasp of business and numbers and became their father's apprentice and assistant and eventual successor. But the middle son, Ehrl, who had served as his father's valet, showed a true aptitude for learning and began reading everything he could get his hands on.

Thrilled at the idea of a scholar for a son, Ehrl's father hired tutors and eventually sent Ehrl to the University of Altdorf. But unfortunately, while Ehrl did love reading and learning he was not very fond of lectures or examinations. He often neglected his classes to sit in the library poring over old tomes or even to sit in taverns listening to travellers swap stories. By the end of his first year, Ehrl had failed all of his classes. Furious, his father withdrew him from the university and insisted Ehrl return home. But having found such a wealth of knowledge, Ehrl refused to surrender it. His father disowned him, and Ehrl stayed on at the university, going from a student to an assistant librarian. The job paid very little but let him continue to read constantly, and that was enough.



Ehrl might have spent his entire life in that library if he had not come across a scrap of paper in an old book. The paper was a map written in a very old language. Ehrl puzzled it out and discovered it was describing the location of an old tomb. Curious to see whether the map was real, he followed its directions. He found the tomb exactly where the map said, but he also discovered a man and a Dwarf about to enter it. Ehrl stopped them just as the man was about to set off a particularly nasty trap, having noticed a cryptic warning etched into a nearby stone, and the two offered him an equal share of the treasure if he helped get it. Ehrl agreed. Putting his knowledge to use and holding riches that had not been seen or held for centuries had him completely hooked, and he suggested the temporary partnership become a permanent one.

Ehrl is a small, slight man whose back is permanently stooped from years of hovering over books. He has weak features, lank brown hair, and his blue eyes are always watery. He is more graceful than he looks, however, and the others have taught him enough swordplay to at least defend himself. Ehrl is interested in knowledge, but he has learned over the years that not all information comes from books. Often, the best details are found in stories, yarns, and tall tales, and he spends much of his time in bars and taverns, listening to the other patrons and gleaning useful tidbits from their tales and gossip.

Ehrl Durbein

Career: Scholar (ex-Student, ex-Valet)

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
31%	24%	26%	30%	32%	43%	35%	28%
Advance							
+5%	+5%	+5%	+5%	+10%	+30%	+15%	+15%
Current							
36%	24%	31%	35%	42%	73%	50%	43%

SECONDARY PROFILE

A	W	SB	TB	M	Mag	IP	FP
Starting							
1	11	2	3	4	0	0	2
Advance							
—	+4	—	—	—	—	—	—
Current							
1	15	3	3	4	0	0	2

Skills: Academic Knowledge (Genealogy/Heraldry, History +10%, Runes, Theology), Blather, Charm, Common Knowledge (Border Princes, the Empire, Tilea), Evaluate, Gossip, Haggle, Perception +10%, Read/Write +20%, Search +10%, Speak Language (Classical, Nehekharan, Reikspiel +20%, Tilean), Trade (Cartographer)

Talents: Coolheaded, Etiquette, Linguistics, Savvy, Seasoned Traveller, Stout-hearted, Suave, Super Numerate

Armour: None

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

Weapons: Dagger, Hand Weapon (Sword)

Trappings: Backpack, Blanket, Cloak, Common Clothing, Wooden Cutlery, Wooden Tankard, 2 Textbooks on Nehekharan history, Writing Kit, 3 gc

THERESE BECKER

Born to peasants in a small Stirland town, Therese learned early on that she was different. Other babies cried, but Therese cooed. What was stranger was that when she cooed, her family's dogs and cats and sheep barked and meowed and baaa'ed back at her as if conversing. She was five before she discovered no one else could understand what the animals were saying.



Her parents loved her too much to be frightened by their daughter's oddities, and though her three brothers often teased her, they quickly learned not to make Therese truly angry. They also defended her from everyone else, and it was in this comfortable environment that Therese grew up and learned to harness her abilities. She did not know how to read and so could not study, and she actively avoided notice from Magisters, as did most peasants and commoners. But wandering through the woods and valleys, listening to nature all around her, taught Therese how to control her gifts somewhat and how to actively use them.

When she turned fifteen, Therese had a suitor, a young man from a nearby town. He felt himself too good for her and expected certain favours she was not willing to give him. When he struck her angrily, she cried out and used her full magic for the first time, blinding the arrogant youth. Confused and frightened, he stumbled away from her and fell into the town's

NEW TALENT: WITCHCRAFT

Description: You have managed to survive the perils of hedge wizardry and teach yourself more powerful techniques of magic use. This gives you access to spells beyond Petty Magic, but since you must figure out each spell on your own, your progress is slower than that of a Magister. Witchcraft allows you to learn any spell from an Arcane Lore with a Casting Number of 15 or less, but you must pay 200 xp for each one. You can cast these spells without having the Speak Arcane Language (Magick) Skill. However, you must roll an extra d10 when casting one of these spells. This does not add into your Casting Roll but does count for the purposes of Tzeentch's Curse. Once you learn an Arcane Language and an Arcane Lore, you no longer have to roll the extra die.

well, breaking his neck when he hit the water. Therese ran away that night and never returned.

For the first two years she wandered, making a meagre living by reading fortunes and selling simple potions. Then a stranger offered her a gold coin to help him lead a caravan safely through the wilderness. The dangers involved frightened Therese, but it was more money than she had ever seen before, so she agreed to help. Her magic did get the caravan past several rough spots, and the caravan master offered her permanent work.

Therese remained with the caravan for another year, but one of the drivers made her nervous—he kept eying her and smiling—and not in a friendly manner. Then two men and a Dwarf joined the caravan for one trip. Therese heard them talking at night about a tomb they were seeking, and when they separated from the caravan, she asked to go with them. One of the men scoffed, but the other listened and finally agreed to see if she proved useful. Her magic helped them defeat several Beastmen and Mutants living within the tomb, and after that, Therese had a new home and new friends.

Therese has long, red hair and plain features, though she has lively blue eyes and a pretty smile. She wears long skirts and colourful peasant blouses under shawls and scarves and a cloak, and she always has on several protective charms she made herself. She is shy of strangers and does not talk much around them, but with her friends she is playful and cheerful. She can get distracted by the magic, however, and forgets everyone when she is casting.

Therese Becker

Career: Vagabond (ex-Witch*, ex-Hedge Wizard)

*This career is described on page 131 in *Realms of Sorcery*.

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
26%	28%	27%	34%	36%	35%	30%	38%
Advance							
+5%	+10%	+5%	+10%	+10%	+10%	+15%	+15%
Current							
31%	33%	32%	44%	46%	45%	45%	53%

SECONDARY PROFILE

A	W	SB	TB	M	Mag	IP	FP
Starting							
1	12	2	3	5	0	0	2
Advance							
—	+4	—	—	—	+2	—	—
Current							
1	16	3	4	5	2	0	2

Skills: Animal Care +10%, Channelling +10%, Charm, Charm Animal, Common Knowledge (Border Princes, the Empire, Tilea), Gossip +10%, Haggle, Heal +10%, Magical Sense +10%, Navigation, Outdoor Survival, Perception +10%, Search, Silent Move, Speak Language (Reikspiel), Swim, Trade (Herbalist)

Talents: Fleet Footed, Hedge Magic, Mighty Missile, Night Vision, Orientation, Petty Magic, Seasoned Traveller, Sixth Sense, Witchcraft (*master's voice*)

Armour: None

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

Weapons: Dagger, Hand Weapon (Cudgel)

Trappings: Backpack, Blanket, Common Clothing, Cloak, Wooden Cutlery, 2 Healing Draughts, Hood, Healing Poultice, Rations, Wooden Tankard, Tent, Trade Tools (Herbalist), Water Skin

JOHANN DRAUWOLF

Johann was born in Talabecland, the son of a wandering tinker and his seamstress wife. As a youth, Johann moved from place to place with his parents and his younger sister, never staying in any place very long. He learned to fend for himself and to survive in the wilderness at an early age, and he quickly became a competent hunter and woodsman.



Much as he loved the travel, however, Johann hated their life. He hated having to sneak into towns, he hated having to lie about his parents and their lack of a home, and he hated having to flee most towns before the residents blamed them

for every ill that had befallen them for weeks before Johann's family ever arrived. He wanted a life that still allowed for travel but also offered some modicum of security and of respect.

One day, Johann overheard a young noble complaining how he would never get back home in time for his sister's wedding because it was too dangerous to go alone at any decent speed. Having just passed that way in reverse, Johann offered to guide the nobleman—for a fee. The desperate noble agreed, and Johann brought him quickly and safely through the surrounding forest, taking several shortcuts along the way. The noble arrived in time after all and was so grateful he gave Johann a gold coin as payment. Johann was thrilled and began hiring himself out as a guide to other travellers. Finally, the local lord heard about this and sent for Johann. He offered the youth a job as an outrider, and Johann eagerly agreed. For two years, he worked for the lord, until the man died in an Orc ambush—Johann had not been scouting that day and blamed himself for the massacre.

For the next year, Johann drifted from town to town, taking whatever job he could find, hating himself for the death of his first employer. He hired on to guide two men, a woman, and a Dwarf into the hills in Averland and wound up helping them rob a tomb there as well. Afterward, the man revealed his name and offered Johann a job as a scout and occasional tomb robber. Thrilled to be of use again, Johann agreed.

Johann is a slender young man of average height. His long light brown hair is pulled back in a simple knot, and he keeps his narrow face clean-shaven. He wears comfortable leathers and carries a sword and an axe but prefers to fight with his bow. Johann is a quiet man by nature, preferring to look and listen rather than speak, but he does have a wry sense of humour that only close friends ever see.

Johann Drauwolf

Career: Scout (ex-Outrider, ex-Vagabond)

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
33%	33%	34%	34%	38%	28%	36%	25%
Advance							
+20%	+20%	+10%	+10%	+15%	+20%	+15%	+5%
Current							
48%	53%	44%	44%	53%	43%	46%	30%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	13	3	3	4	0	0	3
Advance							
+1	+6	—	—	—	—	—	—
Current							
2	19	4	4	4	0	0	3

Skills: Animal Care, Common Knowledge (Border Princes, the Empire +10%, Kislev), Concealment, Dodge Blow, Follow Trail, Gossip, Navigation +10%, Outdoor Survival +10%, Perception +10%, Ride, Search, Secret Language (Ranger Tongue) +10%, Secret Signs (Ranger, Scout), Silent Move +10%, Speak Language (Reikspiel, Tilean), Swim

Talents: Coolheaded, Hardy, Marksman, Mighty Shot, Orientation, Rapid Reload, Resistance to Poison, Rover, Seasoned Traveller, Specialist Weapon Group (Entangling, Longbow)

Armour: Medium Armour (Mail Shirt and Leather Jack)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Dagger, Hand Weapon (Axe), Hand Weapon (Sword), Lasso, Longbow with 10 Arrows, Net, Shield

Trappings: Backpack, Blanket, Common Clothing, Cloak, Wooden Cutlery, Riding Horse with Saddle and Harness, Rations, 10 Yards of Rope, Water Skin, Wooden Tankard, Tent, 4 gc

GORAN SCHAFFER

Born and raised in Hochland, Goran Schaffer discovered at an early age that he was bigger and stronger than most other boys. His father was the village blacksmith, and Goran took after him in frame and power. Working in the forge from a young age built up his muscles further, but unlike his father, Goran longed to test his strength not against metal but against other people. He got into fights often, less from a bad temper than from a love of fighting, and by the age of ten, he could beat any boy and most men of the village. His father hoped he would outgrow his violent tendencies, but age only increased and honed them, and eventually the man admitted that his son would never follow in his footsteps. Instead, he apprenticed Goran to the town guard.

Goran excelled at fighting, with weapons and without, and soon he became the village tough, enforcing the mayor's wishes both officially and out of uniform. When the governor of a nearby city passed that way, he noticed the tall blond guard and offered him a post with the city guard instead. Goran jumped at the chance to leave the town. Within a year, the governor had mentioned him to the local baron, and Goran found himself working for the baron as a personal guard. It was there that he met Woldred Adelof, one of the baron's outriders.

For several years, Goran stayed with the baron, but eventually he grew bored with the job. It was too quiet, too safe. He needed people to fight, preferably people he had never met before. He wandered from Hochland to Talabecland and from there to Stirland and Averland, hiring on as a bodyguard for small caravans. Then, through a stroke of good luck, he met Woldred again. The other man had become a tomb robber and offered



Goran a job with his crew, protecting them and providing muscle on their expeditions. It was an exciting prospect, full of danger and the unknown, and Goran jumped at it.

Goran is a tall, powerfully built man in his prime. He has very short blond hair and pleasant, even handsome, features with a square jaw, a strong nose that's been broken twice, and large blue eyes. He is not very talkative, preferring to let his actions speak for him, and he often resorts to threats and actual blows to make a point. Goran does have a sense of humour, but it is coarse, reaffirming both his village upbringing and his military training. He wears a mail shirt and a leather jack and carries both a longsword and a two-handed sword—it's his prized possession, which he took from the body of an Orc chieftain he slew in single combat.

Goran Schaffer

Career: Bodyguard (ex-Thug, ex-Militiaman)

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
33%	23%	43%	44%	35%	26%	30%	31%
Advance							
+10%	+5%	+5%	+5%	+10%	—	+5%	+5%
Current							
43%	28%	48%	49%	45%	26%	35%	36%

SECONDARY PROFILE

A	W	SB	TB	M	Mag	IP	FP
Starting							
1	12	4	4	4	0	0	2
Advance							
+1	+3	—	—	—	—	—	—
Current							
2	15	4	4	4	0	0	2

Skills: Animal Care, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow +20%, Gamble, Gossip, Intimidate +10%, Outdoor Survival, Perception +10%, Search, Secret Language (Thieves' Tongue), Speak Language (Reikspiel), Swim, Trade (Blacksmith)

Talents: Disarm, Lightning Reflexes, Quick Draw, Specialist Weapon Group (Parrying, Throwing, Two-handed Weapon), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong

Armour: Medium Armour (Leather Jack, Mail Shirt, Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Buckler, Great Weapon (Two-handed Sword), Hand Weapon (Sword), Knuckle-dusters, 2 Throwing Axes

Trappings: Backpack, Blanket, Common Clothing, Cloak, Wooden Cutlery, Rations, Water Skin, Wooden Tankard, Tent, Uniform, 2 gc



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Can You Resist the Lure?

Beyond the lands of civilised men of the Empire, far from the wretched existence of Bretonnian peasants, and the subterfuge and treachery of Tilea, is a broken land, a land where a common man can be raised to a king on one day and find an ignoble death the next. These lands, the Borderlands, the Border Princes, or the Lands of the Renegade Crowns have been the site of countless battles, countless wars, of conquest and defeat. Most are content with the way things are in the Borderlands, but a new danger awakens from a long slumber, stirring once more and bringing with it horrors unimaginable. This danger is a Tomb King, a Liche Lord of unimaginable power, and though contained in its tomb, he works in the dreams and nightmares of those Princes who rule the region. It is just a matter of time before the Death Scarab stakes a claim to his lands once more.

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