

# MASTERS OF THE UNDER-EMPIRE

## IKIT CLAW, CHIEF WARLOCK OF CLAN SKRYRE

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**Ikit Claw can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.**

**Your army may include Ikit Claw, the emissary of Lord Morskittar, one of the infamous Lords of Decay. If Ikit Claw is your army General, you must spend 25% of your points on Clan Skryre's troops.**

**I**kit Claw has dedicated his long life to the study of all forms of magery, including the spells of Men and Elves. Over the decades prior to the second Skaven civil war, Ikit Claw travelled secretly to the far flung corners of the under-empire. He visited distant Cathay to steal secrets from the ancient human mystics and rifled the buried vaults of Vorshgar in the northern wastes of Naggaroth. He led an expeditionary force to the mysterious island of Albion in search of the lost secrets of the Old Ones and risked the wrath of Clan Pestilens by journeying through the steaming jungles of Lustria to visit the monolithic ruins which have stood there since the beginning of time.

From his great journeying, Ikit Claw drew together an encyclopaedic knowledge of the spells of the civilized races. When he returned to Skavenblight, Ikit Claw found his master and the other Lords of Decay teetering on the brink of civil war after the failure of Clan Pestilens' Red Pox in Bretonnia. Lord Morskittar had withdrawn to the Clan Skryre quarter of Skavenblight and was waiting for the inevitable collapse. Ikit Claw hastened to his side and stood ready. Sure enough, Clan Pestilens made an attempt to seize the council chamber and fighting spilled over into Skavenblight.



When the time was ripe, Lord Morskittar sent Ikit Claw to lead the Warlock Engineers to the temple, ostensibly to restore order. Ikit Claw's spells were unstoppable and he swept the temple precincts clear of the battling factions with fiery blasts and hails of dark blades. Clan Skryre seized the temple in an unshakeable grip and Lord Morskittar emerged to declare himself ruler of Skavenblight. However, by this time, internecine fighting had spread throughout the under-empire and no-one was listening to even the mighty Lords of Decay any more.

Lord Morskittar ruled most of Skavenblight for several centuries, driving out the other clans from the lower tunnels and the other quarters of the city. Ikit Claw was his most trusted servant during this time, overseeing the great works of science and sorcery which Lord Morskittar set into motion. It was from these great experiments that Ikit Claw sensed the rising tide of dark magic that preceded the great Chaos incursion before anyone else in the under-empire. So it was that Lord Morskittar was prepared when the Grey Seers declared their intention to invoke the Horned Rat and end the war.

Ikit Claw is tall and white-furred, always a sign of distinction and power amongst the Skaven. Like all the members of Clan Skryre, he constantly tinkers and experiments with new weapons and devices. deliahtina in anvthina which brinas harm to the foe. Latest amonast his manv

inventions is the Warp Lightning Cannon, a terrifying engine of destruction which has carved trails of death through the serried ranks of Dwarf, Orc, and Human regiments with lethal precision.

Ikit's face and arm were badly burned in a failed experiment long ago. He has constructed an intricate mask to cover his mutilated and hairless skull and a cunningly-made skeletal claw of iron, crystal, and brass to give strength to his withered arm. The claw contains several of his more successful inventions including a small warpfire projector. Ikit Claw also bears Storm-daemon, a hellish weapon he created in his own warpstone forges deep in the Under-City.

#### Ikit Claw, Chief Warlock of Clan Skryre

	M	WS	BS	S	T	W	I	A	Ld
Ikit Claw	5	4	4	4	4	3	5	2	7

**Points:** 410

**Weapons:** Warplock pistol, warp blades, upgraded warp energy condenser, supercharged warp-power accumulator, warpfire projector.

**Armour:** Warpstone armour (note that Ikit Claw can still cast spells while wearing armour).

**Magic:** Ikit Claw is a level 4 Wizard. He can choose his spells from one of the following lists: Lore of Fire, Shadow, Death, Beasts, Metal, Heavens, Dark Magic and Dark Emissaries magic. This is in addition to his default Warp-Lightning spell that he can also cast on 11+ for 3D6 Strength 5 hits (see rules for the Warlock Master on p. 77 of the Skaven Army book).

## SPECIAL RULES

#### Immune to Psychology:

*In his quest for arcane knowledge, Ikit Claw has conversed with the greatest of Daemons and seen sights which would blast the minds of ordinary mortals. These experiences have rendered him quite immune to the ordinary emotions evoked in other creatures.*

Ikit Claw is not affected by any psychology.

#### Ikit's Claw:

*Ikit Claw's metal arm contains a small warpfire projector. This invention is treated as a breath weapon in all respects.*

When this weapon is fired, place the flame template with its narrow end touching Ikit's base. Models hit by the template suffer a S4 hit. Units suffering any casualties must take a Panic test. Roll a D6 after each shot with the warpfire projector: on a roll of 1 or 2, the projector has run out of fuel and cannot be used again during the game.

## MAGIC ITEMS

#### Warpstone Tokens:

Ikit Claw carries a total of five Warpstone Tokens (see p. 38 of the Skaven Army book), which he can use to power up either his Warp-Lightning spells or any other spell from the list he is using.

#### Death Globes:

See p. 37 of the Skaven Army book.

#### Warpstone Armour:

See p. 37 of the Skaven Army book.

**Foul Pendant:**

See p. 38 of the Skaven Army book.

**Storm-Daemon:**

See p. 38 of the Skaven Army book.

# MASTERS OF THE UNDER-EMPIRE

## DEATHMASTER SNIKCH, CHIEF ASSASSIN OF CLAN ESHIN

Deathmaster Snikch can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

**D**eathmaster Snikch is the chief assassin and prime agent of Lord Sneek, Lord of Decay and Nightlord of Clan Eshin. Snikch's infamy is only exceeded by the mystery which surrounds his whereabouts at any particular time. Lord Sneek ensures that this is the case – as long as no one knows the location of his chief assassin no one can feel safe. Deathmaster Snikch has appeared all over the Old World at one time or another, seldom being seen but always leaving his distinctive symbol traced in blood beside the decapitated heads of his victims.



Of course such gory rituals are only enacted when the Nightlord feels that an example should be made, usually to other defiant Skaven. In the lands of Men, Elves, and Dwarfs it is harder still to divine the Deathmaster's presence, save perhaps by effect and implication only. For example, the bizarre deaths of Frederick Hasselhoffen and his entire retinue during the Emperor's Grand Ball in Altdorf have never been explained to this day. City watch officials were left mystified by the fate of the Celestial Wizard Heinrich Frisen, found flayed within his sanctum at the Celestial College of Magic, its only entrance triple-locked from the inside and protected with potent magical wards within. Many muttered about Daemons, but the truly erudite know that Daemons seldom leave so few clues.

Who knows what other horrors the Deathmaster has perpetrated? How many ships have sunk or foundered with mysterious leaks or severed rigging, how many towns have been consumed by fire or pestilence released from the sewers below?

On the battlefield, the Deathmaster stalks his victims concealed beneath the magical Cloak of Shadows, its ensorcelled power strong enough to make a mockery of the most intricate defences. Where the stealthy tread of Deathmaster Snikch falls, no prince or warlord is safe.

### Deathmaster Snikch, Chief Assassin of Clan Eshin

	M	WS	BS	S	T	W	I	A	Ld
Deathmaster Snikch	7	9	6	4	4	3	10	4	9

**Points:** 515

**Weapons:** Weeping Blades, smoke bombs.

**Armour:** none.

## SPECIAL RULES

Assassin Summary

**Assassin Supreme:**

*Deathmaster Snikch is the chief assassin of Clan Eshin, and his skills are almost supernatural. None are safe from his reach, and tales of his exploits are recounted all across the Known World.*

Deathmaster Snikch has the following special rules: Scout, Hidden (See p18 from Warhammer Armies: Skaven). In addition he has the Killing Blow special rule.

**Sensei:**

*The members of Clan Eshin regard Deathmaster Snikch with reverence and fear, as the greatest assassin the Clan has ever seen.*

Deathmaster Snikch will always be the army general if he is leading a Skaven Clan Eshin army (see p92-93 of Warhammer Storm of Chaos). However, he can only pass on his Leadership to other units if he is not hidden. In a normal Skaven army he may never be the army general.

**Dodge:**

*Deathmaster Snikch is preternaturally quick and agile to the point where he can pluck speeding arrows out of the air. Whether this speed is due to his extraordinary training or some controlled mutation is unknown.*

Because of his exceptional speed and agility, the Deathmaster can dodge hand-to-hand combat blows, spells, and missiles. This dodging ability is represented by a 4+ Ward save.

## MAGIC ITEMS

**Weeping Blades:**

*These weapons weep corrosive venom that can burn through armour and slay with the merest touch.*

Deathmaster Snikch has +1 Strength in combat. Each unsaved Wound is multiplied into D3 Wounds. Deathmaster Snikch carries three of these Weeping Blades, wielding one with each hand and one with his tail. In close combat, this adds two extra attacks to the ones shown on his profile, for a total of 6!

**Warpstone Stars:**

*These throwing weapons are coated with deadly poison that eats through armour and flesh.*

Deathmaster Snikch can throw four Warpstone Stars each Shooting phase. These are treated as normal throwing stars, but have a range of 10" and Strength 5. Each unsaved Wound is multiplied into D3 Wounds.

**The Cloak of Shadows:**

*This is woven from the hair of murdered foes, and casts shadows of darkness around its wearer.*

In order to shoot or cast a spell against Deathmaster Snikch, enemy units must first roll a 5 or 6 on a D6. If they fail, they can choose a different target, choose to cast a different spell, etc. If the bearer is inside a unit or engaged in close combat, the cloak has no effect.

**Bands of Power Bound Spell. Power Level 4:**

*These tarnished armbands, when clashed together, imbue Deathmaster Snikch with unnatural power.*

Once per Magic phase, Deathmaster Snikch can cast the spell bound within the bracers. The spell requires no Power dice to cast as all the power required is provided by the bands. The spell doubles Snikch's Strength value (before the +1 modifier from the Weeping Blades) until the beginning of his side's following Magic phase.

# MASTERS OF THE UNDER-EMPIRE

## LORD SKROLK, PLAGUELORD OF CLAN PESTILENS

Lord Skrolk can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him.

Your army may include Lord Skrolk, agent of one of the most infamous Lords of Decay, Arch-Plaguelord Nurglitch of Clan Pestilens. Your army must include at least one regiment of Plague Monks if you want to use Lord Skrolk.

Lord Skrolk is very old and unutterably evil. By the blessing of the Horned Rat, he has lived many times his ordinary lifespan and unleashed unspeakable woes upon the world of Men. Skrolk was a simple Plague Monk at the beginning of his life, but his devotion to the Horned Rat aided him in the long struggle for power, eventually leading him to Skavenblight to offer his services to Nurglitch, the seventh Arch-Plaguelord. Nurglitch-who-is-seventh set him many long and arduous trials, including traversing the insanely dangerous Blindwyrms Labyrinth beneath Clan Pestilens's hold in Lustria. Success came to Skrolk in all things.

Lord Skrolk is a powerful warrior well capable of slaying any challengers to his position as the Arch-Plaguelord's favoured agent. Most fearsome of his weapons is the Rod of Corruption, a dreadful rod of spiderwood which can slay with a single touch. He also bears one of the sacred volumes of the Liber Bubonicus or Books of Woe, a magical tome which contains the secrets of every disease and plague in the world. Lord Skrolk has spent long centuries drawing together the alchemical and occult knowledge hidden in its pages to make himself a potent sorcerer steeped in the ways of death and decay.

Lord Skrolk is terrifying to look upon, his flesh has long since rotted into ragged tatters and he clawed out his own eyes at the sight of the radiant corruption of the Arch-Plaguelord, wishing to see no other creature after witnessing one so glorious. Now diabolic vitality burns through his limbs and by the blessing of the Horned Rat he sees the world again, but only as the purples and greens of corruption and decay. The noisome diseases which cling to Skrolk's putrescent body are so deadly that only his brother Plague Monks can approach him safely.



### Lord Skrolk, Plaguelord of Clan Pestilens

	M	WS	BS	S	T	W	I	A	Ld
Lord Skrolk	5	6	3	4	5	4	6	5	7

**Points:** 400

**Weapons:** The Rod of Corruption.

**Armour:** None.

## SPECIAL RULES

### **Frenzy:**

Like all members of Clan Pestilens, Lord Skrolk is subject to the psychology rules for frenzy. See the psychology rules in the Warhammer rulebook.

### **Terror:**

Lord Skrolk is so utterly disgusting and fearsome-looking that he causes terror in the enemy. See the description of Terror in the Warhammer rulebook for full details.

### **Cloud of Flies:**

The air around Lord Skrolk buzzes with numerous flies and beetles that hamper enemies trying to attack them. Any model in base contact with Skrolk suffers a -1 modifier to his rolls to hit in close combat.

### **Putrid Affinity:**

Lord Skrolk is completely immune to the effects of the Lore of Nurgle.

## MAGIC ITEMS

### **The Liber Bubonicus:**

See p. 39 of the Skaven Army book.

### **Warpstone Tokens:**

Skrolk carries three Warpstone Tokens (see p. 38 of the Skaven Army book).

### **The Rod of Corruption:**

The Rod of Corruption combines the effects of a plague censer (see p. 32 of the Skaven army book) and a Blade of Corruption (see p. 37 of the Skaven Army book).

### **Bell of a Thousand Poxes:**

*Hung around Lord Skrolk's neck is the unholy artefact known to the Plague Monks as the Bell of a Thousand Poxes.*

The Bell has no special power until Skrolk is wounded. At the end of each player's turn, starting with the turn in which Skrolk is wounded, any model in base contact with Skrolk (friend or foe!) must pass a Toughness test or suffer a Wound, with no armour save allowed. Each unsaved Wound is passed on to Skrolk, healing one of the Wounds he suffered previously in the game.

# MASTERS OF THE UNDER-EMPIRE

## WARLORD QUEEK HEAD-TAKER

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Warlord Queek can be taken as a Lord choice, but will use up one of your Hero choices as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Your army must include a unit of Stormvermin if you want to use Warlord Queek.

**W**arlord Queek Head-taker is the right claw of Warlord Gnawdwell, the ruler of Clan Mors and the City of Pillars. Gnawdwell is one of the Lords of Decay and without doubt one of the most powerful Warlords in the under-empire. Warlord Gnawdwell has groomed Queek as his lieutenant since his birthing, supplying him with the best armor and weapons, protecting him from the other Lords of Decay, and staging attempted assassinations to keep Queek on his toes.

Warlord Queek has led several armies into battle against the Dwarf strongholds of the World's Edge Mountains and against the notorious Night Goblin Warlord Skarsnik, who holds the upper levels of Karak Eight Peaks in an iron grip.

Queek has enjoyed considerable success in these forays to date, most notably in the Battle of the North Stair, where he led Clan Mors warriors in a surprise raid on unprepared Night Goblin guards through an old sewer outlet. The Clanrats quickly swarmed over the surprised Goblins, killing most of them and enslaving the rest. Warlord Queek personally slew the Night Goblin chief, shattering the Goblins' resistance and enhancing his own fearsome reputation in the process.

Queek's vitriolic temper and immense ego are well known amongst the Skaven and greatly admired. He takes the greatest pleasure in challenging opposing leaders and heroes to single combat and slaying them. The severed heads on Queek's trophy rack are kept as mementoes of the more challenging fights, making him an unmistakable sight on the battlefield – his collection includes the head of Krug Ironhand of Karak Drazh, Ikit Slash of Fester Spike and the hands of Albrecht Kraus.

The patronage of Warlord Gnawdwell means that Queek is very well equipped for a Warlord. He usually wears warpstone armor and carries both the Gouger and Dwarf Slayer, a potent ancient weapon forged long ago when the Skaven started their long and bitter wars with the Dwarfs of the World's Edge Mountains.



### Warlord Queek Head-taker

	M	WS	BS	S	T	W	I	A	Ld
Warlord Queek	5	7	4	4	4	3	8	4	7

Points: 300

**Weapons:** The Gouger, Dwarf Slayer.

**Armour:** Warpstone armour.

## SPECIAL RULES

### **Challenge-Challenge!**

Queek is supremely confident in his own capabilities. Whenever Warlord Queek is in hand-to-hand combat, he will always issue a Challenge to single combat against any enemy characters, whether you want him to or not (see p. 66 of the Warhammer rulebook for more details on Challenges) and always accepts if the enemy declares the challenge first. When Queek is fighting in a challenge, he fights with the fury of the deeply conceited, so can re-roll any failed rolls to hit and to wound.

### **Hatred:**

Warlord Queek is quick to anger and develops a deeply psychotic hatred of anyone and anything that stands in his way. Dwarfs, Orcs, and Goblins stand in his way a lot – so he hates them all! See the Psychology rules for the effects of hatred, but remember that Warlord Queek only hates Dwarfs, Orcs, and Goblins.

### **Two Weapons:**

Warlord Queek is extremely adept at fighting with his two magic weapons, attacking in a blinding-fast flurry of blades. He uses both the Gouger and Dwarf Slayer at the same time, obtaining a total of 5 Attacks in close combat. All these attacks allow no armour save, as well as wounding Dwarfs on a 2+.

## MAGIC ITEMS

### **The Gouger:**

See p. 36 of the Skaven Army book.

### **Dwarf Slayer:**

See p. 36 of the Skaven Army book.

### **Warpstone Armour:**

See p. 37 of the Skaven Army book.

### **The Foul Pendant:**

See p. 38 of the Skaven Army book.