



FROM THE GRAVE

In secluded towers and hidden laboratories, vile Necromancers work their dark magics. These foul creatures are a plague on the Old World, raising the dead to serve their dark whims and perverting the natural order in their quest for immortality. In the face of such a clear threat, the strictures and guardians of the Cult of Morr seem less like religious mania and more like good sense.

This expansion presents three new careers: the Necromancer, Master Necromancer, and Grave Warden. It also includes a new follower, 14 actions, 7 talents, 2 items, and 4 standup cards.



From the Grave oWHF26

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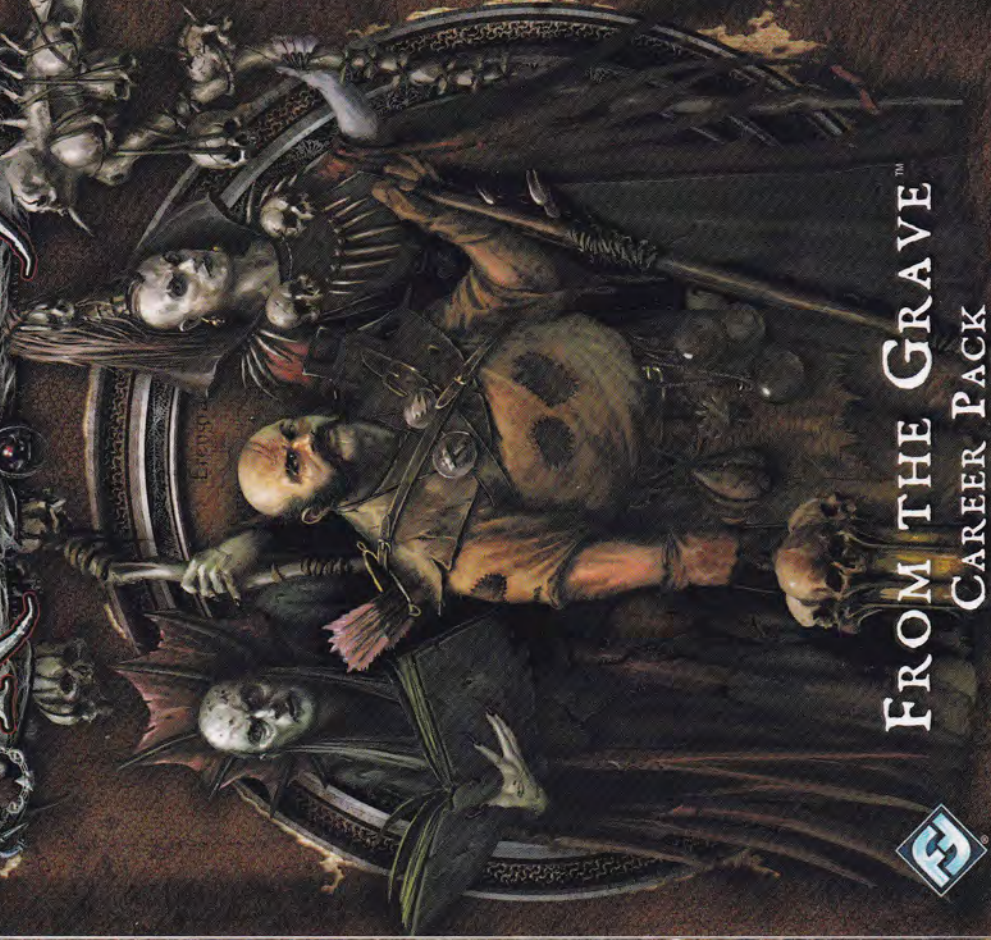
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THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.



FROM THE GRAVE™ CAREER PACK



FROM THE GRAVE

From the Grave is a career pack expansion for Warhammer Fantasy Roleplay. It contains three new careers and all of the components needed to incorporate them into your ongoing adventures.

This expansion is best used in conjunction with *The Winds of Magic* and *The Creature Guide* supplements, although only the Core Product is required.

The action cards, item cards, career sheets, and talent cards can be added to the other cards and sheets of those types. The bound ghoul folio sheet and character standup cards are described in the following rules.

SET ICON



The cards and sheets included in this expansion are noted with a special set icon.

This allows you to quickly identify the supplement materials when sorting, adding, or removing cards and sheets from your game experience.

INHERENT DIFFICULTY

Some action cards have an additional difficulty modifier in the form of results symbols, rather than dice. These results symbols are simply

BOUND GHOUL

The necromancer's bound ghoul has several special rules governing its use. These rules can be found on the back of the bound ghoul's folio sheet. The special symbols on the front of the sheet are explained here:

- + This symbol  marks the ghoul's **damage rating**.
- + This symbol  marks the ghoul's **soak value**.
- + This symbol  marks the ghoul's **defence value**.

It is important to note that any advances spent to enhance or upgrade the bound ghoul count as Necromancer advances, and thus help the Necromancer (or Master Necromancer) accumulate the necessary number of advances to complete the career. If the character leaves the Necromancer career before completing it, his bound ghoul runs away or may even attack its former master. Once the Necromancer career has been completed, the ability to call a bound ghoul becomes a permanent ability, as with any other career ability.

CHARACTER STANDUP CARDS

The character standup cards serve the same purpose as the punch-board standups included in the Core Product. These standups may be cut and folded along the indicated lines and inserted into the plastic bases included in the core product; the tension created by the folded cardstock should help the standup stay in place. Alternately, the standup can be folded, cut, and glued onto cardboard cut to fit, which can then also be inserted into the plastic bases included in the core product.

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GRAVE WARDEN

BASIC CAREER: HUMAN OR DWARF
Basic, Devoted, Menial, Rogue

PRIMARY CHARACTERISTICS
Toughness, Willpower

CAREER SKILLS
Ballistic Skill, Discipline,
Folklore, Observation,
Resilience



ADVANCES

ACTION	TALENT
2	2
SKILL	FORTUNE
2	1
CONSERVATIVE	RECKLESS
1	1
WOUND	
1	



REPUTATION

FOCUS

NECROMANCER

ADVANCED CAREER: HUMAN
Arcane, Intermediate, Profane, Rogue

PRIMARY CHARACTERISTICS
Toughness, Intelligence

CAREER SKILLS
Channelling, Discipline,
Education, Magical Sight,
Medicine, Spellcraft



ADVANCES

ACTION	TALENT
3	2
SKILL	FORTUNE
3	0
CONSERVATIVE	RECKLESS
0	1
WOUND	
1	



ORDER

FOCUS

FOCUS

MASTER NECROMANCER

ADVANCED CAREER: HUMAN
Advanced, Arcane, Profane, Rogue

PRIMARY CHARACTERISTICS
Intelligence, Willpower

CAREER SKILLS
Channelling, Discipline,
Education, Magical Sight,
Medicine, Spellcraft



ADVANCES

ACTION	TALENT
3	2
SKILL	FORTUNE
3	0
CONSERVATIVE	RECKLESS
1	0
WOUND	
1	



ORDER

FOCUS

FOCUS

BOUND GHOUL

NECROMANCER ONLY
Familiar, Follower

VIGOUR

0

1

2

3

4

5

6



St 4 To 4 Ag 3 Int 3 WP 3 Fel 1



PACT

PACT

GRAVE WARDEN

BASIC CAREER: HUMAN OR DWARF

Morr layperson who patrols cemeteries and graveyards of the Empire

The dead of the Empire are interred in walled cemeteries called Gardens of Morr by black-robed priests of the god of death. It is normally the duty of a priest of Morr to maintain each Garden and preside over each burial. However, and especially in more isolated and rural parts of the Empire, this isn't always possible. Sometimes a single priest will have to tend to several Gardens, and a large Garden of Morr can be very difficult to maintain. In cases such as these, laity are called upon to assist.

Grave Wardens are laypeople, not priests, who tend to the Gardens of Morr. They help maintain the grounds, walls, and monuments of the Garden, trimming back the black rosebushes and keeping the Garden tidy. They also regularly patrol the perimeter of a Garden of Morr, ensuring that no grave robbers, would-be necromancers, or crypt ghouls attempt mischief. A Grave Warden may even be expected to do battle with the undead himself, putting inquiet zombies back to rest or chasing off a pack of cowardly ghouls. Sometimes they undertake such duties alongside a priest or templar of Morr. More often, a Grave Warden will have

to perform the task himself, as there is no time or opportunity to go for help.

Although often dismissed as groundskeepers and dogsbodies, Grave Wardens are the first line of defense against the inquiet dead and anyone who would disturb the Empire's deceased. Some may even take on duties for the Cult of Morr that take them far beyond the borders of their Gardens, tracking rumours of necromancers or collecting corpses that have been improperly interred. Many such Grave Wardens may choose to travel with companions, for more than most they understand how dangerous it can be to be alone at night...

Typical Trappings: Grave wardens always carry a lantern or torch, since they patrol almost exclusively at night. They are usually armed, either with a hand weapon or crossbow (sometimes both). They wear ragged clothes, carry a handful of holy symbols and lucky charms to ward them from dark magic and the undead (although these seldom work as well as advertised), and carry a shovel in case anything or anyone needs to be reburied.

NECROMANCER

ADVANCED CAREER: HUMAN

A practitioner of the forbidden dark arts

Necromancers are amongst the most cursed of all those who practice the magical arts, for they have exchanged their humanity for the ability to raise the dead and command them to wage war upon the living. Necromancers are strange, twisted creatures. They are obsessed with death, yet desire nothing more than to go on living.

It is the fear of death that motivates most necromancers and sets them upon the road to damnation. Some begin with good intentions. They may have lost a loved one and seek to bring him or her back, or vowed to find the secret of everlasting life for the betterment of all mankind. Most are not so noble, and are motivated purely by their own self interest and fear of their own mortality. For this reason, the overwhelming majority of necromancers are humans. Dwarfs and halflings lack the necessary affinity for magic, and elves are too long-lived to be overly concerned with death.

Inevitably, necromancers spend so much time dabbling in dark magic that their minds and even their bodies are corrupted. Their skin becomes pallid and their flesh seems to wither away. Some come to resemble the corpses they reanimate,

becoming skeletally thin or beginning to putrefy while still alive. Not surprisingly, necromancers are reviled by the common populace. Anyone suspected of being a necromancer may be tried and executed by a Witch Hunter, or simply strung up by a lynch mob if no Witch Hungers are available. Most necromancers lead a solitary existence, lurking in ruined castles or forgotten graveyards, attended only by their undead servants as they delve ever deeper into the mysteries of death.

Special: In order to enter the Necromancer career, you must have completed the Apprentice Wizard or Witch career or have received tutelage in the dark arts from a vampire, necromancer, or forbidden tome

Typical Trappings: Necromancers almost always wear dark clothing, usually moldering robes that smell of death and decay. They carry a selection of (usually human) body parts and bones both as objects to study and tools of the trade. Most necromancers carry a staff and many clutch a tome of forbidden necromantic lore in their skeletal, withered fingers. The most prized tomes are the Nine Books of Nagash, but most necromancers must make do with pale imitations or badly-translated copies.

MASTER NECROMANCER

ADVANCED CAREER: HUMAN

Advanced student of necromancy, and a grave danger to all mankind

As they grow in understanding of the magic of death, necromancers become increasingly powerful and decreasingly human. Their mental and physical corruption continues as they delve ever deeper into forbidden magics, constantly suffusing themselves with dhar, the vile dark magic that some say is the stuff of Chaos. But to anyone sufficiently insane to walk the path of a necromancer in the first place, such sacrifices are a small price to pay for mastery over life and death.

Master necromancers have gained such power that they present a very real threat to the Empire. Infamous necromancers such as Heinrich Kemmler, the Lichmaster, have through powerful rituals and potent artefacts raised entire armies of undead creations. Entire cities may crumble before the might of such necromancers, and if the master necromancer can forge an alliance with a vampire or powerful wight even the Elector Counts must fear him.

For a master necromancer, every day is a quest for more power and more knowledge. They have walked

too far along the dark path to ever turn back, not that they would want to. No longer can they pass for normal; indeed many can no longer pass for human.

Special: In order to enter the Master Necromancer career, you must have completed the Necromancer career. If you are not already suffering from a permanent Insanity when you enter this career, you gain one with the *Enigma* or *Supernatural* trait.

Typical Trappings: Master necromancers still wear dark robes and carry macabre trophies, just as they once did. In some cases these may be the very same robes - hygiene is not high on a necromancer's list of priorities. Many master necromancers carry powerful dark relics, the bones of powerful warriors or dark wizards, or even vampires, encased in grim phylacteries. Master necromancers typically bear a staff or scythe, or sometimes a hand weapon, and carry a tome full of the nefarious ramblings of a deranged mind. In some cases, the author of the tome is the master necromancer himself.

BOUND GHOUL

Foul and filthy fiend that feeds on foetid rotting flesh

Keep this Follower sheet in your play area near your character sheet. It functions in many ways like a character sheet, representing your Bound Ghoul, however, your familiar does not have skills, talents, or other abilities in its own right. Your Bound Ghoul has 6 maximum Vigour and 1 Pact talent slot, but can gain a second Pact talent slot as you advance.

Any time the Bound Ghoul would suffer fatigue, stress, or damage, it loses 1 Vigour instead. Enemies may attack it as an action, automatically causing it to lose 1 Vigour with no check needed. When the Bound Ghoul runs out of Vigour, it is slain. You can call and then bind a new one with a simple ritual that takes you about an hour and must be performed in a graveyard at midnight.

Your Bound Ghoul may learn Pact talents that socket into this Follower sheet. You acquire

Pacts just like any other Talent cards (and they are considered to be career talents). Your Bound Ghoul also gives you access to Familiar action cards, which you purchase with advances.

The Bound Ghoul acts on your turn and may perform 1 free manoeuvre per turn. If you don't otherwise specify, the Bound Ghoul slinks along in your shadow, too terrified to take any action you don't expressly command. You may give up your action on your turn to force the Bound Ghoul to perform an action. It has access to all Basic action cards it qualifies for, and may also be able to perform certain *Familiar* actions you have acquired. It doesn't know any other actions.

Any time the Bound Ghoul would recover any amount of fatigue, stress, or wounds, it instead recovers 1 Vigour.

WARD THE FEARFUL

When another creature within medium range fails a Fear or Terror check, you may immediately perform a free manoeuvre.

GRAVE WARDEN

You treat the rating of all sources of Fear you encounter as 1 less, to a minimum of Fear 1. Once per session, you can treat Terror as Fear.

MASTER NECROMANCER

Your bound ghoulish familiar gains 1 additional Pact talent slot.

NECROMANCY

ORDER

Whenever you cast a *Necromancy* spell you may spend 1 additional power. If you do, you cause Fear 1 (or your Fear rating is increased by 1) until the start of your next turn.

NECROMANCER

You have a bound ghoulish to serve as your familiar. Take the bound ghoulish follower sheet. You can take Pact talents and socket them to your familiar.

FOCUS

I CAN TASTE YOUR FEAR

When another creature within medium range fails a Fear or Terror check, you gain 1 power or recover 1 stress.

MAGICK PACT

Your equilibrium is increased by 1.

BLOOD PACT

Your wound threshold is increased by 2.

DEATH PACT

Enemies engaged with your familiar have their wound thresholds reduced by 1 (to a minimum of 1).

POWER PACT

Once per turn on your turn, you may reduce your familiar's vigour by 1 to gain 1 power. This does not require an action or a manoeuvre.



MAKE DO 2

WEAPON SKILL (ST) vs. TARGET DEFENCE



Improvised weapon equipped.
Engaged with target

Special: For the duration of this attack, you treat your improvised weapon as either a hand weapon or great weapon, as appropriate to its size and character. If you are trained in Athletics, add ☐ to your dice pool

- ♣ You hit the target for normal damage
- ♣♣♣ You hit the target for +2 damage
- ♣♣ Perform a manoeuvre for free
- ➔ Recharge this action
- ☠☠ Your target may disengage from you

NO, MASTER! NO! 5

Familiar, Reaction

NONE REQUIRED



2 power. Engaged with familiar. You have just been struck by an attack, spell, or blessing that targets your defense

Effect: After you have been hit by a *Melee Attack*, *Ranged Attack*, *Spell*, or *Blessing* that targets your defense, you may add 5 recharge tokens to this card to have your familiar leap in the path of the attack. The familiar is struck instead of you, canceling the attack and losing 2 vigour in the process

FEAST, MY PET! 5

Familiar

WEAPON SKILL (ST) vs. TARGET DEFENCE



Engaged with target

Special: This action is performed by your familiar and uses your familiar's characteristics and values

- ♣ Your familiar chomps on the target and feasts! The target is hit for -1 damage and your familiar recovers 1 vigour
- ♣♣♣ As above, but 2 vigour instead
- ♣♣ You recover 1 fatigue or 1 stress
- ♣♣ You gain 1 power
- ☠☠ You suffer 1 fatigue

VANHEL'S DANSE MACABRE 6

Rank 1, Necromancy, Ongoing

SPELLCRAFT (INT)

7 power. You must brandish a bone from the foot of a human or elf. If engaged with an enemy, add ☐ to your dice pool

Effect: Ghostly music fills the air, music that only those attuned to the magic of death can hear. While this action is recharging, you and all undead creatures within the range of the spell gain the **Swift** ability. (Swift creatures receive one free movement manoeuvre on their turns). There is no effect on creatures that are already **Swift**

- ♣ You cast the spell. Its effects extend out to close range
- ♣♣♣ You cast the spell. Its effects extend out to medium range
- ♣♣ You or an undead creature within close range recovers 1 wound
- ♣♣ You or an undead creature within close range may immediately perform a manoeuvre
- ➔ You and all undead creatures within close range recover 1 wound

HELLISH VIGOUR 4

Rank 1, Necromancy

SPELLCRAFT (INT)



4 power. Target undead creature within close range. If you are engaged with an enemy, add ☐ to your dice pool

- ♣ Dark energy surrounds and invigorates the target. Your target gains the **Invigorated** condition
- ♣♣ You or an undead creature within close range recovers 1 wound
- ➔ You also gain the **Invigorated** condition
- ☠☠ Suffer 1 wound
- ✧ Suffer 1 corruption

SCRABBLING CLAWS 2

Familiar

WEAPON SKILL (ST) vs. TARGET DEFENCE



Engaged with target

Special: This action is performed by your familiar and uses your familiar's characteristics and values. If you are holding power below your equilibrium, add ☐ to the dice pool. If above, add ☐ to the dice pool

- ♣ Screech! Your familiar claws the target for critical damage
- ♣♣♣ As above, +1 damage
- ♣♣ Your familiar may perform a free manoeuvre
- ♣♣ You gain 1 power
- ☠ Your familiar loses 1 vigour

RAISE DEAD 4

Rank 2, Necromancy

SPELLCRAFT (INT)

6 power.
Long-dead corpses within medium range

Effect: This spell animates long-dead corpses within medium range, raising them as skeletons. The skeletons obey your commands unless another necromancer seizes control of them (opposed **Discipline (WP) vs. Discipline (WP)** check), and crumble back to inanimate corpses at sunrise

- ♣ You raise 1 skeleton
- ♣♣ You raise 2 skeletons
- ♣♣♣ You raise 3 skeletons
- ♣ If this action is successful, you raise an additional skeleton
- ♣ The effect extends out to long range
- ☠☠ The skeletons are raised with no aggression dice
- ✧ The skeletons must struggle to burst free from the earth, and are delayed for some time (GM's discretion)

SPECTRE OF MORTALITY 7

Rank 2, Necromancy, Ongoing

SPELLCRAFT (INT)

6 power. You must brandish a skull

Effect: Grim spectres seem to flicker in and out of existence in the area. While this action is recharging, all creatures within medium range gain +X DR, where X is their Fear or Terror rating

- ♣ You cast the spell
- ♣♣♣ As above, and you cause Fear 1 (or your Fear rating is increased by 1) while this action is recharging
- ♣♣ You or an undead creature within close range recovers 1 wound
- ➔ One creature within medium range gains the **Frightened** condition
- ☠☠ Lose 1 power
- ✧ Suffer 1 corruption

INVOCATION OF NEHEK 6

Rank 2, Necromancy

SPELLCRAFT (INT) vs. TARGET INJURY LEVEL



6 power. Undead target within close range. If you are engaged with an enemy, add ☐ to your dice pool

- ♣ The target recovers 2 normal wounds
- ♣♣ The target recovers 3 normal wounds
- ♣♣♣ The target recovers 4 normal wounds
- ♣ One critical wound with a severity no higher than the number of ♣ generated is converted to a normal wound
- ➔ You are healed to the same extent as the target
- ☠☠ Suffer 1 stress

MAKE DO 2

WEAPON SKILL (St) vs. TARGET DEFENCE



Improvised weapon equipped.
Engaged with target

Special: For the duration of this attack, you treat your improvised weapon as either a hand weapon or great weapon, as appropriate to its size and character. If you are trained in Athletics, add ☐ to your dice pool

- ♣ You hit the target for normal damage
- ♣♣ You hit the target for +2 damage
- ♣♣♣ Perform a manoeuvre for free
- ➔ Recharge this action
- ☠ Your target may disengage from you

NO, MASTER! NO! 5

Familiar, Reaction
NONE REQUIRED



2 power. Engaged with familiar. You have just been struck by an attack, spell, or blessing that targets your defense

Effect: After you have been hit by a *Melee Attack*, *Ranged Attack*, *Spell*, or *Blessing* that targets your defense, you may add 5 recharge tokens to this card to have your familiar leap in the path of the attack. The familiar is struck instead of you, canceling the attack and losing 2 vigour in the process

FEAST, MY PET! 5

Familiar

WEAPON SKILL (St) vs. TARGET DEFENCE



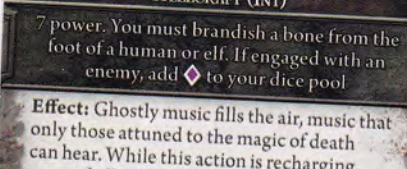
Engaged with target

Special: This action is performed by your familiar and uses your familiar's characteristics and values

- ♣ Your familiar chomps on the target and feasts! The target is hit for -1 damage and your familiar recovers 1 vigour
- ♣♣♣ As above, but +2 damage instead
- ♣♣♣ +1 critical
- ♣♣ You gain 1 power
- ➔ Your familiar recovers 1 vigour
- ☠ You suffer 1 fatigue

VANHIEL'S DANSE MACABRE 6

Rank 1, Necromancy, Ongoing
SPELLCRAFT (Int)



7 power. You must brandish a bone from the foot of a human or elf. If engaged with an enemy, add ☐ to your dice pool

Effect: Ghostly music fills the air, music that only those attuned to the magic of death can hear. While this action is recharging, you and all undead creatures within the range of the spell gain the **Swift** trait. (Swift creatures receive one free movement manoeuvre on their turns). There is no effect on creatures that are already **Swift**

- ♣ You cast the spell. Its effects extend to your engagement
- ♣♣ You cast the spell Its effects extend out to medium range
- ♣♣♣ You cast the spell. Its effects extend out to long range
- ♣♣♣ You or an undead creature within close range recovers 1 wound
- ➔ You and all undead creatures within close range recover 1 wound

HELLISH VIGOUR 4

Rank 1, Necromancy
SPELLCRAFT (Int)



4 power. If you are engaged with an enemy, add ☐ to your dice pool

- ♣ Dark energy surrounds and invigorates you. You gain the **Invigorated** condition
- ♣♣ You or an undead creature within close range recovers 1 wound
- ➔ An undead creature within close range also gains the **Invigorated** condition
- ☠ Suffer 1 wound
- ✧ Suffer 1 corruption

SCRABBLING CLAWS 2

Familiar

WEAPON SKILL (St) vs. TARGET DEFENCE



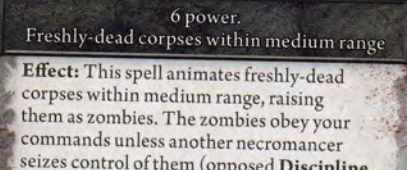
Engaged with target

Special: This action is performed by your familiar and uses your familiar's characteristics and values. If you are holding power below your equilibrium, add ☐ to the dice pool. If above, add ☐ to the dice pool

- ♣ Screech! Your familiar claws the target for normal damage
- ♣♣♣ As above, +3 damage
- ♣♣♣ +1 critical
- ♣♣ You gain 1 power
- ☠ Your familiar loses 1 vigour

RAISE DEAD 4

Rank 2, Necromancy
SPELLCRAFT (Int)



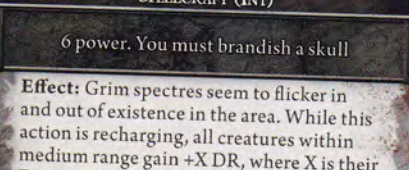
6 power. Freshly-dead corpses within medium range

Effect: This spell animates freshly-dead corpses within medium range, raising them as zombies. The zombies obey your commands unless another necromancer seizes control of them (opposed **Discipline (WP) vs. Discipline (WP)** check), and collapse back to inanimate corpses at sunrise

- ♣ You raise 1 zombie
- ♣♣ You raise 2 zombies
- ♣♣♣ You raise 3 zombies
- ♣ If this action is successful, you raise an additional zombie
- ♣♣ You may also affect long-dead corpses, raising them as skeletons
- ✧ The zombies are completely uncontrolled. They may attack you, or anyone in view

SPECTRE OF MORTALITY 7

Rank 2, Necromancy, Ongoing
SPELLCRAFT (Int)



6 power. You must brandish a skull

Effect: Grim spectres seem to flicker in and out of existence in the area. While this action is recharging, all creatures within medium range gain +X DR, where X is their Fear or Terror rating

- ♣ You cast the spell
- ♣♣♣ As above, and you cause Fear 1 (or your Fear rating is increased by 1) while this action is recharging
- ♣♣ One creature within medium range suffers stress equal to the highest Fear or Terror rating amongst creatures within medium range
- ➔ You cause Fear 1 (or your Fear rating is increased by 1) while this action is recharging
- ☠ Lose 1 power
- ✧ Suffer 1 corruption

INVOCATION OF NEHEK 6

Rank 2, Necromancy
SPELLCRAFT (Int) vs. TARGET INJURY LEVEL



6 power. Undead target within close range. If you are engaged with an enemy, add ☐ to your dice pool

- ♣ The target recovers 1 normal wound
- ♣♣ The target recovers 3 normal wounds
- ♣♣♣ The target recovers 5 normal wounds
- ♣ One critical wound with a severity no higher than the number of ♣ generated is converted to a normal wound
- ➔ You are healed to the same extent as the target
- ☠ Suffer 1 stress

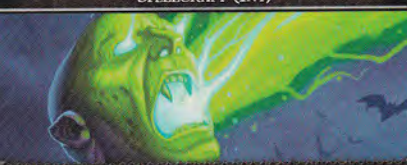


GAZE OF NAGASH

Rank 2, Necromancy

4

SPELLCRAFT (INT)



5 power. Target within close range. If you are engaged with an enemy, add ♦ to your dice pool

Effect: If your target dies as a result of this spell, you immediately recover 3 wounds or gain 3 power

- ♦ Bolts of Dark Magic leap from your eyes, striking the target for 4 + Int damage, ignoring the soak value of the target's armour
- ♦♦♦ As above, but 6 + Int damage instead
- ♦♦ You or an undead creature within close range recovers 1 wound
- ♦♦♦ +1 critical
- ☠☠ Suffer 1 wound



EMPOWERED RAISE DEAD

Rank 3, Necromancy

8

SPELLCRAFT (INT)

10 power.
Long-dead corpses within medium range

Effect: This spell animates long-dead corpses within medium range, raising them as skeletons. The skeletons obey your commands unless another necromancer seizes control of them (opposed **Discipline (WP) vs. Discipline (WP) check**), and crumble back to inanimate corpses at sunrise

- ♦ You raise 1 skeleton
- ♦♦ You raise 3 skeletons
- ♦♦♦♦ You raise 6 skeletons
- ♦ If this action is successful, you raise an additional skeleton
- ♦ The effect extends out to long range
- ↪ A crypt ghoul approaches, called by your magic
- ☠☠ The skeletons are raised with no aggression dice



SIPHON LIFE

Rank 3, Necromancy

3

SPELLCRAFT (INT) vs. TARGET RESILIENCE (TO)

4 power. Target within close range. If you are engaged with an enemy, add ♦ to your dice pool

Special: For each wound suffered by the target as a result of this spell, you may recover 1 wound or gain 1 power

- ♦ A green mist enshrouds your target and then billows to your outstretched hand, leeching the life from him. The target suffers 2 wounds
- ♦♦ As above, but 3 wounds instead
- ♦♦♦ As above, but 4 wounds instead
- ♦♦ The target suffers 1 wound
- ♦♦ You or an undead creature within close range recovers 1 wound
- ↪ The target suffers a critical wound. You recover wounds or gain power equal to that critical wound's severity
- ☠☠ Lose 2 power
- ✖ Suffer 1 corruption



WIND OF DEATH

Rank 4, Necromancy

6

SPELLCRAFT (INT) vs. HIGHEST TARGET RESILIENCE (TO)

6 power. Target(s) within medium range.
For each target beyond the first, spend 2 additional power. Targets must be within short range of one another

- ♦ A putrefying black wind blows over and through your targets. Each target suffers wounds equal to your character rank
- ♦♦♦ As above, but each target suffers 1 additional wound
- ♦♦♦ Gain 1 power per target
- ↪ Turn each of the wounds inflicted by this spell faceup, choose 1 per target to apply as a critical and then turn the rest back facedown
- ☠☠ Lose 1 power per target



BIND UNDEAD

Rank 4, Necromancy

6

SPELLCRAFT (INT) vs. TARGET DISCIPLINE (WP)

5 power.
Target undead creature within medium range

Special: If you are holding the skull of a creature of the same type as the target was in life, remove ■ from the dice pool

- ♦ You bend the target undead creature to your will. Until the next sunrise, it obeys your commands. If the undead creature is a powerful, free-willed being (such as a Vampire or certain Wights), it will very likely resent being controlled in this manner and may seek revenge when the spell wears off...
- ♦♦ The controlled creature immediately performs one action or manoeuvre
- ↪ You may affect additional targets with Willpower no higher than the first. The total number of targets affected cannot be higher than the total ♦ generated on the roll
- ☠☠ Before your control takes hold, the creature may immediately perform one action - probably in an attempt to kill you

SKULL STAFF

This gnarled staff has been carved from blackened heartwood and is adorned with blood-soaked skulls.

Damage Rating: 4
Critical Rating: 4
Group: Staff
Qualities: Attuned 2, Defensive, Magic
Encumbrance: 4

The staff is attuned to the dark art of necromancy. Necromancers may add □□ to Channelling and Spellcraft checks.

Once per session, a necromancer wielding a Skull Staff may remove a number of recharge tokens from his currently recharging Necromancy spells equal to his character rank.

NIGHTSHROUD

This cloak is as black as pitch darkness. The aura of gloom that clings to it is so strong it can physically manifest, lashing out with shadowy tendrils that grapple with all those who would strike the wearer.

If worn by a necromancer, the nightshroud has the following effects:

- +1 Defence
- Checks targeting the wearer, by characters engaged with the wearer, gain:
 - ☠☠ Suffer 1 fatigue and gain the Overwhelmed condition for 1 round

GAZE OF NAGASH

Rank 2, Necromancy

SPELLCRAFT (INT)

5 power. Target within close range. If you are engaged with an enemy, add to your dice pool

Effect: If your target dies as a result of this spell, you immediately recover 3 wounds or gain 3 power

Bolts of Dark Magic leap from your eyes, striking the target for 4 + Int damage

As above, but 8 + Int damage instead

As above, but 8 + Int + WP instead

+2 damage.

+1 critical

Suffer 1 wound

Suffer 1 wound

EMPOWERED RAISE DEAD

Rank 3, Necromancy

SPELLCRAFT (INT)

10 power.

Freshly-dead corpses within medium range

Effect: This spell animates freshly-dead corpses within medium range, raising them as zombies. The zombies obey your commands unless another necromancer seizes control of them (opposed **Discipline (WP) vs. Discipline (WP) check**), and collapse back to inanimate corpses at sunrise

You raise 1 zombie

You raise 3 zombies

You raise 7 zombies

You may also affect long-dead corpses, raising them as skeletons

Each time a creature dies within medium range while this spell is recharging, remove 1 recharge counter from this card and gain 1 power

The zombies are completely uncontrolled. They may attack you, or anyone in view

SIPHON LIFE

Rank 3, Necromancy

SPELLCRAFT (INT) vs. TARGET RESILIENCE (TO)

4 power. Target within close range. If you are engaged with an enemy, add to your dice pool

Special: For each wound suffered by the target as a result of this spell, you may recover 1 wound or gain 1 power

A green mist enshrouds your target and then billows to your outstretched hand, leeching the life from him. The target suffers 1 wound

As above, but 3 wounds instead

As above, but 5 wounds instead

The target suffers 1 wound

You or an undead creature within close range recovers 1 wound

The target suffers a critical wound. You recover wounds or gain power equal to that critical wound's severity

Lose 2 power

Suffer 1 corruption

WIND OF DEATH

Rank 4, Necromancy

SPELLCRAFT (INT) vs. HIGHEST TARGET RESILIENCE (TO)

6 power. Target(s) within medium range. For each target beyond the first, spend 2 additional power and add to the dice pool

A putrefying black wind blows over and through your targets. You hit each target for Int + your character rank damage

As above, +1 damage

As above, +2 damage

Choose one target. You deal +X damage to that target, where X is the total number of targets

+X damage, where X is the total number of targets

Lose 1 power per target

CALL UNDEAD

Rank 4, Necromancy

SPELLCRAFT (INT)

6 power. You hold aloft a quantity of fresh human blood or flesh and chant as you cast this spell; you must continue to do so until the creatures appear

Effect: This spell calls undead creatures to your location. It affects ghouls, spirits, wraiths, banshees, zombies, and skeletons in that order. If there are no valid targets within range, the spell fails automatically and you become aware that there are no valid targets

Your dark magics irresistibly call undead creatures to your location. A number of undead creatures up to your character rank within a dozen miles converge on your position, intrigued by your offering of blood or flesh

As above, but 2 additional creatures

Remove 1 recharge token from this card and adjust your stance 1 space towards Conservative

Remove 1 recharge token from this card and adjust your stance 1 space towards Conservative

SKULL STAFF

NIGHTSHROUD