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<http://grafixgibs.tripod.com/Khemri/tombguard.htm>

Undead

Nehekhara Tomb Guards



"The hordes of the dead are horrible to look upon - the dead walking resolutely forward, bones rattling, dry flesh creaking and clutching rusty weapons or weapons torn from the grips of defeated enemies. How can you kill what is already dead?"

Nehekhara arose around -2500, imperial year, as the first true human civilization in the area now called the Land of the Dead. This ancient kingdom was built along the river valleys of Northern Nehekhara. From the earliest period of their civilization, the Nehekharians buried their dead in pyramid cities in the desert outside of their townships. The Nehekharians believed that the soul and spirit lives on for as long as the body remains intact. They started to experiment with mummifying the body in order to preserve it forever, and thus the soul and spirit giving them eternal life. The Mortuary cult was formed to study the arts of mummification and perform the rituals of awakening. After many centuries the priests had uncovered the secret and were able to mummify and preserve a body.

The ruling kings and his family and trusted advisors were entombed in great sarcophagi and huge pyramids. As each generation passed larger and more elaborate tombs were built until in the deserts beyond each city stood a necropolis - a city of the dead, and as the years passed these cities became bigger than the towns of the living. The tombs guarded by titanic statues and fortified like great keeps, built to keep their inhabitants secure through all eternity. Bridges spanned the gaps between the doorways on the pyramid tops and cities grew into a vast intertwined jumble of structures.

The preservation of the body depended on the wealth and status of that person, a farmer would be buried in a small family tomb while the ruling kings and their family and trusted advisors were entombed in great sarcophagi and huge pyramids. Every Nehekharian were buried with a number of items that they held dear, the rattle of a shield or perhaps the tools of an artisan. The more wealthy the person, the more precious items were buried with him. Not all of the Mummies belong to wealthy merchants or mighty warriors, artisans was a highstanding class in the old Nehekharian empire. One reason for their highstanding was that they were the actual builders and architects of the tombs. Thus many of them either died rich or the families of some of their customers granted them an expensive treatment.

You cannot actually destroy a Mummy unless you destroy its inner organs that are safely kept within jars, there are 4 jars and each jar is protected by a spirit. Thus Mummies have no fear of being destroyed, unless you raid their tomb - where you will encounter their strongest defenses. These jars are hidden in the depths of the tombs but some are buried in lost or hidden oases. It is whispered that some of the mightiest Tomb Kings have managed to hide their jars in the underworld of the dead, this would explain their incredible resilience. Centuries after their deaths, the Tomb Kings rise from their tombs to wage huge wars against the living. While these powerful generals command their massive armies, their jars are vulnerable to attack from tomb robbers and crusaders. To protect the jars, the Tomb Kings call forth many of their fellow mummies from the dead. Some of these mummies are sent out in small groups to stop potential threats and warn the main force, which stays at the pyramid, about large forces that are advancing toward the pyramid.

CHOICE OF WARRIORS

The Warriors of the Dead must include at least 3 models. You have 500 Summoning points which to form your warband with. The maximum number of models in the warband is 15.

HEROES

Mummy Prince

Your warband must include a Mummy Prince.

Liche Priest Your warband may include a single Liche Priest.

Mummy Warriors Your warband may include up to two Mummy Warriors.

HENCHMEN

Skeleton Warriors Your warband may include any number of Skeleton Soldiers.

Tomb Guards Your warband may include up to two Tomb Guards.

Stone Golem Your warband may include a single Stone Golem.

Giant Scorpions Your warband may include up to three Tomb Scorpions.

STARTING EXPERIENCE

A **Mummy Prince** starts with 20 experience.

A **Liche Priest** starts with 8 experience.

Mummy Warriors starts with 8 experience.

UNDEAD SKILL TABLE

Mummy Prince: Combat, Shooting, Strength.

Liche Priest: Academic.

Mummy Warriors: Combat, Shooting, Strength.

UNDEAD CHARACTERISTIC INCREASE

These are the maximum characteristic values for Mummies and Liche Priests.

Profile	M	WS	BS	S	T	W	I	A	LD
Mummies	4	6	6	5	5	4	5	4	9
Liche Priest	4	6	6	4	4	3	6	4	9

UNDEAD SPECIAL RULES

The warriors of the dead are indeed dead and therefore not affected by wounds that would send a living warrior to the ground and they face monsters and youngbloods with equal determination. These special rules apply to all warriors in the warband that have the special rule Undead.

Cause Fear: All Undead warriors cause fear.

Immune to Psychology: All Undead warriors are immune to psychology and never leave combat.

No pain: All Undead warriors treat a *stunned* result as *knocked down*.

May not run: No Undead warrior may run, but may charge as normal.

Immune to poison: No Undead warrior is affected by poison.

No Brain: Skeletons are quite dead and never gain experience, this rule only affects Skeletons. While the Mummy Prince, Mummy Warriors and Tomb Guards don't actually learn new skills they rather remember the skills they knew when they were alive. Liche Priests are undead but have retained a form of living mind and are capable of learning from their experiences.

Flammable: The Mummy Prince and the Mummy Warriors are mummies and the following rules apply. Mummies are dry as tinder and wrapped in bandages soaked in highly flammable chemicals. A hit from a fire-based attack will cause double the normal number of wounds.

Do not Drink: Undead models do not need food and water, however any living animals that accompany the Mummies follow the water rules as normal.

Homegrounds: The Tomb Guardians live in the Necropolises and have no trouble locating the hidden tombs in search of weapons and armour to help them defend their homes. The Tomb Guardian warband will always roll one extra dice in the exploration phase, this only apply in the Cities of the Dead setting.

UNDEAD EQUIPMENT LIST

Hand-to-hand combat weapons:

Bronze Dagger 2 SP

Mace 3 SP

Bronze Axe 5 SP

Bronze Sword 10 SP

Bronze Spear 10 SP

Morning star 10 SP

Double-handed weapon 15 SP

Halberd 10 SP

Flail 15 SP

Missile weapons:

Bow 10 SP

Asp Arrows 10 SP

Nehekhara Javelin 10 SP

Armour:

Shield 5 SP

Bronze Helmet 10 SP

Bronze Breast Plate (Light armour) 20 SP

LICHE PRIEST EQUIPMENT LIST

Hand-to-hand combat weapons:

Bronze Dagger 2 SP

Mace 3 SP

Staff 3 SP

Bronze Sword 10 SP

Morning star 10 SP

Serpent Staff 30 SP

Missile weapons:

None

Armour:

None

NEHEKRARA SPECIAL EQUIPMENT

Nehekhara Javelins

The Javelineers throw javelins equipped with becket, a string attached and wound around the javelin. The javelins have a 12" range and a +1 to hit as the javelin spins like a bullet. Resolve hits with the throwers own strength.

Asp Arrows

Asp Arrows are mummified snake arrows that fly through the air towards their target. The arrows are at +1 to hit.

Serpent staff

The Liche priests carry staffs adorned with a serpent head as their badge of office. They can utter a word of command and bring the serpent to life to attack their enemies. The staff always attacks first in close combat and makes a single attack with WS4 and S4. Note that the staff attacks with its own characteristics and not the Liche Priests characteristics even if they are higher. The staff is used with two hands but can parry, the Liche Priest is free to choose to attack with the staffs characteristics or his own characteristics.

HEROES

1 Mummy Prince 90 summoning points to recruit

The legions of the dead are lead by the Mummy Prince, trusted officers and captains in the Nehekharian armies. But not all Mummies were soldiers in their living life and some were the great engineers and artisans who constructed the Necropolises and were granted mummification for their accomplishments.

Profile	M	WS	BS	S	T	W	I	A	LD
Mummy Prince	4	4	3	4	4	2	3	1	8

Weapons and armour: The Mummy Prince may have equipment from the Undead Equipment list.

SPECIAL RULES

Leader: The Mummy Prince is the warbands leader and follow all rules for leaders.

Undead: The Mummy Prince is undead and follow all rules for the Undead.

0-1 Liche Priest 55 Summoning points to recruit

The Mortuary Cult perfected their magic over a thousand years until the cult could cheat death itself. The priests now hold a special kind of power by the Tomb Kings side as they alone hold the power to invoke the power to allow the Tomb Kings armies to march to war again.

Profile	M	WS	BS	S	T	W	I	A	LD
LICHE PRIEST	4	3	3	3	3	1	3	1	7

Weapons and armour: The Liche Priest may have equipment from the Liche Priest Equipment list, but may not wear armour as it interferes with his spell casting.

SPECIAL RULES

Wizard: The Liche Priest is a wizard and may use Necromantic magic or Liche Priest scrolls, see the Liche Priests section for more details.

Undead: The Liche Priest is undead and follow all rules for the Undead.

0-2 Mummy Warriors 70 Summoning points to recruit

In the old Nehekrarian empire those that could afford it would have their bodies mummified to grant them eternal life. With the coming of Nagash, the Lichelord, their slumber has been disturbed and they now inhabit the Necropolises hidden in the desert along with their servants and former subjects in the form of Skeletons.

Profile	M	WS	BS	S	T	W	I	A	LD
Mummy Warrior	4	3	3	4	4	2	2	1	7

Weapons and armour: The Mummy Warriors may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: The Mummy Warriors are undead and follow all rules for the Undead.

HENCHMEN

Skeleton Soldiers 25 Summoning points to create

With the coming of Nagash and his great ritual the inhabitants of the Necropolises were brought back to the land of the living. The Kings and Lords once more command their legions, but this time the legions are made up of Skeleton Soldiers rather than living soldiers. Everyone in the the old Nehekrarian empire was mummified but not everyone could afford the best embalmers or could afford to build a solid tomb. Thus most of the mummies ended up as skeletons when the sand caught hold of their rags and the wind uncovered their bones to the sun.

Profile	M	WS	BS	S	T	W	I	A	LD
Skeleton	4	2	2	3	3	1	2	1	5

Weapons and armour: Skeletons may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: The Skeletons are undead and follow all rules for the Undead.

0-2 Tomb Guards 35 Summoning points to create

As the Kings and Lords were awakened, so were their bodyguards, the Tomb Guards; faithful in death as they were in life. Often armed with the best armour and weapons, they are always at the side of their

Profile	M	WS	BS	S	T	W	I	A	LD
Tomb Guard	4	3	2	3	3	1	2	1	5

Weapons and armour: The Tomb Guards may have equipment from the Undead Equipment list.

SPECIAL RULES

Undead: The Tomb Guards are undead and follow all rules for the Undead, note that Tomb Guards does gain experience.

0-3 Tomb Scorpions 15 Summoning points to control

The ancients tombs are often protected by scorpions, they dwell in the dark cracks and niches of the tomb and will attack any raider that invade their home. The Liche Priests can summon these scorpions to venture outside of the tombs to attack the invaders outside.

Profile	M	WS	BS	S	T	W	I	A	LD
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Scorpion	5	2	-	1	3	1	4	1	4	

Weapons and armour: The Scorpions doesn't use weapons or armour.

SPECIAL RULES

Living: The Scorpions are living beings and may run and are affected by Psychology.

Animals: The Scorpions are animals and doesn't get experience points.

Scorpions sting: The Scorpions attacks their stinging tails. The attack is made at Strength 4, however if the warrior that is hit is immune to Poison the Strength of the hit is reduced to 1.

0-1 Stone Golem 125 gold crowns to raise

The Stone Golems were created to guard the pyramids while the great Tomb Kings slept. They are giant statues, twice the height of a man. Most are humanoid shaped and most have the head of an animal, they are known to have been made in all manner of shapes, even gigantic skeletons.

Profile	M	WS	BS	S	T	W	I	A	LD
Stone Golem	3	3	-	5	4	3	1	2	5

Weapons/Armor: Stone Golems do not use weapons or armor, but have a natural save of 4+ due to the fact that they are made of stone. They are not affected by normal penalties for not using weapons.

SPECIAL RULES

Cause Fear: Stone Golems are giant, (seemingly) living statues and therefore cause fear.

Immune to Psychology: Stone Golems do not think for themselves and therefore are not affected by psychology and never leave combat.

Immune to Poison: Stone Golems are not affected by any poison.

No Brain: Stone Golems do not think for themselves and do not gain experience.

May not Hide: Stone Golems are far to big to hide and may not do so.

Large: Stone Golems are huge statues and therefore make tempting targets for archers. Any model may shoot at a Stone Golem, even if it is not the closest target.

Does not eat: Stone Golems do not require water.

Animated: The Stone Golem cannot run and is not considered to be an Undead model.

MUMMY NAMES

These are names of Egyptian Pharaohs and at the end is a few other names that I found. These were taken from a Swedish book so the spelling might be different in English. Female names have been marked with (f). In the Egyptian society females was equal to male in many areas and there were female templepriests, artisans, merchants and Farad.

Nebka, Djoser, Snefru, Khaba, Huni, Cheops, Khufu, Radjedef, Kefren, Menkaure, Shepseskaf, Userkaf, Sahure, Neferirkare, Shepseskare, Neferefe, Niuserre, Menkauhor, Djedkare, Unas, Teti, Pepi, Merene, Nitocris (f), Qakare, Neferkaure, Neferkauhor, Mentuhotep, Inyotef, Amenemhat, Senusret, Sebeknefru (f), Ahmose,

Amenhotep, Tuthmosis, Hatshepsut (f), Akhenaton, Smenkhare, Tutankhamon, Ay, Horemhab, Ramses, Seti, Merneptah, Amenmesse, Siptah, Tawosret (f), Sethnakht, Lynaferet (f), Senedjem, Imhotep.

If you want to design your own name that will sound Egyptian or tweak the name of a Farad I found these trends in the names above. Many names start with Men-, Mer-, Mern-, Kef-, Nef- and Tut-. Many names end with -kaure, -kaf, -kare, -khare, -kauhor and -hotep. Some names end with Ptah or start with Set or Seth and these are names of Egyptian gods. You can use er, an, tu and e to bind the names together.

LICHE PRIESTS AND THE MORTUARY CULT

The Nehekharians became obsessed with seeking a way to preserve a human body in order to preserve it forever, and thus the soul and spirit giving them eternal life. The Mortuary cult was formed to study the arts of mummification and perform the rituals of awakening. After many centuries the priests had uncovered the secret and were able to mummify and preserve a body. The Mortuary Cult then perfected their magical rituals over a thousand years until the cult could indeed cheat death itself. With the Nagash's great ritual that raised the dead of Nehekhara, they hold the power to invoke that power to allow the Tomb Kings armies to march to war again. The priests rose as Liche Priests, undead beings with a mind of their own. Their experiments had given them eternal unlife.

The Mortuary Cult is opposed by a smaller faction of Liche Priests that have found some of the ancient scrolls of the Great Necromancer, they were corrupted by the spells contained therein and have forsaken the cult in favor of a new dark master. Their magic is darker and more evil than the Mortuary Cult's, they don't stop to steal the lifeenergies of the innocent. Some of their mortuary rites will cause the dead to loose its way and wander lost in the underworld as the Liche Priest uses the body of the dead for his own evil ends. To free the dead the Liche Priest power over the body must be broken, either by the death of the body or of the Liche Priest. The dead who are lost in the underworld must then be found and returned to the right path. The Tomb Kings are dependent on the Liche Priest and many have been corrupted by the whispered promises of more power and willingly do as their dark advisors tell them, some have been tricked by the dark Liche Priests while others confront them and have sided with the Liche Priests of the Mortuary Cult.

The Mortuary Cult Liche Priests do not use the evil Necromancy spells instead they use their own system of scrolls. The scrolls work just like normal spells and the Priest must test to see if he can read the incantation out correctly, not an easy task in the middle of a fight. The Dark Liche Priests uses Necromancy spells just like a Necromancer, they are servants of Nagash after all. Its up to the player to decide if his Liche Priest belongs to the Mortuary Cult or is a servant of Nagash.

Scrolls of the Mortuary Cult

1 Menkare's scroll of Urgency difficulty 6

The Liche Priest reaches out to urge an undead warrior forward. A Single Skeleton Soldier within 6" may immediatly move again up to its maximum Movement distance, IE 4", if this takes it into base contact with a model it counts as charging.

2 Horrebe's Curse of the Mummy difficulty 8

The Liche Priest amplifies the curse that all mummies posses and focuses it against a single enemy, causing him to fail all that he attempts. A single model within 18" of the Liche Priest, that is in hand-to-hand combat with a mummy has -1 to hit, -1 to wound, and -1 on armor save rolls. This lasts until the start of next Tomb Guardian shooting phase.

3 Tawosret's Scroll of Tomb Dust difficulty 7

The Liche Priest can command the sand around him to assault a single warrior within 12". The warrior is automatically knocked down as he chokes on the sand. This spell only affects a living model.

4 Neferre's Scroll of Quaking Horror difficulty 8

The Liche Priests selects a warrior within 12" who is beset by terrible, haunting visions of his own death an must

pass a Leadership test or flee 2D6" directly away from the Liche Priest. The warrior will continue to flee in each movement phase until he passes a rally test in the recovery phase. This spell has no effect on undead models or models that are immune to Psychology.

5 Merneptah's Scroll of the Scarab Song difficulty 6

With a short stream of words, a swarm of scarabs burrow through the ground, surrounding and devouring anyone in their path. A single model within 12" of the Liche Priest suffer 1D6 strength 1 hits. In addition, that model may not be shot at for the rest of the Tomb Guard's shooting phase or fight or be fought in hand-to-hand combat. If the model is already in hand-to-hand combat, move him 1" away from the combat. The model may be attacked and attack as normal in his next turn.

6 Djedre's summonation of the Vengeful Dead difficulty 5

The Liche Priest may return a Skeleton Soldier that went out of action to the battle, place the model within 6" of the Liche Priest.