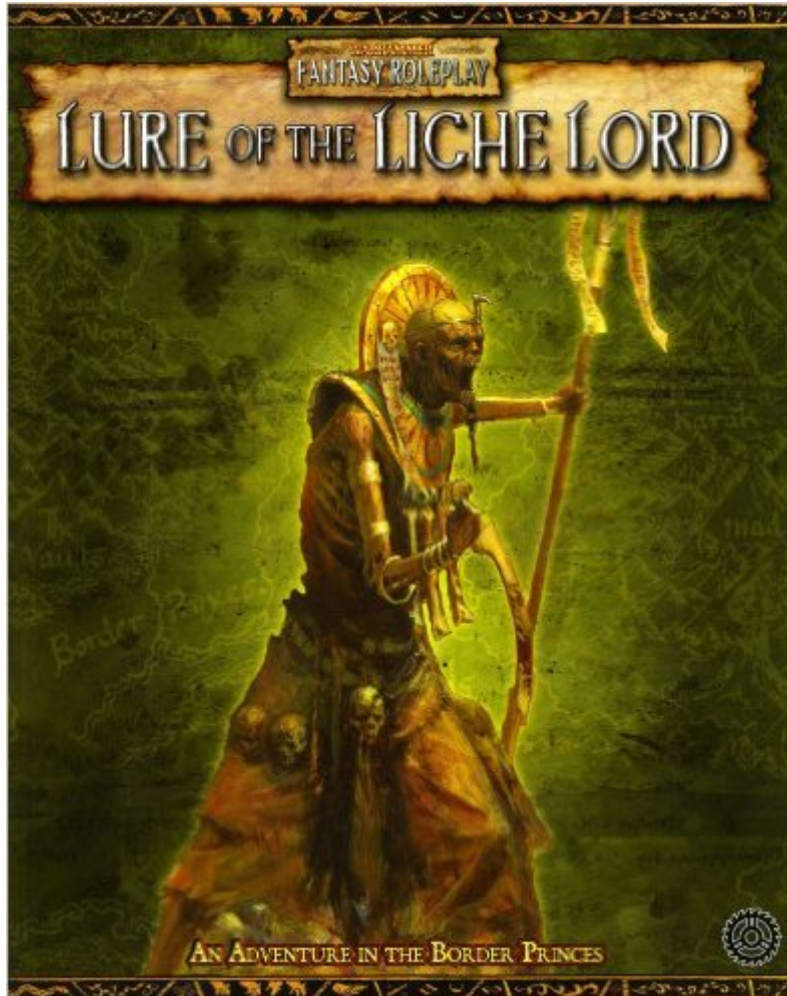


The book was found

Warhammer RPG: Lure Of The Liche Lord (Warhammer Fantasy Roleplay)



Synopsis

Lure of the Liche Lord is a Warhammer Fantasy Roleplay adventure sourcebook set in the land of the Border Princes. Inside you'll find a slew of adventure seeds that enable you to run this region as a stand-alone adventure or as the foundation of a campaign. It contains information on the ancient empire of Nehekara, lavish detail of the Tomb of the Liche Lord and the Liche Lord himself, new curses and diseases, extensive rules on traps, and a bestiary expansion.

Book Information

Series: Warhammer Fantasy Roleplay

Paperback: 127 pages

Publisher: Black Industries (February 20, 2007)

Language: English

ISBN-10: 1844163121

ISBN-13: 978-1844163120

Product Dimensions: 8.5 x 0.2 x 11 inches

Shipping Weight: 1 pounds

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #2,205,284 in Books (See Top 100 in Books) #108 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #25905 in [Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic](#) #84516 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

Lure of the Liche Lord is a fantastic new adventure for Warhammer Fantasy RPG, and exhaustive 128 page, highly detailed book complete with new curses, traps. Diseases, monsters, and much more. In this book, the players will journey to the tombs of the Liche Lord, and ancient, undead necromancer named Karitamen. The book opens with a chapter detailing Karitamen's life when he was yet flesh and blood. Once a mighty warlord, he rose to power and became known as the Death Scarab because it was said he could kill with a touch or a glance. After years of his tyrannical rule, the nobles finally fought back and enlisted the aid of a powerful wizard to enchant a dagger named the Dagger of Bound Souls which would cut through even Karitamen's powerful spell protections, killing him and entrapping his soul within his body forever. When the Priest-King raised the dead to aid him, Karitamen found himself turned into an undead Liche. The second and third chapters reveal some of the important people and places in and around the lands of the Border Princes where the campaign is set. The adventure begins in earnest in chapter four, The Road To Adventure. Several

plots are provided to get the PCs on their way, or which the GM can use to devise their own adventures. Several smaller plot hooks are also provided as additional adventure options. The GM can choose to make this a broad, lengthy campaign which will take many game sessions to complete, or make it a fairly straight forward dungeon crawl and get the players headed directly to the Liche's tomb. The remaining eight chapters cover the lands surrounding the tomb, and each of its seven levels. This is one massive place!

Lure of the Liche Lord is a fantastic new adventure for Warhammer Fantasy RPG, and exhaustive 128 page, highly detailed book complete with new curses, traps. Diseases, monsters, and much more. In this book, the players will journey to the tombs of the Liche Lord, and ancient, undead necromancer named Karitamen. The book opens with a chapter detailing Karitamen's life when he was yet flesh and blood. Once a mighty warlord, he rose to power and became known as the Death Scarab because it was said he could kill with a touch or a glance. After years of his tyrannical rule, the nobles finally fought back and enlisted the aid of a powerful wizard to enchant a dagger named the Dagger of Bound Souls which would cut through even Karitamen's powerful spell protections, killing him and entrapping his soul within his body forever. When the Priest-King raised the dead to aid him, Karitamen found himself turned into an undead Liche. The second and third chapters reveal some of the important people and places in and around the lands of the Border Princes where the campaign is set. The adventure begins in earnest in chapter four, The Road To Adventure. Several plots are provided to get the PCs on their way, or which the GM can use to devise their own adventures. Several smaller plot hooks are also provided as additional adventure options. The GM can choose to make this a broad, lengthy campaign which will take many game sessions to complete, or make it a fairly straight forward dungeon crawl and get the players headed directly to the Liche's tomb. The remaining eight chapters cover the lands surrounding the tomb, and each of its seven levels. This is one massive place!

[Download to continue reading...](#)

Warhammer RPG: Lure of the Liche Lord (Warhammer Fantasy Roleplay) Warhammer RPG: Karak Azgal (Warhammer Fantasy Roleplay) Warhammer RPG: The Warhammer Fantasy Roleplay Companion Warhammer RPG: Renegade Crowns (Warhammer Fantasy Roleplay) Fishing Lure Collectibles, Vol. 1: An Identification and Value Guide to the Most Collectible Antique Fishing Lures (Fishing Lure Collectibles, 2nd Ed) Warhammer Fantasy Roleplay: The Gathering Storm Warhammer Fantasy Roleplay Rulebook Warhammer Fantasy Roleplay: Old World Bestiary, Vol. 1 Warhammer Fantasy Roleplay: The Player's Guide Knights of the Grail: Guide to Bretonia

(Warhammer Fantasy Roleplay) Paths of the Damned: Ashes of Middenheim (Warhammer Fantasy Roleplay) (v. 1) Paths of the Damned: Forges of Nuln (Warhammer Fantasy Roleplay) Paths of the Damned: Spires of Altdorf (Warhammer Fantasy Roleplay) Warhammer Fantasy Roleplay: Signs of Faith Warhammer Fantasy Roleplay: The Game Master's Guide Plundered Vaults (Warhammer Fantasy Roleplay) Daily Fantasy Sports: How to Dominate & Win Fantasy Baseball, Fantasy Basketball and Fantasy Football Leagues to Turn Profitable Seasons The RPG Maker VX Ace Help Guide for Beginners: Tips and Tricks You Can Use For Your Very Own RPG Warhammer Battle Book 1996 (Warhammer fantasy) Dark Heresy Second Edition Core Rulebook Game (Warhammer 40,000 Roleplay)

[Dmca](#)