

BLACK GRAIL

NEW WORLD BESTIARY INFORMATION ON BLACK GRAIL FOR SECOND EDITION WFRP

The Common View

'To speak of such matters is a crime against the Lady. Still your tongue and blaspheme no more!'

– **Brother Marin l'Mersenne, Grail Monk from the Monastery of Sacré Bleu**

'According to some legends the Black Grail serves an evil purpose, servant to a dark god. It is said that the Grail is both many and one. Few approach it and live.'

– **Volkmar 'the Grim' von Hindenstern, Grand Theogonist of Sigmar**

'As long as the false line of Leoncoeur sits upon the throne instead of the blessed get of Duke Maldred, some poor knights will never find peace. I say rise up in the name of the Lady! Rise up in the name of Maldred! and rise up in the name of the Grail!'

– **Mauvais DrachZahn, Guisoreux street prophet of the False Grail**

The Scholar's Eye

'I have heard tales of Black Knights that are insurmountable, far greater in power than any foolish Vampire could dream to be. I suggest that should you see one, you should flee as fast as your steeds can carry you.'

– **Viktor van Damneg, knowledgeable book merchant of Marienburg**

'We found the Black Grail, milord. It proved to be a host of resurrected Grail Knights, corrupted by the forces of dread.'

– **Witch-hunter General Matthias**

Our Own Words

'Your souls will join our dark crusade!'

– **Unknown Black Grail**

New Ritual

EMBRACE OF THE DARK LADY

Type: Arcane

Arcane Language: Magick

Magic: 4

XP: 400

Ingredients: A full suit of Best Craftsmanship Plate Armour, a defaced Icon of the Lady of the Lake, the ashes of a burnt Feudal Contract, a dead horse that has been flogged for at least an hour.

Conditions: You must possess the remains of the Bretonnian Grail Knight to cast this Ritual on; this can be either its corpse or ashes.

Consequences: The Lady of the Lake notices your blasphemy and causes the corpse of her servant to explode, destroying it as it strikes you with Holy Fire. You take a Damage 12 hit from the flame, which also counts as if it were a Blessed weapon.

Casting Number: 20

Casting Time: 8 Hours

Description: You raise the remains as a Black Grail, encased within a blackened suit of armour and riding upon a Nightmare steed. The Black Grail (and its Nightmare) does not count towards the usual limit of how many Undead you may control and remains under your command no matter how far away from you it travels. Created Black Grail remain until destroyed, even if you are slain (at which point they gain the ability to act with independence). Some claim the Dread King of Ka Sabar, one of the five Dark Lords of Nagash, created this ritual, although others say it is etched upon the inside of a profane artefact named the 'Grail of Darkest Sins'.

By Alexander J Bateman

Version 1.1

BLACK GRAIL UNDEAD GRAIL KNIGHT

Among the most powerful of the Undead, these beings consist of the re-animated remains of Bretonnian Grail Knights and their horses. Each appears as a heavily armoured black knight, with baleful eyes of smouldering red flame visible through its visor. They are extremely powerful warriors and fight relentlessly in service of the necromancer who summoned them from beyond the grave. Fortunately, these abominations are rare. The corpse of a Grail Knight is far from easy for a budding necromancer to acquire, most often guarded by bands of fanatical Grail Pilgrims within the temples to the Lady of the Lake. Additionally, the Ritual to overcome the protections placed upon her most sacred warriors by the Lady of the Lake is rare, only known to a handful of the most powerful necromancers in existence.

Main Profile

| WS | BS | S | T | Ag | Int | WP | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 85% | 35% | 80% | 80% | 55% | 35% | 60% | 45% |

Secondary Profile

| A | W | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 3 | 26 | 8 | 8 | 4 | 0 | 0 | 0 |

CURSED SHIELD OF MOUSILLON

Academic Knowledge: Genealogy/Heraldry

Powers: Counts as a Shield; Additionally as a Free Action once per round, while wielding this shield you may transform the Attacks characteristic of one foe in melee with to 1 until the beginning of your next round. However, the Lady of the Lake suffers an intense dislike of the shield, and you suffer a -30% Fellowship Penalty when dealing with any followers of the Lady of the Lake who realise that you own it.

History: According to Bretonnian legend, Unholy Knights present at the battle of Mousillon wielded shields such as this one, formed of crudely beaten black iron and emblazoned with the symbol of the Black Grail. Such an item is clearly accursed and fit only to be carried by those beneath a Knight's contempt.

Skills: Academic Knowledge (Genealogy/Heraldry, Strategy/Tactics, Theology), Common Knowledge (Bretonnia, any One), Dodge Blow+10%, Outdoor Survival, Perception+10%, Ride+10%, Secret Language (Battle Tongue +10%), Speak Language (Breton+10%, Classical +10%, any One)

Talents: Focused Strike, Resistance to Chaos, Seasoned Traveller, Sixth Sense, Specialist Weapon Group (Cavalry, Two-Handed), Strike Mighty Blow, Strike to Injure, Sturdy, Very Resilient, Very Strong, Warrior Born

Traits: Night Vision, Terrifying, Undead

Special Rules:

Command: A Black Grail does not require a Necromancer to control them, and can control Undead within 48 yards (24 squares) as a Necromancer.

Phantom Steed: The Black Grail ride Nightmares (see Old World Bestiary p123), enhanced by their dread power. Any Nightmare ridden by a Black Grail ignores difficult terrain and always moves at the Standard rather than Hampered Movement Rate (as does the Black Grail itself if it has dismounted for any reason).

Tomb Weapons: Any weapon a Black Grail wields are considered magical. In addition, a Black Grail rolls for Ulric's Fury whenever they roll a 9 or a 10, instead of just a 10.

Virtue of the Black Grail: Each Black Grail is a former Bretonnian Grail Knight, and has access to his Grail Virtue in Undeath, just as he had in life. See Knights of the Grail p108 for more information.

Combat:

Armour (Heavy): Full Plate Armour

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

Weapons: Tomb Lance (1d10+10, Fast, Impact, Tiring, Special), Tomb Blade (Hand Weapon; 1d10+9, Special), Shield (1d10+7, Special)

Slaughter Margin: Very Hard

THE BLADE OF COURONNE

Academic Knowledge: History

Powers: Counts as a 'Blessed' Hand Weapon; In addition, if wielded by a Bretonnian, the Blade of Couronne has several additional effects. Firstly, Undead struck by the blade may not subtract their Toughness and Armour Points from the damage it causes. Secondly, each round, all Undead within 6 Yards (3 Squares) suffer the loss of a single Wound. Finally, the wielder and any Bretonnians that the wielder is personally leading are immune to the effects of Fear and Terror caused by Undead.

History: Bretonnian historians state that shepherds found this ancient broadsword within a ruined shrine, possibly dedicated to the god Mór. Many have speculated that it was doubtless forged to be wielded against the Undead horde of the Tomb King Settra, whose forces plagued the land during the Dark Age of Bretonnia. The king presented it to Tancred, Duc de Quenelles, who wielded it at Battle of La Maisontall in 2491 against the forces of the Lichmaster, Heinrich Kemmler. Since then the blade has been lost, and passed into the status of legend.

DESIGNER'S NOTES

Champion, Daemon Slayer, Grail Knight... These are careers that players of combat focused characters aspire to, and thus these are the careers that most fill them with fear. Thus the phrase 'Undead Grail Knight' can reduce even the most jaded of Players to start worrying if he had quite enough Fate Points on his character. Fortunately, (for the GM) a justification for such a hideous beast exists.

The Black Grail were one of four end-of-level 'Bosses' in the Dark Omen computer game, unique in that they were the only one of the four to be a unit rather than an individual. They were perhaps the most dangerous cavalry in game, and certainly more dangerous than their living Bretonnian counterparts.

These have been built as Wights put through the Grail Knight Career progression, although some tweaks have been made to make them more effective and mirror abilities they had in the Computer Game. Although this is a bog standard Black Grail as raised by the ritual, you probably want to be careful about putting them from any other careers, a Black Grail Champion or even Brute would be truly epic in terms of his characteristics.

- CREDITS -

Writing and Layout: Alexander J Bateman

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