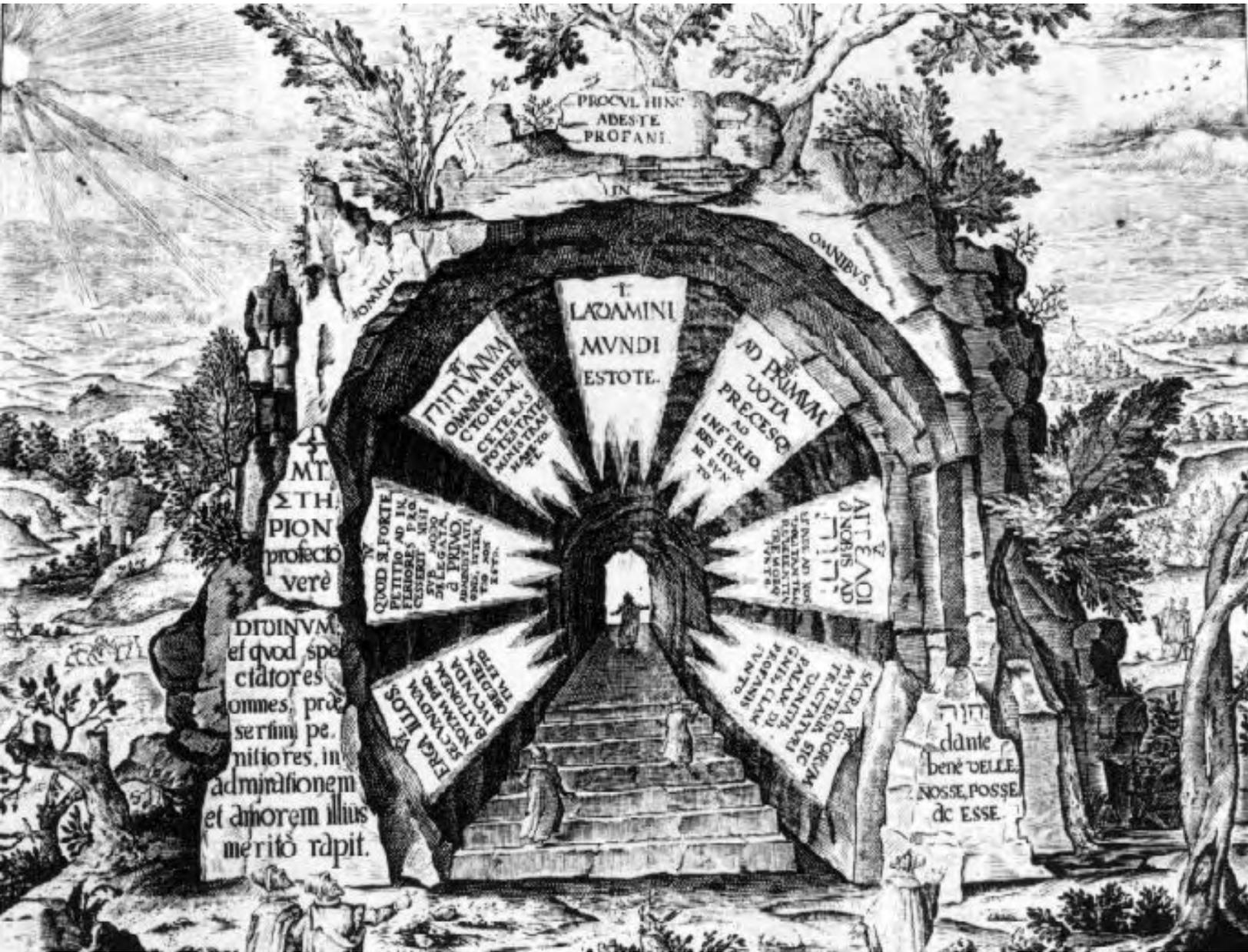


THE DARK



PATH

THE DARK PATH

VERSION 1.1

Compiled and Edited By

Adam Graham

Original Works By

**Adam Graham
Nathan "N0-1_H3r3" Dowdell
Leonpoi
Jackdays**

Special Thanks To

**Andrew Moore
Wolph42**

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CREDITS

The following is a list of the original authors and their works from which I have either used as is, or edited in one way or another, along with the Web Site of where their original work can be found. In no way did I use all that these fine authors have written on the subject of Necromancy. So go and check out their sites as there is much more that can be found by doing so!

Use and editing of all works were done by permission.

Nathan "N0-1_H3r3" Dowdell <http://www.n01h3r3.com/>

Original Author of: Necromancer Career Path, Necromantic Side Effects.

Leonpoi <http://www.scribd.com/doc/48694776/The-Unofficial-Tome-of-Careers>

Original Author of: Curse of Undeath, Embalm, Extend Control, Blood Bridge, Feign Death, Maintain Control, Rigor Mortis, Spirit Form, Spirit Speak, Tomb Rot, Wail of the Banshee, and Army of the Dead.

Jackdays http://www.freewebs.com/kalevalahammer/Bestiary_Liche.pdf

Original Author of: Drain Life, and Unlife of Nagash.

Lord of the Pit <http://forum.strike-to-stun.net/viewtopic.php?t=2720&highlight=necromancy>

Though in his post on Strike to Stun he claims no credit, his list of spells inspired a few of those I created, Namely: Abu Dalzim's Soul Transfer, Awakening of the Ancient King, and Wraith Touch

INTRODUCTION

In this work I compiled, edited, and created what I believe to be a decent attempt in fleshing out one area of WFRP that we all love yet have very little to work with. Necromancy. Though this information will probably find far more use by Game Masters than Players it is here for both. In the beginning I only intended to use this work for my own campaign but over the last few weeks there has been a few others besides myself asking about the lack of official works on Necromancy and the fact that Night's Dark Masters is geared for Vampires and not Necromancers. I figured why keep what I am making to myself so I decided to share it with all of you.

For my campaign I was toying with a way to make the Wizard career path fit a Necromancer NPC built the way I really liked and was having a bit of trouble getting it just right when I stumbled across Nathan Dowdell's site on the Black Art. Not only does he have the entire career path mapped out but he has a nice introduction for each career as well as a very "fluffy" alternate rule system for channeling Necromantic Magick. Were it not for having the player in my current game that will be becoming a Necromancer never playing a wizard type character before I probably would have used Nathan's system. However, I felt no reason to saddle him with further difficulties in what would be an initial learning experience. Therefore I edited out the Talents he created and left the Necromancer wielding their Magick as the standard college trained Wizard (ho hum). I can't recommend Nathan's work enough however as it really captures the flair of how this dark magic is manipulated, fitting perfectly with the accounts of the Liber Necris, something I strove to do with the editing and creating of others work as well as my own.

With a full career path now all I needed were spells, 'cause that's all anyone really cares about anyway right? Unfortunately there are no Petty Magic spells for the budding Necromancer and such a malign force of will certainly can't be caught wielding the same spells as the college mage, and hedge magic is for backwoods charlatans. A Necromancer is in need of a proper selection of Petty Magic spells just so the undead wont laugh at him. So to the drawing board I went and after a few nights I ended up with what I hope will suffice.

Lesser Magic was a lot easier, I only needed a couple of spells that would be useful to a Necromancer while not truly being evil. After that there are so many Lesser Magic spells available across the Web that you can still make the dark nemesis of your campaign unique.

Once I got to the Lore of Necromancy itself things got a bit tougher. I did not want to simply rewrite spells from the Lore of Death and Morr. I wanted something different to set Necromancers apart. Fortunately Leonpoi's work in the Unofficial Tome of Careers did half my job for me with a list of 10 plus spells coupled with a few of my own I ended up with 4 branches of the lore. The basic branch, 2 of which aren't summoners of undead at all, and 1 that is fully dedicated to it. More than enough for most any type of Necromancer you could be in need of. Now all I needed were rituals.

Creating ritual spells is where I easily spent most of my time and likewise had the most amount of fun. I edited a few spells from some basics posted by Lord of the Pit on the Strike to Stun forum, edited Jackdays Unlife of Nagash ritual from his Liche Bestiary, and then created some of my own from scratch. Again I attempted to make them fit the background material presented in the Liber Necris which I must say caused me to end up with some pretty powerful rituals. Especially ones like Soulbind. Then again I feel its OK if rituals are a bit over the top as the only way a Player will have access to one is if the GM gives it to them and then allows them to use it. As an added bonus they are able to form the basis of an entire campaign all by themselves, whether in the Player's hands or the antagonist's.

In closing I'd just like to say that it has been fun putting all of this together over the last few weeks and I hope you enjoy using it as much as I enjoyed doing it.

Adam

NECROMANCER CAREER PATH

DREG (Basic Career)

The least practitioners of Necromancy are commonly referred to as Dregs by more powerful examples of their kind, and they are often employed as scurrying assistants for Necromancers, much maligned and ill-treated by their masters. The typical duties of a Dreg are fetching, carrying, repairing damaged corpses, stealing new corpses, and similar menial tasks. Their servitude is made only vaguely tolerable by the faint promise of power that comes with it, and the potential to become like those who mistreat them so. Not all Dregs are the menial servants of Necromancers, however. Some are wretched dabblers in unholy lore, having found a knack for making dead things dance like puppets. Most such petty Necromancers do not survive long, either consumed by their pursuit of power beyond their grasp, or hunted down and killed for their blasphemous deeds. Those who do survive often gain in power and become true Necromancers, and a very real threat to those around them.

Skills: Channeling, Drive or Trade (Apothecary or Embalmer), Heal or Torture, Intimidate, Magical Sense, Perception or Prepare Poison, Search, Speak Arcane Language (Magick)

Talents: Flee!, Petty Magic (Necromancy), Resistance to Disease or Strong-minded

Trappings: Crude surgical implements, Handcart, Ragged Clothing

Career Entries: Barber-Surgeon, Bone Picker, Embalmer, Grave Robber, Hedge Wizard, Strigany Mystic

Career Exits: Charlatan, Grave Robber, Necromancer, Outlaw, Vagabond, Zombie

NECROMANCER

A true Necromancer is a grave threat, not because of the power he wields but because of what he represents, a desecration of the natural order, a blasphemy against the power of the gods and a perversion of the fundamental notions of life and death. A Necromancer's power grows erratically from meager beginnings, and strains against the confines of their mortality, burning at their souls and poisoning their bodies. Few of them ever progress beyond this state, dying as wretched and enfeebled corpses and often cursed to linger as impotent specters or even terrible wraiths, a far cry from the immortality many seek in Necromancy. Necromancers, as with Dregs, often serve more powerful undead, often as apprentices or indentured servants to a Mortifactor, a Lich or a Vampire, who feed them scraps of lore or command them to transcribe fell rituals and vile grimoires, themselves copies of copies of Nagash's original works. From this lore, they hone their own abilities and seek a way to become more than what they are.

-Dreg Advance Scheme-

Main Profile

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

Secondary Profile

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

-Necromancer Advance Scheme-

Main Profile

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

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+3	-	-	-	+2	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Necromancy), Channeling, Common Knowledge (any one), Drive or Ride, Gossip or Intimidate, Heal or Torture, Magical Sense, Perception or Prepare Poison, Read/Write, Speak Arcane Language (Magick or High Nehekharan), Trade (Apothecary or Embalmer)

Talents: Aethyric Attunement or Hardy, Dark Lore (Necromancy), Dark Magic, Fast Hands or Very Resilient, Lesser Magic (any two), Menacing or Surgery

Trappings: Collection of Necromantic lore in a scroll case or book, Trade tools (Apothecary or Embalmer)

Career Entries: Dreg, Journeyman Wizard, Warlock

Special: You must have gained at least one Insanity Point before entering this career

Career Exits: Grave Robber, Mortifactor, Outlaw, Scholar, Zombie

MORTIFACTOR

Mortifactors are the true dream and nightmare of Necromancy. Terrible and powerful, their command over the undead is now so familiar to them that they can do so as easily as breathing. A Mortifactor is a figure of dreadful implications for most, and an ideal to be achieved by lesser Necromancers, having conquered the limitations of their mortal existence in one way or another and achieved vast power in the process. Many Mortifactors are Liches, undead spell-casters who have forsaken mortal life for an eternity of undeath in the manner of the Priests of ancient Nehekharan and Great Nagash himself. Their desiccated forms are now a focus for Dhar and fonts of unconstrained Necromantic power. Perhaps more terrifying however, are those who become Mortifactors and remain amongst the living, for theirs is a will to live and dominate that cannot be extinguished. Whether alive or undead, they

spend their time seeking greater and greater sources of Necromantic lore and conducting horrific experiments with a mind to perfecting their knowledge and ensuring their immortality, for though they are architects of death, they are not yet its masters.

-Mortifactor Advance Scheme-

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	-	+5%	+15%	+15%	+25%	+30%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	+3	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Theology), Channeling, Common Knowledge (any two), Gossip or Intimidate, Heal or Torture, Magical Sense, Read/Write, Speak Arcane Language (Magick or High Nehekharan), Speak Arcane Language (Daemonic or Arcane Elf), Speak Language (Classical), Speak Language (any two)

Talents: Aethyric Attunement or Meditation, Fearless or Mighty Missile, Lesser Magic (any two), Menacing or Unsettling, Ritual (any two Necromantic)

Trappings: 4 Grimoires of Necromantic lore, 2 magic items

Career Entries: Necromancer

Career Exits: Undying One, Wraith

UNDYING ONE

If Necromancers are slaves to death, then the Undying are its masters. The Undying are collectively those Necromancers who have achieved to one degree or another, their ultimate goal, immortality. Their command over the dead is matched only by the most studious of Vampires, surpassed only by Nagash himself. Most of the Undying are Liches, for just as few Necromancers achieve the power and focus needed to become Mortifactors, few Mortifactors survive long enough to unlock the secrets of Necromancy and become truly undying. That is not to say that they cannot be slain, for even beings such as these for whom the ages are irrelevant are susceptible to blade and arrow and spell, but their might makes even

death in battle unlikely and their will may still be strong enough to come back even from such a demise, though this would be extremely difficult and would leave them weak for many centuries. It is a far better fate however, to endure centuries of weakness than to suffer a true death. It is thankful, then, that there are so few Undying in the world and that their ambitions are often mutually exclusive, preventing their cooperation.

-Undying One Advance Scheme-

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+15%	-	+10%	+20%	+20%	+35%	+40%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
-	+7	-	-	-	+4	-	-

Skills: Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Theology), Academic Knowledge (any one), Heal or Intimidate, Common Knowledge (any three), Read/Write, Speak Arcane Language (Magick or High Nehekharan), Speak Arcane Language (Daemoniac or Arcane Elf), Speak Language (Classical), Speak Language (any three)

Talents: Aethyric Attunement or Fearless, Frightening or Unsettling, Lesser Magic (any two), Ritual (any four Necromantic)

Trappings: 13 Grimoires of Necromantic lore, 4 magic items, Isolated lair

Career Entries: Mortifactor

Career Exits: Immortality or Death

MISCELLANEOUS

The following deals with a few miscellaneous rule additions that are befitting the nature of the Necromancer.

HEAL & SURGERY

The Heal Skill and the Surgery talent may be used by Necromancers in somewhat unusual ways.

HEAL

The heal skill may be used by a Necromancer in order to stitch up damage done to a Zombie as long as they have not been reduced to 0 Wounds, however only 1d10/2 Wounds can be healed and it requires 1 hour to do so.

SURGERY

Those having knowledge of surgical techniques may repair Zombies even if they have been reduced to 0 Wounds with a full 1d10 Wounds being healed. There are whispered stories of truly twisted Necromancers, who through surgery, have created strange and unique forms of corporal undead as well.

FEAR OF UNDEAD

A Necromancer never suffers Fear (or Terror) from his own creation or those that he commands. When faced with Undead that he does not have power over he gains a bonus of +10% to any Fear and Terror Test that they require.

RE-ANIMATION

Just because an animated Undead creature is killed does not mean they can not be raised again. Unless their head has been destroyed a Necromancer may easily re-animate them. To represent this anytime a Necromancer wishes to re-animate a corporeal Undead that has been destroyed the head is considered to be intact on a d10 roll of 7 – 10. This is unless of course the head was obviously destroyed in combat (Critical Hit to the head for example). Unfortunately this is a frequent occurrence since most commoners believe beheading to be the only way to kill Undead.

NECROMANTIC SIDE EFFECTS

Necromancers, like others who wield Dhar, pay a price for their power. The power of their magic ravages their bodies, leaving lasting scars. Whenever you cast a spell using Dark Magic that results in Tzeentch's Curse, you are at risk of a side-effect. If you get doubles on the percentile dice when resolving the curse, you also suffer from a side-effect. Roll percentiles again on the following table to see what happens. You can gain each side-effect multiple times, and effects are cumulative. For example, each time you gain Debilitation, you reduce your Toughness Characteristic by 1d10%. When a character with the Undead trait gains a side effect, any roll of a double will not produce the result rolled. Instead, such rolls result in the Cadaverous Appearance side-effect. Those who sacrifice their lives for power can rarely maintain the facade of life for long.

ALLERGY

You have an allergy to a common material, like leather or fur. When in contact with it, you take a -10% penalty to your Weapon Skill and Agility Characteristics. If you roll this side-effect more than once, you either gain a new allergy or your existing one becomes more severe.

AURA OF DEATH

All plants wither when you are within 4 yards (2squares). This extends to equipment that derives from plant materials, worsening craftsmanship by one step.

AVERSION

You develop an aversion to a common element of daily life such as light, water, or the crying of infants. When forced to be around it, you suffer a -10% penalty to your Will Power and Fellowship

Characteristics. If you roll this side-effect more than once, you either gain a new aversion or your existing one becomes more severe.

NECROMANCY SIDE EFFECTS

ROLL	EFFECT
01-05	Allergy
06-10	Aura of Death
11-15	Aversion
16-20	Cadaverous Appearance
21-25	Character Flaw
26-30	Contagion
31-35	Debilitation
36-40	Disfigurement
41-45	Disgusting Habit
46-50	Disturbing Presence
51-55	Emancipation
56-60	Hobbled
61-65	Madness
66-70	Odd Visions
71-75	Palsy
76-80	Rotting
81-85	Stench
86-90	Unnatural Appetite
91-95	Vulnerability
96-100	Weakness

Cadaverous Appearance

You begin to look like a corpse. At first, you simply

grow pale and develop rings around your eyes, but eventually you become indistinguishable from a real cadaver. You suffer a -10% penalty to your Fellowship in all social situations, but gain a +10% bonus on Intimidate Tests.

CHARACTER FLAW

You develop an irritating character flaw, like excessive arrogance, selfishness or an unseemly obsession with death. Permanently reduce your starting Fellowship Characteristic by 1d10%. If you roll this side-effect more than once, you either gain a new character flaw or your existing character flaw becomes more severe – either way, your Fellowship Characteristic is reduced by a further 1d10%.

CONTAGION

You become an obvious carrier of Tomb Rot and though you appear to suffer from it you never actually contract it. You suffer a -20% penalty to all Fellowship Tests in social situation. Additionally, every time you remain in close proximity to others for more than a few hours they have a 5% chance of contracting the disease (Toughness Test to avoid). If you roll this side-effect more than once you suffer an additional -10% penalty to your Fellowship Tests.

DEBILITATION

As a result of a mild sickness, such as a wracking cough or a weakened constitution, you permanently lose 1d10% from your Toughness Characteristic.

DISFIGUREMENT

You gain a repulsive disfigurement of a random part of your body as determined by the hit location chart. This can be anything from unsightly sores to scaly skin, to a growth of fur. Unless you disguise the disfigurement, you suffer a -10% penalty to your Fellowship Characteristic in all social situations. If you roll this side-effect more than once, you either gain a new disfigurement or your existing one becomes more severe.

DISGUSTING HABIT

You develop a disgusting habit. It can be anything from only being able to defecate in public to eating only raw flesh or drinking blood, to vomiting after every meal. Permanently reduce your Fellowship Characteristic by 1d10%. If you roll this side-effect more than once, you either gain a new disgusting habit or your existing habit becomes more severe.

DISTURBING PRESENCE

Your aura becomes so malignant that children and animals refuse to go near you, and you suffer a -10% penalty to your Fellowship Characteristic in all social situations.

EMACIATION

You can no longer keep weight on your body, giving you a gaunt, sickly appearance. Reduce your body weight by 20%. For every two times you gain this side-effect, you also permanently reduce your Toughness Characteristic by 1d10%.

HOBbled

One of your feet twists painfully, reducing your Movement Characteristic by 1.

MADNESS

Gain 1d10 Insanity Points.

ODD VISIONS

You are afflicted with terrifying visions that might involve all those you see appearing dead and decayed, or vile maggots swimming through flesh. Though you know they aren't real, it's sometimes hard to distinguish between reality and hallucination. Gain 2 Insanity Points, and you take a -10% penalty to all Perception Skill Tests.

PALSY

You become prone to periodic fits of shaking. At the start of any stressful situation (combat, a verbal confrontation, etc), you must make a Will Power Test or suffer a fit that lasts 1d10 rounds. During the episode, you take a -10% penalty on your Agility, Intelligence, Will Power and Fellowship and can only take half actions each round.

ROTTING

You leave bits of yourself wherever you go. Your skin is corrupted, splitting, and weeping, though somehow your condition does not seem to get any worse (nor does it seem to improve). Reduce your Fellowship Characteristic by 1d10%.

STENCH

You develop a most unpleasant odor. For each instance of this side-effect, it takes one application of perfume to mask the stench for a day. If you had gotten stench three times, for example, it would take three applications of

perume a day to hide your smell. When your smell is noticeable, you take a -10% penalty to your Fellowship in all social situations.

UNNATURAL APPETITE

You develop a hunger for the unspeakable. This could include Human (Elf, Halfling, etc) flesh, dung, blood, rotting food and just about anything a cruel GM can devise. When confronted with the object of your desire, you must succeed on a Will Power Test or break out your pewter spoon and get to work on cleaning your plate. Whilst this has no appreciable effect on the character, if witnessed whilst in the act of feeding, you take a -10% penalty to Fellowship Tests made to interact with any witnesses. Each time you gain this side-effect, you either develop an additional craving, or

the difficulty to resist feeding worsens by one step (Average to Challenging, Challenging to Hard, and so on).

VULNERABILITY

You are susceptible to a particular common substance, such as flour, wine, ale or vomit. If this substance comes into contact with your skin, you immediately catch fire. See Fire in WFRP (136). Each time you gain this side-effect, you develop an additional vulnerability.

WEAKNESS

You permanently lose 1d10% from your Strength Characteristic.

THE DARK LORE OF NECROMANCY

PETTY MAGIC

These are the basic spells taught to most would be dabblers of Necromancy if they were lucky enough to learn the basics of magic from an actual Necromancer. If, on the other hand, they first studied magic from a less sinister source they will tend to have learned the basic Petty Magic (Arcane) spells detailed in WFRP(146), Petty magic (Divine) (146), or Petty Magic (Hedge) (147). If this is the case an aspiring Necromancer may still learn the spells detailed here by using the Extra Spell Talent for 50 xp per spell.

EYES OF THE NOCTURNAL

Casting Number: 5

Casting Time: Full action

Ingredients: An eye of a rat (+1)

Description: This spell grants you the Night Vision Talent for a number of hours equal to your Magic Characteristic. If you already have the Night Vision Talent the range of your vision is doubled.

GHOSTLY APPARITION

Casting Number: 7

Casting Time: Full Action

Ingredients: Hair from a dead person (+1)

Description: This spell is exactly like the Petty Magic (Arcane) spell *Marsh Lights* though instead of lantern lights you create the appearance of a soft glowing, ghostly humanoid. This spell will cause fear in the hearts of those who see it if they fail a routine (+10) Will Power test.

GRAVE DUST

Casting Number: 6

Casting Time: Half action

Ingredients: Dirt from a grave (+1)

Description: With a wave of your hand you send out a blast of dust toward an opponent within 8 yards causing them to be blinded for 1d10 turns unless they succeed a Toughness Test. This spell is considered a *magic missile*.

HAUNTING BREEZE

Casting Number: 5

Casting Time: Half action

Ingredients: A raven's feather (+1)

Description: With a simple exhalation of your breath you cause a chilling breeze to sweep through a 12 yard area around you. Though the breeze will not cause Fear it does invoke an unsettling feeling upon those who feel it. Loose papers and other such light object will scatter and any unprotected flames will blow and flicker heavily, while small candles will be extinguished. This spell can be cast without drawing attention to yourself unless someone is watching you cast it while they are using Witchsight.

LOCATE CORPSE

Casting Number: 4

Casting Time: Full action

Ingredients: A finger bone (+1)

Description: You are able to locate any corpse, buried or otherwise, within 24 yards.

SENSE UNDEAD

Casting Number: 6

Casting Time: Full action

Ingredients: A pair of eyes (+1)

Description: For a number of minutes equal to your Magic Characteristic you are able to sense the presence of Undead, both corporeal and incorporeal, within 18 yards through up to 3 feet of stone.

LESSER MAGIC

The following Lesser Magic spells are often used by practitioners of the dark art of Necromancy however the spells themselves do not draw upon Dhar nor are they related to any specific Wind of magic. Therefore, as with all Lesser Magic spells they may be learned by anyone capable of manipulating magic.

PRESERVE

Casting Number: 8

Casting Time: Full action

Ingredients: A drop of blood mixed into the wax seal (+1)

Description: With this spell you are able to cause perishable items (including spell components) stored in a wax sealed jar of no larger than 1 gallon capacity to stay fresh for a period of years equal to your Magic Characteristic. Once the container is opened the item within will waste away as normal.

DEATHS REVELATION

Casting Number: 11

Casting Time: Full action

Ingredients: A magnifying glass (+1)

Description: This spell allows you to determine the physical cause of death of the deceased and the length of time that has elapsed since their death. If the head (skull) is present their name, race, nationality, and title (if any) will also be

learned. Otherwise only roughly 10% of the corpse need be available to learn information with this spell.

DARK LORE: NECROMANCY

The chart below categorizes the four most common branches of Necromancy, though this is not to say that this is an exhaustive list of Necromantic spells only that the following encompasses those areas most commonly studied. Notice that only the Elemental and Summoning branch have spells to summon and/or control Undead as not all Necromancers use their powers for such purposes, there are many who study the lore simply for the raw power and the life extending magics that can be learned. Also note that the Lore of Nagash is not presented here. This Dark Lore is used primarily by ancient Vampires and Lich, and not by mortals. This does not prevent a mortal Necromancer from learning and using spells from the Lore of Nagash however, they are often times more difficult to come by and may only be understood by one fluent in the arcane language of the Nehekharan.

Lore Skill: Speak Language (Nehekharan)

The Lore Skill for Necromancy listed in WFRP (161) does not take into account for a Necromancer Career which has access to the original Lore Skill: Academic Knowledge (Necromancy) as part of the Career path. Therefore the Lore Skill was changed to one more fitting with the spirit of the Lore's origins.

LORE OF NECROMANCY			
ELEMENTAL	MYSTICAL	CARDINAL	SUMMONING
Banish Undead	Among	Banish Undead	Bind Spirit*
Call of Vanhel	Blood Bridge	Blood Bridge	Call of Vanhel
Control Undead	Crippling Stare	Corpse Flesh	Control Undead
Corpse Flesh	Feign Death	Curse of Undeath	Embalm
Face of Death	Rigor Mortis	Face of Death	Extend Control
Hand of Dust	Spirit Form	Hand of Dust	Maintain Control
Invigorating Vitae	Spirit Speak	Invigorating Vitae	Raise the Dead
Raise the Dead	Tomb Rot	Rigor Mortis	Raise Wight Captain
Re-Animate	Wail of the Banshee	Tomb Rot	Re-Animate
Spell of Awakening	Wraith Touch	Wraith Touch	Spell of Awakening

*See spell description bellow. If you prefer not to use this spell and the altered version of *Spell of Awakening* then simply replace it with the spell *Among*.

EMBALM

Casting Number: 10

Casting Time: Full action

Ingredients: A vial of embalming fluid (+1)

Description: You heal a single Undead within Touch range of 1d10 Wounds. This spell has no effect on living creatures or Ethereal Undead.

TOMB ROT

Casting Number: 12

Casting Time: Full action

Ingredients: Bandages from a mummy (+2)

Description: You attempt to drain the health from a single target within Touch Range. The touched skin blisters and decays, inflicting a single Wound on the target. Additionally, if the target fails a Will Power Test, they are stricken with *Tomb Rot* and appear to quickly age and decay, losing 5% from Toughness, Agility and Fellowship, and suffer continuing effects as described below.

Additional effects of *Tomb Rot* are otherwise considered to be a disease (WFRP 136). A failed Disease Test will cause the victim to contract a wasting disease with a duration of 10 days (modified by any cures or Toughness results as normal). Each day, the victim must pass a Toughness Test or lose an additional 5% from their Toughness, Agility and Fellowship. If their Agility or Fellowship reaches 0 the victim is bed stricken and unable to move, while if Toughness reaches 0 they will die.

Any lost characteristic points, including the initial effects of the spell will recover at the rate of 5% per day once the disease has been lifted (or avoided). A permanent loss of 5% to Fellowship is suffered due to the withering effects of the disease.

WRAITH TOUCH

Casting Number: 10

Casting Time: Half action

Ingredients: A severed hand

Description: When you cast this spell your hands become sheathed in a dark nimbus of Dhar causing your Touch attacks to reduce your victims Strength Characteristic by 1d10%. Those who have their Strength drained to 0% are slain.

Victims of this spell who survive regain their Strength at a rate of 10% each hour. This spell last 6 turns and has no effect on Daemons or Undead.

WAIL OF THE BANSHEE

Casting Number: 24

Casting Time: Full action

Ingredients: The tongue of an orphan (+3)

Description: You emit a terrifying howl of pure evil, all creatures not immune to Fear and Terror within 5 yards (large template) suffer 1d10 Wounds regardless of Toughness or armor. Those affected must also pass a Terror Test or act accordingly.

RIGOR MORTIS

Casting Number: 14

Casting Time: Half action

Ingredients: Shackles from a prisoner who has died while incarcerated (+2)

Description: A single target within 12 yards must pass an Opposed Will Power Test or have their limbs stiffened under the weight of death. The affected target may only take a single half action for a number of rounds equal to your Magic Characteristic and has their Agility halved (rounded up) for the duration of the spell.

EXTEND CONTROL

Casting Number: 15

Casting Time: Full action

Ingredients: The brain of a magician (+2)

Description: This spell enables you to control Undead beyond the normal range of 48 yards, extending that control to half a mile (880 yards). *Extend Control* lasts a number of hours equal to your Magic Characteristic. You can retain the spell further with a successful Will Power Test each hour thereafter.

SPIRIT FORM

Casting Number: 17

Casting Time: Two full actions

Ingredients: A piece of gossamer (+2)

Description: Casting this spell causes you to enter an ethereal state in a similar manner to Spiritual Undead. While ethereal, you can become visible or invisible at will, cannot attack or cast spells, but are otherwise immune to non-magical forms of attack. The ethereal ability is identical to the Ethereal Talent (OWB 77).

You can remain ethereal for a number of hours equal to his Magic Characteristic, although once Spirit Form is canceled it must be recast if you wish to become ethereal again. All that you are

wearing and up to 40 Enc. Rating of carried items, except living creatures, are affected by this spell.

FEIGN DEATH

Casting Number: 18

Casting Time: Full action

Ingredients: A vial of poison (+2)

Description: You are able to enter a deep hibernation and appear dead. While in this deep hibernation you are not required to breathe, show no signs of life, and will become cold (room temperature) like a genuine corpse. Examination by others with the Heal Skill will determine that you are dead.

You may remain in this state for up to a number of days equal to your Magic Characteristic. You may wake up before this maximum duration, but the time of hibernation must be specified when the spell is cast. Additionally, you have no power of perception while under the spells effects. Once cast, the hibernation may be invoked within a number of rounds equal to your Magic Characteristic as a Free Action. In this way you are able to more convincingly feign death if struck by a weapon or spell.

SPIRIT SPEAK

Casting Number: 21

Casting Time: Full action

Ingredients: A stick of incense (+3)

Description: This spell enables you to converse with a recently killed creature within Touch Range. The discussion must be made within 1 minute (6 rounds) of the character's death or the soul may already have passed to the realm of Morr. Due to the shock of dying, the slain creature will most likely be unaware of his death and quite confused. You must therefore utilize a degree of tact, and must pass a Charm Tests to successfully converse with the spirit.

CURSE OF UNDEATH

Casting Number: 28

Casting Time: Two full actions

Ingredients: The hand of a lich, mummy or vampire (+3)

Description: This spell may be cast upon any living creature under 10 feet tall within 12 yards. Should the victim fail a Very Hard (-30%) Will Power Test they will begin to transform into an Undead creature. At the beginning of each subsequent round the victim loses 1d10% of their

Strength; the victim dies and becomes an Undead creature if their Strength is reduced to 0%.

The progress of undeath may only be halted by dispelling or otherwise canceling the spell. Slaying the Necromancer will not halt the spell's effects. A creature that becomes Undead is considered a normal Zombie under your control. If dispelled, the victim permanently loses any Strength due to the hideous wasting effects of this curse.

MAINTAIN CONTROL

Casting Number: 20

Casting Time: Full action

Ingredients: Essences of a vampire (+3)

Description: This spell enables you to imbue Skeletons and Zombies (only) with a degree of autonomy. This spell affects a number of Undead equal to your Magic Characteristic and all Undead must be within Touch Range for the spell to work. As you cast this spell you must touch each targeted Undead within 1 round (it is reasonable to expect that 3-4 undead could be touched in a single round if they are all within Touch Range). Affected Undead no longer require your control to remain animated, although they are still limited to simple tasks such as attacking and guarding. This spell is mostly useful for permanently animating Undead guardians to protect ruins or tombs in your absence.

BIND SPIRIT

Casting Number: 22

Casting Time: Two full action

Ingredients: Burial wrappings (+3)

Description: In a manner similar to the burial practices of the Mortuary Cult of ancient Nehekhara you cause the spirit of the recently deceased to be bound to their corpse. This spell must be cast within 1 minute (6 turns) of the death of the target, and if their spirit is unwilling to be so bound an Opposed Will Power Test may be made.

This spell is of vital importance if you wish to animate intelligent corporeal Undead such as Wights, for if the spirit is not present when the corpse is animated only normal Skeletons or Zombies can be raised. *Bind Spirit* is a Touch spell.

Once a target has been affected by this spell it may not be dispelled, and other than the *Great Spell of Unbinding* there are very few ways to free the spirit from its corporeal bondage.

It is not possible to bind the spirit of a living person to their body with this spell as that is a task requiring far greater knowledge and power.

Knowingly (or unknowingly) attempting to animate the remains of those who have had their soul bound to them with a lesser form of magic, such as *Re-animate* or *Raise Dead*, will result in only a single corpse being raised. This newly created Pseudo-Wight (-15% to all Characteristics and having no Wight Blade) will in no way be under your control, and will immediately attack you or the nearest target.

AMONG

Casting Number: 14

Casting Time: Full action

Ingredients: A burnt holy doctrine (+2)

Description: Casting this spell causes you to be ignored by Undead as they perceive you to be one of their own and unless you make an offensive action against them they will pay you no attention. *Among* lasts for a number of hours equal to your Magic Characteristic. You may extend this with a successful Will Power Test each hour thereafter.

Intelligent Undead (those with a Will Power Characteristic) may make a Will Power Test to ignore the spell's effects. Though they won't consider simple trespassing as an offensive action, intelligent Undead will not tolerate you attempting to steal what is theirs or what they have been tasked to guard.

BLOOD BRIDGE

Casting Number: 14

Casting Time: Half action

Ingredients: A blood soaked cloth (+2)

Description: You draw the blood from a living creature within 24 yards. The target is drained of blood and suffers a number of Wounds equal to your Magic Characteristic regardless of Toughness Bonus or armor. You then regain the same number of Wounds up to your current maximum, any extra are simply lost. You do not have to be wounded in order to cast this spell.

SPELL OF AWAKENING (Altered Version)

Casting Number: 24

Casting Time: Two full action

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

Description: As *re-animate* but you create

Wight's instead. The remains must be those of a character with a martial career (as per the GM) and who has had their spirit bound to their bodies either by spell or burial practice.

As Wights have their souls bound to them they are not entirely dependent upon the magical power of a Necromancer in order to remain animated. For every day that their creator is separated from them (more than 48 yards away) there is a cumulative 1% chance that the magic binding them will fade causing them to fall. Their spirit however is still bound to their body just as before and therefore may once again be animated into a Wight.

CRIPPLING STARE

Casting Number: 32

Casting Time: Two full actions

Ingredients: The broken bone of a Priest of Shallya (+3)

Description: When you invoke this terrible spell the focus of your gaze will begin to suffer critical injuries for as long as you maintain your stare upon them. You inflict 1 target within 10 yards with a Critical Hit upon the hit location of your choice. Make a d10 roll to determine the Critical Value of the Critical Hit.

This spell does not reduce the Wounds of the victim to 0, however they do suffer the full effects of the Critical Hit. If the victim should survive the ordeal they are treated as being heavily wounded if they suffered a level 5 or greater Critical Effect regardless of their actual Wound total. You may maintain this spell from turn to turn with a successful Channeling Test as a full action though you may not change targets without recasting the spell. *Crippling Stare* is treated as a *magic missile*.

RAISE WIGHT CAPTAIN

Casting Number: 30

Casting Time: Two full actions

Ingredients: The blood of a crusader, knight or templar (+3)

Description: As *Spell of Awakening* but you create a single *Wight Captain* instead. The remains must be those of a character with an advanced martial career (as per the GM) who has had their spirit bound to their bodies either by spell or burial practice.

A *Wight Captain* counts as 4 Undead when determining how many Undead you may command however, your range of control is extended to 1

mile (1,760 yards) and they are not subject to crumbling as normal Wights when not within this range. A *Wight Captain* is more intelligent than a normal Wight and may issue orders to Skeletons, Wights, and Zombies that you have given to him to command, though they still count against the number of Undead you may control. Additionally, your summoned Undead will not crumble away as long as they remain within 24 yards of a *Wight Captain* whom you have created.

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

Talents: Frightening, Night Vision, Undead

Special Rules:

- **Wight Blade:** Wight Captains wield ancient, deadly weapons infused with the power of the Undead. In the hands of a Wight Captain, these blades count as magical weapons and inflict SB+2 Damage. When a Wight Captain causes a Critical Hit, it must make two rolls on the Table 6-3: Critical Hits on page 133 in WFRP and inflicts the deadlier result. The Wight Blades are otherwise ordinary hand weapons when wielded by anyone else.

Armor: Medium Armor (Full Mail Armor)

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

Weapons: Wight Blade and shield

Slaughter Margin: Hard

WIGHT CAPTAIN

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50%	35%	45%	45%	35%	35%	55%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	-	0	0

RITUALS OF NECROMANCY

The real power of the Necromancer lies not in the simple spells used by most practitioners of magic but in complex rituals. Though the lore of Necromancy has many works devoted to the raising and control of the dead and the manipulation of dark energies these incantations are only useful for temporary effects. The ritual magic of the Necromancer however is capable of so much more, as we soon shall see.

As with all other lores of magic there exists an uncountable number of rituals dedicated to the lore of Necromancy, some more obscure than others. They are of varying degrees of rarity and as would be expected the most powerful works are the most coveted and the hardest to come by. Ironically it is often whispered that the Holy Church of Sigmar in Altdorf holds the largest collection of Necromantic lore in the the Old World deep within their vaults, safeguarded against would be manipulators of the dark knowledge. Or so they say.

RITUALS

The table below contains a listing of some of the more known secrets of Necromancy, even if only through legend, separated by their rarity. It should be noted that even the most common copy of ritual magic is a rarity unto itself.

The Source listing is only here so as to be a reference to official Necromancy rituals, and the original versions authored by those other than myself. All rituals listed here appear in this chapter except those from Night's Dark Masters.

NECROMANTIC RITUALS		
RITUAL	RARITY	SOURCE
Abu Dalzim's Soul Transfer	Very Rare	LotP-StS
Ancient Renewal of Nagash	See Ritual	New
Army of the Dead	Very Rare	UTC (111)
Aura of Decay	Rare	New
Awakening of the Ancient King	Very Rare	LotP-StS
Call of the Lich King	Very Rare	New
Drain Life	Scarce	KHBEL (9)
Father W'soran's Architect	Very Rare	NDM (120)
Golem	Scarce	New
Great Spell of Unbinding	Very Rare	New
Legion of the Dead	Rare	NDM (120)
Rain of Blood	Rare	NDM (121)
Rebirth in Blood	Very Rare	NDM (121)
Request of the Undying	Scarce	New
Sanctum	Scarce	New
Soulbind	Very Rare	New
Spiritual Curse	Scarce	New
Summoning the Ship of the Damned	Very Rare	NDM (122)
Unlife of Nagash	Very Rare	KHBEL (10)

KHBEL - Kalevala Hammer Bestiary Expansion Liche

NDM - Night's Dark Masters

UTC - Unofficial Tome of Careers

LotP-StS - Lord of the Pit on strike-to-stun.net

AURA OF DECAY

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: A pinch of Necrotic Powder, and the ashes, or slag, of a best quality weapon.

Conditions: This ritual must be cast in a graveyard at sunset with no mundane weapons of any kind within 20 yards of you.

Consequences: If the Casting Roll is failed all mundane items weighting 200 Enc. or less within 50 yards of you are turned to dust.

Casting Number: 16

Casting Time: 1 hour

Description: This ritual creates a protective aura around you causing all mundane weapons of any kind (including projectiles) which strike you to instantly decay into dust without causing any Wounds. Weapons of any quality are affected by the *Aura of Decay* though magical and blessed weapons will ignore it and it will not hamper natural attacks such as claws and fists, only weapons. *Aura of Decay* is not powerful enough to protect against siege type projectiles. This ritual lasts until the next sunset.

ABU DALZIM'S SOUL TRANSFER

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: A black diamond, a pint of your blood, a living mortal of the same race as you.

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

Consequences: If the Casting Roll is failed this ritual leaves your soul outside of your body which will die after 3 minutes. You may make a single Will Power Test in order to reunite your body and spirit, should you fail you become a Wraith.

Casting Number: 22

Casting Time: 2 hours

Description: This spell transfers your soul into the living target and expunges theirs if you succeed an Opposed Will Power Test against them. If they so choose the victim may attempt a Will Power Roll in order to continue on in the mortal world as a Ghost, otherwise they will journey to the Realm of Morr.

Once in your new body all of your Physical

Characteristics (Strength, Toughness, Agility, Wounds and Movement) become those of your new body. To determine your new Fellowship Characteristic average the host's and your own unmodified scores, then apply any physical modifiers (Disfigurement, Plagued, etc.) the host may have and then any nonphysical modifiers you have (Disturbing Presence, Suave, etc.). All of your other Characteristics remain as they were.

You in no way gain any Skills, Talents, or knowledge from the host you have taken over.

DRAIN LIFE

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: A living person of the same race you.

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

Consequences: If you fail the Casting Roll your body ages 10 years.

Casting Number: 18 (increases by 1 point every time it is successfully cast)

Casting Time: 4 hours

Description: As you cast this ritual you slay the living sacrifice and consume their heart in order to extend your own life. Your physical body will stop aging for 5 years, after which it will begin to age normally once again. This ritual can not be used forever as the Casting Number increases in difficulty by one point after each instance in which it is successfully cast.

GOLEM

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: The statue or construct you wish to animate, a Spirit under your control (temporary is fine), a fist sized chunk of Warpstone (the brain).

Conditions: You must have the appropriate Trade Skill to create the construct you wish to animate, or have it built by another who does. The Warpstone Brain must be crafted somewhere into the construction.

Consequences: Failing the Casting Roll for this ritual causes the Spirit you sought to bind to the construct to go mad and attack all in the vicinity.

Casting Number: 20

Casting Time: 4 hours

Description: This ancient ritual allows you to force a Spirit to be bound to your construct thereby animating it to do your bidding. You must be within 48 yards in order to command your creation though once a command is given it will carry it out until destroyed, even if its a thousand years later, making them the perfect guardian.

Statues are the primary target of this enchantment and the bigger the better, or so most believe. The exact characteristics of your *Golem* is decided by the GM.

There have been stories of truly insane Wizards using this ritual to bring to life strange machines that they have engineered. Most of these tales end very badly.

REQUEST OF THE UNDYING

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: A fresh brain of the same race as the targeted Undead was in life. Some type of object or article related to the goal of the request. The birth name of the target Undead.

Conditions: This ritual must be cast in a graveyard while Morrslieb is full. The Undead target must be under your control at the time of the ritual.

Consequences: If the Casting Roll is failed the target Undead will become hostile to you and is considered to be Frenzied.

Casting Number: 19

Casting Time: 2 hours

Description: Request of the undying allows you to give a complex command to an Undead entity of almost any kind of which they must follow to the best of their ability regardless of risk to themselves. The command will be followed according to its wording and not its intent though only intelligent Undead would be capable of attempting to pervert your request. Undead without a Willpower Characteristic are automatically effected by the ritual. Those Undead having Willpower must succeed an Opposed Willpower Test or they too fall to the ritual's power.

There is no time limit upon how long it can take for the request to be fulfilled though it does become the affected Undead creature's only focus. Should the task given be impossible to complete the

creature will remain wherever they are at the time that the task became unattainable until circumstances change allowing them to proceed. Intelligent Undead (those with a Willpower) may make a Willpower Test every hour to break free from the spell if the task becomes impossible for more than 24 hours.

Once the request is completed the spell is broken and animated Undead such as Skeletons, Zombies and Wights will crumble to dust unless you still maintain control over them somehow. Intelligent undead may seek to pay retribution upon you unless they too are still controlled. Unending requests such as "Guard the tower" are considered complete after 10 years per level of you Magic Characteristic at the time of casting.

When broken, you are made aware of the breaking of the ritual, the location it was broken, and whether or not the task was successful, though you will have no details as to what exactly happened.

Powerful undead such as a Vampire or Lich cannot be affected by this spell.

SPIRITUAL CURSE

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: An ounce of Warpstone dust, a non-monstrous humanoid which is to be the target of the spell, the birth name of the target.

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

Consequences: Failing the Casting Roll results in a backlash of Dhar which will deal 1d10 Wounds to you regardless of Toughness Bonus or armor.

Casting Number: 18

Casting Time: 1 hour

Description: As this ritual nears completion the victim is slain and an Opposed Will Power Test is made, should you succeed the spirit of the dying humanoid is forced to stay in the mortal realm as a Spirit (Ghost, Poltergeist, or Specter, your choice) under your control, otherwise the spirit moves on to the realm of Morr.

To command the Spirit, or see through its eyes, you must be within 48 yards, however should you move beyond this range the Spirit will carry out whatever the last command given to it was. Spirits summoned by this ritual count against the

maximum number of undead you may control though you may relinquish control of any spirit you have summoned at anytime from any distance. Released spirits will become completely mad.

AWAKENING OF THE ANCIENT KING

Type: Arcane

Arcane Language: High Nehekharan

Magic: 4

XP: 400

Ingredients: A Wight Blade, magical plate armor, the corpse of a humanoid that completed the Champion career during their life.

Conditions: You must have the the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent to perform this ritual. This ritual may only be performed in a desecrated temple of Morr, at midnight, on Geheimnistag. The target corpse of this spell must have had their spirit bound to their body either by spell or burial practice.

Consequences: If the Casting Roll is failed all Undead you control in any capacity instantly turn on you. Regardless of their distance they will hunt you down until you, or they, are destroyed.

Casting Number: 24

Casting Time: 4 hours

Description: With this ritual you call forth a Wight King from the grave. Each Wight King has its own career profile as determined by the GM though they will have completed the Champion career in addition to any other professions they may have. They possess the magical armor required for the spell and whatever type of weapon they preferred in life which becomes imbued with the magical properties of the Wight Blade.

The Wight King is fully under your control and you may issue him commands and see through his eyes at a distance of up to 5 miles. He is fully capable of following complex instructions and making decisions on his own just as he would have in life. Furthermore he is unswervingly loyal to you.

A Wight King may command up to his Will Power in Undead if you summon and then relinquish control of them to him. He may double this amount for every Wight Captain he controls up to a maximum of 10 times his Will Power. Wight Captains only count as 2 Undead entities instead of the normal 4 when determining how many undead they may control. A Wight King may command the undead he controls to a range of 50 yards plus an additional 50 yards for every Wight

Captain under his control, up to a maximum of 500 yards. Neither the Wight King nor the Undead he controls count against the maximum number of Undead you may control.

Should you suffer a permanent death, or a death lasting more than a number of years equal to your Will Power Characteristic, the Wight King will crumble to dust. If your death is only temporary, and he is able, he will attempt to return your body to your *Sanctum* should you have one.

You may never command more than one Wight King at a time, attempting to do so will result in automatic failure of the spell and a sufferance of its consequences (this small detail is only mentioned in the more complete copies of the Nine Books of Nagash, volume VII).

CALL OF THE LICH KING

Type: Arcane

Arcane Language: High Nehekharan

Magic: 5

XP: 500

Ingredients: The hand of a Lich (unless you are a Lich), a pint of blood from a Necrarch Vampire (unless you are a Necrarch Vampire), the burial wrapping of a mummy, and the heart of a fallen Priest of Morr (unless you are a fallen Priest of Morr).

Conditions: You must have the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent to perform this ritual. If you do not have the Undead Talent this ritual will inflict you with 2d10 Wounds regardless of Toughness Bonus or armor.

Consequences: If the Casting Roll is failed your Magic Characteristic is reduced to 0. A successful Very Hard (-30%) Will Power Test will reduce this by one point for each degree of success to a minimum of 1. Your Magic Characteristic will return at a rate of 1 per year.

Casting Number: 30

Casting Time: Two hours

Description: With this ritual all the dead within the land (province or state as per the GM but not less than 1,000) will be animated as Skeletons, Zombies, Wights, or Wight Captains (See *Spell of Awakening* for the conditions for animating Wights) and await your command. All types of Spirits, as well as Banshee, and Wraiths must also heed your call. Only those Undead controlled by another are immune to this ritual's magic.

Once summoned from the grave your legion of death may be given any basic command which the

entire group must follow as a single unit. Command of the army may be given over to a Wight King under your control if you so desire.

Those summoned by this ritual do not count against your normal limit of Undead that you may control, and you may command them as long as you remain in the same vicinity as they are (as per the GM). After a number of days equal to your Magic Characteristic the magic binding the Undead will begin to fade. Each new day you must make a Will Power Test which increases in difficulty by -10% each day. Once you fail a roll the animated forms will fall to dust and the Spiritual Undead will be released back to the objects of their torment.

UNLIFE OF NAGASH

Type: Arcane

Arcane Language: High Nehekharan

Magic: 3

XP: 300

Ingredients: A living person (you or another) who must have a Magic Characteristic of 1 or greater and be either an Arcane or Divine spell caster. Additionally, they must not have the Talents *Resistance to Chaos* or *Resistance to Magic* as these will negate the power of ritual. Their body must be prepared in accordance with the ancient Nehekharan burial rites (as per the GM). During the ritual five living beings of the same race as the target must be sacrificed and their brains burned.

Conditions: You must have the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent to perform this ritual. The following skills are needed in order to perform the burial rites and preparation of the body: Academic Knowledge (Nehekharan History), Academic Knowledge (Theology), Read/Write, and Speak Arcane Language (High Nehekharan). Someone other than yourself may perform these rights though the casting of the ritual must immediately follow. The ritual may only be cast when Morrslieb is full.

Consequences: If cast on someone other than yourself the target is dead and you gain 1d10 Insanity Points as well as have your Magic Characteristic reduced by 3 recovering at a rate of 1 point per week. If cast upon yourself your body dies and you become a Wraith.

Casting Number: 24

Casting Time: 4 (2 hours to perform the burial rites and another 2 hours to cast the Ritual).

Description: Once this ritual is completed the target will die though within moments they will

rise again as a Lich with all of their former memories and faculties intact.

For more information on the mighty Lich and the powers they wield see Jackdays Bestiary Expansion at : http://www.freewebs.com/kalevalahammer/Bestiary_Liche.pdf

ARMY OF THE DEAD

Type: Arcane

Arcane Language: Magick

Magic: 4

XP: 400

Ingredients: None other than those needed to fulfill the requirements of the Conditions.

Conditions: You must have the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent to perform this ritual. You must perform the ritual at a site containing at least 100 dead, such as a graveyard or other burial site, or the recent scene of a large battle (with corpses lying about). During the course of the ritual, a Witch Hunter, or another individual or Priest devoted to the extermination of chaos, must be first tortured to death and hung within the burial site.

Consequences: If the Casting Roll is failed you must pass a Will Power Test or gain the Cadaverous Appearance Side Effect. Your body is also racked with chaos energy which reduces your Strength and Toughness Characteristics to 5% until a full week (8 days) has elapsed.

Casting Number: 25

Casting Time: One hour

Description: You call forth a mixture of Skeletons and Zombies that burst from the ground or simply animate from dead corpses. A number of Undead equal to your Will Power are summoned. They do not need to be controlled in the traditional sense and are instead given a single command, such as "defend me" or "attack the town". The raised dead last until the next sunrise, after which they collapse and quickly decay to dust.

SANCTUM

Type: Arcane

Arcane Language: Magick

Magic: 3

XP: 300

Ingredients: 3 pounds of Warpstone which is the actual target of the ritual, the blood of an innocent per acre (roughly equal to a football field) or less to be effected.

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

perform this ritual. This ritual may only effect an area up to 1 square mile (640 acres) which you have had possession of, and control over, for at least 1 year. No other living entity, nor unliving entity not controlled by you, may be within the area you intend to enchant during the casting of this spell. You must first prepare the location to be enchanted by spilling a line of blood around the area's perimeter. During the course of the ritual you must stand at, or as near as possible to, the center of the target area and cast your magics into the Warpstone which will become the focus of the spell itself. After the ritual is successful the enchanted Warpstone must not leave the confines of the *Sanctum* or the spell will unravel, though where exactly it is placed is of no consequence.

Consequences: If the Casting Roll is failed you inadvertently draw in too much raw Dhar energy causing the Warpstone to disintegrate and you to suffer 2 effects from the Catastrophic Chaos Manifestation Chart.

Casting Number: 21

Casting Time: 1 hour for every 4 acres to be outlined in blood, 6 hours to perform the ritual. There is no limit to the amount of help you may enlist in outlining the target location in blood, as long as if they are living beings they are not within the area during the casting period. Outlining the area in blood is considered to be a simple enough task that even mindless undead are capable of doing it if so commanded.

Description: This spell allows you to cause Dhar to pool into an area that you have designated as your lair granting you greater power over Necromancy as well as more control over the undead you command. While in your *Sanctum* you may see through the eyes and command any undead minion you control that are also within its area. Undead you have created will not crumble to dust as long as they remain in the *Sanctum* regardless of how far away you are or how long you are gone. Lastly all undead (whether controlled/created by you or not) receive a +10% bonus to both their Strength and Toughness Characteristics as well as a +4 bonus to their Wounds while in the Dhar saturated area.

The pooling of Dhar energies in your *Sanctum* also allows for greater ease in the casting of *Dark Lore (Necromancy)* spells and rituals, granting you a bonus of +1 to your Magic Characteristic when doing so. This bonus only applies to actual *Dark Lore (Necromancy)* spells not Petty Spells, Lesser Spells, nor Ritual Spells that do not require the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent in order to be cast. All other types of spells cast within your *Sanctum* results in a Chaos Die being added to the Casting Roll. These bonuses

and penalties to spell casting apply to any who are in your *Sanctum*, not only you. There is also a downside to such close proximity to the pooling of dark energies, whenever an instance of Tzeentch's Curse occurs 2 rolls must be made on the appropriate Chaos Manifestation Chart with the most severe result being applied.

Those who enter into your *Sanctum* uninvited will immediately be made aware that they are in an evil place steeped in death. Those who wish to enter further must succeed a Fear Test in order to do so, otherwise they will leave as quickly as possible and be reluctant to return. *Sanctum* may not be dispelled though if the Warpstone that holds the enchantment is destroyed or removed from the confines the spell will fail.

ANCIENT RENEWAL OF NAGASH

Type: Arcane

Arcane Language: High Nehekharan

Magic: 5

XP: 500

Ingredients: The first breath of a newborn, the last breath of a dying man, 1 pint of your own blood (inflicts the permanent loss of 1 Wound).

Conditions: You must have the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent to perform this ritual. You must have prepared a location with the *Sanctum* Ritual to act as an anchor point, which is also where the ritual must be cast. You must have bound your soul to your body for this ritual to take effect. If you do not have the Talent: Undead this ritual will inflict you with 1d10 Wounds regardless of Toughness Bonus or armor and a Necromantic Side Effect.

Consequences: If you fail the Casting Roll you permanently lose 1d10 from your Will Power Characteristic.

Casting Number: 32

Casting Time: From sunset to sunrise

Description: The *Ancient Renewal of Nagash* is the pinnacle of true immortality for those who have already conquered the problems of aging. It can only be learned by one who has access to all of the Nine Books of Nagash as the spell's secrets are cryptically arranged throughout all nine volumes. Upon casting this ritual you will bind your soul and body to the heart of your *Sanctum*, specifically the Warpstone which acts as an anchor for the spell. From that point on whenever you should be slain your spirit will instantly transport itself to your *Sanctum* where it must wait for the return of your body in order for them to both be rejoined.

While you are in your *Sanctum* as a spirit you are treated as a Ghost, and though you are unable to cast spells or effect the physical world you are able to command any Undead under your control that are in your *Sanctum* with you. Those who make use of this spell tend to leave a few permanently controlled, intelligent Undead in their *Sanctum* for just this reason. Once your body and spirit have been rejoined (which can take years, if not centuries without help) you will regain your full physical faculties at a daily rate equal to your Will Power Characteristic. This does mean that the more Will Power you possess the longer it will take. It does not matter if your body has been cut to pieces, burned and thrown upon the sea, or scattered across the globe, unless it is physically restrained it will eventually find its way, piece by piece, to your *Sanctum*. They only type of death that this ritual is incapable of restoring is one from age. Also, if some form of magic should destroy your soul, such as the fabled Blade of Realities, then there can be no return.

Once this ritual is cast the only way it will cease to function is if your *Sanctum* should fail. If you are in the process of regenerating your form when this occurs you will remain as a normal Ghost. If it should happen at any other time you will need to recast the ritual after creating another *Sanctum*.

GREAT SPELL OF UNBINDING

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: The written Nehekharan words of unbinding (the ritual itself).

Conditions: You must have the *Speak Language (Nehekharan)* Skill to perform the ritual. You must recite the ancient Nehekharan words of unbinding for the entirety of the ritual. If you do not have either the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent casting this spell causes you to gain a Necromantic Side Effect as if you had acquired said Side Effect twice.

Consequences: Failure to cast this ritual will result in a bolstering of the undead you sought to unbind causing them to be healed of all Wounds and to become Frenzied.

Casting Number: 18

Casting Time: 1 hour

Description: Anathema to all Necromancer's, the *Great Spell of Unbinding* releases all summoned Undead and bound Spirits of the energies that hold them. All corporeal Undead without a Will

Power Characteristic are immediately destroyed. Those with a Will Power Characteristic may make a Very Hard (-30%) Will Power Test or they too are destroyed. Only truly powerful Undead such as a Lich or Vampire have any hope of resisting this ritual's effects as for every turn in which they fail an Opposed Will Power Test with you they will be inflicted with 1d10 Wounds regardless of Toughness Bonus or armor for as long as they remain within the rituals area of effect.

After a ½ hour into the casting of the ritual the effects will begin to be felt. From that point on all Undead within a number of yards equal to double your Will Power Characteristic will begin to be effected. The spell will then end when the reading of the ancient words has been completed (180 turns). Should you be interrupted in the casting of the ritual, or voluntarily cease in casting it, after the initial ½ hour a successful Will Power Test will result in you not suffering the Consequences of the ritual.

The primary source of this ritual is in the more complete copies of Vanhal's *Liber Mortis*. As very few complete copies of this damnable tome have survived over the years even fewer scribed copies of this ritual exist.

SOULBIND

Type: Arcane

Arcane Language: High Nehekharan

Magic: 4

XP: 400

Ingredients: An ounce of Warpstone for every point of Will Power you possess, 12 candles made from the fat of a priest of Morr, all the blood of a virtuous Elf maiden, and the heart of a Vampire.

Conditions: You must have the *Dark Lore (Necromancy)* or *Dark Lore (Nagash)* Talent to perform this ritual. If your race is Mutant this spell will fail. If you have the Trait: Undead at the time of casting this spell will fail. You may not have a Familiar at the time of casting or the spell will fail. There must not be any Spirits within 100 yards of the ritual site. This ritual will only affect you.

Consequences: If the Casting Roll is failed you become a Wraith forever bound to the ritual site.

Casting Number: 30

Casting Time: 6 hours

Description: This awesome ritual is but a shadow of the spell Nagash himself utilized to create the fabled Elixir of Life, a spell he never sought to transcribe and share, yet even still the power *Soulbind* grants is without compare.

Soulbind does just as its name implies, forever binds your soul to your corporeal body. Unlike the Elixir of Life this does not bring about a complete cutting off of your soul from the Aethyr, it does however narrow the door greatly (figuratively speaking).

Once you have successfully completed the **Soulbind** ritual your physical body will slow its aging process down to 1 year for every 10 that passes. Also, due to the control of your body becoming more assured you gain a +5% bonus to your Strength, Toughness, and Agility Characteristics, as well as an increase of 2 to your Wounds.

Your mental characteristics are heightened as well as you receive a bonus of +5% to your Will Power, and Intelligence Characteristics. You also receive a bonus of +10% to all Channeling Tests due to your ability to better feel the winds of magic.

Additionally, as you are now more at one with your metaphysical surroundings you are able to see Spirits and other Ethereal beings as well as the souls of the dying as they depart.

There is one side effect to this spell, if you do not

consume a pint of humanoid blood at least once a week the mental and physical bonuses to your Characteristics and your spell casting bonus will subside until you do. You are however not a Vampire as other than the lost bonuses you receive no other penalties, or bonuses, for consuming, or not consuming, blood. Should you become Undead (such as a Lich) this side effect will no longer hinder you.

This power of this ritual will not protect you from mishaps, or curses, that cause you to become a Ghost, Wraith, or other such spiritual entity. You will however be bound to a location where at least a fragment of your body is, moving as it does. If you are also under the effects of the *Ancient Renewal of Nagash*, or similar magic, your body will move to where your spirit is, not your *Sanctum*. So unless you can some how get your body moved to your *Sanctum* you will be unable to rejoin your spirit with it. Remember though, since you are not in your *Sanctum* you are unable to command permanent Undead that you control as per the *Ancient Renewal of Nagash*.

Being affected by this ritual fulfills the ancient Nehekharan burial rite conditions required for the ritual *Unlife of Nagash*.