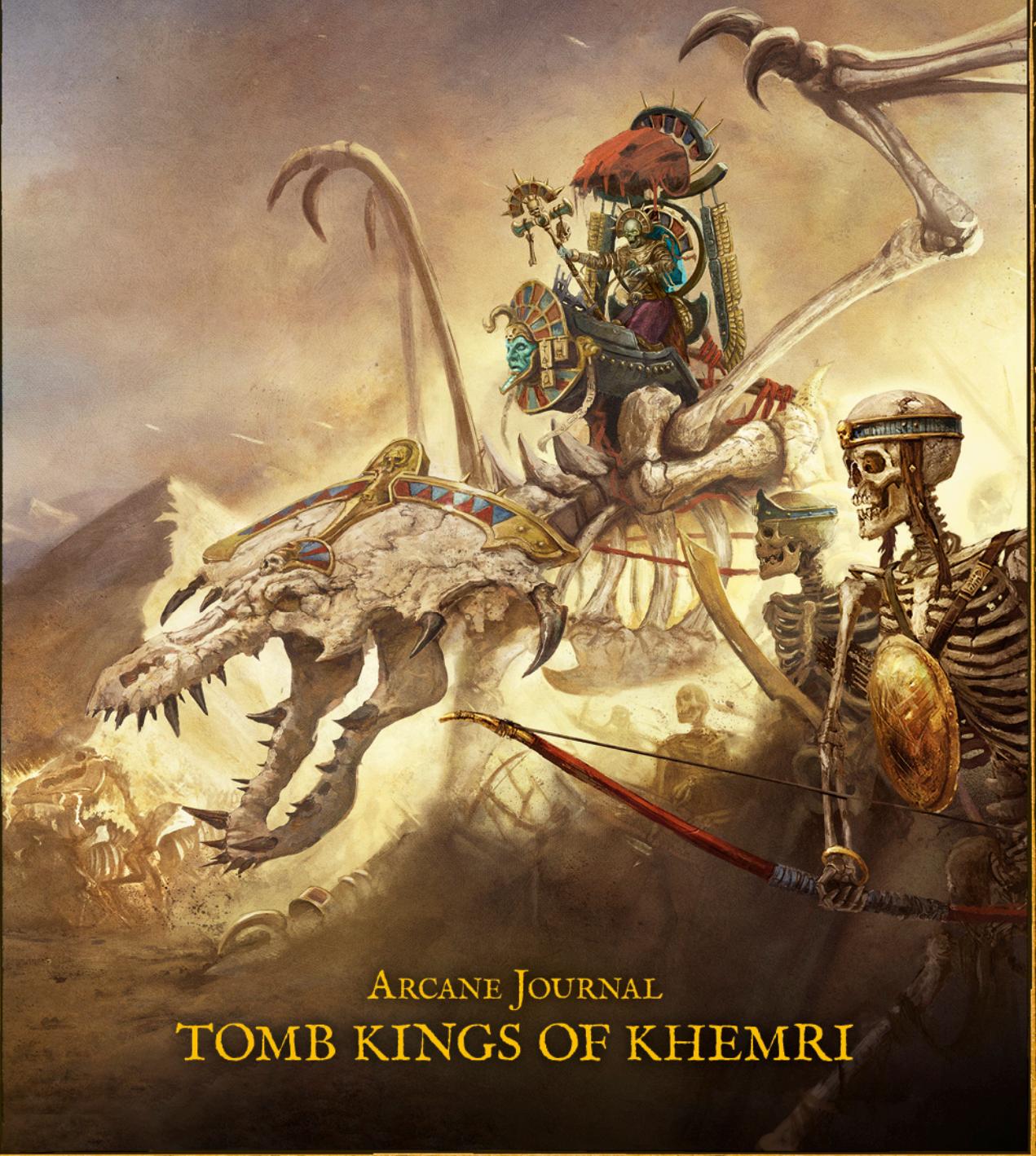


WARHAMMERTM

THE OLD WORLD



ARCANE JOURNAL
TOMB KINGS OF KHEMRI

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TOMB KINGS OF KHEMRI



**“ARISE MY WARRIORS! TAKE UP YOUR WEAPONS
AND PREPARE FOR WAR!”**

- Settra the Imperishable, Eternal King of Nehekara



THE LAND OF THE DEAD

A landscape cursed by the nefarious machinations of the dread Necromancer Nagash, the realm of Nehekara, once known as the Great Land thanks to its long enduring prosperity, is now the domain of the dead. This is not to say its endless stretches of sun-scorched sand are empty however, for this accursed land is ruled over by the ancient Tomb Kings and their legions of skeletal warriors.

Former Glory

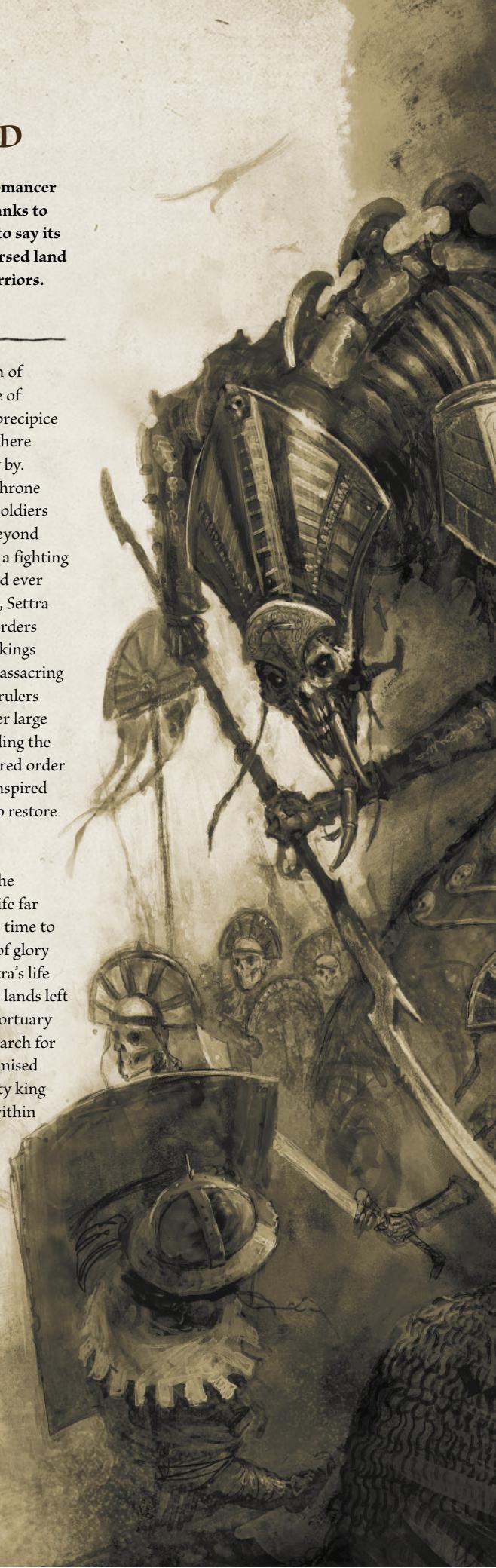
At a time when most tribes of Men existed as scattered communities of hunter-gatherers, the kingdom of Nehekara was nearing the zenith of its power. Whilst their neighbours erected primitive tents of animal hides and scavenged bones, the masons of Nehekara constructed towering pyramids of glittering white marble and carved life-like statues of their monarchs and gods. Keen to expand the borders of their prospering kingdoms, the kings and queens of Nehekara's cities conquered the surrounding lands in all directions, filling their coffers with the riches and treasures of those they had defeated.

This era of prosperity saw each of the cities within Nehekara expand their borders tenfold, with each holding swathes of land that stretched to the horizons. Eventually, some rulers began to look upon their neighbours less fondly, with either jealous eyes or with dreams of conquering those too weak to hold onto what they had come to take for granted. What began as small scale clashes swiftly escalated into all-out war across much of Nehekara, as kings and queens led their armies against their countrymen with thought of little else save their lust for power. As the internal strife grew, those that dwelt on the borders of Nehekara found themselves under attack by foreign invaders who left little more than burning settlements in their wake as they looted and pillaged their way across the land.

The King Of Kings

With the realm set upon a path of self-destruction, the golden age of Nehekara teetered upon the precipice of a sad and bloody end – but there was one who would not sit idly by. Settra, newly ascended to the throne of Khemri, began training his soldiers night and day, pushing them beyond their limits until he had forged a fighting force like nothing the world had ever seen. With his elite host in tow, Settra began restoring order in the borders of Nehekara, knocking rogue kings back into line and ruthlessly massacring entire armies of invaders. The rulers of Zandri, Numas and the other large cities wasted little time in bending the knee to Settra, for he had restored order to their fractured nation and inspired many of them with promises to restore Nehekara's lost glory.

Through the potent magic of the Mortuary Cult, Settra lived a life far longer than most and used this time to further act upon his promises of glory and conquest. However, as Settra's life neared its end, he raged for the lands left unconquered and made the Mortuary Cult swear to continue their search for the immortal life they had promised him. Upon his death, the mighty king of Nehekara was entombed within the great pyramid built in his honour at the heart of Khemri, where he would rest until the great ritual of the traitorous Nagash would force the Liche Priests to awaken Settra before their great work could be completed.





Nehekhara At War

When the rulers of the Great Land marched to war in ages past, they did so at the head of vast legions of disciplined warriors. Serried ranks of spearmen stood at attention, bronze-faced shields shining brightly under the hot Nehekharan sun; large cohorts of archers prepared to rain death upon the foe from afar, as chariots and horsemen raced ahead of the main host to encircle the foe and give them little chance of retreat. The military might of Nehekhara proved too much for the neighbouring tribes, who could do little to slow the advancing borders of the ambitious nation.

Warrior Nobility

The royalty of Nehekhara themselves approached combat and warfare far differently from those who dwell within the modern realms of Man. Whilst a young noble of Westerland might create charcoal sketches of stunning landscapes, or a paladin from Quenelles might learn to pluck a few chords from an instrument to amuse dinner guests, a Khemrian prince would have been drawing battlelines or mastering their command of complex chariot manoeuvres. Within the Great Land, it was not just kings and princes who took to the battlefield in command of legions during times of war, for the daughters of Nehekhara were expected to lead forces of their own during periods of conflict – it would have been a rare find indeed to stumble upon a queen or princess of the Great Land who did not know how to wield a blade with deadly precision.



Legions Of The Priesthood

Striding into battle alongside the mortal armies of the Nehekharan royalty came the mighty constructs of the Mortuary Cult. These living monuments ranged in size from the ritual blade-wielding Ushabti, that still towered far above even the largest warriors of Man, to the colossal Necrosphinx, whose cleaving blades could lop the head off a Giant in a single stroke. As the Liche Priests grew in power and unlocked the secrets of Necromancy, they became responsible for not only the animation of these mighty statues, but also earned themselves the responsibility of raising the skeletal legions of their rulers from undeath.

Over the centuries, the Mortuary Cult made many promises to the kings and queens of Nehekharra regarding the matter of eternal life, not all of which could even be delivered upon. To ensure not just their own safety, but also that of their arcane interests and Necromantic secrets, the Mortuary Cult established secluded temples across the lands of Nehekharra. Within these hidden structures, the priests sealed away the writings of their order, along with many of their monstrous stone constructs in order to keep them safe. Some of these structures have been found far beyond Nehekharra's present day borders, leaving some scholars to believe that a great number of these sites might lie hidden far beyond the Land of the Dead, perhaps even as far north as the Principality of Reikland – a worrying thought should the Tomb Kings ever decide to try to lay claim to the Empire's heartland.



THE GREAT LAND

Whilst the land of Nehekara was once fertile, populous and prosperous, it is now a desolate kingdom. In addition to the centuries of war and neglect, the lands have been forever tainted by the enchantments of Nagash's Great Ritual.

The Realm Of The Dead

Nehekara is now a ghost-haunted realm where countless unquiet spirits and elementals flit around great mortuary temples and dark tombs. Their cries can be heard screaming in the wind as they cross the vast tracts of Nehekara's baking deserts, preying on those foolish enough to enter the cursed land in search of treasure.

Nehekara is a hostile realm where the searing heat of the desert sun is the least of a wandering traveller's worries. The waters of the Great Mortis River are poisonous and blood-coloured, providing no relief to the thirsty. There are regions of quicksand that can swallow regiments whole and choking sandstorms that strip the flesh from bones in mere seconds. Whirlwinds of dust, skulls and ravenous desert insects scour through the land, and rivers of flesh-eating beetles crawl across the desert, consuming everything in their path. There are vast plains of bones and skulls that come to life without warning, skeletal hands reaching up to drag anything alive on the surface into a sandy grave below.

A few oases still exist, scattered throughout the arid desert, but they are all tainted; instead of fresh water they are filled with bubbling pools of blood. Most are the abodes of foul monsters, and those that are not are lined with parched, malevolent trees that strangle their victims and suck every drop of moisture from their bodies.

The Shifting Sands

The Land of the Dead is a wilderness of ever shifting sands, a land of constantly changing topography. There exist dunes and basins large enough to accommodate entire armies, and many of the Tomb Kings' legions lie beneath the surface in such places – awaiting the magical incantations of the Liche Priests to awaken them from their deathly slumber.

A sandstorm might unearth a monolithic statue, or even an entire buried city, lost and forgotten under the dunes, only for it to be engulfed and concealed again a few days later. Within the endless stretches of desert stand vast necropolises and numerous places where one can hardly move for all the statues and sculptures, each covered with grisly images of death. These monuments are vaster and grander than anything the Old World can boast, and foremost amongst them are towering figures resembling the great kings and angry gods of Nehekara – fearsome statues that come to life and smite trespassers with impunity.

Numerous undead creatures wander the deep desert, from swarms of small but deadly desert scorpions to giant centipedes, each the size of a sphinx. In the centuries since Nagash's Great Ritual, many foul monsters have been drawn to the magically tainted realm, and nomadic bandits make a living by plundering the tombs of ancient kings whilst marauding Orc tribes continuously rampage across the Land of the Dead in search of battle and plunder. Nehekara may be a barren realm, but it is far from empty or uninhabited.



The Cities Of Nehekara

It has been many centuries since any of the grand metropolises of ancient Nehekara offered safe haven against the harsh landscape, for now they sit lifeless and abandoned – at least, they appear to be so...

Khemri, City Of Kings

Chief amongst the cities of Nehekara is Khemri, the oldest, largest and most powerful city in this ancient kingdom. Throughout the long history of Nehekara, the greatest kings and queens have held court in Khemri, and it was established early on that whoever ruled over the City of Kings was the mightiest sovereign in the Great Land. The city itself is filled with monuments and statues, each of which was painstakingly crafted in honour of the gods by masterful craftsmen. The most magnificent monument of all being the grand pyramid of Settra himself – a huge structure of ivory marble that housed the king and his vast personal guard during their centuries-long slumber.

Numas, The Scarab City

Numas is one of the few cities within the lands of Nehekara to still bear the living within its walls. Located on the rich and fertile land where the Great Mortis River and Ash River meet, Numas was once renowned for the volume of crops and livestock it produced. Many centuries after Nagash's great ritual, the city was settled by a nomadic tribe who believed the city's undead ruler, Prince Tutankhanut, to be a manifestation of their god. In reverence, the nomads pledged their loyalty to the prince. Thus the prince now rules a city of the living which he protects ferociously whilst his subjects tend the crops once more.

Zandri, Fleetport Of Terror

The Tomb Kings' domain is not limited to the endless sands – they also bring war to the seas. The coast around the Mortis delta is filled with the sunken wrecks of numerous pirate ships – fools that have attacked Zandri in the search of untold riches. In the city's harbours at the mouth of the Great Mortis River, ancient barges that writhe with dark energy still float, manned by skeleton crews who bend their backs at the oars to the resonant boom of drums and the cracks of their taskmaster's whips. Along the waters of the miles-wide Mortis River, and across the Great Ocean to the north, the Tomb Fleets bring the terror of Nehekara to distant realms. These imposing armadas set out laden with skeletal legions and vengeful rulers thirsty for conquest, and return with blood-slick weapons and recovered treasures, plundered from Nehekara in ages past.

Lybaras, Tomb-City Of Asaph

Despite being smaller than many other cities in Nehekara, Lybaras is no less extravagant. Here, huge temples stretch towards the sky whilst the tops of pyramids are adorned with gold of the most exquisite quality. Lybaras is the resting place of High Queen Khalida, known across the realms for her martial prowess, enchanting beauty and seething hatred of Vampires. Since Khalida's rule came to a tragic end at the hands of her sister, Neferata, Queen of Lahmia and the first Vampire, the city welcomed Asaph, goddess of vengeance and magic, as its patron. Carvings of the goddess' beloved asps decorate every monument in the city, writhing within the stonework and hissing at those who dare trespass into the city of the High Queen.



The Charnel Valley

Long ago, the Charnel Valley was known as the Valley of the Kings. At one entrance to the foreboding valley stands the alabaster palace of Quatar, while at the other sits the necropolis of Mahrak. Throughout the Charnel Valley's entire length stand colossal statues, exquisite representations of powerful gods and mighty kings, carved from the face of the thousand-cubit high valley wall.

Few living souls dare to travel into the Charnel Valley, and none who do have ever returned, for these statues do not sit idly by – they constantly patrol the valley in search of trespassers, crunching the thick carpet of bones and skulls littering the valley floor to dust beneath their heavy footfalls. It is said that the greatest Necroarchs of Nehekara now reside within the Charnel Valley as they work tirelessly to re-sculpt the visages of these magnificent monuments, eroded by centuries of windswept sand and battered from endless years of warfare.

Quatar, Guardian Of The Mountains

Founded in the earliest days of Nehekara, the palace of Quatar was once one of the wealthiest city-states of the Great Land. Built upon the western entrance to the Charnel Valley, much of the palace is – like the great statues that line the valley itself – carved into the towering cliff faces of the Worlds Edge Mountains. Broad stairways of white stone lined with marble pillars rise up from the rocky earth, leading up to colossal stone gates. Behind these impregnable portals are the staterooms and temples of the ancient rulers of Quatar, their halls and chambers carved deeply beneath the cool rock of the mountains and guarded throughout eternity by loyal regiments of Tomb Guard.

Mahrak, The City Of Decay

Standing at the eastern end of the Charnel Valley, the defiant city of Mahrak was once counted amongst the greatest of obstacles to Settra's dreams of dominion. The city's ruler, King Phar, long refused to bow before a rival he viewed as little more than an aggressive usurper and commanded that his city be fortified in defiance. For decades, the armies of Mahrak stood firm against the more numerous legions of Khemri and it was not until the old king's death that his children finally yielded to Settra's rule.

When Nagash's Great Ritual awakened the kings of Nehekara into eternal undeath, King Phar was enraged to learn of his successors' capitulation to his hated rival. In his wrath, King Phar destroyed the tombs of his descendants and scattered their treacherous carcasses across the arid plains to feed the scavengers of the desert. Thus, even in death does the city of Mahrak stand defiant against the eternal rule of mighty Settra.

The Great Mortis River

Long ago, the Vitae River brought life to the Great Land, its waters flowing through the lush valleys and gifting the people of Nehekara with fertile lands and plentiful harvests. But when Nagash brought death to the Great Land, the waters of the great river were polluted and poisoned until they ran thick and dark, tainting the land and bringing death to the people. Today, the Great Mortis River oozes through the Land of the Dead like an open wound upon the world, its waters the colour of rotten blood, its banks sickly and corrupted, populated only by the husks of deathless waterfowl, its floodplains stalked by great undead beasts.



The Dragons that once dwelled within the mountains of Nehekhara were sometimes captured and bound to the will of mighty kings and powerful priests. Today, Liche Priests reanimate the skeletal remains of these great wyrms, resurrecting their desiccated forms to serve once again.



ARMIES OF THE DEAD



The warrior elite of ancient Nehekara wore finely wrought golden masks and elaborate headdresses of bronze and lacquered leather to indicate their status. Brightly coloured and decorated with images of the Great Land's many gods, the symbolism of such ornate headdresses was unmistakable.

In recognition of their status as the personal guard of Nehekara's kings and queens, the Tomb Guard were bestowed with the finest weapons and armour the Great Land's artificers could provide. Their bodies were decorated with gold bracelets and scarab-shaped brooches holding parchments proclaiming their deeds of bravery and devotion.



Nehekhan banners, crafted from gold and lacquer, decorated with skulls and parchment.

The warriors of Nehekara favoured tall and heavy shields of sturdy wood and leather, bound together with bronze and lacquered in the colours of their commanders. These were decorated according to the status of the bearer, with the shields borne by elite warriors being ostentatiously ornamented with gold and bronze.





Beneath their ornate headdresses, the warriors of the Tomb Kings' hosts are no more than bleached skulls, their flesh long since withered away. By contrast, mummified and desiccated flesh still clings to the skulls of the monarchs of Nehekhara and the Liche Priests that serve them.



Skeleton Warriors are the backbone of a Tomb King's army. Under the shadow of gold-topped banners, their vast phalanxes advance in perfect unison. As one, the skeletal soldiers raise their large shields and present their spear points to their foes. At an unseen command the undead advance, wordlessly slaying those in their path without any thought of mercy.



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

ARMIES OF THE DEAD



To protect the tombs of their kings throughout eternity, the ancient Nehekharans wrought magnificent statues to guard over their royal tombs. These towering sculptures, hewn from whitest marble, darkest obsidian and blood-forged gold, were placed in and around the necropolises to stand sentry throughout eternity.

The Liche Priests learned long ago that the same incantations used to summon forth warrior-spirits could be adapted to animate the hulking stone forms of Nehekhara's fearsome statuary. Ever since, when the Tomb Kings have made war upon their enemies, constructs of animated stone have fought beside them.

SETTRA'S FURY

Revenge is an act between equals – but Settra the Imperishable has no equal.

Thus, when the Lord of Nehekara led his armies against the upstart Kingdom of Bretonnia, he did so not as one seeking vengeance upon a rival, but as a tyrant bringing an unruly dog to heel. The source of Settra's ire was twofold; not only had the knights of Bretonnia crusaded through his lands and filled their saddlebags with riches from his ancient kingdom, they had also struck down King Septhah the Amaranthine, one of Settra's most loyal and trusted commanders. With the lands of Bretonnia set firmly in his sights, Settra commanded the port of Zandri to prepare his fleet for the treacherous voyage up the Black Gulf and his armies to be raised from their tombs beneath the sands. Day and night the vast horde of skeletal labourers worked, their undead fortitude allowing them to carry out their lord's bidding without need of food or rest, whilst Settra's vast legions stood motionless on the quayside as they waited to board the vast fleet of freshly repaired and newly constructed barques.

Settra's plan was quite simple. Rather than waste months sailing through potentially hostile seas, he would instead overwhelm the fractured lands now known as the Border Princes in order to secure a foothold in the Old World. From these freshly reacquired strongholds, he would be free to march through the Vaults and launch his assault on Bretonnia's southernmost provinces.

The Great King entrusted the command of his vanguard to an aggressive and ruthless Tomb Prince by the name of Ptolethor the Radiant who had, in life, commanded Settra's vast naval forces. Ptolethor's objective was simple and brutal; conquer the settlements of Kasos and Thessos and drive streams of terrified refugees ahead of him. As these frightened townsfolk sowed fear and panic across the Border Princes, the prince would join his liege-lord in the assault on the coastal town of Matorea.

But the prince met far stronger resistance than he had anticipated upon his landing in the Border Princes, for the region was not without heroes to defend it. Renowned mercenary commanders had ridden with all haste to both Kasos and Thessos in order to protect these important centres of civilisation from the impending attack. Each commander was accompanied by disciplined and battle-hardened warriors from their own households, along with a swathe of other well-paid, highly experienced mercenary companies to flesh out their ranks. Yet, even with these veteran forces and seasoned commanders orchestrating the defence of the two settlements, the might of Nehekara was too great and both towns fell within days of one another; their defenders put to the sword and those who survived left to flee across the Border Princes in a state of utter terror.



The Awakening

Whilst the bulk of Settra's forces prepared to board the fleet of ships in Zandri, another branch of Nehekara's military might was plotting and scheming for a different purpose. The Liche Priests of the Mortuary Cult had been given a simple command by Settra; follow in the footsteps of Septhah the Amaranthine to the Badlands, where he had pursued the cowardly knights of Bretonnia, locate the remains of the fallen Tomb King and raise his spirit from the underworld once more – thus giving Settra a trusted lieutenant to watch over the treacherous priests and their endless duplicity. Once Septhah had been returned to unlife and taken command of the army, it was to march north and lay siege to the Citadel of Myrmidia and the Dwarfish hold of Barak Varr, preventing these two well-supplied and heavily armed settlements from lending aid to Matorea.

The Priests of the Mortuary Cult were not so foolish as to go against their king's commands but, as Settra had anticipated, they would first fulfil certain desires of their own. Beyond the borders of Nehekara there remained many ancient sites sacred to the Mortuary Cult, with all manner of centuries-old treasures and long-forgotten secrets hidden within them. Of all the things locked away in these vast hidden temples, however, it was the giant constructs that the Priests valued most of all; living statues of monstrous beasts left long-dormant in sealed tombs, awaiting the call of their masters to rise again.

One by one, the Liche Priests visited these hidden sites and recited spells of awakening, restoring life to the slumbering monuments to ancient gods and commanding them to take to the field of battle once more. Giant scorpions burrowed their way from deep beneath the sands, their huge claws capable of crushing rock and steel with little effort; monstrous Necrosphinx shook the dust from their stoney hides as they stomped their way into the sunlight, whilst rank upon rank of Ushabti marched in macabre unison from their centuries-long sleep to serve their masters in the Mortuary Cult once more.

Their forces bolstered, the Priests continued their march into the Badlands and their search for the site of King Septhah's final battle. Eventually, atop a plateau high in the Dragonback Mountains, the Liche Priests discovered the remains of Septhah's fallen warriors and quickly set to work returning them to service; of the king however, there was no sign. Mindful of incurring Settra's wrath, Hierophant Ashurtak divided his forces and commanded them to scour every cavern and crevice in search of the missing Tomb King. As the search area expanded, Ashurtak's attention was drawn to the Elvish tower of Tor Anrok – whose garrison had regularly defended the nearby settlements of Man ever since their arrival in the Badlands. The Hierophant suspected that the Asur had been somehow involved in King Septhah's defeat and marshalled his forces to march against them, knowing he would either find the answers he sought, or force the Elves to pay for their suspected involvement with blood.



The Slaughter At Tor Anrok



As the legions of the Mortuary Cult advanced towards the Elven tower, the settlements in their path were hastily abandoned by their occupants, who fled to Tor Anrok in the hope of finding sanctuary. At the tower, the Elvish host stoically awaited the forces of Nehekhaa atop the battlements, bedecked in glittering silver mail and armed with the famed bows and spears of the Lothren Sea Guard. Ashurtak strode towards the great oaken doors alone to parley with the defenders, offering them simple terms – if the body of King Septhah was returned immediately then no blood need be spilt. Yet, failure to do so would result in the slaughter of all who resided within Tor Anrok.

The commander of Tor Anrok insisted that the Elves had no knowledge of the missing Tomb King, before warning the Liche Priest that the only thing to be found within the tower was the keen blades of its defenders. A grim smile crept across Ashurtak's thin lips at the Elven commander's threats and with a barked command, the skeletal horde and the monstrous constructs accompanying it jerked into action.

Arrows flew from the battlements as the Elves loosed volley after volley into the ranks below, shattering skulls with expertly placed shots. Meanwhile, bolts launched from Eagle-claw Bolt Throwers scythed down ranks of skeletal warriors before being turned upon Necrosphinx and Necrolith Colossus as they neared the walls. Being so preoccupied with those beyond the wall, the Elves failed to notice the threat burrowing its way to the surface behind them.

The earth trembled as a tidal wave of scarabs erupted from the ground behind the walls and swarmed across the defenders. Scores of Sea Guard fell as the tiny beetles buried their way into exposed flesh, gnawing and biting at the Elves as they desperately tried to swat the insects away. As the scarabs drew the Elves' attention, Tomb Scorpions and Necroserpents burst from the ground and snatched Elves from their posts before diving beneath the earth once more, leaving no signs of their victim save for freshly turned dirt. The subterranean assault threw the defenders into complete disarray with many abandoning their posts only to be seized by the burrowing monsters, whilst their commander tried desperately to maintain order and rally what remained of the horrified defenders.

Yet, the rallying cries of the Elven commander died on her lips, for a wicked serpentine blade had been plunged into her back by what appeared to be a swirling mass of scarabs, perched atop which was the skull of infamous kingslayer Prince Apophas, the Cursed Scarab Lord. With their captain slain and surrounded on all sides, the Elves fought on bravely, but the odds set against them were too great and each was pulled, screaming, beneath the earth and entombed alive. Prince Apophas and the Mortuary Cult's monstrous constructs had routed the defenders before Ashurtak's main force had even reached the walls, leaving the tower eerily quiet as the Liche Priests searched it for the fallen king. Alas, if Septhah the Amaranthine had been slain by the Elves, his body did not rest within the tower.

Ashurtak wasted little time before he moved his forces from the tower of Tor Anrok, the place left deserted with no real signs as to what had happened there, save for the bodies of its defenders now buried deep beneath its foundations...

Unexpected Adversaries

With no sign of King Septhah, Ashurtak hurried his army up the Zandri Road towards the Citadel of Myrmidia and Barak Varr. Though he had thus far been unable to locate the remains of the king, he would not fail the Lord of Nehekha. Flanked by the soaring Dragonback Mountains to the east and the glittering coastal vista of the Black Gulf to the west, the macabre procession marched both day and night, leaving a ravaged landscape of broken homesteads and torched settlements in their wake. However, this trail of destruction did not go unnoticed by other residents of the Badlands.

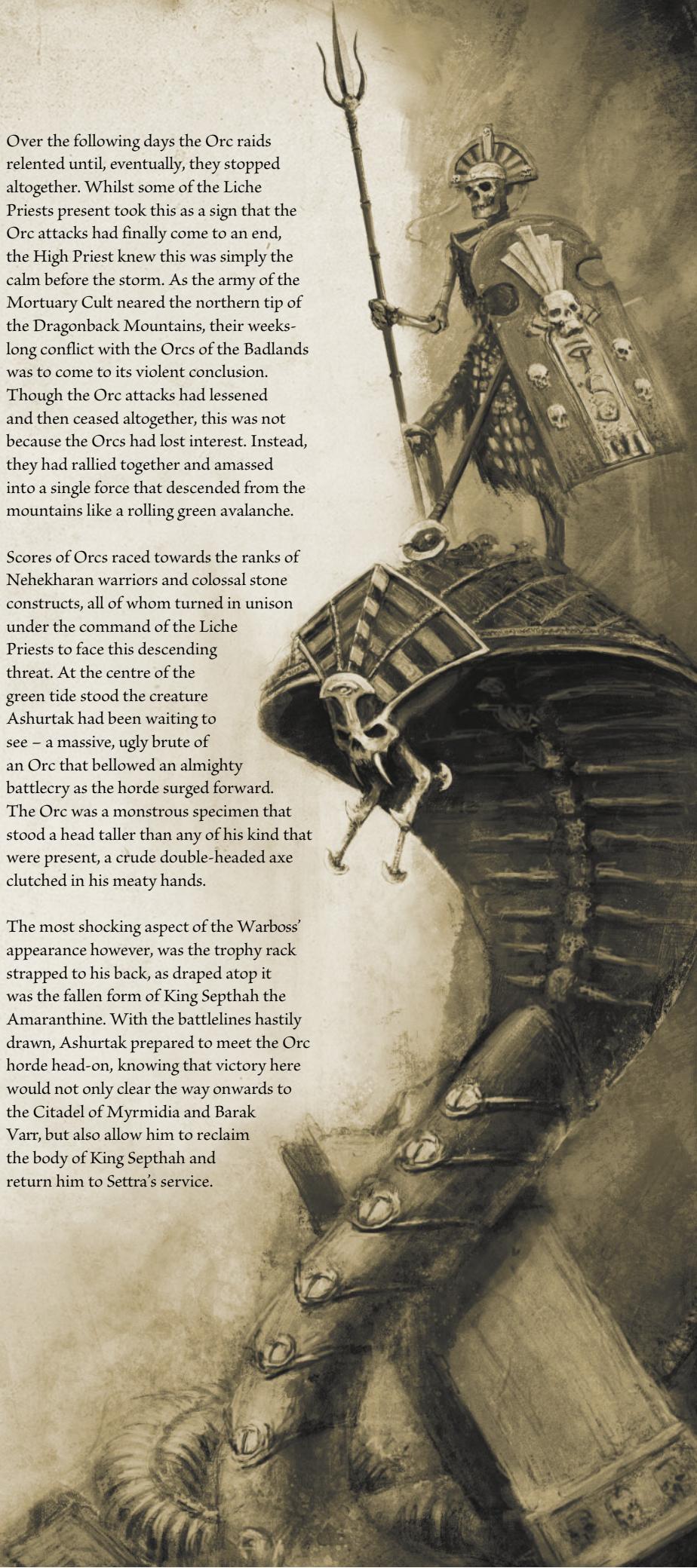
The smoke that rose in the wake of the advancing Nehekharan host acted like signal fires to the Orc and Goblin tribes dwelling in the mountains, and roving warbands hurried to brawl with the marching Tomb Kings. For weeks on end, Orcs slowed the priest's army to a crawl as warbands hurled themselves at the skeletal column, inciting chaos before beating a hasty retreat. Ashurtak's frustration mounted as the Orc and Goblin raids became ever more frequent, for his advance fell ever further behind schedule and Settra would soon land at Matorea with the expectation that his eastern flank would be safe from retaliation.

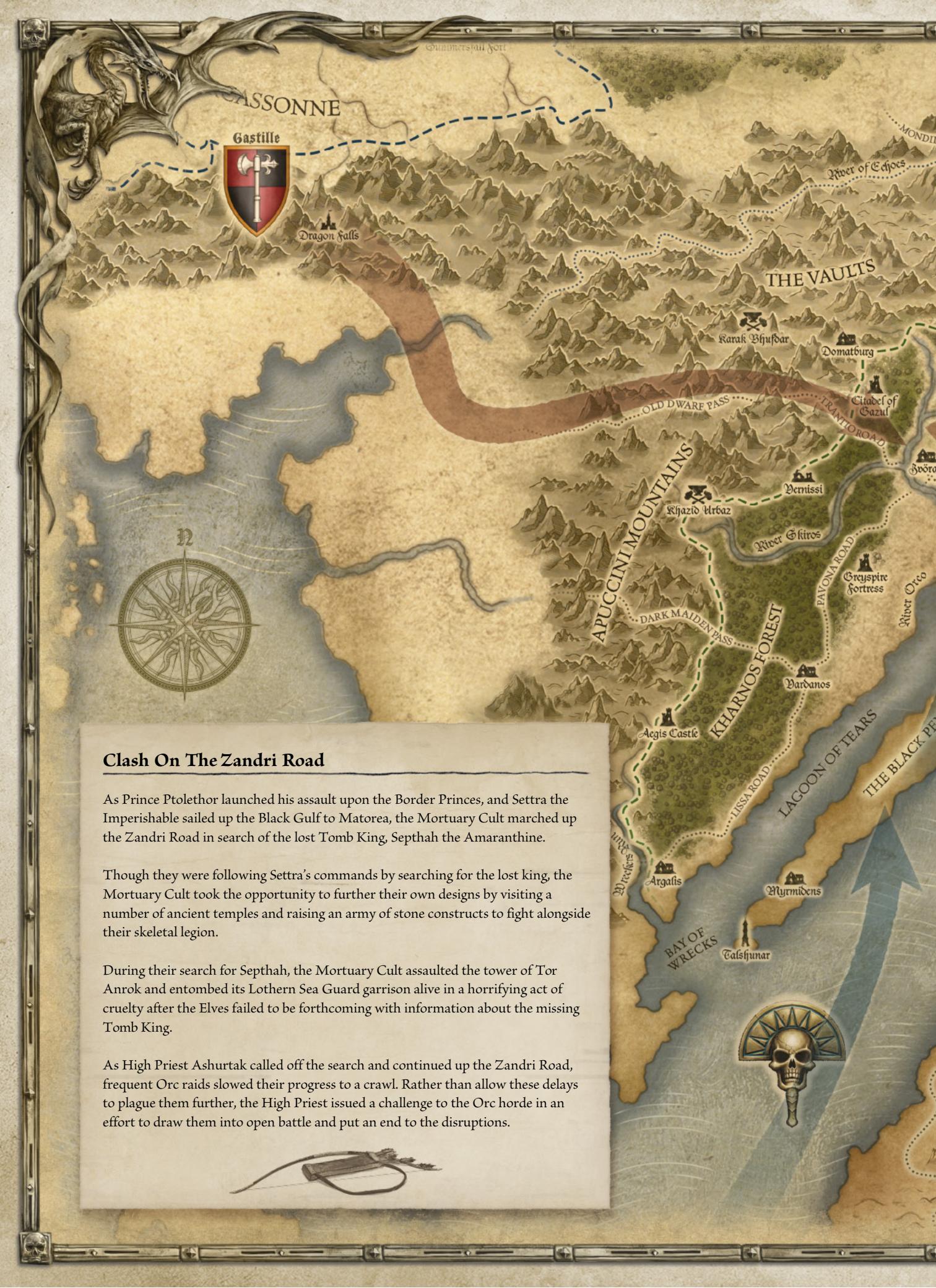
Ashurtak knew that a direct challenge was the only way to draw the Orcs into a final showdown, so he dispatched emissaries in hopes of delivering a simple message to whomever the local Orc Warlord might be. Meet the legions of Nehekha in open battle, or all of the denizens of the Badlands would know them for a coward.

Over the following days the Orc raids relented until, eventually, they stopped altogether. Whilst some of the Liche Priests present took this as a sign that the Orc attacks had finally come to an end, the High Priest knew this was simply the calm before the storm. As the army of the Mortuary Cult neared the northern tip of the Dragonback Mountains, their weeks-long conflict with the Orcs of the Badlands was to come to its violent conclusion. Though the Orc attacks had lessened and then ceased altogether, this was not because the Orcs had lost interest. Instead, they had rallied together and amassed into a single force that descended from the mountains like a rolling green avalanche.

Scores of Orcs raced towards the ranks of Nehekharan warriors and colossal stone constructs, all of whom turned in unison under the command of the Liche Priests to face this descending threat. At the centre of the green tide stood the creature Ashurtak had been waiting to see – a massive, ugly brute of an Orc that bellowed an almighty battlecry as the horde surged forward. The Orc was a monstrous specimen that stood a head taller than any of his kind that were present, a crude double-headed axe clutched in his meaty hands.

The most shocking aspect of the Warboss' appearance however, was the trophy rack strapped to his back, as draped atop it was the fallen form of King Septhah the Amaranthine. With the battlelines hastily drawn, Ashurtak prepared to meet the Orc horde head-on, knowing that victory here would not only clear the way onwards to the Citadel of Myrmidia and Barak Varr, but also allow him to reclaim the body of King Septhah and return him to Settra's service.





Clash On The Zandri Road

As Prince Ptolethor launched his assault upon the Border Princes, and Settra the Imperishable sailed up the Black Gulf to Matorea, the Mortuary Cult marched up the Zandri Road in search of the lost Tomb King, Septhah the Amaranthine.

Though they were following Settra's commands by searching for the lost king, the Mortuary Cult took the opportunity to further their own designs by visiting a number of ancient temples and raising an army of stone constructs to fight alongside their skeletal legion.

During their search for Septhah, the Mortuary Cult assaulted the tower of Tor Anrok and entombed its Lothren Sea Guard garrison alive in a horrifying act of cruelty after the Elves failed to be forthcoming with information about the missing Tomb King.

As High Priest Ashurtak called off the search and continued up the Zandri Road, frequent Orc raids slowed their progress to a crawl. Rather than allow these delays to plague them further, the High Priest issued a challenge to the Orc horde in an effort to draw them into open battle and put an end to the disruptions.



CLASH ON THE ZANDRI ROAD

As the midday sun beat down from overhead, High Priest Ashurtak prepared to meet the Orc and Goblin rabble as it charged down the hillside. The Orc Warboss and his forces had claimed the body of Septhah the Amaranthine as a trophy of their recent victory, and the Orc Warboss was keen to add to his collection. However, if the Warboss were to be slain and Septhah's body recovered, then perhaps Ashurtak could bestow the rites of awakening and allow the king to arise once more.

Historical Recreation

The Clash on the Zandri Road was fought between the Mortuary Cult under the command of High Priest Ashurtak, and the fearsome Waaagh! of a brutal Orc Warboss. To represent this, the players should write two muster lists (one for the attacker and one for the defender) as follows:

The Attacker

The attacker should write a single 2,500 point muster list using the Orc & Goblin Tribes Grand Army composition list found in *Ravening Hordes*. The General of this army must be an Orc Warboss or an Orc Bigboss mounted on a War Boar.

The Defender

The defender should write a single 2,500 point muster list using the Mortuary Cult Army of Infamy composition list. The General of this army must be a High Priest who is a Level 4 Wizard, representing High Priest Ashurtak.

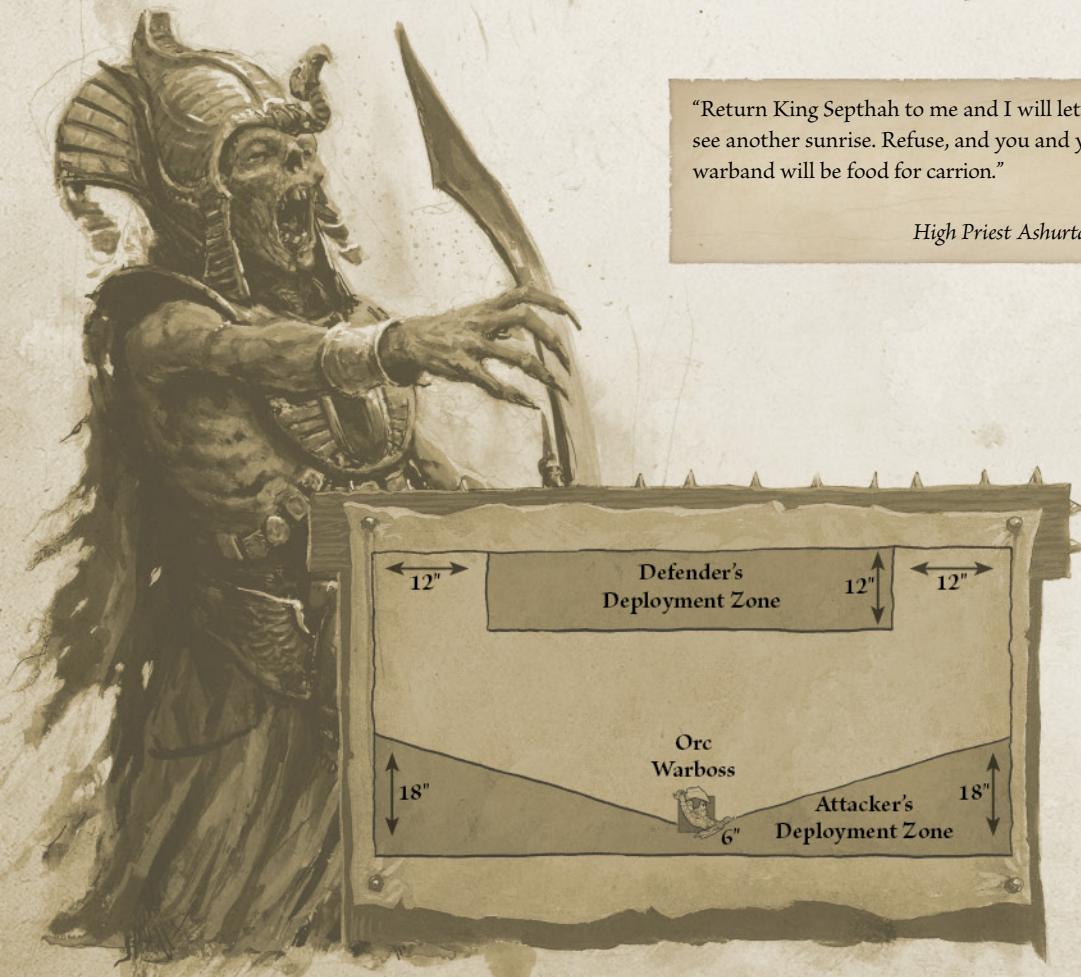
Alternatively, this scenario may be played with any two armies of the players' choosing.

Set-Up

Place terrain as described in the *Warhammer: the Old World* rulebook. As this battle is taking place in the rugged terrain of the Badlands, we advise keeping the terrain fairly sparse save for a few rocky outcroppings, some patches of raised ground and scattered clusters of coarse brush. There should also be a road near to the western board edge that runs the length of the board from north to south to represent the Zandri Road.

“Return King Septhah to me and I will let you live to see another sunrise. Refuse, and you and your pathetic warband will be food for carrion.”

High Priest Ashurtak's final warning



Deployment

If this battle is being fought as a historical recreation, the Tomb Kings player is the defender and the Orc player is the attacker. Otherwise, the players must decide who is the attacker and who is the defender.

The defender deploys their entire army within the defender's deployment zone, as shown on the map opposite. Once complete, the attacker deploys their entire army within the attacker's deployment zone with the exception of the Warboss, who is deployed in the centre of his army, as shown on the deployment map.

First Turn

In this scenario, the attacker will automatically take the first turn.

Game Length

The battle will last for six rounds or until one side concedes.

Victory!

Once the battle has ended, use Victory Points to determine which player is the winner, as described in the *Warhammer: the Old World* rulebook. In addition:

Should the Orc Warboss be slain, place a marker where he fell to represent the Warboss' body. At the end of the game, whichever force has the highest total Unit Strength within 6" of the marker (not counting fleeing models) wins a bonus 200 Victory Points.

Should High Priest Ashurtak be slain, place a marker where he fell to represent the Liche Priest's body. At the end of the game, whichever force has the highest total Unit Strength within 6" of the marker (not counting fleeing models) wins a bonus 200 Victory Points.







A unit of Necroserpents



A Tomb King commands his cavalry and chariot formations into battle as Skeleton Archers lay down endless volleys of arrows with unerring accuracy.



A unit of Tomb Guard Chariots



The accursed Prince Apophas seeks a soul to trade for his own as the monstrous constructs of the Mortuary Cult close with the stalwart Dwarfen shield wall.



A Tomb King, armed with a flail and shield



A Tomb Prince, armed with a great weapon



A Tomb King, armed with a hand weapon and shield





A Necrotect,
wielding a vicious whip



A Royal Herald, bearing the Battle
Standard of their king



A High Priest of the Mortuary Cult



THE ARMIES OF KINGS

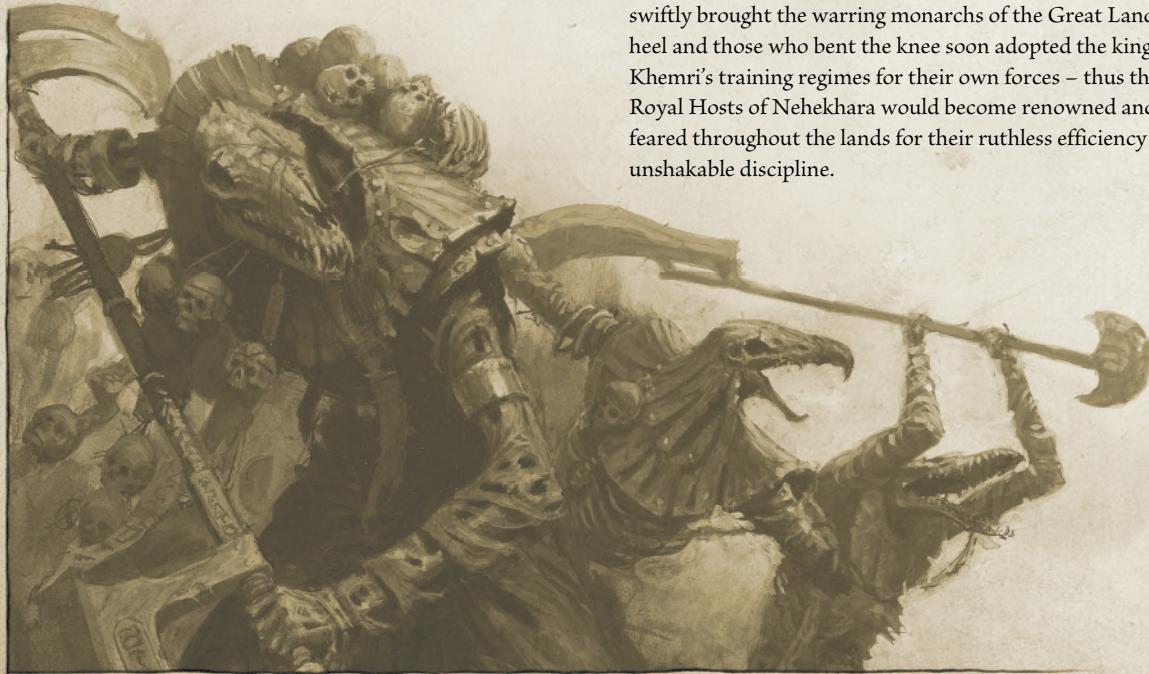
Throughout the history of Nehekara, its rulers, Settra foremost amongst them, have ravaged the lands of their neighbours, claiming dominion over everything from humble farmsteads to fortified cities. When these warmongering monarchs do march along the path of conquest, they are accompanied by warriors far more deadly than just massed legions of common soldiers.

Wealth And Power

Even as an emerging nation, millennia ago, the people of Nehekara quickly became a powerful civilisation. Presiding over these mighty cities were beloved kings and queens who ruled with absolute authority, their every whim and want catered for. Vast armies were raised in order to defend their prosperous homes from the barbarous tribes who inhabited the neighbouring lands, and before long, the dominion of Nehekara stretched from coast to coast and beyond distant horizons.

Yet, despite the great wealth and power won by their many victories, the kings and queens of Nehekara thirsted for more. Their desire for further conquest and glory eventually saw the ruling elite turn their armies upon one another, each seeking to become the sole, unopposed ruler of the Great Land.

For centuries, this internecine warfare raged, leaving the borders of Nehekara unprotected as its rulers turned upon one another. This, in turn, saw invaders plague the land with violence and death as they swept unchecked and unchallenged across the Great Land. However, the needless infighting, foolish power struggles and rampaging invaders would come to a swift end following the ascension of Settra to the throne of Khemri, greatest of Nehekara's cities.



Lead By Example

At Settra's command, the armies of Khemri underwent a profound change, training day and night to meet the king's lofty expectations. Phalanxes of spearmen marched back and forth with shields held high and spears levelled. Archers filled the rear ranks of these cohorts and were expected to maintain a steady rate of missile fire whilst keeping pace with their comrades. Under his intense scrutiny, chariots raced across the parade grounds, flanked by fast moving cavalry in complex manoeuvres.

For those who could not meet the king's exacting standards, of which there were many, there was little sympathy. Archers unable to keep pace with the marching formations were left where they fell. Riders who failed to learn the danger of a chariot's scythed wheels were cut down without a second thought, whilst charioteers who could not grasp the complexity of the king's manoeuvres were flogged until they attained perfection or their bodies were too broken to continue.

Those who proved their excellence were welcomed into the ranks of the king's Royal Host, where they would fight beside Settra himself. Within a few short years, this doctrine of perfection saw Khemri's armies become more powerful than any in the Great Land. Settra's elite host swiftly brought the warring monarchs of the Great Land to heel and those who bent the knee soon adopted the king of Khemri's training regimes for their own forces – thus the Royal Hosts of Nehekara would become renowned and feared throughout the lands for their ruthless efficiency and unshakable discipline.

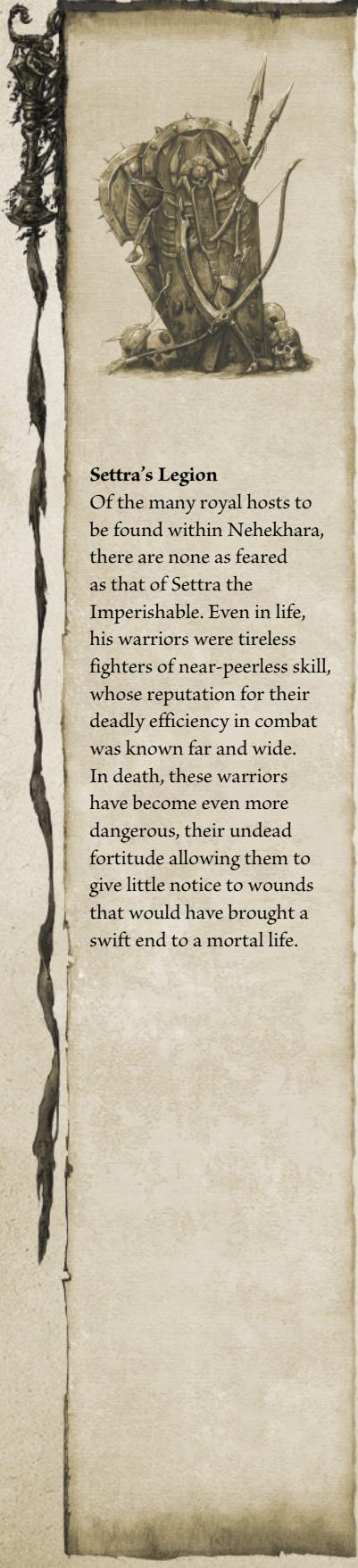
The armies of the Tomb Kings feature the colours and sigils of their monarchs upon their armaments and standards. In life, warriors from the city of Numas proudly covered their shields in scarab motifs, whereas the legions of Settra the Imperishable are always clad in the iconic turquoise and scarlet of their liege.



The shields and banners of Settra's legions proudly display their king's colours for all to see. Those carried by the Tomb Guard of Settra's Royal Host are incredibly detailed and ornate in their design, an obvious example of the vast wealth commanded by the King of Khemri and the other sovereigns of ancient Nehekhar.



Settra the Imperishable leads his Royal Host from the front, the wheels of his blessed chariot crushing all in his path as he plunges deep into the ranks of the Orc and Goblin horde.



TOMB KINGS OF KHEMRI NEHEKHARAN ROYAL HOST

This Army of Infamy composition list is designed to be used with the Tomb Kings of Khemri army list found in *Ravening Hordes*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field a Nehekharan Royal Host in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Ravening Hordes*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Nehekharan Royal Host:

Army Of Infamy Composition List

Settra's Legion

Of the many royal hosts to be found within Nehekharan, there are none as feared as that of Settra the Imperishable. Even in life, his warriors were tireless fighters of near-peerless skill, whose reputation for their deadly efficiency in combat was known far and wide. In death, these warriors have become even more dangerous, their undead fortitude allowing them to give little notice to wounds that would have brought a swift end to a mortal life.

Characters

Up to 50% of your army's points value may be spent on:

- 1+ Tomb King or Tomb Prince
- Mortuary Priests and Royal Heralds

Rare

Up to 25% of your army's points value may be spent on:

- 0-2 Screaming Skull Catapults per 1,000 points

Core

At least 33% of your army's points value must be spent on:

- 1+ unit of Skeleton Chariots
- 0-1 unit of Tomb Guard or Tomb Guard Chariots may be taken as a Core choice
- Skeleton Archers, Skeleton Infantry Cohorts and Skeleton Cavalry Cohorts

Battle Standard Bearer

A single Royal Herald in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Special

Up to 50% of your army's points value may be spent on:

- Tomb Guard, Skeleton Skirmishers, Skeleton Horse Archers, Ushabti, Necropolis Knights and Tomb Guard Chariots
- 0-2 Tomb Scorpions per 1,000 points
- 0-2 Khemrian Warsphinx (not counting character mounts) per 1,000 points

Magic Items Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Tomb Kings of Khemri magic items lists.

NEHEKHARAN ROYAL HOST SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Nehekhan Royal Host Army of Infamy composition list. These are in addition to the Tomb Kings of Khemri special rules found on page 153 of *Ravering Hordes*. In case of contradiction, the special rules below take precedence over the Tomb Kings of Khemri special rules.

“Grind Them Down!”

Only the finest charioteers served in the Royal Hosts of Nehekhar, and none granted such an honour would dare to disappoint their master in battle.

Whilst within the General's Command range, friendly models whose troop type is 'Chariot' may re-roll the dice when rolling to determine the number of Impact Hits they cause.

The Language Of The Priests

Many were the monarchs of ancient Nehekhar that endeavoured to learn the secrets of the Mortuary Priests, but few were those that became proficient.

The General of a Nehekhan Royal Host must be a Tomb King or a Tomb Prince. For +35 points, this character may have the Arise! special rule and be a Level 1 Wizard. If so, this character knows spells from the Lore of Necromancy and must also be chosen to be the army's Hierophant, even if it does not have the highest Level of Wizardry in your army. A Wizard with this special rule may wear armour without penalty.

Lay In Wait

When the enemies of Settra march upon his lands, the great king of Nehekhar calls upon those who rest in hidden barrows and graves across the landscape to attack the enemy from unexpected positions.

- 0-1 unit of Skeleton Skirmishers per 1,000 points may have the Ambushers special rule for free.

Masterful Outriders

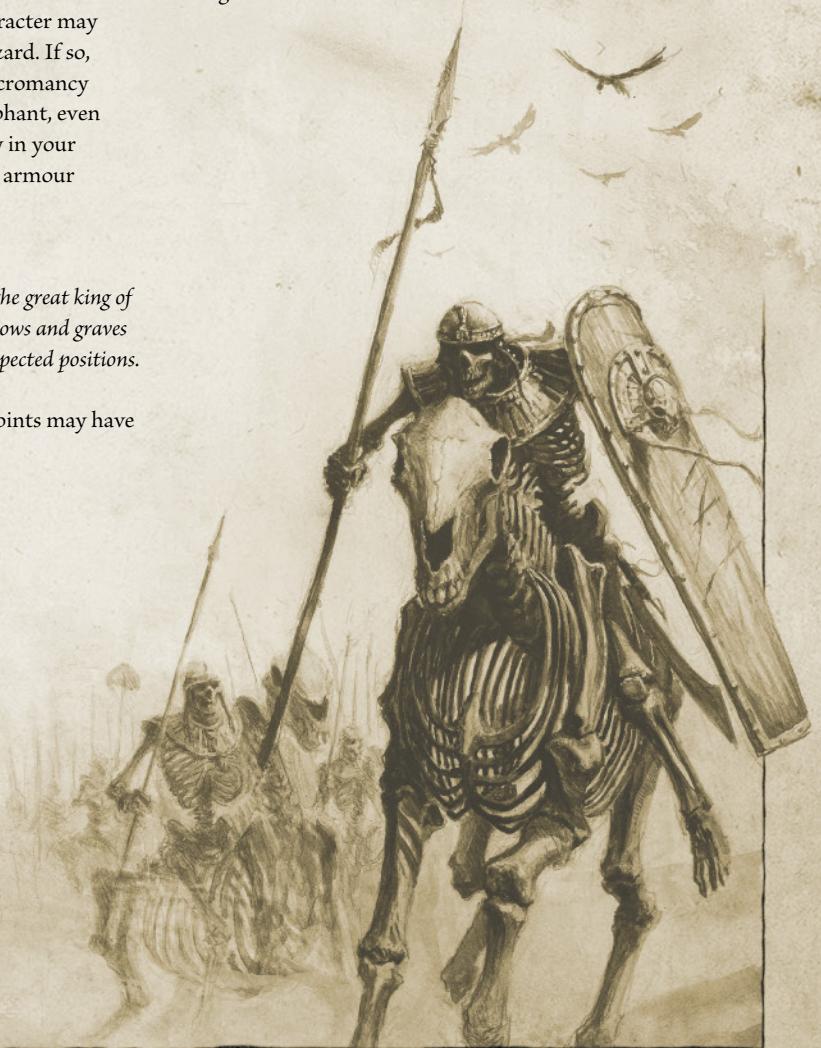
The horsemen of a Royal Host are well practised at fighting beside their lord's chariots.

- 0-1 unit of Skeleton Horse Archers per 1,000 points may have the Chariot Runners special rule for free.

Steadfast Discipline

Only the most disciplined were chosen to serve in the ranks of a Royal Host, maintaining a near-constant rate of bow fire whilst advancing towards the enemy.

A unit with this special rule can Volley Fire during a turn in which it moved, or whilst performing a Stand & Shoot charge reaction.



THE ARMIES OF PRIESTS



A Necessary Evil

The armies of the Tomb Kings are held together by the potent magic wielded by the priests of the Mortuary Cult. This is likely the only reason that Settra did not put the entire priesthood to the sword when the Great Necromancer's ritual saw the royalty of Nehekara arise from their graves in their awful, decaying forms. Despite the almighty king's great wrath, he knows that without them, he would not have the tools he needs to reconquer the lands that now rest in the hands of usurper emperors and lesser kings.

Long have the Mortuary Cult studied the mysteries of eternal life and the revival of the dead, a task that has secured them a position of privilege and power within the city of Khemri and beyond. Whilst much of their time is spent in dusty, secluded tombs, discovering the secrets of a youthful and everlasting existence, occasionally they marshal forces of their own to accompany them to forgotten temples in pursuit of this great power.

The Great Betrayal

It is no secret that the kings and queens of Nehekara have lusted for not only wealth and power, but also to escape death's embrace and rule for all eternity. However, not even the mighty Settra could hope to defeat the inevitable passage of time, so the Mortuary Cult was maintained over the centuries in order to awaken them from death, once such knowledge had been uncovered. Endlessly the priests worked, each passing their wisdom onto those who came after them until they learned how to bind their souls to their bodies and avoid death altogether. Though the priests had uncovered the secrets of eternal life, the ability to bestow the eternal youth the kings and queens desired remained a mystery.

Before they could complete their work, darkness fell upon Nehekara and the nation's centuries-long downfall began. From within the Mortuary Cult itself, the Great Necromancer Nagash arose, subjugating Khemri and the surrounding lands with a vast army of skeletal warriors. After years of strife under this usurper, the living kings of Nehekara and the priests of the Mortuary Cult formed an alliance in order to overthrow him. Mortal soldiers bravely faced Nagash's undead hordes, fighting alongside the massive stone constructs that once guarded the tombs of their ancestors, given life by the magic of the Mortuary Cult. Eventually, the combined forces of the kings and priests found victory against the Great Necromancer, felling many of his lieutenants and sending him fleeing across the deserts to plot his revenge.

The Might Of The Priesthood

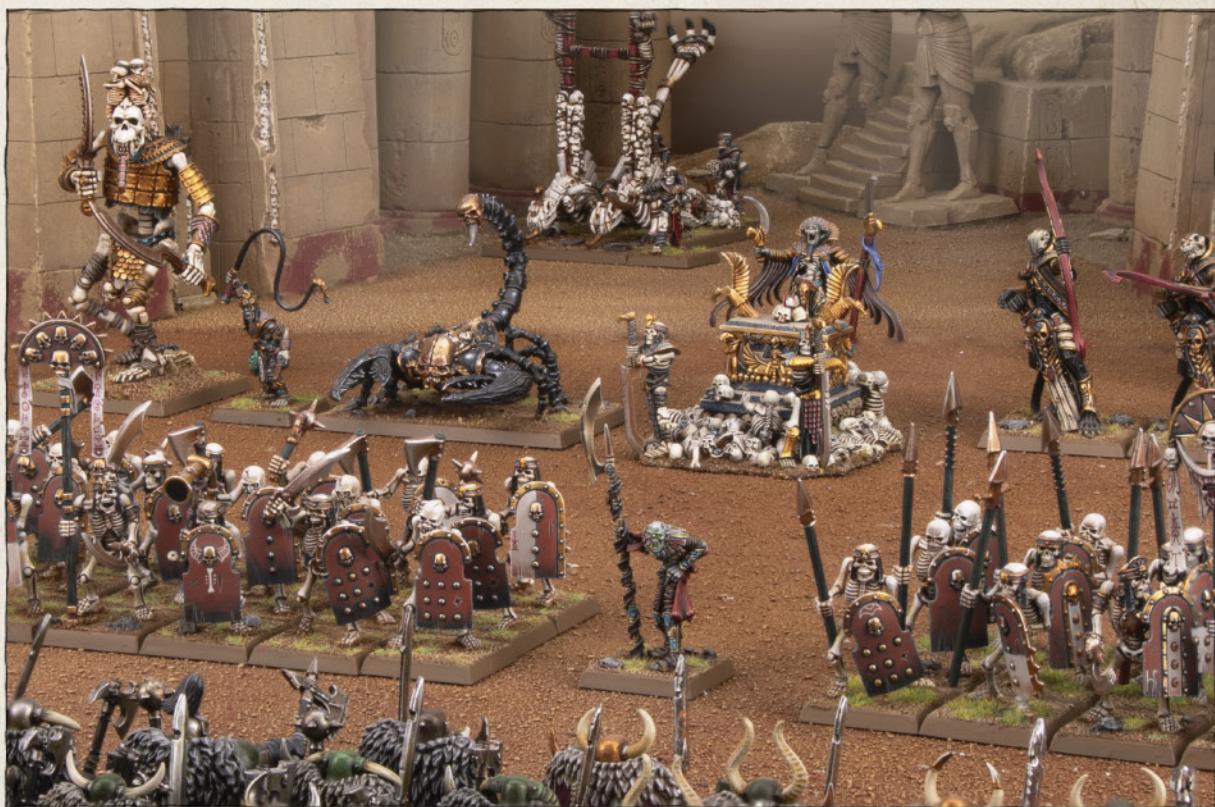
The priests of the Mortuary Cult vowed to never be caught so unprepared in the face of such a threat ever again and quickly set a plan in motion. Each of the Cult's High Priests secreted away some of their great stone constructs in hidden temples across Nehekara and even beyond its vast borders. Thus, should one of their number turn upon the others, they would only know of a select few sites from which they could amass a military force. This also allowed the Mortuary Cult to plant pockets of military presence across the kingdom that could not only be brought to bear against any trespassers into the Land of the Dead, but could also be mobilised to further the desires of the High Priests when necessary.

Not all of the constructs were left to sleep, however, as only a fool would leave treasures so valuable unguarded. Necroserpents and Tomb Scorpions, renowned for their sudden and deadly ambushes, were often left with their magical animus intact in order to stand sentry over the rest of the Liche Priest's constructs. That way, should anyone stumble across one of these hidden sites by accident, or have somehow learned of its existence and tried to gain entry, they would meet their end by venomous fangs or crushing claws – the secret of the site's location dying with them.

Symbols and markings sacred to Usirian, God of the Underworld, feature heavily in the iconography of the Mortuary Cults. The most prominent of which are the skull-carapaced Khepra Beetles and the giant Carrion, sacred to the Mortuary Cult, that soar above the vast deserts of Nehekara.



These banners and shields are decorated with the red and black of the Mortuary Cult rather than the colours of a specific monarch or city. Skulls, bones and skeletal Carrion cast in gold and bronze are used to decorate such items, hinting at the power and wealth the Mortuary Cult commands within Nehekara as well as its religious and spiritual significance.



The priests of the Mortuary Cult draw upon the Winds of Magic as they command their legions towards the Warriors of Chaos, returning their undead warriors to the fray just as quickly as the armoured servants of Chaos can cut them down.



TOMB KINGS OF KHEMRI MORTUARY CULT

This Army of Infamy composition list is designed to be used with the Tomb Kings of Khemri army list found in *Ravening Hordes*, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the *Warhammer: the Old World* rulebook.

If you wish to field an army of the Mortuary Cult in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in *Ravening Hordes*. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to the Mortuary Cult:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 1+ High Priest or Mortuary Priest
- 0-1 Tomb Prince or Arch Necrolect per 1,000 points
- Necrolects

Rare

Up to 33% of your army's points value may be spent on:

- Necrolith Colossus and Necrosphinx
- 0-2 Screaming Skull Catapults per 1,000 points
- 0-1 Casket of Souls per 1,000 points

Core

At least 33% of your army's points value must be spent on:

- Skeleton Warriors, Skeleton Archers, Skeleton Skirmishers, Skeleton Horsemen, Skeleton Horse Archers
- 0-1 unit of Tomb Swarms may be taken as a Core choice
- 0-1 unit of Ushabti may be taken as a Core choice
- 0-1 unit of Necroserpents may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- 1+ Tomb Scorpion per 1,000 points
- Ushabti, Venerable Ushabti, Tomb Swarms, Carrion, Sepulchral Stalkers, Necroserpents and Skeleton Chariots
- 0-1 Necrolith Colossus or Necrosphinx may be taken as a Special choice

Battle Standard Bearer

A single Mortuary Priest in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit. This model replaces the "Hold Your Ground" rule given in the *Warhammer: the Old World* rulebook with the version given in the Banner of the King special rule (see page 127 of *Ravening Hordes*).

Magic Items Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Tomb Kings of Khemri magic items lists.

MORTUARY CULT SPECIAL RULES

On this page you will find a full description for each of the army special rules that apply to an army built using the Mortuary Cult Army of Infamy composition list. These are in addition to the Tomb Kings of Khemri special rules found on page 153 of *Ravering Hordes*. In case of contradiction, the special rules below take precedence over the Tomb Kings of Khemri special rules.

Authority Of The Hierophant

Flanked by towering undead constructs, living statues and the swarming husks of the countless desert creatures that infest the necropolises, the priests of the Mortuary Cult march to war.

A Mortuary Cult army must include at least one Liche Priest to be its Hierophant. The Hierophant of a Mortuary Cult army must also be its General, even if they are not the character with the highest Leadership in your army.

Harmonious Incantations

When the Liche Priests of the Mortuary Cult gather together in numbers, their incantations are strengthened by their harmonious chanting.

If a Liche Priest within a Mortuary Cult army uses the Arise! special rule whilst within the Command range of one or more other friendly Liche Priests, the number of lost Wounds the chosen unit recovers is increased by 1.

Sepulchral Animus

Drawing from the powerful magics that animate the great undead constructs of Nehekhar, the Priests of the Mortuary Cult can strengthen their spells and incantations.

Before making a Casting roll, any Liche Priest within a Mortuary Cult army may draw upon the magical animus of any nearby undead constructs. To do so, nominate a friendly unit that has the Nehekharan Undead special rule, that is within the Liche Priest's Command range and whose troop type is 'swarms', 'monstrous infantry', 'monstrous cavalry', 'monstrous creature' or 'behemoth'. The nominated unit immediately loses 1-3 Wounds, as chosen by the controlling player. The Liche Priest may then modify their Casting roll by adding the number of Wounds lost by the nominated unit to the result.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

The Terrors Below

From beneath the shifting and treacherous desert sands, tunnelling undead creatures strike at their enemies, dragging them to a grisly fate before bursting from the surface and into the fray.

Any Tomb Scorpion or unit of Necroserpents may have this special rule for +2 points per model. When a unit with this special rule is placed on the battlefield as a result of using the From Beneath the Sands special rule, it may nominate a single enemy unit that is within 8" of it and whose troop type is 'regular infantry' or 'heavy infantry'. The nominated enemy unit must immediately make a number of Initiative tests equal to the Unit Strength of this unit. For each test that is failed, a single model belonging to the nominated unit is removed from play as a casualty.



Character



Settra The Imperishable

Feared by all in both life and death, Settra the Imperishable is the lord of Khemri, a ruthless tyrant whose appetite for conquest cannot be satisfied, no matter how many lands he invades or people he subjugates. During his natural life, the king of Nehekhara was obsessed with immortality and established the Mortuary Cult in an effort to unlock the secrets of eternal life. For centuries after his death, the Mortuary Cult worked tirelessly to give Settra the immortality they had promised him, but after Nagash's betrayal, the lord of Nehekhara was awoken in his broken, mummified body. Ever since his premature awakening, Settra has busied himself with reconquering the lands that were once his; lands that, in his long absence, have fallen into the hands of upstart lords and bickering emperors. In time, all will bend the knee before the supreme ruler of Nehekhara once more.

Settra The Imperishable, The Great King Of Nehekhara

Settra the Imperishable is a Tomb King. He may be included in any Tomb Kings of Khemri army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Settra the Imperishable	-	7	3	6	5	-	3	5	10	445
Chariot of the Gods	-	-	-	5	5	8	-	-	-	-
Skeletal Steed (x4)	8	2	-	3	-	-	2	1	-	-

Troop Type: Heavy chariot (named character)

Base Size: 100 x 150 mm

Unit Size: 1

Armour Value: 4+

Equipment: **Settra:** The Blessed Blade of Ptra, the Chariot of the Gods, the Crown of Nehekhara, the Scarab Brooch of Usirian

Skeletal Steed: Skeletal hooves (counts as hand weapons)

Magic: Settra the Imperishable is a Level 1 Wizard. He knows spells from the Lore of Necromancy.

Special Rules: Commander of Legions, Curse of the Necropolis, Dry as Dust, Flammable, Impact Hits (2D3), Indomitable (3), Lore of Nehekhara, My Will Be Done, Nehekhanan Undead, Regeneration (5+), Settra Does Not Kneel!, Settra the Great.

Commander Of Legions

Though not as fully versed in the art of Necromancy as the Liche Priests, Settra's will alone is enough for the dead to rise at his command.

Settra gains the Arise! special rule and, unlike other models with this special rule, may use it even when engaged in combat.

Settra Does Not Kneel!

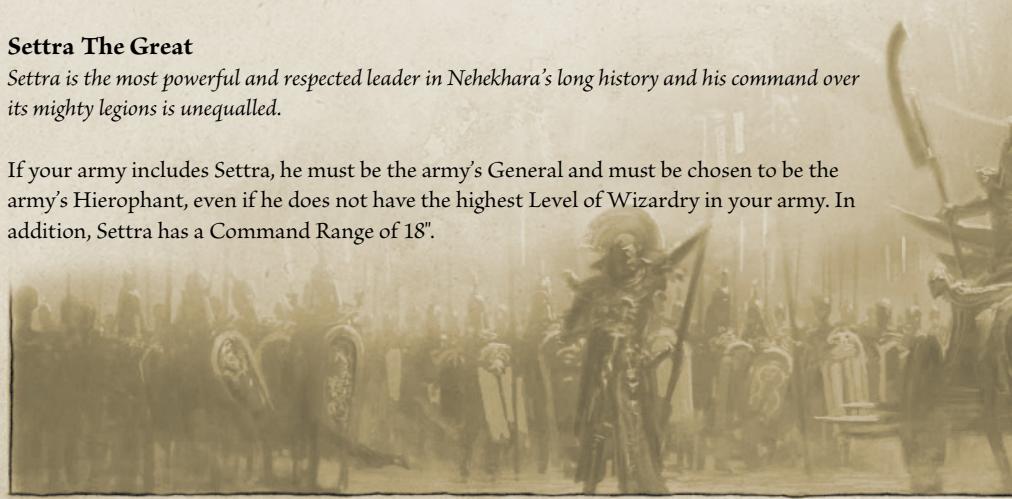
Settra views all people as his subjects and all lands as his to conquer; anyone that would challenge his rule is swiftly and brutally punished.

Settra must always accept a challenge unless Nekaph, Emissary of Settra is engaged in the same combat. In which case, Nekaph must accept the challenge on Settra's behalf.

Settra The Great

Settra is the most powerful and respected leader in Nehekhara's long history and his command over its mighty legions is unequalled.

If your army includes Settra, he must be the army's General and must be chosen to be the army's Hierophant, even if he does not have the highest Level of Wizardry in your army. In addition, Settra has a Command Range of 18".



The Chariot Of The Gods

This mighty chariot is blessed by all of the gods and goddesses of Nehekara, causing its wheels to blaze with divine flame.

Impact hits caused by the Chariot of the Gods have the Flaming Attacks and Magical Attacks special rules. In addition, when fielded within a Nehekharan Royal Host army, this model may join a unit of Tomb Guard Chariots as if its troop type were 'light chariot'.

The Crown Of Nehekara

Having incorporated the crowns of conquered rivals into his own, Settra's regal headdress allows him to instil his undying will into all those nearby.

Settra's My Will Be Done special rule affects all friendly units with the Nehekharan Undead special rule within 6" of him, not just a unit he has joined.

The Scarab Brooch Of Usirian

Made in the likeness of a skull-carapaced Khepra beetle, this talisman cloaks the wearer in protective energies and the blessing of Usirian, god of the Underworld.

The Scarab Brooch of Usirian grants Settra a 5+ Ward save against any wounds suffered.

The Blessed Blade Of Ptra

Blessed by the sun god, the blade of Ptra's white-hot edge is infused with the heat of the desert sun. It burns so brightly with divine fire that it blinds those who dare stand before the mighty Settra.

	R	S	AP	Special Rules
The Blessed Blade of Ptra	Combat	S	-3	Flaming Attacks, Magical Attacks, Requires Two Hands

Notes: Any enemy model that suffers one or more unsaved wounds from the Blessed Blade of Ptra suffers a -1 modifier to its rolls To Hit, both when shooting and in combat, for the remainder of the game.



Character



Titles Upon Titles

Oh mighty Settra... Great King of Nehekara, the Imperishable, Khemrikhara, King of Kings, Opener of the Way, Wielder of the Divine Flame, Punisher of Nomads, The Great Unifier, Commander of the Golden Legion, Sacred of Appearance, Bringer of Light, Father of Hawks, Builder of Cities, Protector of the Two Worlds, Keeper of the Hours, Chosen of Ptra, High Steward of the Horizon, Sailor of the Great Vitae, Sentinel of the Two Realms, The Undisputed, Begetter of the Begat, Scourge of the Faithless, Carrion-feeder, First of the Charnel Valley, Rider of the Sacred Chariot, Mighty Lion of the Infinite Desert, Lord of the Shifting Sands, He Who Holds the Sceptre, Great Hawk of the Heavens, Waker of the Hierotitan, Monarch of the Sky, King of the Shifting Sands, Champion of the Gods, and many, many more...

PRINCE APOPHAS, THE CURSED SCARAB LORD

Prince Apophas had long harboured a fierce jealousy of his father's rule and a deep lust for his throne. So great was his need to rule, the young Prince of Numas took his blade to the throats of the entire royal line as they slept and proclaimed himself king. However, of all crimes in Nehekara, regicide was considered the greatest, and the people of Numas dragged the prince to the temple of Usirian, the Nehekaran God of the Underworld, condemning the usurper to a severe and terrifying punishment.

Entombed alive in a stone sarcophagus filled with flesh-eating scarabs, the prince wept and begged the priests of Usirian for mercy even as they sealed both the tomb and his fate. It was said that Apophas' screams could be heard echoing within the temple walls, but when the lid was finally removed days later, there was no sign of the scarabs nor the prince, save a skull picked clean of flesh. Before the skull was cast into the desert, it was inscribed with a single hieroglyph, marking Apophas as a king-slayer and cursing his soul for eternity.

As Apophas' soul made its way towards the endless void, the fate of all souls denied the privilege of mummification, it was claimed by Usirian who intended to torment the prince for eternity for his crimes. However, as one of noble birth, Apophas was granted an audience with Usirian and reached terms with the divine being – in exchange for his soul being freed, Apophas would claim another to stand in his place, a perfect match for his own. The God of the Underworld agreed, and Apophas was reborn as the Cursed Scarab Lord.

Taking the form of a swarm of scarab beetles, a buzzing cloud flows up from the ground before coalescing into the semblance of Prince Apophas, at the centre of which is his sun-bleached skull marked with an enchanted hieroglyph. Clutched in his grip is the very blade he used to slit the throats of his family, and those few who have survived a close encounter with the cursed prince say that it still drips with royal blood to this day. As the prince's crime was committed with this serpentine blade, the only way Apophas can claim his freedom is by slaying a perfectly matched soul with this accursed weapon.

Once the prince has claimed the soul of a victim, he binds it to a mystical device known as a soul-cage before spiriting it away to the depths of the Underworld. Here the soul is measured on a set of scales against Apophas' own damned spirit. The sad truth however, is that no two souls are ever equal, thus the scales can never truly be balanced. Though he does not know it, Apophas has doomed himself to roam the lands of Nehekara and beyond for all eternity.



Prince Apophas, The Cursed Scarab Lord

Prince Apophas is a Tomb Prince. He may be included in any Tomb Kings of Khemri army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Prince Apophas	4	4	3	4	3	4	1	5	8	130

Troop Type: Regular infantry (named character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, swarming mass and light armour

Special Rules: Ambushers, Fly (9), Indomitable (2), Khopesh, Loner, Nehekharan Undead, Regeneration (5+), Scarab Prince, Usirian's Reaper, Terror

Scarab Prince

Apophas' spirit resides in a swarm of scarabs which, should his spirit ever be banished back to the Underworld, will drown those who brought about the prince's end.

Should Prince Apophas lose his last Wound, before his model is removed from play, all enemy units within 2D6" of him suffer 2D6 Strength 2 hits with an AP of -1.

Usirian's Reaper

In a desperate bid to escape his pact with the god of the Underworld, Apophas seeks out those whose souls he believes to be equal to his own, hunting them until their soul has been delivered to Usirian.

After deployment, nominate a single character in your opponent's Muster List. Apophas may re-roll any failed rolls To Hit or To Wound made against that character. In addition, any hits inflicted by Apophas against the nominated character gain the Magical Attacks special rule.

Swarming Mass

As the swarm of scarabs in which Apophas' accursed soul resides rises up from the dust of the desert, his gleaming skull opens its fleshless jaw wide, unleashing an all consuming cloud of flesh eating beetles upon his enemies.

	R	S	AP	Special Rules
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Swarming Mass	N/A	2	-	Breath Weapon
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Notes: When making a roll To Wound with this weapon, a roll of 4+ is always a success, regardless of the target's Toughness.

Character



**Prince Apophas,
the Cursed Scarab Lord**

"Prince Apophas. You are found guilty of regicide, the most heinous crime of all within the lands of Nehekharan. For slaying the beloved King of Numas and all his bloodline in an effort to usurp the throne, you are condemned to die a slow and painful death. May Usirian claim your soul and subject it to an eternity of torment!"

— *The sentencing of
Prince Apophas of Numas*

NEKAPH, EMISSARY OF SETTRA



"Loyal sentinel at the portal of eternity, mighty warrior who stands beside the king, valiant hero whom none shall pass, guardian of the king's tomb."

– Hieroglyphic inscription over the sarcophagus of Nekaph

Amongst Settra's many loyal servants and vassal monarchs, there are none that the King of Nehekara trusts more than Nekaph, his personal champion and herald. When Settra's mortal life came to an end, Nekaph was the first to follow his lord into the afterlife, his body entombed beside that of his king. When Settra was awoken from death to restore order to Nehekara, Nekaph's mummified form stood ready to lay low his enemies once more.

In life, Nekaph was a formidable man, renowned for his enormous physique, peerless strength and unwavering loyalty to his master, obeying his king's every command without question or hesitation. Though Settra boasted legions of skilled and talented warriors, none were a match for Nekaph. The King's Herald was so deadly, it is said that he could crush the skull of any foe with but a single blow of his massive fist and choke the life from the strongest of adversaries without a bead of sweat forming upon his brow.

But it was during duels fought on behalf of his liege lord that the true extent of Nekaph's martial prowess became clear for all to see – after all, his life was of little consequence when the King of Nehekara's honour was at stake. Time and time again, Nekaph would unleash his wrath upon the enemies of Settra, claiming the lives of countless chieftains, warlords and so-called kings, shattering their bones with powerful blows from his macabre flail – a gift from Settra himself.

As well as his brutish strength, Nekaph possessed a keen mind – a necessary requirement for any Tomb Herald. Not only must a Tomb Herald be able to stand for their liege in battle, they were also called upon to act as their representative, speaking on their behalf in matters of politics and issuing judgements in their name.

When acting as Settra's herald, it was Nekaph's duty to announce his lord, reciting his many titles and recounting his victories. Such was the majesty and number of Settra's achievements and victories, it would take Nekaph almost two hours to proclaim the King of Nehekara before his gathered subjects.

Just as he did in life, in death Nekaph travels from city to city at the head of one of Settra's many skeletal legions. Upon his arrival at an enemy stronghold, he will demand an audience with the city's rulers in order to deliver a harrowing ultimatum. Though his skeletal jaw does not move and no sound flows from his lipless mouth, those who stand before him hear a deep, powerful voice echo in their minds as they are offered their first and only chance to kneel before Settra the Imperishable.

Those who choose to resist their inevitable fate or preemptively attack Nekaph and his legion must face the unchecked wrath of Settra's emissary. Found where the fighting is thickest, Nekaph strikes down his foes with wide, murderous, swings of his enchanted flail, ensuring that each moment of resistance against Settra's rule is paid for in blood. Even once their foes realise their folly, Nekaph shows no mercy, for the time for surrender has long since passed and death is the only suitable punishment for defiance.

Nekaph, Emissary Of Settra

Nekaph, Emissary of Settra is a Royal Herald. He may be included in any Tomb Kings of Khemri army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Nekaph, Emissary of Settra	4	5	3	4	4	2	4	3	8	120

Troop Type: Regular infantry (named character)
Base Size: 25 x 25 mm
Unit Size: 1
Equipment: The Flail of Conquered Kings and light armour
Special Rules: Dry as Dust, Flammable, Herald of Despair, Indomitable (2), Killing Blow, Nehekharan Undead, Regeneration (5+), Settra's Champion, Sworn Protector

Herald Of Despair

The tidings of woe uttered by Nekaph before battle are enough to break the spirits of even the most stout hearted folks.

Any enemy unit that is in base contact with Nekaph or a unit he has joined must roll an extra D6 when making a Fear or Terror test, and discard the lowest result.

Settra's Champion

In ancient Nehekhar, Nekaph would stand in Settra's place should anyone be foolish enough to challenge the king to single combat or call his honour into question.

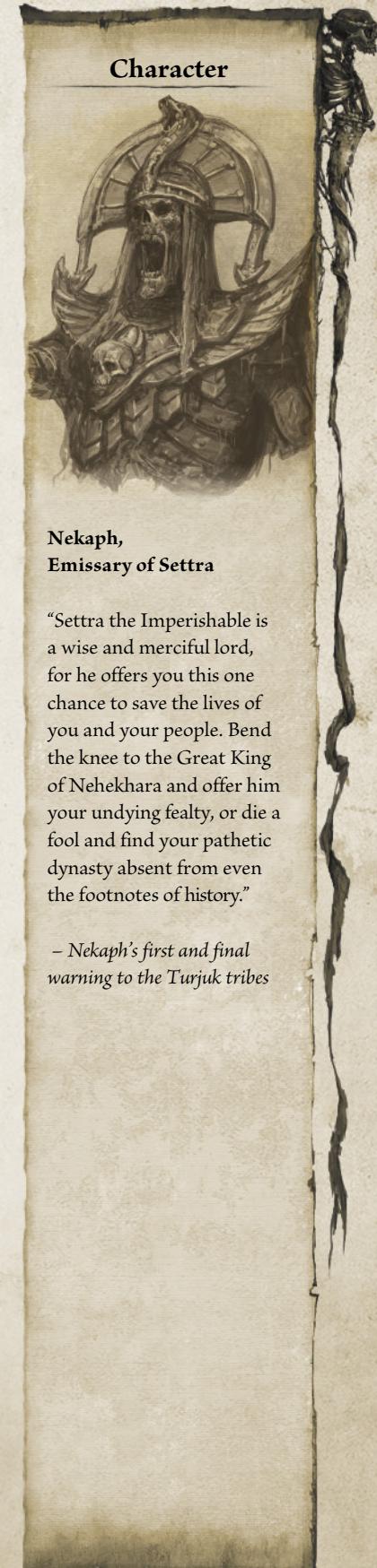
Nekaph must always issue and accept challenges (if possible). However, challenges issued by Nekaph cannot be refused. In addition, whilst engaged in a challenge, Nekaph strikes a Killing Blow if he rolls a natural 5 or 6 when making a roll To Wound, rather than the usual 6.

The Flail Of Conquered Kings

The skulls of many conquered monarchs have been collected and cast in gold to create this macabre weapon. In Nekaph's skeletal hands, it continues to aid the Emissary in his grim duty.

	R	S	AP	Special Rules
The Flail of Conquered Kings	Combat	S+2	-2	Magical Attacks, Multiple Wounds (2), Requires Two Hands

Notes: The Flail of Conquered Kings' Strength modifier applies only during the first round of combat.



Character

Nekaph, Emissary of Settra

“Settra the Imperishable is a wise and merciful lord, for he offers you this one chance to save the lives of you and your people. Bend the knee to the Great King of Nehekhar and offer him your undying fealty, or die a fool and find your pathetic dynasty absent from even the footnotes of history.”

– Nekaph's first and final warning to the Turjuk tribes

Character



Arch Necrolects

Amongst the ranks of ancient Nehekharan's most skilled artisans and architects there were those that stood supreme, either for their mastery of their chosen crafts or for their brutality as overseers in command of the Great Land's armies of labourers. Such individuals would quickly rise to the rank of Arch Necrolect, a privileged position that granted them a measure of the esteem to which those they served were accustomed. In death, the Arch Necrolects are tasked with endlessly driving legions of undead to maintain and rebuild the crumbling necropolis cities of Nehekharan, and with tending to the ranks of animated statuary and cyclopean undead constructs that guard the tombs of their masters and kings through eternity.

Arch Necrolect

	M	WS	BS	S	T	W	I	A	Ld	Points
Arch Necrolect	4	4	3	4	4	3	3	3	8	90

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon, whip and light armour

Options:

- May purchase magic items up to a total of 75 points

Special Rules: Dry as Dust, Flammable, Immortal Overseer, Khopesh, Nehekharan Undead, Regeneration (5+), Stone Shaper

Immortal Overseer

Under the cruel gaze of an Arch Necrolect, even the emotionless skeletal servants and magical constructs of the Mortuary Cult are driven to ever greater efforts.

During the Command sub-phase of their turn, this character may attempt to drive a single friendly unit within their Command range to greater efforts by making a Leadership test (using their own Leadership). If this test is passed, until your next Start of Turn sub-phase that unit gains a +D3 modifier to its Initiative characteristic (to a maximum of 10).

Stone Shaper

Schooled by the priests of the Mortuary Cult in crafting the potent symbols of animation, it is the duty of an Arch Necrolect to maintain the animus of Nehekharan's legions of undead constructs.

During the Command sub-phase of their turn, if they are not engaged in combat, this character may nominate a single friendly Necrolith Colossus, Necrosphinx, unit of Ushabti or unit of Venerable Ushabti that is within their Command range. Until the end of this turn, the nominated unit improves the armour value of its Regeneration save by 1.

Representing This Unit In Your Games

Painted in rich and vibrant colours, or mounted upon a scenic base, an Arch Necrolect can easily be distinguished from a humble Necrolect.



Skeleton Infantry Cohorts

	M	WS	BS	S	T	W	I	A	Ld	Points
Royal Host Warrior	4	2	2	3	3	1	2	1	5	5
Royal Host Archer	4	2	2	3	3	1	2	1	5	5
Master of Arms	4	2	2	3	3	1	3	2	5	+5

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+/10+*

Equipment:

- **Royal Host Warriors:** Hand weapons, thrusting spears, light armour and shields
- **Royal Host Archers:** Hand weapons, light armour and warbows

Options:

- Any unit may:
 - Upgrade one model to a Master of Arms (champion)+5 points per unit
 - Upgrade one model to a standard bearer+5 points per unit
 - Upgrade one model to a musician+5 points per unit
 - Take a magic standard worth up to50 points
 - Have the Nehekharan Phalanx special rule+10 points per unit
- A Master of Arms may purchase magic items up to a total of30 points

Special Rules: Arrows of Asaph, Close Order, Horde, Motley Crew*, Nehekharan Undead, Regeneration (6+), Regimental Unit, Steadfast Discipline (see [page 31](#))

**When writing your muster list, a Skeleton Infantry Cohort must contain at least ten Royal Host Warriors and ten Royal Host Archers. Royal Host Warriors always occupy the front rank(s) of the unit, pushing past any Royal Host Archers to get there if necessary (such as when the unit turns).*

Venerable Ushabti

	M	WS	BS	S	T	W	I	A	Ld	Points
Venerable Ushabti	4	5	3	5	4	3	2	3	8	56
Venerable Ancient	4	5	3	5	4	3	2	4	8	+7

Troop Type: Monstrous infantry

Base Size: 40 x 40 mm

Unit Size: 3+

Equipment: Hand weapons, ritual blades and heavy armour

Options:

- Any unit may upgrade one model to a Venerable Ancient+7 points per unit

Special Rules: Close Order, Indomitable (1), Khopesh, Magic Resistance (2), Nehekharan Undead, Regeneration (6+)

	R	S	AP	Special Rules
Ritual blade	Combat	S+2	-3	Requires Two Hands, Strike Last

Representing This Unit In Your Games

Venerable Ushabti can easily be distinguished from regular Ushabti by painting the models in rich, vibrant colours or by placing them on scenic bases.

Infantry



Infantry Cohorts

The mixed-infantry formations of the Royal Hosts allow the forces of Nehekharan to advance under the cover of bowfire without leaving units of archers vulnerable to the enemy. Those foolish enough to charge the cohort head-on will likely find themselves on the receiving end of a volley of arrows before their advance is brought to a standstill by the towering shields of the cohort's impenetrable front ranks.

Venerable Ushabti

Amongst the innumerable Ushabti that guard necropolises and tombs of the Land of the Dead stand some of truly ancient age, crafted by masons in the earliest days of Nehekharan in honour of gods and goddesses long since forgotten. Though their surfaces have become pitted and eroded by the passage of the centuries and the names of the deities they represent have been forgotten, they remain powerful servants of the Mortuary Cult.

Cavalry



Cavalry Cohorts

Much like their infantry counterparts, the mixed-cavalry cohorts often seen in the Royal Hosts ensure that its mounted forces can harass the enemy with bowfire, whilst still maintaining the ability to flatten an enemy formation with a devastating charge from spear-armed horsemen.

Necroserpents

Though they are most commonly seen serving as mounts for Tomb Guard, occasionally the Mortuary Cults will call upon Necroserpents who do not yet have a rider. Most of these stone serpents were built in the image of the hooded Khemrian Cobra, a snake whose noxious venom is potent enough to kill a dozen warhorses with a single drop – and the same toxin that drips from the fangs of the Necroserpents themselves.

Skeleton Cavalry Cohort

	M	WS	BS	S	T	W	I	A	Ld	Points
Royal Host Horseman	-	2	2	3	3	1	2	1	5	12
Royal Host Horse Archer	-	2	3	3	3	1	2	1	5	11
Master of Horse	-	2	2	3	3	1	3	2	5	+6
Skeletal Steed	8	2	-	3	-	-	2	1	-	-

Troop Type: Heavy cavalry

Base Size: 25 x 50 mm

Unit Size: 5+/5+*

Equipment:

- **Royal Host Horseman:** Hand weapons, cavalry spears, light armour and shields
- **Royal Host Horse Archer:** Hand weapons, light armour and warbows
- **Skeletal Steed:** Skeletal hooves (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to a Master of Horse (champion).....+6 points per unit
 - Upgrade one model to a standard bearer+6 points per unit
 - Upgrade one model to a musician+6 points per unit
 - Take a magic standard worth up to50 points
 - Have the Counter Charge special rule+1 point per model
- A Master of Horse may purchase magic items up to a total of.....30 points

Special Rules: Arrows of Asaph, Close Order, Horde, Motley Crew*, Nehekharan Undead, Regeneration (6+), Steadfast Discipline (see page 31), Swiftstride, Vanguard

**When writing your muster list, a Skeleton Cavalry Cohort must contain at least five Royal Host Horsemen and five Royal Host Horse Archers. Royal Host Horsemen always occupy the front rank(s) of the unit, pushing past any Royal Host Horse Archers to get there if necessary (such as when the unit turns).*

Necroserpents

	M	WS	BS	S	T	W	I	A	Ld	Points
Necroserpent	7	3	0	5	4	3	3	3	7	38

Troop Type: Monstrous cavalry

Base Size: 50 x 100 mm

Unit Size: 2+

Equipment: Lashing tails and venomous fangs (counts as hand weapons)

Special Rules: Ambushers, Armoured Hide (1), Impact Hits (1), Indomitable (1), Move Through Cover, Nehekharan Undead, Open Order, Poisoned Attacks, Regeneration (6+), Swiftstride

Representing This Unit In Your Games

Necroserpents are easily represented by using the Necroserpents from the Necropolis Knights kit.

Tomb Guard Chariots

	M	WS	BS	S	T	W	I	A	Ld	Points
Chariot	-	-	-	4	4	3	-	-	-	53
Tomb Guard Crew (x2)	-	3	3	4	-	-	2	1	7	-
Tomb Captain	-	3	3	4	-	-	2	2	7	7
Skeletal Steed (x2)	8	2	-	3	-	-	2	1	-	-

Troop Type: Light chariot

Base Size: 50 x 100 mm

Unit Size: 3+

Armour Value: 4+

Equipment:

- **Tomb Guard Crew:** Hand weapons, halberds and shields
- **Skeletal Steed:** Skeletal hooves (counts as hand weapons)

Options:

- Any unit may:
 - Upgrade one model to include a Tomb Captain (champion).....+7 points per unit
 - Upgrade one model to include a standard bearer+7 points per unit
 - Upgrade one model to include a musician.....+7 points per unit
 - Purchase a magic standard worth up to.....50 points
- A Tomb Captain may purchase magic items up to a total of50 points

Special Rules: Cleaving Blow (Tomb Guard Crew only), Dry as Dust, Impact Hits (D3+1), Indomitable (2), Khopesh, Nekhkhara Undead, Open Order, Regeneration (6+), Reserve Move, Swiftstride

Note that a Tomb Captain, a standard bearer or a musician each replace a single Tomb Guard crew, and that each must be placed aboard a different chariot.

Representing This Unit In Your Games

Skeleton Chariots crewed by Tomb Guard infantry are ideal for representing Tomb Guard Chariots.



Chariot



Tomb Guard Chariots

Though traditionally forming blocks of elite infantry, it has been known for a king's Tomb Guard to crew their prized chariots, riding into battle alongside their lord. These already deadly warriors become even more dangerous atop these fast moving chariots, as they can crash through any lesser warriors using their crushing momentum and focus their precise strikes against their more dangerous foes. With such elite warriors forming the tip of Settra's invasion spear, those who inhabit the lands of the living should tread lightly indeed – as the sound of rumbling chariots echoes across the Border Princes and beyond.



TOMB KINGS OF KHEMRI

MAGIC ITEMS

The following pages expand upon the Tomb Kings of Khemri magic items found in *Ravering Hordes*. These magic items are unique to Tomb Kings of Khemri armies and can be purchased in exactly the same way as Common magic items, as described in the *Warhammer: the Old World* rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the *Warhammer: the Old World* rulebook.

Magic Weapons

Blade Of Antarhak 45 Points

Those cut by the Blade of Antarhak age by decades in the blink of an eye, their vitality stolen and bestowed upon the wielder of this fell blade.

R	S	AP	Special Rules
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Blade of Antarhak	Combat	S+1	-1	Magical Attacks
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Notes: The Blade of Antarhak may only be taken by models in a Nehekharan Royal Host Army of Infamy. For each Wound an enemy unit loses as a result of an attack made with the Blade of Antarhak, its wielder immediately recovers a single lost Wound.

The Conqueror's Blade 55 Points

Many a king and queen, warlord and emperor foolish enough to resist the rule of the Lord of Nehekharra have found their heads parted from their bodies by this wicked weapon.

R	S	AP	Special Rules
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The Conqueror's	Combat	S+2	-2	Killing Blow, Magical Attacks, Requires Two Hands, Strike Last
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Notes: Whilst engaged in a challenge, the bearer of the Conqueror's Blade strikes a Killing Blow if they roll a natural 5 or 6 when making a To Wound roll, rather than the usual 6. In addition, should the wielder slay the enemy General in a challenge, you win a bonus of 100 Victory Points at the end of the game.

Phakth's Blades Of Justice 35 Points

Crackling lightning arcs from these twin blades as they slice through the ranks of Nehekharra's foes.

R	S	AP	Special Rules
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Phakth's Blades	Combat	S	-1	Magical Attacks, Requires Two Hands
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Notes: Models whose troop type is 'infantry' only. Phakth's Blades of Justice grant the wielder +1 Attack for each rank an enemy unit the wielder is engaged with has.

Staff Of Aeons 30 Points

A single blow from this accursed weapon can cause armour to rust and tarnish in a matter of moments, leaving those wearing it vulnerable to the Liche Priest's minions.

R	S	AP	Special Rules
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Staff of Aeons	Combat	S+2	-1	Magical Attacks, Requires Two Hands
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Notes: The Staff of Aeons may only be taken by a Liche Priest in a Mortuary Cult Army of Infamy. Any model that is hit by one or more close combat attacks made using this weapon suffers a -1 modifier to its armour value for the remainder of the game.

Magic Armour

Royal Mantle 40 Points

It is said that the wisdom of the kings and queens of Nehekhar is held within these armoured plates, giving counsel to the wearer as they command their warriors on the battlefield.

The Royal Mantle may only be taken by models in a Nehekharan Royal Host Army of Infamy. May be worn with other armour. The wearer of the Royal Mantle improves their armour value by 1 (to a maximum of 2+). In addition, the wearer's My Will Be Done special rule affects all friendly units with the Nehekharan Undead special rule within 6" of them, not just a unit they have joined.

Warding Splint 35 Points

Protective strips of bronze and iron inscribed with regenerative hieroglyphics are placed across the Liche Priest's shrivelled body, for without their power the armies of the Tomb Kings will crumble.

The Warding Splint is a suit of heavy armour which may be purchased and worn by a Liche Priest, even if they do not have the option to be equipped with armour, a shield or barding, without penalty. In addition, its wearer has a 5+ Ward save against any wounds suffered.

Talismans

Amulet Of The Serpent 30 Points

Cast in antique gold with glittering emeralds for eyes, this magical snake amulet laces the weapons of nearby Nehekharan warriors with a fast-acting and deadly venom.

The bearer of the Amulet of the Serpent and any unit they have joined gains the Poisoned Attacks special rule.

Relic Of The Desert Sun 25 Points

With their withered, mummified forms vulnerable to open flame, some Tomb Kings placed their faith in the sun god Ptah to protect them.

The bearer of the Relic of the Desert Sun is not subject to the Dry as Dust or Flammable special rules.

Magic Standards

Royal Standard Of Settra 50 Points

When Settra's personal banner marches to war, it is an omen of doom for those who stand against him. For the True King of Nehekhar kneels to no one; all shall bow to him or face annihilation.

The Royal Standard of Settra may only be taken in a muster list that includes Settra the Imperishable and/or Nekaph, Emissary of Settra. A unit carrying the Royal Standard of Settra gains the Hatred (enemy characters) and Terror special rules.

Sigil Of Centuries 45 Points

Time behaves strangely around this odd icon, the weight of years slowing even the most agile warriors to a sluggish crawl.

All enemy units within 6" of the model carrying the Sigil of Centuries suffer a -1 modifier to their Initiative characteristic (to a minimum of 1).

Tapestry Of Conquered Lands 35 Points

Woven from the standards of vanquished enemies, this patchwork banner serves as a warning to those who stand against the rulers of Nehekhar.

Any enemy standard captured by a unit carrying the Tapestry of Conquered Lands is worth 100 Victory Points as a trophy of war.

Banner Of The Desert Winds 30 Points

This tattered banner snaps and waves under the command of a spectral breeze, whose gusts drive forward those who march under it.

Models whose troop type is 'infantry' only. A unit carrying the Banner of the Desert Winds gains the Vanguard and Reserve Move special rules.



Enchanted Items

Staff Of Awakening.....50 Points

Carried only by the most revered Liche Priests, this powerful artefact amplifies the wielder's already formidable necromantic talents.

High Priest only. When the wielder of the Staff of Awakening uses the Arise! special rule on a friendly unit whose troop type is 'infantry' or 'cavalry', that unit recovers an additional D3 Wounds.

Orb Of Ptra.....40 Points

Upon uttering a prayer to the mighty Ptra, this orb becomes as bright as the midday sun, confounding enemy archers.

Any enemy model that targets this character or any unit they have joined during the Shooting phase suffers an additional -1 To Hit modifier.

Arcane Items

Phâzerakt's Kanopi.....40 Points

It is said that Phâzerakt's spirit can be unleashed from within the ornate vessel in which it is trapped to aid in a mass summoning.

Single use. During the Command sub-phase of their turn, if they are not engaged in combat, the bearer of Phâzerakt's Kanopi may attempt to unleash its contents by making a Leadership test (using their own, unmodified Leadership). If this test is passed, place a unit of 2D6+3 Summoned Skeleton Warriors on the battlefield anywhere completely within 12" of this model, but not within 1" of any enemy models:

	M	WS	BS	S	T	W	I	A	Ld	Points
Skeleton Warrior	4	2	2	3	3	1	2	1	5	4

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 2D6+3

Equipment: Hand weapons and shields

Special Rules: Horde, Nehekharan Undead, Regeneration (6+), Skirmishers

Note that Summoned Skeleton Warriors are not worth any Victory Points.

Curse-Weaver Wand.....20 Points

The power within this accursed wand seeks only to enfeeble the enemies of its wielder.

The bearer of the Curse-weaver Wand gains a +1 modifier to their Casting roll when attempting to cast a Hex spell.

Tablets Of Tahoth*.....20 Points

These powerful relics of Tahoth's wisdom crumble to dust once their power is spent.

A Wizard may purchase up to three Tablets of Tahoth, each of which is single use. Before making a Casting roll, a Wizard may choose to use any number of their Tablets. For each Tablet used, you may apply a +1 modifier to the result of the Casting roll.

Note that this is a modifier to the result of a roll – it does not negate a roll of a natural double 1.

