

Hartwig von Muckenhof, the 'Black Alchemist'

Dust Lord (Level 20 Liche)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Pts
4	4	3	4	4	4	4	1	9 +3	10 +3	9 +3	10 +3	405

Level 1 Spells: Fireball, Steal Mind, Flight, Immunity Poison, Dispirit, Destroy Undeath, Summon Undead Champion

Level 2 Spells: Hand of Dust, Control Undead, Mystic Mist

Level 3 Spells: Summon Skeleton Horde, Magic Bridge, Cloak of Darkness

Equipment: Hellhoned Blade, Scroll (Level 2),

Background

Born centuries ago to minor nobility in the Ostermark town of Muckenhof, situated at the confluence of the Upper Talabec and Brunwasser Rivers, from an early age Hartwig displayed a fascination with death that greatly disturbed his wet nurse and family. As he grew so did his propensity for morbidity. He would spend hours in the local cemeteries, wondering amongst the crumbling tombstones, his mind lost on thoughts of the immutability of death. Many were the times that the priests of Morr had to chase the youth from the local temples. When the Red Fever came sweeping through the Mark carrying off whole families, Hartwig's own were mortified when they learnt that their peculiar son had volunteered to man the plague cart that rattled its ghastly way through the dying town and environs. He was obsessed by death. His strangeness led his family to consider extreme measures to be rid of him, so that when he expressed an interest in the magical arts they promptly packed him off to Altdorf. A magician in the family is considered a great dishonour by most upstanding citizens, but Hartwig's kin didn't care about the potential slander as long as they were rid of this strange young man.

Unsurprisingly Hartwig enrolled at the Amethyst college: the wizards of that order learning the Lore of Death. Soon he became an acolyte of the radical teacher Marius Witzschel. Charged with heresy and expelled from the college with a death sentence over his head, when Marius fled the capital his loyal pupil Hartwig followed him into exile. Over the following decade the two roamed far-and-wide across the Old World in their quest for Necromantic wisdom. Rumours allege that they even journeyed to black Nagashizzar, where all manner of fell secrets may be learned.

Whilst practising the black arts in Brionne, Bretonnia, Witzschel was finally caught and burnt alive for his foul crimes. Hartwig escaped and made his way back to the Empire where he performed the unspeakable rite which transformed him from a mortal into an unliving Liche. Returning to the Ostermark he has resurrected the executed robber-Baron Reinhardt the Rotten and his retinue from the mass grave into which they'd been slung after a calamitous battle with State forces some seventy years prior. With this small army at his disposal Hartwig plans carve out an Undead Kingdom in emulation of the glory of Nehekhara of old.