

“At first I thought it was funny, especially after we’d fought the two big cats outside. Sitting on top of the central sarcophagus was a cat. Not one of the big predators but your typical alley cat, the kind you see hunting rats in Altdorf. This one was somewhat more impressive, admittedly. It was adorned with gold and jewels and wrapped in bandages like the others. I almost felt sorry for the poor thing. Unlike its two cousins outside, I didn’t see this poor moggy being much of a challenge. That’s when I heard the shuffling noises coming from the other sarcophagi lining the chamber, and I realised that the cat was the least of my worries.”

—Heinrich Johannes, procurer of ancient artefacts

“My own skill with a sword being less than exemplary, I sought to hold back the Zombies assailing me for as long as possible, confident Heinrich would be able to defeat his attackers and come to my aid. Sure enough, I soon heard a yell of triumph as he cut down the first of the Undead pressing him. Suddenly, one of my attackers turned from me and leapt at Heinrich with astonishing speed. Catching him off guard, it delivered a terrible blow to his shoulder, almost knocking him from his feet. The other Zombie attacking him also increased its rate of attacks, and I realised he would soon fall. Glancing up, I saw the cat seemed to be focusing all its attention on the skirmish with Heinrich, and I realised it was somehow directing the Zombies’ attacks. If I could not find some way to break free from my attackers and destroy that accursed feline, I knew we were doomed.”

—Professor Eliot Denheim, adventuring scholar

Each Skeleton Soldier wears a handsome, gold-edged breastplate with the onyx scarab of Karitamen’s service prominently placed at the throat. Etched, gold-chased bracers and greaves and a rune-inscribed golden helm, with the scarab set just above the nose, complete the armour. They each carry a curved sword, its guard and pommel made of gold and marked with Karitamen’s scarab, and a long bronze dagger hangs at their gold-link belts. Several warriors had personal decorations as well, rings and pendants and bracelets or more elaborate belts or a second hand weapon of personal significance. Their eye sockets have the red glow of the Undead, but in these warriors, the glow is a sharp pinpoint, as if tiny red eyes glared out from their skulls, and the light has a clear intelligence.

The weapons and armour used by these creatures count as Good Craftsmanship items.

— Skeleton Soldier Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	30%	30%	25%	15%	28%	12%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Dodge Blow, Perception, Search, Speak Language (Nehekharan)

Talents: Frightening, Night Vision, Undead

Armour: Heavy Armour (Breastplate, Helmet, Plate Bracers)

Armour Points: Head 2, Arms 2, Body 2, Legs 0

Weapons: Bow with 10 Arrows, Hand Weapon (Khopesh)

Trappings: None

Slaughter Margin: Average

TOMB GUARDS

If the Skeleton Soldiers are a sign of Karitamen’s expected discipline and skill of his warriors, Tomb Guards are un-living proof. The elite warriors of his time, the Tomb Guards retain much of their memories and are unswervingly loyal to their master. Chosen from the greatest of his mortal servants, they gladly gave their lives to protect the Death Scarab on his journey into the Underworld.

Tomb Guards are, in effect, greater and more powerful versions of Skeleton Soldiers. They are tougher, faster, and deadlier, retaining much of the fighting skills they had in life. Like the Skeleton Soldiers, they benefit from the advanced procedures of the Mortuary Cult, enabling them to keep their intellect and training.

Charged with protecting the inner sanctums of the tomb, the Tomb Guards should not be encountered outside unless Karitamen somehow gets free, at which point they serve as his personal entourage. They are ruthless and efficient, slaughtering any who dare set foot in the tomb.

Tomb Guards appear as Skeletons except they have parchment-thin flesh covering their bones. Their eyes are twin globes of fiery red light that narrow to pinpricks. Their mouths are stretched in a gaping grin, revealing the broken brown teeth of their skulls. They wear finely crafted suits of boiled leather armour and carry shields embossed with a scarab, showing their allegiance unto death.

— Tomb Guard Statistics —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	33%	42%	45%	36%	24%	36%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

Skills: Dodge Blow +10%, Perception +20%

Talents: Frightening, Lightning Parry, Night Vision, Strike Mighty Blow, Undead

Special Rules:

- *Tomb Blades:* Any weapon a Tomb Guard wields is considered magical. In addition, Tomb Guards roll for Ulric’s Fury whenever they roll a 9 or a 10, instead of just a 10.

Armour: Light Armour (Full Leather Armour)
Armour Points: Head 1, Arms 1, Body 1, Legs 1
Weapons: Hand Weapon (Khopesh), Shield
Slaughter Margin: Challenging

USHABTI

These massive stone statues stand three times the height of a Human. They are carved in the likeness of the Nehekhara Gods and carry whatever weapons the particular deity prefers, usually a curved golden sword, flail, or an imposing sceptre-like mace. As guardians, Ushabti protect the great pyramids of the Tomb Kings and usually do their duties from atop plinths situated at the perimeter of the tomb. Under most circumstances, an Ushabti is just a statue, albeit an imposing one, but Liche Priests have the power to imbue these vessels with terrible magic. By intoning ancient rituals, the statues shudder to life, stepping from their mounts to destroy all in their path. When awakened, an Ushabti's eyes glow with a golden light. They cannot speak or make any sound other than by their footsteps or by striking another object.

Like most Nehekhara statues and carvings, Ushabtis are carved from solid stone and then plastered and painted. However, they do not have metal weapons or armour—gems may be affixed in appropriate spots, but otherwise, the entire Ushabti is crafted from the same block of stone.

While animated, an Ushabti houses the spirits of the dead. Despite this, they have no real intelligence. They are objects created for a purpose, and they can follow basic commands. An Ushabti can tell the difference between Undead and living, construct and natural, and even between Nehekhara and

foreigners. They can recognise their animators without fail and only obey commands from those animators unless ordered to do otherwise.

— Ushabti Statistics —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46%	0%	55%	38%	25%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	24	5	3	5	0	0	0

Skills: None

Talents: Frightening, Natural Weapons, Night Vision, Specialist Weapon Group (Two-handed Weapon), Strike Mighty Blow, Strike to Injure.

Special Rules:

- *Construct:* Ushabti are not living creatures but animated statues. Their stone construction grants them 5 Armour Points to every area.
- *Hideous Strength:* All Ushabti attacks count as having the Impact Quality.
- *Mindless:* Ushabti have no mind of their own. They have no Intelligence, Will Power, or Fellowship, and they can never take or fail tests based on these Characteristics.

Armour: None

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Great Weapon (Ritual Blade) and Fists.

Slaughter Margin: Hard

— COMPILED STATISTICS —

The following statistics first appeared in or are otherwise modified from Old World Bestiary and have been included here for your convenience.

MUMMIES

Created from the corpses of ancient warriors and nobles, the Undead creatures are wrapped in funeral linens and embalmed to prevent decay.

— Mummy Statistics —

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44%	0%	45%	52%	40%	10%	28%	0%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	32	4	5	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, History +10%, Necromancy +10%), Evaluate, Perception, Read/Write +20%, Ride +10%, Speak Language (Nehekhara)

Talents: Frightening, Night Vision, Specialist Weapon Group (Flail, Great Weapon), Strike to Stun, Undead

Special Rules:

- *Ancient Will:* Mummies cannot be controlled as other Undead. Indeed, their will is such that lesser Undead, such as Skeletons and Zombies, obey them, and Mummies can control Undead just like a Necromancer (see **The Restless Dead** on page 219 in WFRP or **Necromancers** on page 130 of Realms of Sorcery).
- *Flammable:* The ancient wrappings and embalming fluids make these creatures quite flammable. When hit by a fire-based attack, any Wounds suffered are doubled. This is calculated after any deductions for Toughness Bonus or armour.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon

Slaughter Margin: Hard

MUMMIFIED ZOMBIES

These wretched creatures are slaves sacrificed to honour the Death Scarab. Though they appear as Mummies, they are actually Zombies.