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REAPER - Hired Sword v2.0

Reapers are powerful wraiths, the disembodied form of mages who failed in their attempts to prolong their life as a liche. These pathetic individuals are filled with hate for all things living but decline to join the armies of the undead, preferring to study the Black Arts and seek revenge on the world in their own way. Those not powerful enough to venture into the world of men skulk in remote places such as abandoned villages, crypts, and the long forgotten caverns of Dwarven strongholds, including Karak Azgal. There they slowly re-build their power until once again they can venture forth.

Reapers are able to maintain their essence with the aid of specially prepared grave dust, head Root and other exotic substances. By supplying these substances, a warband will maintain the services of a Reaper, thus Reapers charge a 'hire fee', just like normal Hired Swords.

Hire fee: 40GC + 20GC upkeep.

May be hired: Any Undead warband may hire a Reaper.

Rating: A Reaper increases the warband's rating by +35 points +1 point per experience point.

Profile M WS BS S T W I A Ld

Wraith 4 3 0 3 3 2 2 2 7

Weapon: Scythe (Double-handed weapon).

Special Rules

Experience: Reapers gain experience just like other Hired Swords. Their maximum profile is the same as a human, and they may choose from the skills shown hereafter.

Chill Touch: The touch of a Reaper reaches into the heart of an enemy. Attacks by a Reaper ignore armour.

Ethereal: Reapers are Ethereal and may move through solid objects (such as walls) at will, but may not end their move "in" a solid object. Reapers may not move through living beings. Note Reapers cannot charge enemies that are not in LoS.

Missiles: Reapers are Ethereal creatures and they are difficult to hit with normal missiles. Due to a Reaper's insubstantial form, all shots at a Reaper are at -1 to hit. In addition a Reaper may make a Ld test to avoid taking a wound – his willpower holding his essence together. Reapers are particularly susceptible to magic however and gain no special save against magical attacks.

Combat: Combat involving a Reaper is resolved differently to other combats due to the Reaper's ethereal nature. Reapers don't suffer wounds from actual attacks but suffer from the intensity of its enemy's attacks. When combat between a Reaper and its enemy is finished, total the difference in 'wounds' caused by each side. If there is more than one enemy attacking the Wraith, add +1 to this total. This is the combat resolution. If The Reapersuffered more wounds than the enemy, it must make a Leadership test with a penalty equal to the combat resolution. If it fails this test, The Reaper suffers a wound. If The Reaper has no wounds left, it automatically goes OOA. Note a Reaper cannot be knocked down or stunned.

Combat Example.

Three human henchmen charge a Reaper and manage to cause two 'wounds'. The Reaper attacks back and causes a wound on one of the Henchmen. The Reaper loses the combat by 2, (1 for the additional wound and 1 for multiple attackers) thus The Reaper has to make a Leadership test at -2. With a roll of 4, The Reaper fails his test and suffers an actual wound.

Out of Action: When a Reaper is put OOA, he does not roll on the serious injury chart but his essence has become seriously disrupted. He must immediately return to his crypt to recover - The Reaper will miss the next battle as he slowly recovers his essence from the Realm of the Dead. In addition roll a D6; on a roll of 1, The Reaper has failed to recover and has finally been put to rest - it is 'dead'.

Reapers also follow the rules common to other undead:

Cause Fear: Like all Undead warriors, Reapers cause *fear*.

Immune to Psychology: Reapers are immune to psychology and never leave combat.

May Not Run: Reapers may not run, but may charge as normal.

Immune to Poison: Reapers are not affected by poison.

Available Skills: Reapers are a unique type of warrior and able to learn only a limited number of skills, which must be chosen from the list below:

Combat Master: Years of conflict has meant that the normally solitary wraith has had to defend himself against multiple opponents many times. Thus he has learnt the Combat Master skill.

Expert Scyther: Years of practice means that The Reaper is expert at using his scythe. This is the same skill as Expert Swordsman, but applies to the use of the scythe instead of a sword.

Sorcery: The study of Arcane Lore means that some of the Reaper's previous magical ability come to the fore once again. If The Reaper has the Arcane Lore skill, this skill gives it a +1 bonus to his rolls to see whether it can cast spells successfully.

Arcane Lore: The Reaper pursues the Lores of Magic once again, perhaps in a quest to regain his former material body and again attempt to become a liche. The Reaper may learn Necromancy from his personal spellbook.

Death's Strength: So adept is The Reaper at using his Scythe that he may ignore the usual penalty of always striking last. Work out the order of battle as with other weapons.

Death's Haste: The Reaper is particularly in tune with the real world around him. If the wraith is charged, the order of attack is determined by comparing Initiative values instead of the charger automatically striking first.