

NAGASH – Supreme Lord of the Undead

Nagash can be taken as a Lord Choice for your Vampire Counts or Tomb Kings Army. In addition, he also uses up an additional Lord Choice (therefore taking up 2 Lord choices instead of 1). He must be used exactly as presented here and may not be given any additional equipment or magic items. He must be the army's General.

This rendition of Nagash is based on his profile from the 4th Edition, Warhammer Fantasy Undead book and has been adapted for play in 7th Edition Warhammer Fantasy. There is a Basis appendix at the end of the profile stating where his skills were taken from and how points values were assigned. Although Nagash is technically a Necromancer from the Vampire Counts army list tradition, he can be used as a Lord character leading a Tomb Kings army due to his history and interaction with that land. In this event, he still generates power dice and casts magic as if using the Lord of the Vampires on page 39 of the Vampire Counts army book. (This book will be needed to use Nagash). Treat raising skeletons of the Tomb Kings army the same as raising skeletons of the Vampire Counts army. Any other Tomb Kings models will gain wounds in the same manner as models from the Vampire Counts

Nagash is the most powerful of all lords of the Undead. Although once human, Nagash's long use of warpstone to enhance his power has transformed him to a creature more akin to a daemon than any living creature. He stands over 15 feet tall; his size greatly increased by the mutating effects of warpstone he has consumed over the millenia. His skin has withered, his eyes have become pools of luminous puss in their eye sockets and his body only continues to walk driven by his dark Will and the power of his evil sorcery. Foes quake in terror as he advances on them, terrified by his vile visage and gagging on the sickly sweet scent on death that surrounds him.

Nagash is armed with an immense sword, so tall and heavy that an ordinary man could not lift it. His right hand was cut off in his epic struggle with the doomed King Alcazizar and has been replaced by a magnificently crafted iron claw bound with magic runes. His body is protected by a suit of magical armor crafted from lead and meteoric iron. These potent magical items greatly increase Nagash's physical strength and toughness, making him more than a match for any opponent in hand-to-hand combat.

Nagash also carries the Staff of Power, an ancient artifact crafted by Nagash himself, which thrums with the raw energy of Dark Magic. At his hip sways one of the nine Books of Nagash, an arcane text that contains the secrets of many of his dark spells.



Profile	M	WS	BS	S	T	W	I	A	Ld
Nagash	6	8	0	5	5	4	8	5	9

Points: 790

Weapons: Mortis - the Great Blade of Death

Armour: Black Armour of Nagash

Special Rules: Nagash is a *Large Target*, *Causes Terror*, is *Undead* and has a Unit Strength of 3.

Master of Necromancy

Nagash is a Level 4 Wizard, however the **Book of Nagash** grants him an additional magic level. This means that he normally has 5 Power Dice and generates 3 Dispel Dice for his pool. As a Master of Necromancy, he knows all 6 spells in the Lore of Vampires in addition to the Invocation of Nehek. Just like any other Necromancer, he may cast any Necromancy spell more than once in a magic phase. (Note that the *Staff of Power* gives him an additional Power Dice, bringing his total generated to 6).

Nagash is a Master of the ancient ways of Necromancy, dating back to the times of the kingdom of Khemri. He has less influence over recently deceased mortals as he does on the ancient dead. Therefore, some of the spells in the Lore of Vampires are modified based on the influence of Nagash:

- ◆ **Raise Dead:** Raises a unit of d3+9 skeletons, rather than d3+4 zombies.
- ◆ **Wind of Undeath:** Spirit Hosts are not available for a Tomb Kings army. Therefore when leading a Tomb Kings army, Mummies are raised in place of Spirit Hosts. For every wound caused, a Mummy is placed within 12" of Nagash (and at least 1" from an enemy). Nagash must cause a minimum of 5 wounds to create this new unit, otherwise they are added to an existing unit that is within range. The profiles for Mummies follows Nagash's profile.
- ◆ **Summon Undead Horde:** Raises a new skeleton unit of 4d6 skeletons, rather than 5d6 zombies.

In addition, Undead units that are within 12" of Nagash suffer one less wound than they normally would when defeated in combat. This effect is cumulative with the Battle Standard in the Vampire Counts army. Therefore, in the event that Nagash and the Battle Standard were within 12" a unit would suffer two less wounds.

Mortis - the Great Blade of Death

The Great Blade of Death gives Nagash +1 Strength and flaming attacks. This means that the Strength 5 on his profile is increased to Strength 6. In addition, Nagash gains one wound for each unsaved wound caused by Mortis in close combat. This may not take Nagash above his starting number of wounds.

In the event that Nagash has all of his wounds (and therefore, gains no more wounds from Mortis), then each unsaved wound will add an extra model to a unit of skeletons if Nagash is a part of that unit (following the same rules as the Invocation of Nehek). For example, if Nagash is in a unit of skeletons, has 2 wounds on his profile and causes 4, then he will restore the 2 he had lost and will add 2 more skeletons to his unit with the remaining two.

Black Armor of Nagash

The Black Armor of Nagash gives him a 3+ armor save, and a 5+ Ward Save. In addition it confers Magic Resistance (3) to Nagash and any unit that he has joined.

Staff of Power

The Staff of Power adds 1 Power Dice to Nagash's casting dice pool (bringing the total to 6). In addition, it allows Nagash to save up to two of his own unused Power Dice or Dispel Dice at the end of any magic phase and store them to add to his side's dice pool in the next magic phase.

Aspect	Used	Source	Pg	PV
Nagash				
Base Profile	Daemon Prince	Hordes of Chaos	56	300
Remove Flying ability	Winged Horror	Daemons of Chaos	82	-20
Level 4 Wizard	Daemon Prince	Hordes of Chaos	56	160
1 less wound to undead within 12"	Battle Standard	Vampire Counts	33	25
Mortis (Great Blade of Death)				
Restore lost wounds to self	Spirit Swallower	Daemons of Chaos	92	100
Tomb Blade capability	Tomb Blade	Vampire Counts	84	25
+1 Strength, Flaming	Firestorm Blade	Daemons of Chaos	93	25
Black Armor of Nagash				
Armor Save	Armor of Khorne	Daemons of Chaos	94	15
Magic Resistance	Collar of Khorne	Daemons of Chaos	94	15
Book of Nagash				
Increase to level 5 Wizard	Radiant Gem of Hoth	High Elves	103	45
Knowledge of all 6 lore spells	Silver Wand	High Elves	102	10
Ability to raise skeletons	Lord of the Dead	Vampire Counts	83	15
Raises more skeletons	Sceptre de Noirot	Vampire Counts	86	25
Staff of Power				
+1 Power Dice	Jewel of Dusk	High Elves	102	15
Store 2 power or dispel dice	Diadem of Power	Lizardmen	55	35
Total Points:			790	