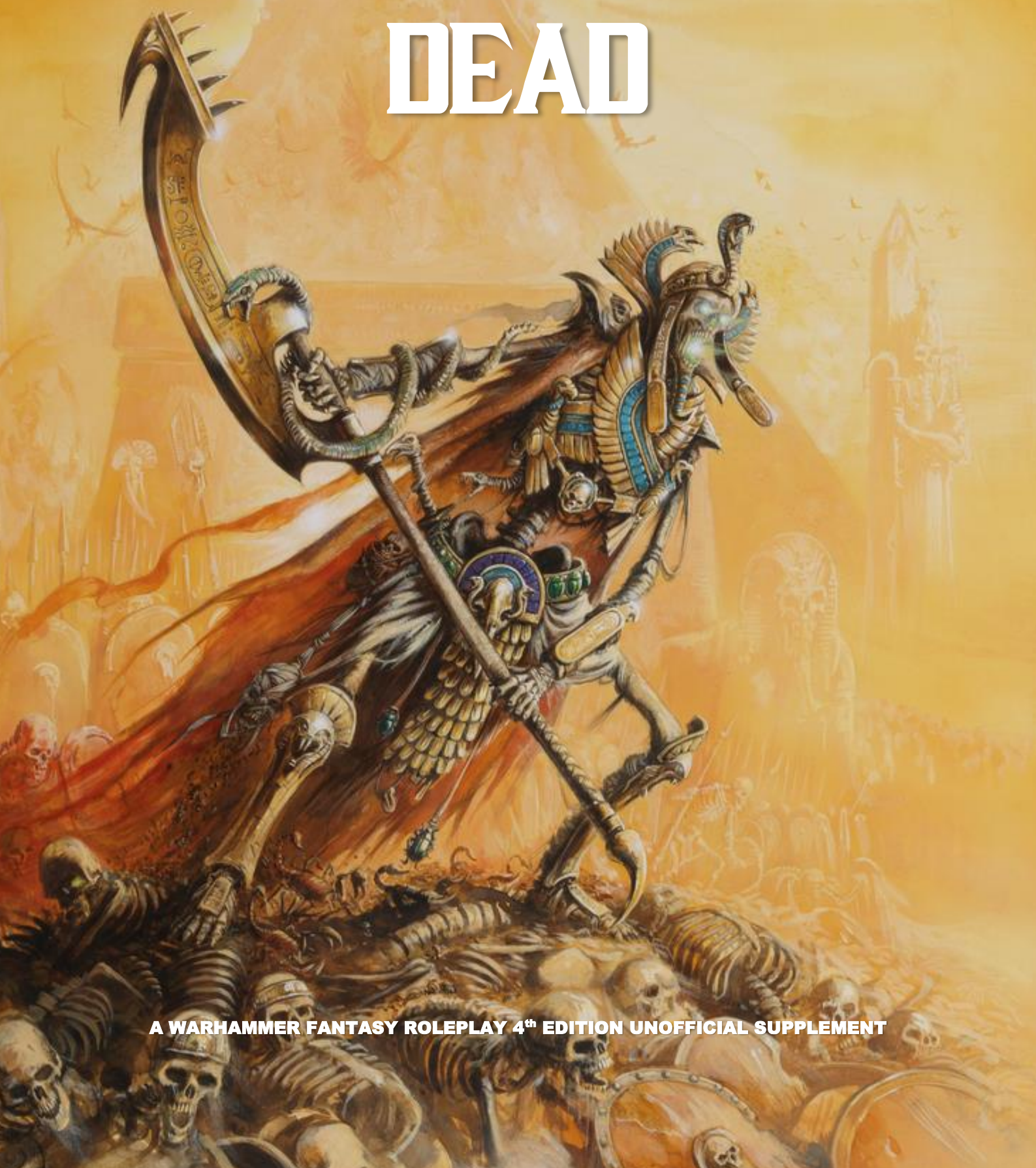


KINGS OF THE DEAD



A WARHAMMER FANTASY ROLEPLAY 4th EDITION UNOFFICIAL SUPPLEMENT



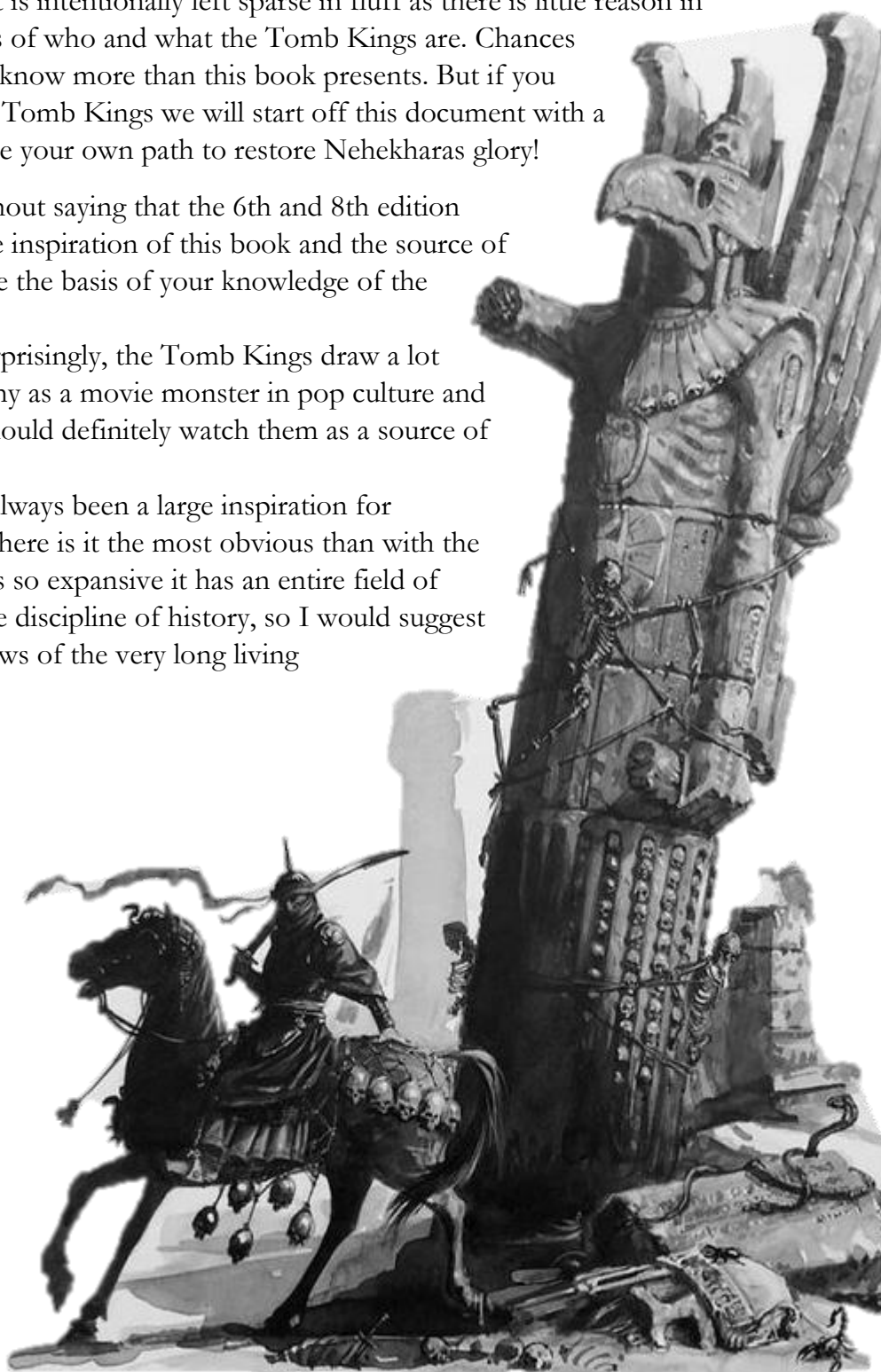
Introduction

Kings of kings! Lords of the Unquiet dead and masters of the desert sands! Welcome blessed prince of Nehekhar! Within you will find the rules necessary to play Tomb Kings characters in Warhammer Fantasy Roleplay 4th edition. The rules of this undead race itself, artefacts of the tomb, a new lore of magic and more! Kings of the Dead is written with the premise of Tomb Kings venturing out of Nehekhar into the Old World to recover their stolen artefacts and to deliver vengeance upon the thieves that stole them and all their activities that follow in the Empire and the Old World. It can be used to play games in the Land of the Dead but it is primarily aimed at adventures set in the Old World. To use this you will need a copy of the Warhammer Fantasy Roleplay 4th edition Rulebook, as this documents rules are intended as a supplement to those presented in the core rulebook. Furthermore, it is intentionally left sparse in fluff as there is little reason in repeating more than the basics of who and what the Tomb Kings are. Chances are if you are reading this you know more than this book presents. But if you have little experience with the Tomb Kings we will start off this document with a list of further reading to inspire your own path to restore Nehekhar's glory!

The Armybooks: It goes without saying that the 6th and 8th edition armybooks are the basis of the inspiration of this book and the source of most of the art. This should be the basis of your knowledge of the Tomb Kings.

The Mummy movies: Unsurprisingly, the Tomb Kings draw a lot of inspiration from the Mummy as a movie monster in pop culture and this book does as well. You should definitely watch them as a source of inspiration.

Ancient Egypt: History has always been a large inspiration for Warhammer Fantasy and nowhere is it the most obvious than with the Tomb Kings. Ancient Egypt is so expansive it has an entire field of study dedicated to it within the discipline of history, so I would suggest reading encompassing overviews of the very long living civilization that it was.





TOMB KINGS IN THE OLD WORLD

Once they were the greatest kings and princes of mankind to have ever walked the world. Commanding legions of loyal warriors that subjugated barbarians from the deserts of Araby, to the Dark lands and even as far north as the lands that would become the Empire. But now, they are naught more but desiccated corpses animated by the Great Necromancers curse and held together by the sacred blessings of Nehekharan mummification and their own immortal will. The glory of Nehekharan lost to the sands of time. But where there is will there is a way and the Tomb Kings have lost none of their ambition or lust for power, indeed it burns even brighter now that all other things are denied them by Nagash curse. Nehekharan will be restored and the kings of the Land of the Dead will bring all under their immortal rule.



Few people in the Old World know anything about the Tomb Kings beyond legend and rumour. The only with any knowledge of ancient Nehekharan and its rulers are those that study history and seek the treasures from the Land of the Dead to plunder. Most would simply see the undead Nehekharans as shambling corpses and in their panic assume they are the same as the zombies and skeletons raised by the dreaded vampires of Sylvania. Indeed, while the Tomb Kings and Vampires both are cursed by Nagash and have their origins in Nehekharan, they are the bitterest of enemies. Engaged in a feud nearly as old as human civilisation itself, but the vampires think themselves safe as the Tomb Kings dwell only in the Land of the Dead. Or so they believe.

Little do they know that some of the Tomb Kings with more foresight have a presence in the Old World, particularly the Empire. When they arose from their graves many found that they had their riches plundered and flew into rages, but once they calmed they sought to find and return their stolen artefacts. Using subtle methods and their fabulous wealth the Tomb Kings have managed to gain themselves a network of trade and information via Araby which has allowed them to establish a secret society of sorts within the Empire and the Old World. By using the Grand Museum of Antiques in Altdorf as a front, they ferret out rumours of stolen Nehekharan artefacts and buy them under the pretenses of preserving knowledge of lost civilizations. A method far more effective than marching punitive expeditions from Nehekharan to the other side of the world and many stolen Nehekharan artefacts too dangerous to be in the hands of the living have been returned to its rightful owners. Indeed, so successful is the Grand Museum that some Tomb Kings even donate some of their artefacts for display in order to show off their fabulous wealth and remind the living of the heights their barbarous civilization will never reach. A second purpose has grown since the museums founding is also combating the threat of the vampires in the Old World. Nagash parasitic and traitorous get have often attempted to thwart the Tomb Kings regaining their lost property and this has raised the Tomb Kings



ire anew. Many times has a vampire hunter or witch hunter found themselves with sudden help in the form of boons, gold and instructions of where to put the stake from a mysterious patron. While they are very few in number, their influence is often enough to make a difference for these adventurers. Indeed, sometimes one of the handful of Tomb Kings present in the Empire add their own blades to the fight against the foul vampires.

Tomb King characters in the Old World are likely to be representative of a greater King or one of the many Princes sent to the Old World to recover lost or stolen artefacts and punish those thieves audacious enough to rob the lords of Nehekharas. Another reason for a Tomb King

character to leave the Land of the Dead is to hunt and kill vampires. To give those bloodsucking monstrosities the righteous vengeance for their betrayal in the wars against Nagash before Nehekharas fall to the Great Necromancers curse. Finally, the rarest reason for Tomb King characters to appear in the Old World is diplomacy. They may be undead, but they are still kings and sovereigns and while the lords of the Old World are barbarous primitives a good king knows when to use a word rather than a sword to bring his will unto the world.

In all cases but as diplomats Tomb King characters in the Old World will act in hiding. Covering their desiccated carcasses from the sight of the living with elaborate death masks and voluminous robes worthy of a king.

Opinions

On Reiklander Humans...

"Barbarous primitives whom have gone from wearing animal skins to ridiculous hats in the time of our slumber and squander their gift of life on petty bickering and what they pass for culture. They need a strong hand to rule them."

- Thutep VI, Tomb King of the 12th Dynasty

On Dwarfs...

"Unwelcome guests driven by their greed to plunder our tombs! May Djaf strike off their beards for their insolence!"

- Athepsis, Tomb Princess of Numas

On Halflings...

"Do not mock me, mortal. They are clearly children."

- Rakhmosis, Champion of King Thutep VI and Guardian of the Grand Museum in Altdorf

On Elves...

"Oh Ptra, take my heart, which has hardened like a rock. Take it, and use it to stone all the elves."

- Metmesis, Tomb Queen of the 12th Dynasty



CREATING TOMB KINGS CHARACTERS



Creating a Tomb King character follows the standard method from the Warhammer Fantasy 4th ed Rulebook. As they are unsuited for random rolling and demand adapted campaigns, the Tomb King race will not be added to the random race table. Instead you follow the method as if you picked your race without rolling and then move on the picking a career and follow character creation as normal.

Nehekharan Undead Skills, Talents & Traits

Skills: Charm, Cool, Drive, Evaluate, Melee (Basic), Intimidate, Leadership, Language (Nehekharan), Lore (Nehekharan), Lore (History), Ranged (Bow), Perception

Talents: Crack the Whip, Frightening 2, Noble blood *or* Craftsman (Trade), Hardy, Read/Write

Traits: Nehekharan Undead, Flammable

New Trait: Nehekharan Undead

Raised into death by the Curse of Nagash, they are neither living nor dead, but among the undead. Nehekharan Undead have no need for the prerequisites of life and neither need food, nor drink, nor air to breathe. They do not suffer effects from exposure and are immune to the following Conditions: *Bleeding, Fatigued, Poisoned, Unconscious*. Creatures with this trait are also affected by all abilities that affect Undead only. Furthermore, if a creature with this trait suffers a number of Critical Wounds equal to their Toughness Bonus and have 0 wounds they suffer the *Shattered* Condition.

New Trait: Flammable

The creature is particularly susceptible to fire, whether by being wrapped in cloth, doused in oil or being made out of wood and similar flammable materials. A creature with the flammable trait takes the maximum amount of damage from *Ablaze* Conditions and cannot remove any *Ablaze* Conditions without the use of water.

New Condition: Shattered

Whenever a Nehekharan Undead comes upon the brink of death, the complex blessings and magic holding their forms together shatter and they are reduced to a pile of desiccated bones, their souls returning to sleep in the Realm of Souls and are for all intents and purposes, dead. Only the Liche Priests can bring the fallen Tomb King back now. However, if the character spends a Fate Point their indomitable will keeps their soul lingering in their mortal remains and with a successful Willpower test they can still speak, their grinning skulls projecting their voice. With a successful **Difficult Lore (Necromancy) (-10) test** and instruction from the fallen Tomb King their bodies can be reassembled and with the correct incantations they are brought back to unlife again. Ready to wreak vengeance upon the fools who shattered them!



Healing the Undead

Naturally, the undead are not healed like the living. As they are not alive they gain no benefits from the usage of the Heal skill to regain wounds. However, using the Lore (Necromancy) skill they may recover wounds and heal critical wounds under the normal rules of healing. This represents mummification and binding incantations maintaining the Tomb Kings undead form being restored and may require more exotic and magical materials other than a fresh application of bandages. Whatever is required is up to the GM to decide.

Tomb King Attributes table	
	Nehekharan Undead
Weapon Skill	2d10+25
Ballistic Skill	2d10+20
Strength	2d10+30
Toughness	2d10+30
Initiative	2d10+10
Agility	2d10+15
Dexterity	2d10+15
Intelligence	2d10+20
Willpower	2d10+30
Fellowship	2d10+15
Wounds	SB+(2xTB)+WPB
Fate	2
Resilience	0
Extra points	2
Movement	4

TOMB KINGS RANDOM CLASS AND CAREER TABLE		
Class	Career	
ACADEMICS	Liche Priest	01-10
	Necrotect	11-20
	Scholar	21-30
COURTIERS	Advisor	31-40
	Envoy	41-50
	Noble	51-60
WARRIORS	Cavalryman	61-70
	Guard	71-80
	Knight	81-90
	Soldier	91-100





Appearance

In life, the Nehekharans were a handsome, well built people. Tall, with sharp and noble features that inspired sculptors for thousands of years to carve elaborate skulls in Nehekharas statuary of the Mortuary Cult. Their skin was renowned for its caramel or bronzed tone, warmed by the rays of the blessed Ptras own sun as he chased across the sky in his chariot. Their dark hair, most often black or very dark brown was famed for its lustre and silken sheen as they cut and braided it into elaborate hair styles.



But that is all in the past. In death, the Nehekharans are hunched, dead things. Dried out and desiccated corpses cursed to eternal unlife, their once noble features have been twisted into rictus grins. They still carry themselves with the same pride and splendour as when they were beatific sovereigns, but the unliving husks they have become seem as mockeries of the great people they were in life.

As the Tomb Kings are unliving corpses and do not have the same variety in appearance as the living, roll on the table below to generate notable features. Three rolls are suggested, but you can choose to roll more or pick the features that you wish.

TOMB KING FEATURE TABLE		
Roll	Feature	Description
1	Missing nose	The Tomb King lacks a nose.
2	Scarab infestation	The Tomb Kings body is infested by a host of scarabs that crawl across and inside their undead flesh.
3	Loose jaw	The Tomb Kings lower jaw hangs limply from his face in a permanent howl of indignation.
4	Grinning skull	The Tomb Kings facial features have wasted away to reveal much of the skull beneath.
5	Wears a Death mask	The Tomb King wears an elaborate Death Mask rather than show their undead visage.
6	Prominent bandages	The Tomb Kings entombment has preserved much of their bandages from mummification and it still covers their desiccated flesh.
7	Skeletal	The Tomb Kings body is wasted to the point they look more like a skeleton than a mummified corpse.
8	Parchment like skin	The Tomb Kings preserved skin is dry and parchment like in its appearance.
9	Empty eyesockets	The Tomb Kings physical eyes have rotted away and glowing liche lights have replaced them.
10	Desert blood	The Tomb Kings remaining vital fluids have turned into dust and sand and bleed from his wounds like the lifeblood of mortals would.



Dynastic names



The names of the Tomb Kings have long and proud histories and are often family names or dynastic names that boast of their own prowess or make claim on the greatness of an earlier ancestor. Titles are often very common to use rather than a surname. As should be obvious, Tomb Kings use names from ancient Egypt but slightly changed up. But if you do not want to use actual names a random name generator is provided below.

Examples: The Everliving, The Great, The Blessed of Ptra, The Cursed, The Restless

TOMB KINGS NAME GENERATOR			
1d10	First Component	Second Component	Ending
1	Akh	Os	Is
2	Ahm	Nem	I
3	Dje	Ot	Es
4	Hat	Tar	Amon
5	Imh	Tit	Sis
6	Nefer	Es	Aten
7	Nekh	Ankh	Esh
8	Ram	En	Tra
9	Set	Mo	Se
10	Thu	Un	Het

ROLEPLAYING TOMB KINGS

As is perhaps obvious, roleplaying a Tomb King is not for the typical WFRP experience. Their power and undeath does not lend itself entirely to the typical grubby fantasy approach of the ordinary WFRP party. However, they can work in a WFRP party. They are perhaps one of the few of the undead creatures in the Warhammer world that can as they maintain more of their humanity than most. Particularly if your party is adventuring in Araby and Nehekara a Tomb King player character works. However, this is aimed at the Old World. Using a Tomb King character in a WFRP party will likely be with the Tomb King as either a courtier or agent for a mightier Tomb King, or as the groups patron. Likely in a quest to recover Nehekharan artifacts or killing vampires, all good adventure fodder for WFRP. As mortal companions would make it much easier to pass in their society unnoticed and without the torch and pitchfork mobs forming.

When playing a Tomb King character a focus should be on the tragedy of their existence. As far as undead go, the Nehekharan undead are 'neutral' in a sense. They do not hold to the evil of vampires and necromancers of Nagash teachings but are cursed by the Great Necromancer. One should highlight their separation from mortal things, but that they still

retain memory of them. That much of what drives the negative and 'evil' sides of the Tomb Kings is that they lack what mortals have and the only thing that remains for them is their ambitions of conquest and domination. Below follows a few roleplaying tips for playing Tomb King characters.

Roleplaying tips

1. You are born from the first and greatest civilization that ever was and ever will be. You may be undead, but you are still Nehekharan. First and greatest among men.
2. When among the living outside of Nehekharan, they cannot stomach to look upon your splendour. Wearing heavy robes and a death mask saves you much trouble.
3. The living may have forgotten the glory of Nehekharan, but you have not. Remind them by introducing yourself with all your titles and honorifics.
4. There is nothing you despise more than a necromancer. Except perhaps a vampire.
5. The world has moved on, you try to hide it, but you are constantly trying to play catch up just to understand how vastly different life is for the living now.
6. You were promised an eternal paradise in the after life. The curse you are suffering from now makes you question if anything you believed in is true.
7. You are torn between the urge to cling to undeath and surviving and ridding yourself of this horrific curse of undeath.
8. You envy the living their life and scorn their wastefulness of it.
9. You are intensely offended by anyone who so much as thinks of disturbing resting places for the dead, tombs or other grave sites.
10. Outwardly you seem assured of your supremacy, but inwardly you doubt it. If one of the living makes a claim or boast you feel a very strong urge claim to have outdone it.
11. Your memories of what being alive felt like are weak and fading. You often find yourself forgetting basic things, such as the feeling of drinking cool water, the scent of a cooked meal, or what being touched felt like. You can live vicariously through the living, but you would never admit it.
12. Words cannot describe how much you hate Nagash and all his works and creations.





Tomb King Careers

New Career: Liche Priest

The undying members of Nebekhara's Mortuary Cult and the holders to the secrets of unlife. They know the rituals needed to draw forth spirits from the Realm of Souls and bind them once more into corporeal bodies. It is the Liche Priests who rouse the Tomb Kings and their courts from their slumber and awaken their armies for war. Liche Priests are also the keepers of Nebekharas arcane lore. Through ritualistic incantations, they call upon the power of ancient gods to bestow blessings upon the warriors of the Tomb Kings, infusing their ancient bones with magical energy. Similarly, Liche Priests cast terrible curses upon their foes, summoning vengeful desert spirits to feast on their souls. In the Old World Liche Priests often appear as emissaries for the Mortuary Cult to recover magical artifacts stolen from Nebekharas crypts or destroy upstart vampires and mortal necromancers who offend the Tomb Kings with their existence.

Liche Priest advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
-	-	-	Bronze	Silver	-	Base	Base	Base	Gold

Career path

Tier 1: Liche Cultist – Brass 9

Skills: Channeling (Lore of Nebekhara *or* Death *or* Light), Intuition, *Language (Magick)*, Lore (Magic), Lore (Necromancy), Melee (Polearm), Perception, Trade (Calligrapher)

Talents: Aethyric Attunement, Petty Magic, Read/Write, Second Sight

Trappings: Grimoire of Magic, Staff, Papyrus scrolls & ink

Tier 2: Liche Priest – Silver 2

Skills: Charm, Cool, Gossip, Intimidate, Research

Talents: Arcane Magic (Lore of Nebekhara *or* Death *or* Light), Detect Artefact, Etiquette (Tomb Kings), Sixth Sense

Trappings: Embalming tools, Papyrus scrolls and magical ingredients

Tier 3: Master Liche – Silver 6

Skills: Animal Care, Evaluate, Lore (Theology), Ride (Horse)

Talents: Hatred (Necromancers), Holy Visions, Instinctive Diction, Magical Sense,

Trappings: Magical item, Familiar

Tier 4: Liche High Priest – Gold 3

Skills: Language (Any), Lore (Any)

Talents: Hatred (Vampires), Iron Will, Savant (Necromancy *or* Nebekhara) War Wizard

Trappings: Familiar, Mortuary Cult Temple



New Career: Necrotect

Necrotects were the artisans of ancient Nebekhara. They were not common labourers, but architects of extraordinary skill whose ambitions far outpaced what could be achieved in a mortal lifespan. In death, the Necrotects have lost none of their frenetic drive. They are filled with a compulsive need to pull down the inferior, vulgar cities of their enemies and supplant them with vast monuments of their own design. Stern taskmasters in life who oversaw tens of thousands of Nebekharans as they toiled under the blazing sun. Under their gaze, an army of masons carved slabs of rock from cliff faces before columns of slaves dragged the stones across the desert. It was also the Necrotects who carved the great War Statues of Nebekhara with the Liche Priests and continuously work to restore them to their former splendor. In the Old World, Necrotects can be found looking to find War Statues from lost expeditions in Nebekharas golden age, or studying the achievements of the living. Seething over their vulgar attempts at architecture and making plans to pull them down and replace them with their own glorious works.

Necrotect advance scheme

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
-	Base	-	-	Silver	-	Base	Base	Gold	Bronze

Career path

Tier 1: Necrotect Novice – Silver 1

Skills: Art (Sculpture), Cool, Melee (Basic), Lore (Architecture), Intimidate, *Trade (Mason)*, Perception, Ranged (Entangling)

Talents: Artistic, Read/Write, Hatred (Vandals), Tinker

Trappings: Whip, Stone carving tools

Tier 2: Necrotect– Silver 3

Skills: Charm, Drive, Dodge, Navigation, Research, Leadership

Talents: Craftsman (Mason), Hatred (Tomb Robbers), Public Speaker, Sure Shot

Trappings: Necrotects tools

Tier 3: Master Necrotect – Silver 5

Skills: Evaluate, Lore (Nebekharan War Statuary), Secret Signs (Necrotects), Set Trap

Talents: Deadeye Shot, Master Tradesman (Mason), Hatred (Looters), Super Numerate

Trappings: Workshop and servants

Tier 4: High Necrotect – Gold 1

Skills: Lore (Any), Language (Any)

Talents: Magnum Opus, Hatred (Plunderers), Savant (Mason), Unshakeable

Trappings: Pair of Ushabti, Large Workshop (Mason)

THE MAGIC OF NEHEKHARA

In life, the Nehekharans were among the first true magicians of mankind. Ritualising the use of the Winds of Magic, whom they believed to be the breath of the Gods, in their understanding of it. The Mortuary Cult and its Liche Priests are Nehekharas foremost practitioners of magic and they are masters of their craft, having created their own unique lore of magic as well as mastering the Lores of Light and Death. They also managed to bind their magic into hieroglyphs which allowed them to create and animate the vast statues of war that guard their necropolises and tomb complexes, as well as many other carved incantations of binding and guarding.

Liche Priests have access to three lores of magic, The Lore of Nehekharas, the Lore of Light and the Lore of Death. Beyond their narrow band of magical study, they follow all the same rules as human wizards.

THE LORE OF NEHEKHARA

Highly ritualised, with incantations that require specific intonations and inflections at the correct moment lest they provoke the wrath of the Gods. The Lore of Nehekharas channels the magic of the winds through the aspects of the Desert Gods and invokes their blessings for the armies of the Tomb Kings and their wrath to strike down the enemy. These long monotonous enchantments and incantations that beseech the Desert Gods are as much religious ritual as they are magic. While it channels the Winds of Magic, it does so in a manner many elven wizards would find familiar, as they believe magic is a gift from their gods. You may restore 1d5+WPB wounds to any creature with the Nehekharan Undead trait targeted by spells from the Lore of Nehekharas.

Ingredients: The ingredients for casting the Lore of Nehekharas are long papyrus scrolls holding the exact incantations needed to be spoken to cast the spell and various objects, animal parts and similar sacred to the Desert God who is being invoked with the spell.





Khsar's Incantation of the Desert Wind

Harnessing the power of Khsar, god of the desert winds, the Liche Priest summons forth a sandstorm that engulfs the undying warriors of Nebekbara and carries them across the battlefield.

CN: 6

Range: Willpower/2 yards

Target: Willpower Bonus targets

Duration: Willpower Bonus Rounds

For the duration of the spell, all targets increase their Movement Characteristic with a number equal to your Willpower Bonus as their movements are quickened by the desert wind.

Djaf's Incantation of Cursed Blades

As the Liche Priest utters this ancient mantra, he imbues the weapons of the Nebekbaran warriors with the essence of Djaf, the jackal-headed god of the dead, whom hungers for the souls of the living above all things.

CN: 8

Range: Willpower Bonus Yards

Target: Willpower Bonus targets

Duration: Willpower Bonus Rounds

The weapons of the targets gain the *Impale* and *Impact* qualities, as well as Damage +6. If they already possess one, or both of these traits they instead automatically cause the *Sudden Death* optional rule (p. 173, WFRP4 Rulebook)

Neru's Incantation of Protection

As the Liche priest intones this blessing, his foes find their sword strokes mysteriously turned aside as Neru, wife of Ptra and goddess of protection reaches out to shield Nebekbara's warriors from the evils of the night.

CN: 7

Range: Willpower/2 yards

Target: Willpower Bonus Targets

Duration: Willpower Bonus Rounds

For the duration of the spell, the targets gain the Ward (8+) creature trait.

Ptra's Incantation of Righteous Smiting

As the verses of this incantation are spoke, a fierce light emanates from the empty eye sockets of the Nebekbaran Undead as the power of Ptra infuses these warriors with the speed and fury to smite their foes.

CN: 7

Range: Willpower Bonus x2

Target: 1

Duration: Willpower Bonus Rounds

For the duration of the spell, the target gains the Furious Assault Talent and may make an additional extra attacks as per the talent equal to the casters Willpower Bonus.



Usirian's Incantation of Vengeance

Skeletal hands burst from beneath the surface to drag those above into a grave as the Liche Priest invokes the names of Usirian.

CN: 8

Range: Willpower Yards

Target: 1

Duration: Willpower Bonus Rounds

The target has their Movement characteristic reduced by a number equal to the SL's of the **Language (Magick) test** to cast the spell. If their Movement characteristic is reduced to 0, they must succeed on an **Opposed Athletics/Channeling (Lore of Nehekharu) test**. If they fail, they are pulled underground by the skeletal hands and buried alive the casters WPB/2 foot underneath the surface, suffering from *Suffocation* until excavated.

Usekhp's Incantation of Desiccation

As the Liche Priest intones the curse of desiccation, every syllable strips moisture from his victims' bodies, sapping their vitality.

CN: 10

Range: Willpower Bonus x2 Yards

Target: 1

Duration: Instant

For every SL in successfully casting the spell, the target reduces all characteristics by -10 and suffers 1d10 Damage not modified by Armour Points, with a minimum of 1 Wound lost.

Sakhmet's Incantation of the Skullstorm

A whirlwind of skulls tears across the battlefield, devouring everything in its path in the name of the goddess Sakhmet.

CN: 12

Range: Willpower Yards

Target: AoE (Willpower Bonus x2 Yards across)

Duration: Willpower Bonus x2 Rounds

Pick a target area within range, this is where the spells AoE effect manifests. After this is done, nominate a direction in which the Skullstorm will move, once this is done the Skullstorm moves the casters WPB yards every round for the duration of the spell inflicting +10 damage on those caught in the Skullstorms path.



ARTEFACTS OF THE TOMB

Rare museum pieces, gathered by collectors and tomb robbers and a sign of immense wealth and status.

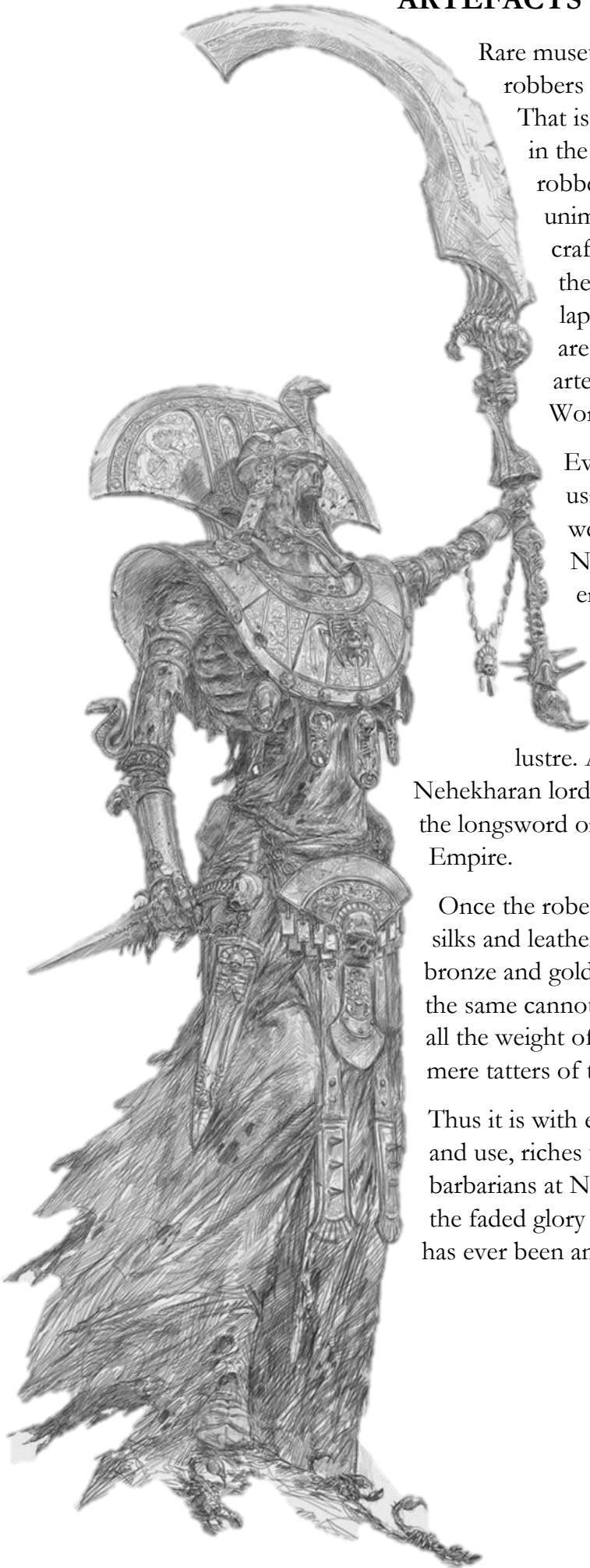
That is what has become of the wealth of Nehekharah in the Old World. Drawing adventurers and tomb robbers to the Land of the Dead to gain riches unimaginable in the Old World, as the craftsmanship put into these objects is perhaps the greatest ever made by human hands. Gold, lapis lazuli, ivory, ebony, rubies and sapphires are all common decorations on Nehekharan artefacts and fetch immense prices in the Old World.

Even though metallurgy has moved on from the usage of bronze to steel and iron, the bronze weapons and armours of the ancient Nehekharans are so finely wrought and often enchanted to be the equal, or even superior, of any weapon or suit of armour made by a master smith in the Old World. Even the millennia since their making has done little to dull their keen edges or tarnish their

lustre. A bronze khopesh wielded by an undead Nehekharan lord is the equal and in many cases the superior of the longsword or zweihänder wielded by a noble from the Empire.

Once the robes and clothes the Tomb Kings wore were fine silks and leathers from exotic animals, but where their bronze and gold artefacts have been barely touched by time, the same cannot be said for their kingly robes. As they bear all the weight of the ages of their entombed slumber and are mere tatters of the majesty they would have once inspired.

Thus it is with everything the living dead of Nehekharah wear and use, riches unimaginable to those that were mere barbarians at Nehekharah's apex and a constant reminder of the faded glory of the first and greatest human kingdom that has ever been and ever will be.





NEHEKHARAN WEAPONS & AMMUNITION						
Weapon	Price	Enc	Availability	Reach/Range	Damage	Qualities and Flaws
BASIC						
Khopesh	5gc	1	Rare	Average	+SB+4	Fine
Nehekharan Great Shield	4gc	3	Rare	Very Short	+SB+3	Shield 3, Defensive, Undamaging, Fine
POLEARM						
Nehekharan Broad-Spear	7gc	2	Rare	Very Long	+SB+4	Fast, Fine, Impale
TWO-HANDED						
Nehekharan Glaive	14gc	3	Rare	Long	+SB+6	Fine, Hack, Impact, Slow
Great Khopesh	10gc	3	Rare	Long	+SB+5	Fine, Hack
BOWS						
^(2h) Nehekharan War-bow	8gc	2	Rare	120	+SB+4	Damaging, Fine
AMMUNITION						
Arrows of Asaph	9/	0	Rare	As weapon	+1	Accurate, Impale, Precise

Khopesh

Sickle-bladed swords famed for their cutting ability and whose curved blades allowed warriors to pull shields out of position for a killing blow. Besides the bronze tipped spear, the Khopesh was among the most common weapon of Nehekhara's legions and they found use from the simple cast bronze blades used by the common soldier to the lavished upon and gold-plated signs of status used by the kings and princes of Nehekhara.

Great Khopesh

A two handed version of the Khopesh, popular among the Tomb Guard and personal champions of the Tomb Kings themselves, as its heavy blade can cleave through shields and armour with ease.

Nehekharan Broad-Spear

The common bronze tipped spear is the weapon that forged their empire and the Broad-Spear is the King of Spears. No mere weapon of a commoner the Broad-Spear is the pinnacle of the spearmakers art, it's long broad bladed speartip is closer to a bronze sword and its durable yet lightweight construction makes striking with it as quick as the Nehekharan asp. A favoured weapon among those Tomb Kings who fought on horseback and chariot, but many princes of Nehekhara wielded it in the shield walls alongside a Great Shield.



Nehekharan Glaive

As tall as man is long, the Nehekharan glaive is a heavy bladed weapon capable of cleaving a man in two and rend apart armour and shields as if they were dry papyrus. The weapons construction is similar to the khopesh, in that it has a heavy sickle-blade mounted on a long haft to make a two handed weapon. It varies in style, but its most common varieties mount the blade much like a khopesh bladed axe or having the handle pass through much of the back of the blade for leverage and allowing to the wielded in great whirling motions as it cuts down the foe.

Nehekharan Great Shield

Made out of lacquered and layered wood with bronze fittings, the Great shield makes up for the lack of coverage of Nehekharan styles of armour in sheer size, comparable to the pavises in the Old World. Nearly every warrior in Nehekharah had one of these shields, as the desert heat made wearing too much armour an

issue in life. In death, they still wield these mighty bulwarks, as effective at protecting bone and desiccated flesh as it was protecting bare living flesh. The shields used by the Tomb Kings and Princes themselves are greatly lavished upon and decorated, their large surfaces often painted with images of the Desert Gods or the great deeds of its wielder.

Nehekharan War-Bow

Comparable to the modern longbows in the Old World, the Nehekharan War-Bow is a large recurve composite bow wielded by the massed ranks of archers in life and death in the Tomb Kings armies. While even the humble war-bows used by the common soldier are well made weapons, the war-bows used by the nobility are true works of art. As Nehekharah had a long tradition of archery among its young nobles, many of these bows are decorated with precious metals, gems and lapis, rendering them as beautiful as they are lethal.

Arrows of Asaph

These bronze tipped arrows carry the blessing of the Nehekharan goddess of beauty, magic and vengeance, Asaph. Long and arduous rituals inscribe their shafts with incantations using the claws of dune scorpions and their tips are tipped in the blood of a hundred sacrificed serpents grant them an unerring accuracy.



NEHEKHARAN ARMOUR							
Armour	Price	Enc	Availability	Penalty	Locations	AP's	Qualities and Flaws
BRONZE PLATE							
Nehekharan Bronze Headress	8gc	2	Exotic	-10 Perception	Head	2	Fine, Royal presence*, Impenetrable, Partial
Bronze Chestplate	14gc	3	Exotic	-	Body	2	Fine, Impenetrable, Partial
Bronze Vambraces	10gc	2	Exotic	-	Arms	2	Fine, Impenetrable, Partial
Bronze Greaves	10gc	2	Exotic	-	Legs	2	Fine, Impenetrable, Partial
Full Panoply	50gc	6	Exotic	-10 Perception	All	3	Fine, Royal presence*, Impenetrable, Partial
*Provides the War Leader talent while worn, or +1 to the talent if the wearer already possesses it.							

Nehekharan Bronze Headress

As much a helmet as it is a status symbol. The crescent headress worn by Nehekhara nobility comes in many different styles. But it is all intended to make the wearer look impressive and signal their rank to his troops and the enemy, so that they know that a true warrior has come for them.

Bronze chestplate

Primarily covering the shoulders and ribcage, the chestplate worn by Nehekhara is not as full in its coverage as the armours of the Old World but it was a necessary trade off to manage the heat of the desert while still protecting the vital organism as well as making the wearer look more imposing by broadening this frame. Aristocratic examples also include broad bronze belts with attached tassets to increase the coverage on the lower torso and rare examples from the reign of Alcadizzar include bronze scales to cover the entirety of the torso.

Bronze vambrace & greaves

Solid pieces of cast bronze that are often richly decorated covering the arms and legs from wrist to elbow and ankle and top of the knee, respectively. The vambrace and greaves do not cover the full limb as they are intended only to cover the weakspots and reinforce what a shield does not cover.



Full Panoply

The full panoply of war of a Nehekharan warrior in life was an impressive sight, more so in undeath. One may question the partial coverage of its bronze plate, but as the Nehekharan way of war involves the usage of Great Shields the panoply and shield is intended to complement one another. A Full Panoply includes a Nehekharan Bronze Headress, Bronze Chestplate, Bronze Vambrace, Bronze Greaves and a layer of soft leather armour as padding on each location and should be complemented with a Nehekharan Great Shield.

CLOTHING AND ACCESSORIES

Royal regalia

Nehekharan fashion would be considered scandalous in many parts of the Old World, particularly those with a heavy Sigmarite presence, as much skin was exposed and sheer cloths and silks was very popular

fashion among Nehekharan women. Once garbs were made from the finest cathayan silks, exotic animal hides and exquisite golden jewelry. But after thousands of years of entombment only the jewelry maintains its lustre, whereas the fine royals silks, hides and leathers are aged and tattered. Their fine craftsmanship and worth is still obvious but they now present a faded majesty and glory. A typical royal regalia would consist of sandals of exotic animal leather, a silken kneelong skirt or loose robe, a broad bronze or gold belt with inlaid jewels, a headdress and plentiful jewelry for Nehekharan men. Nehekharan women wore much the same, but they favoured long silken dresses dyed with expensive dyes such as blue and purple and of cloth so thin it often left little for the imagination (much to the horror of the living today). Heavy necklaces and circlets were also favoured fashion, though some Nehekharan Queens are also known to have worn the gilded fake beards like Nehekharan men.

Death Masks

All Nehekharans nobility had elaborate death masks made in the shape of their own faces when they were in their prime. These were intended to be put on their mummified bodies as a reminder of whom they were in life, but some Nehekharans in life took to wearing them as a form of fashion. In death, Death Masks are even more common to wear. The vain Nehekharans attempting to cling to anything that reminds them of the beatific royals that they once were.



Crook and Flail

The symbols of royal authority, derived from the shepherds crook and grain flail. These symbolise the kingship and fertility of the land and the wielders benieficence tempered by martial might when held crossed over the chest. Typically made from bronze, gold and inlaid with rare gems and materials, no Tomb King would be without these symbols of his right to rule. The symbolic Crook and Flail may be derived from weapons but are not weapons themselves and count as Improvised weapons if ever used in combat.

Royal Ankhra

Shaped in the Nehekharan symbol of eternity, the Ankhra is a common symbol to wear as jewelry by the Tomb Kings to signify that their rule is eternal. Those Tomb Kings with close association with Settra tend to wear it particularly prominently.

Nehekharan Chariot

As the first great civilization of Man, the Nehekharans were the first to use the horse and chariot in battle. It became the height of their martial culture and for thousands of years Tomb Kings rode to war from these ancient machines, granting him an elevated and armoured swift moving platform from where he could slay the enemy with blade and arrow. The chariots of Nehekharan are often richly decorated with gold, ivory and rare gems as befits the status of its owner. A Tomb King riding in a Nehekharan chariot recieves an additional +2 AP to the Body and Legs location to represent the protection given by the chariots frame. It also includes a Skeleton Charioteer to operate the Chariot while the Tomb King focuses on fighting the enemy and it will obey the commands of the Tomb King as any other undead minion. Nehekharan Chariots also follow the rules for vehicles from the Enemy in Shadows Companion p. 25-29

NEHEKHARAN VEHICLES

Vehicle	Cost (GC)	Vehicle Encumbrance	Carries	Availability	Motive Power	Toughness	Wounds
Nehekharan Chariot	100	15	30	Rare	2-4 A	40	35





TREASURES OF THE NECROPOLIS

Throughout their long history after having mastered magic, the Nehekharans produced a great many magical items that fill their great vaults and that are borne to war by the Tomb Kings and their servants.

Flail of Skulls

This flail is made from the gilded skulls of conquered barbarian kings. Enemies struck by the skulls are lacerated and savaged by their sharpened teeth, and bleed profusely from their wounds.

The Flail of Skulls is a Flail with the additional qualities of Fine and Magical. Furthermore for every 2 SL on a successful attack with the Flail of Skulls it inflicts +1 *Bleeding* Condition on the target.

Blade of Mourning

Forged in the heart of Settra's pyramid on the centenary of the king's death, this blade leaves sorrow and despair in its wake.

The Blade of Mourning is a Khopesh with the Magical quality. Furthermore, any target wounded by the Blade of Mourning must make an immediate **Cool test** against *Terror* with rating equal to the SL of the attack striking them.

Shield of Ptra

This mystical shield contains the energy of the Sun God Ptra, unleashed in a blinding flash of light.

The Shield of Ptra is a Nehekharan Great Shield with the Magical quality. If it is used to parry or deflect incoming attacks it inflicts +1 *Blinded* Conditions on all enemies within 10 yards.

Serpent Staff

Crafted in the shape of a cobra, this staff can come to life and strike at its foe with a venomous bite.

The Serpent Staff is a Quarter Staff with the Magical quality that inflicts +1 *Poisoned* Conditions for every 2 SL in a successful melee attack with the weapon.

Cloak of the Dunes

Bound with the magic of the deserts, the cloak enables the wearer to transform into a whirling cloud of sand and move as swiftly as Khsar the Facesless.

The Cloak of the Dunes is a magical cloak that allows the wearer to move as if they had the Flight (60) Creature trait. This ability can only be used if the wearer is on foot.

Death Masks of the Desert Gods

These Death Masks are wrought in the form of the animal aspects of the Desert Gods and imbued with their magic, striking terror in the enemies of Nehekhar as it appears one of their Gods has chosen to take to the field.

The Death Masks of the Desert Gods are Death Masks made in the shape of the animal headed avatars of the Desert Gods. With the aspects of Djaf, the jackal-headed god of war and death and Phakt, the hawk-headed god of sky and justice being the most common types. Regardless of the exact god they are in the image of, wearing a Death Mask of the Desert Gods grants the wearer the *Terror* (4) Creature trait.



EMISSARIES OF THE TOMB KINGS IN THE OLD WORLD

The Grand Museum of Antiques and Historical Society of Altdorf

On the surface the Grand Museum is a well kept and architecturally impressive building close to the University of Altdorf where many of its students of history go to study ancient artifacts and listen to lectures by renowned experts and explorers of ancient ruins and dead cultures. It even attracts sizeable crowds of burghers who wish to appear worldly and cultured by knowing a bit of trivia of the ancient world. The Grand Museum boasts several exhibits, displaying artefacts and items from the time of Sigmar (by far its most popular exhibit), elven artefacts from when the elves still lived in the Old World and perhaps its most lavished and impressive exhibit of ancient Nehekharan. Boasting the largest collection of Nehekharan artefacts anywhere in the Old World and an immense fortune, as Nehekharan artefacts are worth a kings ransom as collectors items in the Empire. Though many have tried to rob the museum, no thieves that have managed to break into the palatially designed building has ever returned and many a rumour about the Nehekharan exhibit being cursed abound.

The Grand Museum is run by the Historical Society of Altdorf. A society of scholars, adventurers and so called "Nehekharologists", who claim to be the worlds foremost experts on ancient Nehekharan. The Historical Society seems to be fabulously wealthy as the Grand Museum building is built almost like a palace, lavished upon as if the architect of the Grand Museum wished to outdo the Imperial palace itself. They also fund an immense amount of expeditions into unknown lands to collect artefacts for display or to expand the ever growing library that the Grand Museum hosts. The curators of the Grand Museum and members of the Historical Society are impressively tight lipped about their funding and are famed for their ability to make excuses along the lines of "wealthy patrons in the Emperors court" or "wealth found in faraway lands" which makes many cleverer Altdorfers question just who truly funds the Grand Museum and why? The Historical Society functions much like a guild for the curators and scholars of the Grand Museum and they have a great degree of secret rituals and initiations before one can ascend through the ranks and prove ones expertise and commitment to preserving knowledge. The cult of Verena has a notably strong following among the Grand Museums staff and Historical Societys members. Led by the renowned explorer and adventurer, Rickhart Karlhof, now aged and worn, who has himself led many Historical Society expeditions to Nehekharan, ruins in the Empire and other places of legend.

In truth, the Grand Museum and the Historical Society is ruled by the court of the Tomb King Thutep VI the Undying and the Nehekharan exhibit in the Grand Museum is the personal belongings of him and his court. In a secret dwelling place underneath the Grand Museum they hold court, built in the excessive style of a typical Nehekharan palace and cleverly hidden by Imhunaten the Bold, the Necrotect who led the construction of the Grand Museum itself under an assumed identity. The reason for the Grand Museums existence and the Tomb King court in hiding stems from King Thuteps belief that punitive military expeditions to recover stolen Nehekharan artefacts are far to wasteful and that a wise king knows how to wield subtle power just as much as absolute displays of



it. The Grand Museum and Historical Society at the behest of King Thutep VI and his court thus buy, steal or through whatever other necessary methods recover stolen Nehekharan artefacts and safely see them returned to their proper owners in the Land of the Dead underneath the noses of the living of Altdorf. Whom would likely be very shocked to find that a court of an undead king sits in secret beneath their beloved museum.

Beyond recovering artefacts, King Thutep VI also acts as an intermediary, or at least attempts to, for diplomacy between Settra, the Great King of Nehekhara and the mortal rulers of the Old World. A job he finds very difficult as not only is the King of Kings notoriously imperius, the mortal sovereigns of the Old World often believe his missives to be pranks. His court also serves as a convenient hiding place and base of operations for those Tomb Kings and their emissaries that must come to the Old World and the Empire. As here they can enjoy the hospitality of Thutep without the risk of causing a torch and pitch fork wielding mob forming to drive out the undead monster in their midst. King Thutep VI also has an infamous distaste for vampires and particularly the Lahmian bloodline and lends much support through the Historical Society to those that combat the self-declared dark masters of the night. Indeed, he has even personally donned his panoply of war and joined purges of vampire nests in the vast sewers and caverns beneath Altdorf.





Personages of the Historical Society and King Thutep VI's court

Below follows a few brief descriptions of the most notable individuals dwelling the in the Grand Museum's underworld. They are intended to be premade characters that can be used as is. However, if you would prefer your making your own npc's for the Grand Museum and Historical society, or even your own Tomb King player characters as its masters they can be replaced without issue.

KING THUTEP VI THE UNDYING

In life, Thutep was a well known for his gregarious nature and the feasts held in his palace were famous for their extravagance. He was among the first to notice the evil that is vampirism and during Alcadizzars reign and subsequent war against the vampires he was renowned for his ferocity in fighting these undead fiends and died fighting them. In death, his gregariousness and hatred of vampires remains and he clearly envies the living for still being able to enjoy the simple pleasures of life. However, he does not hate them, he simply believes they are still the barbarians they were when Nehekhara was still at its apex and that they need to be ruled by the first and



Sketch of Thutep VI by the Head Curator

greatest of Men, even though they are undead. He rules his small court in the Grand Museum with a harsh, but fair hand and treats his living servants with the gregarious nature he is famed for and has earned a remarkable amount of loyalty from the living members of the Historical Society. Much to the consternation of his wife, Queen Metmesis, and Tomb Herald, Rakhmosis, he has recently taken up the habit of wandering the streets of Altdorf at night, disguised in heavy robes and a death mask, trying to jolt his memories of life as a living man by living vicariously through the still breathing inhabitants of Altdorf. Likewise, those mortals he gives his patronage to he often invites to elaborate feasts and banquets and lavishes them in all the luxurious of ancient Nehekhara to stir his dried out heart via living mens merriment. He befriended the explorer Rickhart Karlhof in Nehekhara many years ago before establishing the Grand Museum. As the then young man was attempting to stop a vampire from looting Thuteps tomb and in their battle awoke the Tomb King and his court. Immediately recognizing the vampire for what it was, he came out of his grave blade in hand and joined the mortal in slaying the fiend. Afterwards he was impressed further by this mortal who could speak Nehekharan, albeit clumsily, and entertained him for a year and a day as he learned of what became of the world after Nehekhara became as dust. It was during this period and the many adventures in Nehekhara they shared that Thutep and Karlhof formed their friendship, a friendship that Thutep values very highly as he sees Karlhof as one of the few connections left to what mortal life was like.



Sketch of Queen Metmesis in courtly garb by the Head Curator

QUEEN METMESIS THE STRIKING

In life Metmesis was a remarkably beautiful woman. The envy of many a king and prince of Nehekhar for Thutep managing to gain her hand in marriage. Beyond her beauty she was renowned for her charity and kindness, unusual in taking a special interest in the poor of her husbands kingdom. In death however, Metmesis has become a twisted, bitter creature. Her once striking good looks have twisted into a grotesque and rotten parody of her former beauty and she constantly wears a death mask made when she was in her prime and silk robes to hide what she has

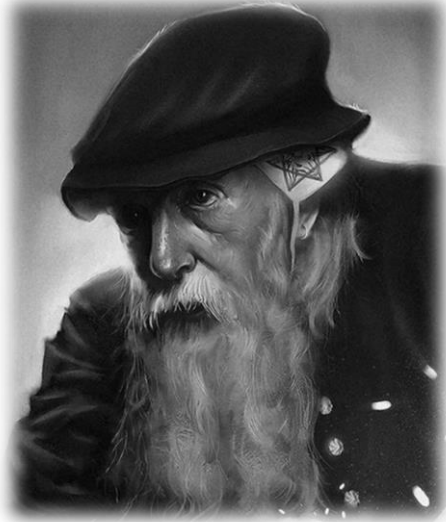
become. Both from herself and the world. She greatly dislikes her husbands flight of fancy to establish the Grand Museum and Historical Society and regards anyone not of Nehekharan birth as slaves at best, vermin at worst. She has a particular loathing of elves whose inherent and effortless beauty makes her seethe with jealousy over what she lost in death. A famous bust of her in queenly regalia is displayed in the Grand Museums Nehekharan exhibit and she can often be found staring at and caressing it when the exhibit is empty.

RAKHMOSES THE STRONG, TOMB HERALD OF THUTEP VI

Stern and unyielding, Rakhmosis is the very ideal of a Tomb Herald. Having served Thutep in life and in Nehekhar before Thutep founded the Grand Museum. He is a blunt and outwardly humourless creature, with a literal minded personality as flexible as a block of granite. He is however a deep thinker, particularly in the philosophy of warfare and can often be found in the Grand Museums library when it is closed to the public. A warrior of many battles, he was renowned for his great strength in life that has only increased in death, wielding a great Nehekharan Glaive when he does not carry Thuteps standard. He views the living in Altdorf as a rabble of undisciplined barbarians and treats them with disdain, however warriors and other martial characters he grants respect in recognition for their skills. Halflings in particular he finds to be distasteful creatures. He shares his masters absolute hatred of the vampires and if he could personally drive a stake through the heart of each and every one if he would. Rakhmosis often lends his blade when able and allowed to those who take the fight directly to vampires in their lairs.



Sketch of Rakhmosis in Nehekhar leading Thuteps Tomb Guard by the Head Curator



Sketched self-portrait

RICKHART KARLHOF, HEAD CURATOR OF THE GRAND MUSEUM

Few would believe that the mild mannered head curator of the Grand Museum was once a renowned explorer and adventurer in his youth. Fewer still would believe he is the foremost mortal servant of a Tomb King residing in a hidden court underneath Altdorf itself. Indeed, it was during one of these youthful adventures in Nehekhara that Karlhof encountered and befriended the risen King Thutep VI after thwarting a vampire attempting to rob his tomb. While he was once the very image of vitality and swashbuckling adventurer, age has taken a heavy toll on Karlhof and he spends most of his days

making sure the day to day drudgery of the museum functions smoothly. He is far to old to go on expeditions these days and lets the younger curators and members of the Historical Society deal with such youthful excursions. Though he does still lecture at the University of Altdorf, as he is the foremost expert on Nehekhara in all of Altdorf and very often entertains young visitors to the museum with stories of his daring escapades as an explorer. He serves King Thutep loyally and dutifully, believing the Tomb Kings presence is a boon to the Empire and that only good things can come from the first of mans great civilisations creating deeper ties with the Empire, undead or not. Karlhof is also the first man that any would be artefact seller interacts with and he is a shrewd negotiator and can tell an original from a fake at a glance. It is also he that vets and inducts new members to the Historical Society, making sure they are men of character and are able to keep the existence of King Thutep and his court a secret as well as further the Historical Societys true purpose of recovering Nehekharan artifacts and combating vampires. Those adventurers that the Historical Society hires will also inevitably deal with Karlhof, as Thutep and his court are leery to trust outsiders that Karlhof himself has not personally approved. While Thutep would not show it, he is deeply disturbed by Karlhofs aging. As he died a violent death long before he could grow into an old man, he has lost whatever ability to manage aging as a mortal man would have and the visible decay of his living friend gives him cause for great concern. He was once greatly favoured by Metmesis, as Karlhof has always treated her as the beautiful woman she was in life, but his role in convincing Thutep to move his court to this barbaric wasteland has greatly soured her opinion of the aging curator. Rakhmosis is of very mixed opinion on Karlhof. As Karlhof is perhaps the only mortal that has understood Rakhmosis bonedry sense of humour, but his aging seems to Rakhmosis a growing laziness from the, to him, previously very energetic adventurer which is something he cannot comprehend.



TOMB KINGS ADVENTURE SEEDS

Below follows a few adventure seeds to start off your own campaigns involving the Tomb Kings, both in the Old World and Nehekhara.

Thou shalt not make unto thee any graven images...

Djetshetsup the Irate, a Necrotect of great renown, has become aware of that the Great Temple in Altdorf sports statues of Sigmar far greater in size and splendour than the statues of the Desert Gods he has carved. Falling into a rage, he has tasked your party with infiltrating Altdorf, smashing the statues and bringing back as much of the shattered stonework you can carry. But a cult of the Dark Gods has likewise become offended by the statues of Sigmar and seek to corrupt their pure marble to their own ends. Are you a bad enough dude to pass unnoticed in Altdorf and smash the statues before the cultists corrupts them?

To the ends of the Earth

The Tomb King Ramhenaten suffers from the curse that he will not know peace until he finds the northernmost edge of the world. He campaigned all over the Badlands in his life, then died. Now he cannot be awakened by the Liche Priests until this curse is lifted and his son, Setotamon, sends your party along with his servants to bring his enormous golden sarcophagus to the Sea of Claws and possibly further, to find the northernmost edge of the world. Are you a bad enough dude to go where no Tomb King has gone before to lift the curse?

The Grand Tour

Inspired by Thutep VI and his Historical Society, your party travels to the Old World to establish your own network of informants to return Nehekharan artefacts. Facing many dangers as you travel across the Empire and beyond trying to convince the barbarous natives that you are not there as conquerors, but friends. Are you a bad enough dude to convince the torch and pitchfork wielding mob that you're a nice guy?

It belongs in a museum!

A tomb robber you have interrogated before execution admits under great duress that a series of expeditions to rob your necropolises are funded by the Guild of Exploration and your Tomb King, Akhatun, decides that they are to be punished and he sends his servants, your party, to execute the guild in such a manner to make an example of all who would dare steal from you. The tomb robbers helpfully supplied you with the knowledge that the guild has a contact in Araby and that is where you will begin your quest of revenge, by learning to pose as Arabyan guides to Nehekhara, you will ferret out this contact, strike his head from the shoulders and then travel to the Empire to do the same to his masters. Are you a bad enough dude to take back your rightful property and stop the tomb robbers at their heart?

Acknowledgements

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Thanks for reading, I hope you've enjoyed the fan material in the supplement and that it's given you the proper TOMB KANGZ experience!

- Naggaroth Anon



For questions, email me at naggarothanon@gmail.com