

# Wraith

Wraiths are the spirits of long dead Necromancers who used enchantments to preserve their spirits to lengthen their lifespan above its maximum. Those who succeeded in living beyond death become Liches, but the willpower of most is not sufficient to maintain a physical form, and over the years they wither away to nothing.

All that remains are their cloaks that give them substance, their bodies having long since rotted away.

They hover between life and death, hating the one and fearing the other, as miserable spirits who hunger for the warmth and flesh of mortals.

**Cost to hire:** 30 GCr., 20 to upkeep  
Can be hired by all undead Warbands (i.e. Vampires, Blooddragons, Grave Guards)



M	WS	BS	S	T	W	I	A	Ld
6	3	0	3	3	1	2	2	7

**Equipment:** Scythe (counts as Two-handed Weapon)

## Special Rules

**Fear:** A wraith causes Fear in his opponents

**Immune to Psychology:** A wraith is immune to all forms of psychology and needs not to roll all-alone tests.

**Slow:** The Wraith is not allowed to run although he may charge as normal.

**Immune to Poisons:** A wraith is immune to all forms of poison

**No Pain:** In combat treat “Stunned” results as “Knocked Down”

**Immaterial:** Wraiths are immaterial beings and can pass through walls and other obstacles without movement penalty. They may not move through other models.