

Necrofex Colossus

The baleful art of necromancy has born many a morbid creation into the world — from the animation of human carcasses into near-mindless zombies to nightmarish and insane creatures, part dead flesh and part automata, brought to unholily life to serve a Necromancer's foul purposes. Of this latter unhallowed form one of the most singular and terrifying are the 'Necrofexus Incubula Macrois', as they are named in the damned Red Book of Van Hel, and more widely in arcane lore as Necrofex Colossus.

These creations are the greater workings of the Necromancer's dark arts, far beyond the abilities of mere backwoods rhaps-dancers and the subservient chatelaine wizards of the Vampire bloodlines. Instead only those Necromancers of singular power and (arguably insane) vision such as the greatest scions of the Necrarch and infamous necromantic masters as Sorn Gboulskin and the legendary Van Hel himself are able to fashion them. These colossus vary in size and composition, but always hold true to the same basic form—a monstrous humanoid shape, akin to a Giant, fashioned upon a frame of timber, iron or bone, onto which the flesh and musculature of the dead has been bound and shaped, with scores or sometimes hundreds of corpses used in their creation. Their horrific bodies, cadaver-stitched and sealed with human fat, are left headless during the long hours of dark and terrible rites needed to prepare them, and when the time arrives to breathe unholily life into their forms, into the wound-like necks of the headless monsters living humans are lashed and sewn with profane surgery. Strong must be the soul of these living sacrifices, for only through a single life-force and mind acting as a focus for the necromantic magics of the magnitude needed to animate these abominations can they be controlled, and should the soul of the 'head' perish, the whole creation will be torn apart by the hateful undead that make up its fabric in a self-destructive frenzy. But if these dark and blasphemous rites prove successful the Necromancer will have created a truly terrifying monstrosity, a giant of unliving flesh that fears neither pain nor injury, a walking vortex of deathly energy around which the souls of the damned howl and against which no mortal can stand. With so much unholily power concentrated in their forms, Necrofex Colossus are no mere mindless thrall, but possess deathly wills and dark appetites of their own, and will often outlast their creator or even prove their undoing should their master's control slip even for a moment.

In the history of the Old World, the creation of Necrofex Colossus has been thankfully rare, but in their terrible wake many dark stories have been spawned, from the terror of the 'Gallows Giant' of Bogenhafen to the 'Deathwalker' of Sorn Gboulskin, who fashioned perhaps the largest Necrofex Colossus from the wreckage of the 'Iron Fetter', a great galleas hulk used as a floating prison, after it sank in a terrible storm he had summoned, and articulated it with the bodies of the drowned. Perhaps the widest-known example of a Necrofex Colossus in recent times belonged to the vengeful Infanta Leonora Navre, now known to fable as 'Darkness Daughter' who, after being outcast and hunted by the nobles of Estalka for her terrible crimes, dared to bind herself within a Necrofex Colossus and ravaged her erstwhile domains for more than a century like a daemon from the night.

	M	WS	BS	S	T	W	I	A	Ld	Type	Unit	Points
Corpse Giant	6	3	0	7	6	6	2	*	8	Monster	1	275
Nightmare Colossus	8	4	0	8	7	10	1	*	10	Monster	1	500

Only the humans have the wit to see it. We Druchii are too pulled in our blood, touched too greatly with the maladies of spite and melancholia, our palettes too jaded.

As for the rest — they are too brutal, too insubtle, or simply too arrogant and false to admit the truth. Only those delightfully insane, short-lived creatures called Man — born astride a grave compared to us, and yet always so desperately hungry to go on, to exist, whatever the price. The truth is bred in their bones. Only they could work such depraved wonders of tortured corpse and bitter desire, only they truly see the future.

One day, soon or late, despite all our sorceries and our hubris, only one king shall reign and I name him Death.

*This is the Wisdom,
Blood Secret of Feroed Kar*



SPECIAL RULES

Terror, Unbreakable, Unstable, Special Attacks, Vortex of Death, Enchanted Attacks, Largest of Monsters (Nightmare Colossus only) & Colossal Beast (Nightmare Colossus only).

Enchanted Attacks: The Necrofex Colossus' close combat attacks are magical.

Vortex of Death: A Necrofex Colossus is an abomination against the natural order of the world and a loadstone of dark forces which sustain it and renew the countless cadavers that make up its body with their unholy power. This provides the following:

- **Deathly Regeneration:** A Necrofex Colossus has Regeneration (4+) except against Flaming attacks and magical attacks.
- **Power Amplification:** Any Wizard attempting to cast spells either from the Lore of Death or the Lore of Vampires within 12" of a Necrofex Colossus gain +1 to their Casting roll.
- **Power Disruption:** Any Wizard attempting to cast spells either from the Lore of Life or the Lore of Light within 12" of a Necrofex Colossus suffers -1 to their Casting roll.
- **Undead Vulnerabilities:** A Necrofex Colossus suffers extra damage from any specific spell or attack noted as causing additional damage to the Undead.

OPTIONS

No two Necrofex Colossus are quite alike, and are instead the product of the insane ambition and morbid imagination of the Necromancer that has fashioned them. Any of the following options may be taken for a Necrofex Colossus at the cost indicated:

- **Scythes and Barbs** 10 points
The limbs of the Necrofex Colossus have been shot through with broken sword blades, spear points, meat hooks and scythes to cut and snag its enemies with and rip open their bodies. The dice rolled for the Necrofex Colossus' Thunderstomp and Buteer and Slash attacks may be re-rolled if desired, but the result of the re-roll must be kept (even if it is worse).
- **Corpse Killers** 20 points
The dead reach out from the body of the Necrofex Colossus with grasping hands and broken teeth to fasten themselves on any living creature they can and drag them into the seething mass of the Necrofex Colossus' body. On initiative step 1 each Close Combat phase, in addition to its other attacks, every enemy unit in base contact with the Necrofex Colossus suffers D6 Strength 2 automatic hits.
- **Vampire Blood** 30 points
The flesh and blood of Ghouls and Vampires have long been used in a Necrofex's creation, suffusing it with even greater life, but forcing it to suffer from a black hunger it cannot satiate. The Necrofex Colossus increases the Regeneration provided by the Vortex of Death power to (3+), but must always attempt to charge an enemy if one is available.
- **Dark Soul**
On rare occasions a Necromancer or Vampire is himself bound within the Necrofex Colossus, creating a monster of truly frightening power.

A Necrofex Colossus may be bought up to four Wizard levels for +35 points each. If this is done the Necrofex Colossus' player must choose its spells from either the Lore of Death or the Lore of Vampires. Note that the Vortex of Death special rule will then benefit the Necrofex Colossus itself. However, should the Necrofex Colossus suffer a miscast (and sorrows!) in addition to any other effects, the Necrofex Colossus permanently has its Toughness value reduced by 1, as the backlash of the miscast damages the very fabric that holds the horror together.

Special Attacks: A creature of nightmare's power and massive stature, a Necrofex Colossus can make use of a number of attacks in close combat. Select one of the following each round of combat when it is the Necrofex Colossus' turn to strike:

- **Buteer and Slash:** The Necrofex Colossus flails and smashes at its enemies with its massive limbs. Choose one enemy unit in base contact - that unit suffers D6+1 attacks.
- **Impale:** The Necrofex Colossus impales a single foe with its misshapen claw and tries to rip their soul from their body. Select a single model in base contact - that model suffers a single attack with the Historic Killing Blow special rule.
- **Screams of the Damned:** Select a single enemy unit in base contact. Roll D6+2 for the Necrofex Colossus and add its Leadership value to the result. Its opponent then rolls a D6 and adds the highest Leadership value in the targeted unit to the result. If the Necrofex Colossus' score is higher, the number by which the target's score has been beaten is the number of wounds inflicted on the enemy. No Armour saves may be taken against these wounds. Units which are Unbreakable or Immune to Psychology are immune to this attack.