

## •NECROMANCER•

South of the Empire, south of the Border Princes, south even of the Badlands and Karak Azul, lies a land of which few men speak. Even those who know it's true name do not say the word out loud, rather they refer to it as the Kingdom of the Dead.

It was in the Kingdom of the Dead, or Nehekhara, as scholars refer to it as, that Nagash, greatest of all Necromancers was born. Here, the silent youth took great interest in all things macabre. He wandered through the cities tombs and necropolises. He would observe the internment process of recently dead in the city morgues. He would watch as wounded soldiers faded slowly from life, and he vowed he would never die himself.

Nagash took to performing vile experiments, and soon the city shunned his very existence. After years of hidden and secret rituals, Nagash perfected a brew that gave limited immortality to its consumers. With a large following of depraved noblemen, Nagash took over the capital of Nehekhara, Khemri, and continued his dark research undisturbed.

Eventually, Nagash was defeated, and forced out of the Kingdom of the Dead. He found a new home amidst the World's Edge Mountains, and built the mighty fortress Nagashizzar, where his power increased tenfold and he became a man made god. Using his dark powers, he summoned armies of Undead, and even today, Nagash is a name to be feared.

Nagash is the greatest Necromancer ever to have lived, and Necromancers and Liche Priests oft seek after his Nine Books of Nagash. Other famous Necromancers include Fredrick van Hal, who wrote the Liber Mortis, the Mad Arabian Prince Abdul ben Raschid, who wrote the infamous Book of the Dead and Heinrich Kemler, the Lichmaster, who was a favourite war general of Nagash's during the great Empire wars.

Necromancy is a feared and dangerous magical art, and any who practice it are considered outcasts and deprived individuals. Thanks to the research of Nagash and the other ancient Necromancers, intrigued loners who wish to delve into the dark arts still secretly practise in their homes, locking themselves away from the public and becoming hermits. Those who study the dark arts do so at their own risk.

Necromancy deals with the art of controlling the dead and other vile, unspeakable acts. Necromancer adventurers, although usually hated and loathed by companions, travel with groups in the hopes of recovering ancient manuals, such as copies of the Liber Mortis, and reagents deep within the bowels of the earth to assist in their research. Their power over the dead often is the difference between life and death for an adventuring party, and thus their acceptance is tolerated, if not liked, by other party members.

## •STATISTICS•

<b>Wounds:</b>	1D6+6
<b>Move:</b>	4
<b>Weapon Skill:</b>	2
<b>Ballistic Skill:</b>	5+
<b>Strength:</b>	3
<b>Toughness:</b>	3
<b>Initiative:</b>	3
<b>Attacks:</b>	1
<b>Damage Dice</b>	1
<b>Pinning:</b>	4+
<b>Willpower:</b>	3
<b>Luck:</b>	0
<b>Rituals:</b>	2
<b>Spells:</b>	2
<b>ENEMY'S WS</b>	1 2 3 4 5 6 7 8 9 10
<b>TO HIT FOE</b>	3 4 4 4 5 5 6 6 6 6

## •STARTING AS A NECROMANCER•

The Necromancer begins the game with 2 Spells, and 2 Rituals. Firstly, the Necromancer chooses which categories he wishes to gain magic from. He may choose from either Attack, Defence or Special for his two Spells, and Attack, Special or Advocates for his two Rituals. The Necromancer can choose separate categories for each Spell and Ritual that he begins with. Then, he rolls 1D6 for each Spell and Ritual in the categories that he has chosen.

If the Necromancer wishes, instead of rolling randomly for one of his Spells, he may take the *Dark Denial* spell or the *Necromantic Focus* spell. If he so wishes, he can take both of these spells instead of rolling randomly.

The Necromancer begins the game with enough reagents to cast each of his rituals 1D3 times.

## •EQUIPMENT•

The Necromancer starts the game with the Cloak of Souls and the Grimoire Necris, his vile Necromantic book that he stores all his evil rituals and spells in. He also begins the game with a sword.

The Necromancer can use any items available to the Wizard. Should the Necromancer be lucky enough to locate any of the Nine Books of Nagash during his travels, he may immediately gain 1 point of Permanent Luck. Note this Luck is only gained if the Necromancer finds a book, not if another Warrior finds one and gives it to the Necromancer. As well as gaining the ability to cast the Spell within the book, the Necromancer has the skills to dig deeper into the ancient tome, and can gain an additional Spell rolled as normal from the Spell Tables (Note that he does not get to choose which category the Spell is within, it is randomly rolled on a D3).

The Necromancer may not use any bows or crossbows except for the Pistol Crossbow. He may use any firearms he wishes to, however. In addition, he may use Throwing Stars. The Necromancer can not make use of any close combat weapons other than single-handed swords, daggers, knives and spears. His single-minded determination to focus on his studies has not given him enough patience to learn how to use most weapons at all.

The Necromancer cannot wear any armour except for Furs, or use any shields. He will not wear any other cloak apart from his Cloak of Souls.

### The Cloak of Souls

This magical garment aids the Necromancer in his dark quest for the souls of his victims by trapping them within its folds, allowing the Necromancer to utilise them for his own nefarious purposes. Whenever the Necromancer (not any summoned Monsters, with the exception of the *Favoured One*) kills a monster that is not Undead or Daemonic, he rolls a D6 and consults the table below; on a successful roll, he has successfully stolen the enemy's soul and contained it within his Cloak.

<i>Level</i>	<i>Die roll required</i>
Dark Initiate	5+
Dark Acolyte	4+
Necromancer	3+
Necromancer Lord	2+

Souls can then be used as follows, at any time and in any quantity.

- The Necromancer may expunge souls to heal his body or those around him. For each soul used, the Necromancer or any Warrior on the same board section as the Necromancer may gain 1D6 Wounds. The Necromancer gains 5 Gold for each Wound healed on another Warrior in this way.
- The Necromancer may use the souls contained within the Cloak of Souls to cause small lacerations upon his enemy. When released, the soul lashes out at a targeted monster, causing 1 Unmodified Wound.

The Necromancer starts the game with 1D6 souls in his Cloak of Souls.

In addition to using the Cloak of Souls to capture souls, the Cloak also allows the Necromancer to blend into the darkest shadows, appearing almost invisible to those near him. If the Necromancer wishes, he may use the Cloak of Souls to hide from Monsters as they are placed on the board. Roll 1D6 and check the table below to see if he succeeds. If successful, the Necromancer is not counted when placing Monsters using the One on One rule. However, if Monsters are still placed next to him and have no other targets, they will easily spot the Necromancer and attack him as normal. The Necromancer can only use this ability if there are no Monsters already on the board.

Level	Die Roll required
Dark Initiate	5+
Dark Acolyte	5+
Necromancer	4+
Necromancer Lord	4+

#### The Grimoire Necris

The dark art of the Necromancer could not be practiced if it was not for his dark spell book. It has many names. The Grand Grimoire, the Book of the Dead, and the Grimoire Necris are among the most ill-famed titles it has received. The most famous Book of the Dead was written by a mad Arabian Prince. Necromancers have revered his writings across the Old World and beyond. It is the hope of a Dark Initiate to one day amass enough necromantic knowledge to rival that of the Mad Arab's teachings himself. The book contains the Necromancer's spells and rituals that he can cast.

Should the Necromancer ever lose his Grimoire, he will not be able to cast Spells or use Rituals until he gains a new one at the Hidden Sanctum for 1000 Gold. Fortunately, he keeps his rough notes in a safe place so he can write up another copy.

The Grimoire Necris allows the Necromancer to re-roll any failed Spell Casting attempt once per board section.

In addition, once per adventure, the Necromancer can use the Grimoire to summon up 1D3 Skeletons to fight by his side. The Skeletons will immediately take their turns after the Necromancer. Any Monsters killed by the Skeletons will give the Necromancer Half Gold.

## •SETTLEMENTS•

Necromancers loathe civilisation and companionship. They are loners at heart, and the hustle and bustle of the big cities scare them. For this reason, when a Necromancer enters a Settlement, he usually spends most of his time in his room, silently worshipping Nagash and reading from his book. For this reason, he only ever has to make a roll on the Settlement table every second day he stays, starting with his first day. This rule is not applicable if the Necromancer is at a Sea Port. He isn't allowed a moment's peace in these drunk-filled settlements.

A Necromancer can only visit the Alchemist's Special Location, and any shops he wishes to. He cannot visit the Alehouse, Gambling House, Wizard's Guild, or Temple. However, there is a new Special Location available for the Necromancer to visit: The Hidden Sanctum.

## •HIDDEN SANCTUM•

It is a known fact that Necromancers are hated and feared throughout the Old World. To be discovered practicing Necromancy is to be the end of an unfortunate man's life. For this reason, Necromancers have locations that only they know about. These locations are located away from the hustle and bustle of the large settlements. Be they large black ivory towers, forbidden, abandoned mines, or merely a small cave hidden behind some bushes, a Necromancer's Hidden Sanctum is where he goes to learn more of the dark arts and to purchase reagents for his nefarious rituals.

Once the Necromancer has finished in a Settlement, he may choose to go to his Hidden Sanctum. This takes 1D6 days, in which time the other Warriors are free to do what they like.

It is at the Hidden Sanctum where a Necromancer spends his Gold to train.

A Necromancer trains by donating the required amount of Gold to the coffers of the Necromancer Lord who is present at the Sanctum, and then spends 1 day in isolation away from the other Necromancers, reading from the pages of such ill-famed dark tomes as the Liber Mortis and the Cursed Book. Once finished, the Necromancer has gone up a level. He now can gain new Spells and Rituals as stated on his Battle-Level table in the same way as he did at the beginning of his career. However, it is too late now for the Necromancer to pick *Dark Denial* or *Necromantic Focus*. If he wishes those spells, he must roll randomly from his chosen category and hope for the best.

## •TRAPPED DAEMON•

Within each Hidden Sanctum, usually on a lower level such as a dungeon or basement, there lies a room where most mortals would never willingly enter: the room of the Trapped Daemon. Highly guarded and protected by the most powerful of magic, a Greater Daemon of Khorne paces about this small prison. This ancient Daemon of Khorne once walked the Warhammer World until his great power could not be contained within his mortal body, and Khorne himself brought the Daemon to stand by his side as a Lieutenant in his unholy armies of Hell. Sometime in the past, a mighty Necromancer Lord has trapped and bound this creature, and performed a ritual that compelled it to aid those who ask it for help. Once per visit, a Necromancer may visit the Trapped Daemon and ask a boon of it.

At the start of the game, the Trapped Daemon's magical containment spell is at full strength, holding the Daemon with no hope of escape. However, depending on the strength (or weakness) of the Necromancer who communes with it, it may take mighty risks and try to break free from its bonds. It would like nothing more than to tear the pitiful mortal limb from limb. The spell starts off at a Strength of 10 (record this value on your character

sheet, as it is likely to change during the course of the Necromancer's career). Each time the Necromancer makes a roll on the Trapped Daemon table, he must then make a roll on the Containment Spell table to see if the Daemon has weakened his bonds enough to break free.

He must give up 1D6x100 Gold to the Necromancer Lord's coffers in order to gain an audience with the Daemon of Khorne. Roll 2D6 on the table below for the consequences of this act.

#### The Trapped Daemon Table

2 "Grant me your abilities, oh powerful Daemon," asks the Necromancer, "that I might vanquish my foes." "Done" growls the Daemon, grinning. "Although, I hope your only foes are Snotlings, or you may have difficulty. The magic field which holds me here saps my abilities constantly, and so shall it yours!" The Necromancer now has (roll 1D6):

- 1 -1 Strength
- 2 -1 Weapon Skill
- 3 -1 Toughness
- 4 -1 Pinning
- 5 -1 Move
- 6 -1 Initiative

This change is permanent.

3 The Daemon slowly turns to look at his visitor. "Curse you, mortal, for disturbing my thoughts!" it growls, "I am so close to working my way out of this accursed room. Only two more decades and I shall have the perfect plan..." The Daemon mumbles quietly, scratching on the dusty floor and wiping it clean, over and over. Due to the curse, the Necromancer has (roll 1D6):

- 1 -1 Strength
- 2 -1 Weapon Skill
- 3 -1 Toughness
- 4 -1 Pinning
- 5 -1 Move
- 6 -1 Initiative

This change lasts for the next adventure only.

4 The Necromancer sees that the Daemon is in a frenzy, swinging his tail and beating his mighty wings as he incessantly attacks the walls of his confinement chamber with his wickedly sharp axe. Although the power behind the blows is tremendous, the axe makes no marks where it lands. Despite this, the Daemon shows no sign of letting up, and turns his attention to the Necromancer in the doorway. With an ear-splitting roar, he swings his axe with full force against the invisible barrier across the threshold. In spite of himself, the Necromancer flinches and steps back from the impending blow, only to trip over his long robe and fall backwards to the floor. The attack of the Daemon is thwarted by the powerful Containment Spell, so the Necromancer's pride is the only thing which seems to have been hurt by this display of violence. Picking himself up and brushing off the dust on his robe, he is dismayed to find that some of his reagents did not survive the attack as well as he did. The Necromancer has broken 1D6 random reagents which must be stricken from his character sheet.

5 "Come closer, mortal, I need to speak with you." The Daemon half-whispers, half-growls when he sees the Necromancer. Stepping up to the doorway, confident that the Containment Spell will keep him from harm, the Necromancer leans in to listen. As he does so, the corner of his Cloak of Souls brushes the magical barrier of the doorway, and a dark shadow spreads out from the point of contact and disperses. "Careful, not so close!" laughs the Daemon and turns away, ignoring the Necromancer. The Necromancer has lost 1D6 Souls from his Cloak of Souls as they have been soaked up by the magical barrier.

6 The Daemon takes no notice of the petty babble of the little man in the doorway, and continues to search for weaknesses in the magic field which has frustrated him for decades.

7 The Daemon's eyes glow with an inner fire of such malevolence that the Necromancer recoils a step, bringing his sword up protectively despite knowing the Daemon can not escape his bonds. "There was a time when your ilk was mere fodder in the great battles of Khorne the Blood God, mortal wizard. You hide behind your Cloak of Souls and strut about like what you do makes a difference." The Daemon of Khorne unfurls his mighty leathery wings and bellows heartily. Just as suddenly, his attitude changes, and the Daemon snarls ominously. "Bah, what does it matter now anyway. Here, take these dispossessed souls away from my Liege's realm. They do not deserve a place in his kingdom, pitiful rabble." With that, the Daemon unleashes a torrent of ghostly forms from within the folds of his wings, which fly directly towards the Necromancer's Cloak of Souls and disappear within the inky depths. "I care not for your presence anymore, mortal. Leave me to my torment in peace." The Daemon turns his back on the Necromancer and can not be disturbed. The Warrior has gained 1D6 Souls for his Cloak of Souls.

8 The Daemon spins around, swinging his huge Axe of Khorne in a full arc over his head, aiming to split the skull of the impudent mortal asking for his help. The Necromancer leaps to the side and his own sword whips to meet the other weapon, fully expecting it to be smashed by the sheer power behind the Daemon's attack. The blades never meet, however, as they both slam into the magic barrier across the doorway. A shower of magic sparks covers both the combatants as they pause to recover. "You fight well," remarks the trapped creature, "but you could be better." The Necromancer gains (roll 1D6):

- 1 +1 Initiative
- 2 +1 Move
- 3 +1 Pinning
- 4 +1 Toughness
- 5 +1 Weapon Skill
- 6 +1 Strength

This change lasts for the next adventure only.

9 "You..." The Daemon frowns as he sees the Necromancer make his way towards him, a smug look on his face. "I require power, Daemon. Magical power beyond that of even the High Elves. I will not back down from you this time. Today, I will have my wish!" The Daemon laughs, a deep, evil sound that sends shivers down the Necromancer's spine. "Foolish, pitiful human! Do you not know what stands before you?! I am one of Khorne's Chosen, a slayer of armies and conqueror of kingdoms. I have no use for magic! I am of Khorne, you simpleton, I possess no magic that you could understand!" The Daemon suddenly stops his laughing and rushes headlong into the barrier, his massive clawed hands causing sparks as he slams his body against the field. "Nevertheless, I shall grant what you wish of me, to the best of my ability." The Necromancer steps back as he feels a massive surge of power envelop his being. "It is done. Now go. Do not bother me again." The Necromancer may use 1D3 Rituals next adventure at the cost of no ingredients and with no preparation time (i.e., the Rituals can be used automatically and the Necromancer can still Attack, Move, etc, this turn).

10 Standing at the doorway, the large red Daemon seems to be looking at something right in front of his face. He reaches up and, with a claw tip, scrapes slowly down an invisible barrier across the doorway, causing blue sparks to quiver around his finger. "Such beautiful magic, don't you think?" he asks. "Don't you wish *you* could make something as perfect as this prison which has held me for countless years? Perhaps I should help you on your way to that goal, would you like that?" The Necromancer now has (roll 1D6):

- 1 +1 Initiative
- 2 +1 Move
- 3 +1 Pinning
- 4 +1 Toughness
- 5 +1 Weapon Skill
- 6 +1 Strength

This change is permanent.

11 The Daemon is startled at the sound of the Necromancer's voice and leaps towards him violently, eyes blazing and teeth bared. As he reaches the doorway, he hits the magic barrier with a deafening crash and a crackle of energy and slides to the floor, exhausted. Unable to resist the compulsion of the old ritual, he tells the Necromancer that he is lucky that the magic held him back and that luck shall stay with him. The Necromancer gains 1 point of Permanent Luck.

12 The Daemon seems unnaturally amiable today, and invites the Necromancer to sit down and tell him of the outside world, as he does not get a chance to hear current events often. The Necromancer learns the Daemon is quite behind the times and spends a few hours describing all manner of new inventions, political changes and magical advances. The Daemon, in return, tells of old magic which he suspects to be little used nowadays and wants to keep such knowledge from being lost. The Necromancer may choose to gain any one Spell or Ritual which he does not already know.

#### Containment Spell Table

- 1 The Daemon senses great weakness in the Necromancer's attention. With great strength of will, the Daemon slams a burst of psychic energy at the wall containing him. Subtract 1D3 from the Strength of the Containment Spell.
- 2 As he is about to leave the room, the Daemon yells in absolute fury, startling the Necromancer, who hurriedly leaves the room. Subtract 1 from the Strength of the Containment Spell.
- 3 Try as he might, the Daemon makes no headway with breaking his bonds.
- 4 The Necromancer can almost feel the hatred emanating from the Daemon. Fortunately, that is all that he feels.

- The Necromancer spends a few minutes checking the pentagram and the candles upon the ground, strengthening the bounding circle that the Daemon resides in. Add 1 to the Strength of the Containment Spell.
- Deciding it best to take matters into his own hands, the Necromancer spends many long hours chanting and drawing ancient runes of evil upon the ground, adding many layers of magical protection to the Containment Spell. Add 1D3 to the Strength of the Containment Spell.

If ever the Strength of the Containment Spell should reach 0 or less, the Daemon has burst free from his prison and before the Necromancer has time to defend himself, he is torn asunder painfully and irreversibly. The Necromancer is out of the game.

## •APOTHECARY•

The Necromancer may also visit the Apothecary's while he is in the Sanctum. It is in this store that he purchases reagents for performing rituals, and it is only open to Necromancer patrons. Roll 2D6 for Stock.

### Apothecary

Reagents	Stock	Cost
Daemon's Bone (1D6)	7	100 each
Volcanic Ash (2D6)	4	25 each
Vial of Blood (1D6)	5	100 each
Brimstone (1D3)	7	250 each
Chalk	4	75
Candles (2D6)	4	25 each
Dragon's Scale	8	400
Hydra's Teeth (1D3)	6	175 each
Ritual Dagger	7	500
Mortar & Pestle	5	250
Focus Stone	5	150
Grimoire Necris	5	1000

### Daemon's Bones

Gnarled and twisted, these gruesome bones were collected from various forays into daemoniac lairs by brave adventurers.

### Volcanic Ash

The ancient volcanoes of Naggaroth spew forth this ash only once every few decades. It is sold in simple leather pouches.

### Vial of Blood

This corked vial contains the blood of late Necromancers, defeated in battle. The blood still contains remnants of the power wielded by these forerunners.

### Brimstone

A fundamental reagent for many rituals, this blood-red rock is sold in small chunks.

### Chalk

An essential for any pentagram-drawer, this chalk is specially prepared for the vile rituals that a Necromancer performs. One piece draws one pentagram before it is used up.

### Candles

Either black or red, these candles are a vital necessity when dealing with daemons, for the Necromancer's own protection.

### Dragon's Scale

The scales of a Dragon are used for rituals that offer protection for the Necromancer. Expensive and hard to come by, they are, however, a necessity for any Necromancer worth his salt.

### Hydra's Teeth

Straight from the venomous jaws of an ancient Hydra, the teeth are particularly good in summoning and controlling skeletons, but are also useful in rituals involving all manner of Undead and Daemonic forms. When a Warrior purchases Hydra's teeth, he purchases a pouch full of them, enough to use in one ritual.

### Ritual Dagger

Its snake-like curves glinting in the lantern-light, the ritual dagger is beautiful yet deadly. The delicately carved ebony handle prevents the wielder from using it constantly, so it must be kept for solemn, careful rituals. Unlike most reagents, the ritual dagger is not destroyed or used up when a ritual is performed, so it can be reused over and over.

### Mortar & Pestle

A favoured utensil among wizards, necromancers and alchemists, this handy set makes mixing and grinding a breeze. Made of black marble, it can be used for any number of Ritual preparations, and is not destroyed after being used.

### Focus Stone

This rough, greenish stone can be used to store a pre-prepared Ritual within it. The *Necromantic Focus Spell* must be cast on it for it to work.

### Grimoire Necris

As well as the above reagents, a Necromancer can purchase from the Apothecary a replacement Grimoire Necris, in case his original is ever lost. He may only ever have 1 Grimoire Necris at a time.

## •UNEVENTFUL DAYS•

The Necromancer attracts all sorts of unwanted attention from the townsfolk. Because of this, no day is ever uneventful. If the Necromancer rolls an Uneventful Day, he must roll 1D6 on the following table to see what happens to him.

- Someone must have recognised the Warrior as a Necromancer! A huge armed retinue of horsemen lead by a Priest of Sigmar and a Witch Hunter circle the Necromancer and confront him. Roll 1D6.
  - The Necromancer is burnt at the stake as a heretic. The Warrior is out of the game.
  - As the Necromancer is about to be beheaded by the Executioner's axe, the leering crowd parts and the Necromancer's fellow Warriors come riding forth on magnificent steeds and perform a heroic rescue just in the nick of time! The Necromancer, grateful for his freedom, flees the settlement immediately. If there were no

other Warriors in the settlement at the time this event was rolled, then unfortunately the Necromancer is beheaded. He is out of the game.

- The Necromancer is sentenced to be drowned to death! Fortunately, the Necromancer manages to bargain his freedom by handing over his Grimoire Necris to officials so they can study it and use it to catch bigger fish. The Necromancer is set free but has lost his Book. Another must be purchased from the Hidden Sanctum's Apothecary.
- The Necromancer manages to convince the authorities that they are mistaken, and that his bag of Necromantic Reagents is for other purposes besides evil. Unfortunately, they are not quite so sure, but with no proof, they are satisfied with confiscating 1D6 random Reagents the Necromancer has.
- The authorities surround the Necromancer and make to arrest him. However, the Necromancer pulls his Cloak of Souls up over his head and makes a run for it into a dark alley way. For what seems like hours, the Necromancer manages to avoid the militia. However, in doing so, the Necromancer has lost 1D6x50 Gold.

- "You there! Necromancer?!" The Priest of Sigmar addresses the panic stricken Warrior as he realises he has been discovered. "Have you seen a Necromancer go by this way recently?" Silently thanking Nagash for his good fortune, the Warrior stammers something along the lines of the negative, and continues on his way, his Cloak of Souls pulled up tightly about his person.

2 After a day's shopping, the Necromancer retires to his room to study his Grimoire Necris. Upon opening up his door, he is shocked to see the inn's cleaner standing over his desk, perusing the dark writings within. She turns with a horrified look towards the Necromancer and after muttering an apology, flees from the Necromancer's glowering gaze before he has a chance to react. The Necromancer must hope the servant does not tell the authorities of what she has seen, or he must leave the Settlement immediately. If he decides to stay, he must roll 1D6 at the beginning of every day. If the result is a 1, it seems the servant woman has been talking with the city militia, and the Necromancer is confronted! See result 1 above.

3 The Necromancer goes about his business and has quite a productive day.

4 Apart from unusually large crowds, the day goes by uneventfully. The Necromancer eventually finds out that a rather famous band of Warriors are in town and are attracting a crowd of fans wherever they go. Shaking his head and going back to his room, the Necromancer decides to have a quiet night in.

5 Today is the annual Wizard's Convention, and the town is full of all sorts of magical practitioners. The Necromancer has no trouble blending in with the crowds, and even manages to go to a few public lectures and learn a few things. The Necromancer can visit one particular Wizard who seems to be holding a private conference in an out-of-the-way alley, and if he pays 1D6 x 500 Gold, he ends up with a new Spell from a category of his choosing.

6 The Necromancer is about to head back to the inn, when he spots a dark shadowy form beckoning to him from the shadows. Drawing his sword, the Necromancer steps

over to see what this strange soul wants. It would seem that this man is a fellow Necromancer and has been watching the Warrior for some time now. After a few hours of interesting discussion, the two Necromancers part company, but not before the Warrior has learnt some very useful information about controlling Daemons. The next time the Warrior rolls on the Trapped Daemon table, he may add +1 to the result if he wishes. He may decide this after rolling the dice. In addition, the Daemon Containment Spell is strengthened by 1D3 next time the Necromancer visits the Trapped Daemon.

## •SPELL CASTING•

To cast a Spell, the Necromancer relies on the Winds of Magic in a similar way to the human Wizard. In the Power Phase, when the dice is rolled to determine magical power, this dice roll also indicates how easy the Necromancer finds it to cast Spells.

Power Roll	D6	Score to cast Spell
1	6	
2	5	
3	4	
4	3	
5	2	
6	2	

A Necromancer can attempt to cast a certain number of Spells each turn depending on his Battle-Level.

Level	No. of attempts per turn
Dark Initiate	1
Dark Acolyte	2
Necromancer	3
Necromancer Lord	4



## •PERFORMING RITUALS•

As well as the ability to cast Spells, a Necromancer can perform Rituals. A Ritual is a more complex sort of magic, but when performed correctly, can have devastating effects. Unlike Spells, which can be cast on the fly, a Ritual takes time to set up and prepare. For example, a Necromancer might want to summon a hoard of zombies. This requires time to draw a summoning pentagram with blood upon the ground, set up red and black candles at each point of the pentagram and to chant the correct phrases. Then, and only then, can the Necromancer hope to be able to maintain concentration as he raises the desired creatures from the earth to do his bidding.

Next to each ritual there are two things: A number which represents how many turns the Ritual takes to perform, and a list of the reagents needed to be able to do the Ritual. When a Necromancer wishes to perform a Ritual, he may do nothing else for those turns. At the start of his turn, he must declare that he is performing a Ritual, and cross off any reagents that he must use. If a Ritual takes 3 turns to perform, at the start of the 4<sup>th</sup> Warriors' Phase the effects of the Ritual come into play, and the Necromancer may take his turn as normal, casting Spells, attacking, using items, starting a new Ritual, etc.

If the Necromancer takes damage during this time of Ritual, he must make a Willpower Test of 7 to see if he loses his concentration. If he fails, the Ritual is disturbed and cannot be finished. The reagents are wasted, and the Necromancer must start the Ritual from scratch if he still wants to perform it. He must take this test each time he receives damage of any sort.

## •SPELLS AND RITUALS•

When training, a Necromancer is entitled to make rolls on the Spells and Rituals tables, after gaining the amount of experience needed to level up.

After deciding what sort of Spell or Ritual the Warrior should get, roll 1D6 on one of the following categories when a new Ritual or Spell is gained. If the Necromancer gains a Spell or Ritual he already has, roll again.

### SPELLS

- Attack
- 1 Chill Touch
  - 2 Chains
  - 3 Exhalation of Swarms
  - 4 Column of Blood
  - 5 Lacerations
  - 6 Daemonic Punishment

### Defence

- 1 Petrify
- 2 The Blind Mute
- 3 Withered Bonds
- 4 Dark Denial
- 5 Unholy Chorus
- 6 Sorrow

### Special

- 1 Flesh Wall
- 2 Bone Vice
- 3 Vision of Tzeentch
- 4 Abundance
- 5 Necromantic Focus
- 6 Vanhel's Portal

### RITUALS

- Attack
- 1 Kadon's Malevolent Spirits
  - 2 Infernal Hand
  - 3 Conflagration
  - 4 Wither
  - 5 Spectral Wrath
  - 6 Dark Blood of Nagash

### Advocates

- 1 Summon Daemons
- 2 Favoured One
- 3 Banish Undead
- 4 Raise Undead
- 5 Control Undead
- 6 Tzeentch's Evisceration

### Special

- 1 Elixir of Blood
- 2 Mask of Death
- 3 Shadow Armour
- 4 The Black Coach
- 5 Soul Harvest
- 6 Quagmire

## •SPELLS AND RITUALS LIST•

### SPELLS

#### ATTACK

##### 1 Chill Touch

*The Necromancer shouts a syllable of arcane might, and extends his hand outwards, palm facing up. Within seconds, his hand is covered in terrible blue flames, licking about his flesh as if in some sort of horrific dance.*

As well as his normal Attacks, the Necromancer gains a Chill Attack against his opponents. This attack hits with a -1 To Hit penalty. The Necromancer cannot cast this Spell on himself if he is already under its effects.

	Chill	Length
Dark Initiate	1D3	1 turn
Dark Acolyte	1D6	1D3 turns
Necromancer	2D6	1D6 turns
Necromancer Lord	2D6	Rest of combat

##### 2 Chains

*With a howl of battle lust, the Necromancer tears open his robe with a violent heave, exposing his bare chest and stomach. As if some living creature is withering beneath the surface of his flesh, his skin buckles and heaves with a sickening sound of breaking bone. With a final toss of his sweat beaded head, the Necromancer cries in agony as solid metal chains complete with blood stained hooks burst forth from his body, splattering the ground with blood. The chains shoot across the room with a mind of their own as if they were some sort of macabre snake and embed themselves into the enemy's body. Firmly focused on the grim task before him, the Necromancer moves his hands in sharp, violent motions, sending the chains dancing macabrely around the room, dragging the agonised monsters with them.*

This Spell allows the Necromancer to shoot chains from his body. He can shoot a certain number of chains based on the table below.

	No. of Chains
Dark Initiate	1
Dark Acolyte	2
Necromancer	3
Necromancer Lord	5

The Necromancer can choose targets that are anywhere in his Line of Sight. The chains shoot out and hook themselves onto the Monster, causing 1D3 Unmodified Wounds automatically if the target has no Armour. If a target has Armour, roll 1D6. If the result is a 1 or a 2, the chain has failed to penetrate and dissipates to metallic mist. If the roll is anything else, the chain has penetrated and caused the 1D3 Unmodified Wounds as normal.

For each monster successfully chained, the Necromancer can drag and fling him around the room, slamming him into walls and other monsters. Roll 1D3 for each Monster chained. This is the number of squares that the Necromancer can move him. Slamming a Monster into a wall or another Monster counts as 1 space. If slamming a Monster into a wall, it causes 1 Unmodified Wound the first time, 2 Unmodified Wounds the second time, and 3 Unmodified Wounds the third time. If slamming a Monster into another Monster, both Monsters take 1 Unmodified Wound the first time, 2 Unmodified Wounds the second time, and 3 Unmodified Wounds the third time. If slamming two Monsters into each other using two chains, each Monster takes 2 Unmodified Wounds the first time, 3 Unmodified Wounds the second time, and 5 Unmodified Wounds the third time. Once he has moved all the Monsters he can with this Spell, the chains dissolve into metallic mist and the gaping wounds in the Necromancer's chest heal over.

After he casts this Spell, he must miss a complete turn while he recovers his strength. Monsters are at +1 To Hit the Necromancer next turn.

##### 3 Exhalation of Swarms

*The Necromancer opens his mouth incredibly wide, and a torrent of biting, stinging insects swarm forth to engulf the room.*

All Monsters on the board section are at -1 To Hit for all of their Attacks next turn. In addition, roll 1D6 for each Monster. On a roll of 6, that Monster suffers 1D3 Unmodified damage due to the bites caused.

##### 4 Column of Blood

*The Necromancer quietly but clearly mutters "Blood for the Blood God." He solemnly points towards a seemingly empty space in the room, where a small patch of red suddenly appears on the ground. It swirls and grows until it takes the form of a liquid twister, nearly as tall as the Warriors are. It continues to grow taller, until it touches the ceiling of the dungeon room, column-shaped now but always spinning. All the Warriors can smell is blood, as the column moves slowly towards them.*

This Spell can be cast at any time as usual, but the column of blood will only begin to move at the beginning of the Warrior's Phase. The caster may choose an empty space on the board section he is in for the initial placement of the column. After that, the column will move in a random direction for 1D6 squares, continuing in that direction until either dissipating or hitting a wall. If the column hits a wall before it has used all of its movement, it will bounce off of it at a 90-degree angle, unless it hits it perpendicularly (straight on) in which case it will rebound in the opposite direction it was travelling in.

The column of blood does damage to all Models it passes through. For each Model it hits, it does 1D6 +1/Battle-Level of caster Wounds, modified as usual. The column will use its movement, damage Models it passes through, and then dissipate all in one turn.

##### 5 Lacerations

*The Necromancer's fellow Warriors are startled by yelps of pain from a nearby Monster. They look over to see it rubbing its arms, just as another and another Monster also start yelping. They scratch and whine and tear at the rags upon their bodies, as small red welts appear all over their skin. The Warriors, as one, all turn to look at the Necromancer, who raises his eyebrows and then continues the fight without saying a word.*

Make one roll on a D6. This many targets on the same board section as the Necromancer take this many Wounds each, unmodified for Toughness and Armour.

##### 6 Daemonic Punishment

*At a complex hand gesture from the Necromancer, tiny figures swarm from the shadows between the flagstones. Horned and hoofed, the Daemon Imps of Khorne wield wickedly sharp swords no bigger than a finger's length. They head unerringly towards a particular Monster, whose smile is quickly replaced by a grimace of pain as the Daemons slash and bite at his ankles and lower legs.*

The targeted Monster must be on the same board section as the Necromancer. It takes damage according to the table below, not modified for Armour. The Monster will unsuccessfully try to fight back by treading on the Daemons, but they are too quick and dart back into their hiding places. This will enrage the targeted Monster and it will take out its frustration on the nearest Warrior, gaining a +2 Strength bonus for its next attack.

	Damage
Dark Initiate	2D6
Dark Acolyte	3D6
Necromancer	4D6
Necromancer Lord	5D6

## DEFENCE

### 1 Petrify

*The Necromancer chants under his breath, his brow furrowed with concentration. Surrounding enemies suddenly feel an incomprehensible fear sinking into their bones that causes their stomachs to knot. The Necromancer has tapped into the primitive animal emotions of his foes, forcing them to consciously overcome their instincts or succumb to mind-numbing fear.*

All Monsters in base contact with the Necromancer must take an individual fear/terror test according to the following table:

	<i>Test</i>
Dark Initiate	Fear 4
Dark Acolyte	Fear 6
Necromancer	Terror 8
Necromancer Lord	Terror 10

This Spell can only be used against Monsters who are not already afraid or terrified, and has no effect on Undead or Daemonic creatures.

### 2 The Blind Mute

*The Necromancer's eyeballs roll up into his head as he begins to mutter and violently shake from side to side. After a few seconds of this, the Necromancer regains control of his body, and pointing to a chosen target, shouts a mystical word of ancient power. Instantly, crude stitching forms across the target's mouth and eyes, preventing him from talking and seeing, as he stumbles about in sheer terror.*

The target must be in Line of Sight of the Necromancer. The Blind Mute can not be cast on Monsters already affected by the Spell in a previous casting. This Spell lasts for 1 turn. Any Monster under the effects of the Blind Mute can not cast Spells, suffer -1 To Hit and can not use ranged weaponry of any sort. Monsters with the Fly ability lose this ability until they are no longer under the effects of the Spell. This Spell does not affect Undead.

### 3 Withered Bonds

*There is a low rumble, then shards of rock explode from the ground as petrified and thorny branches burst through under the Monster's feet, moving as though they had a mind of their own. Claw-like, the thick tendrils wrap themselves around the legs of the Monsters, holding them fast. With bellows of rage, they struggle to get free, to no avail.*

All Monsters on the board section are unable to Move this turn. They can still attack, use magic and pin adjacent Warriors as normal, but can not move from the square they are standing on when this Spell is cast.

### 4 Dark Denial

*As the lumbering Ogre moves towards the Necromancer, the dark cloaked figure stands proud, seemingly unaffected by the sheer might of the creature before him. The Ogre raises his powerful axe over his head and prepares to smash the puny little man. "I think not..." the Necromancer states simply, and sharply extends his palm outwards in the direction of the Ogre. With ripples of Dark Magic, the Ogre is sent flying backwards, to smash into the far wall and lie dazed and confused.*

The Necromancer picks up to 2 adjacent Monsters. These Monsters are thrown back into any of the 3 squares directly behind the Monster's current square. If there is a wall directly behind the Monster before it is pushed, it takes the 1D3 Unmodified Wounds. Warriors can ignore the Monster's Pinning for this turn if that Monster is pushed into a wall.

### 5 Unholy Chorus

*The Necromancer raises his palms to the ceiling and suddenly a terrible cacophony of screaming and moaning voices fills the air. It seems to be coming from just behind every wall as well as the ceiling and floor.*

While the Unholy Chorus sings, there is a chance that all Monsters on the same board section as the Necromancer will lose 1 Attack for every 3 Battle-Levels of the caster (i.e., Battle-Levels 1 to 3,

the Monsters lose 1 Attack, Battle-Levels 4 to 6, they lose 2 Attacks, etc). Use the table below to see the effectiveness of the Chorus: Roll for each Monster separately. This Spell lasts for 1 turn.

	<i>Lose an Attack</i>
Dark Initiate	6+
Dark Acolyte	5+
Necromancer	4+
Necromancer Lord	3+

### 6 Sorrow

With a collective sigh of lament, a group of Monsters hang their heads. They drop their arms to their sides and appear not to notice their weapons slipping from their fingers, as the weight of the world settles on their shoulders.

This Spell has the effects that are described below (roll a D6). It can be cast on one group of Monsters (ie one complete roll on the Monsters Table), but a successful casting only affects those Monsters within that group which have Gold values less than or equal to (Battle Level x 50).

- 1-2 The Monsters all feel terribly sad, but then tighten their grip on their weapons and strive onward to meet their foes. Nothing else unusual seems to happen.
- 3-4 The downhearted Monsters' weapons fall unnoticed to the floor at their feet. They are now considered disarmed, and must lose their next Attack picking up their weapons. Any Special Abilities the weapons confer will not function until the Monsters have the weapons back in their hands.
- 5-6 All of the fight has gone out of the Monster's eyes, and they look around for encouragement from their fellows. Some familiar faces are missing, and others seem to look disheartened. The Monsters must make a Break Test, and will trample off into the darkness if they fail.

## SPECIAL

### 1 Flesh Wall

*Wrapping his ancient cloak about his body, the Necromancer traces patterns in the air before his eyes, leaving faint rases of Dark Magic where he points. His Cloak of Souls glows with a malevolent inky light, and with a mighty yell of anguish, the floor erupts in a shower of flesh, bone and earth as a solid, squirming mass of decaying bodies rises from the ground to form a horrifying wall of macabre art.*

By means of this Spell, the Necromancer can create a Wall of Flesh to hinder his enemies' movements. The Flesh Wall takes up 1 space for every 2 Battle-Levels of the Necromancer. Thus, a Battle-Level 5 Necromancer can create a Flesh Wall that takes up to 3 squares, and it can be any shape of his choosing, as long as they are all connected in some way (including diagonally). The Necromancer can choose how many segments the Wall has, as long as it is not more than the maximum allowed. The Wall of Flesh is impassible, and lasts for as long as the Necromancer wishes it to. However, he can only ever have 1 Wall of Flesh up at a time. At the end of combat, the Wall will automatically dispel itself.

The Necromancer can also add Souls to the Wall of Flesh. For each Soul from his Cloak of Souls that the Necromancer wishes to put into the Spell, one of the Wall Segments can make attacks and pin adjacent Monsters with fleshy limbs that reach forth in an attempt to drag more victims into the wall. The segment of wall that is given life (or undeath) is chosen by the Necromancer. A Wall Segment can only ever have 1 Soul. After the Necromancer has attacked, each segment of Wall that contains a Soul can make 1D3 Attacks against random adjacent Models, not including the Necromancer. Other Warriors can be targeted, however. For the purposes of an Attack, a Wall has 3 WS, 4 Strength, and Damage Dice equal to half the Battle-Level of the Necromancer, rounded down (minimum 1). Monsters can attack the Wall

Segments, but will only do so if a Wall Segment attacks them, and they have no other Warriors to fight. A Wall Segment has Toughness 3 and 3 Wounds for every Battle-Level of the Necromancer. Once a Wall Segment has been reduced to 0 Wounds, it is destroyed, leaving a hole in the Wall of Flesh. Any Monsters killed by the Walls give the Necromancer half gold.

## **2 Bone Vice**

*The Necromancer slowly extends his open right hand in front of him, then abruptly closes his hand and squeezes it tightly. A skeletal rib cage appears around a nearby Monster and snaps closed like a trap around the Monster's body, crushing the breath out of the unfortunate victim of the Spell.*

The target of this Spell must be in Line of Sight of the Necromancer. Roll 1D6. If the result is a 4 to 6, the target cannot attack, move, pin or use magic for the duration of the turn. In effect, the Monster loses his turn and may as well be a statue in the room. Warriors gain +1 To Hit the Monster while it is under the effect of this Spell. If the result is a 1 to 3, the Spell fails to cause the Monster any distress.

## **3 Vision of Tzeentch**

*The Necromancer closes his eyes calmly, and slowly lifts his closed hand in front of him. Pointing it out the doorway, he opens his palm. A demonic eye opens within his hand, and appears to stare into the blackness of the next room.*

This Spell may be used to reveal the adjoining room of the dungeon, without having to Explore. The Dungeon card for the nominated room can be turned over and seen by all players, but events and other things within the next room will not be revealed. This Spell can be cast at any time, even when there are Monsters on the board.

## **4 Abundance**

*The Necromancer sits down on the dusty flagstones and appears to concentrate. Within seconds, something materialises before him. He*

*opens his eyes, examines the object, and quickly conceals it within a pocket of his robes, nodding contentedly.*

This Spell will allow the Necromancer to re-stock his supplies of reagents, as given by the table below. Choose a random object (up to three times, not including the Grimoire Necris) from the Apothecary's inventory for the reagents that suddenly appear on a successful roll. Only one reagent at a time will be summoned by this Spell, even if normally sold in packets of more than one. This Spell may be attempted only once per room of the dungeon.

	<i>Reagents</i>	<i>Success</i>
Dark Initiate	1	5+
Dark Acolyte	1	4+
Necromancer	2	4+
Necromancer Lord	3	3+

## **5 Necromantic Focus**

The Necromancer produces a small black velvet pouch and gingerly empties its contents into his right hand. He holds it up to the light, and it can be seen to be a large green rock, opaque and dull. He rolls it between his hands, slowly and smoothly, and holds it up again. It is now very different, as it is a cut crystal shines and sparkles and is now remarkably clear. The Necromancer puts it back into this pouch and into a pocket in his robe.

To be able to perform this Spell, the caster must have in his possession a Focus Stone, available from all good Apothecary's stores in Hidden Sanctums. The Spell allows the Stone to be infused with a Ritual, which may be released at any time. First, this Spell must be cast on the Stone, then the desired Ritual must be performed as usual, with a statement to the effect that the Ritual will not be cast at the end but instead stored in the Focus Stone. This can be done at any convenient time (only in the Dungeon) taking as many turns as the Ritual usually would. The Focus Stone, once infused, is considered a magic item and can then be used at any time to release the Ritual stored within. The only exception to this is with Rituals

that state they must only be performed during combat - a Focus Stone with this sort of Ritual in it has the same limitation. A Focus Stone allows these types of Rituals to be performed out of combat, but they can only be actually released during combat. Once used, the Focus Stone crumbles to dust and another must be purchased or gained in some way before another Ritual can be prepared and stored.

## **6 Vanhel's Portal**

*With a puff of sulphurous smoke, an ellipsoid shape solidifies in the air next to the caster. It has the appearance of a full-length mirror, but beyond the reflection one can almost see twisted shapes moving in the corners and dark mists swirling in the background where none should be. The movements of shadowy forms can be seen in the mirror only at the limits of vision, and barely audible moans and wails can be heard coming from the mirror. It is said that this is a magical replica of Vanhel's actual mirror, which reflected his infamous image for many decades and was later used in unsuccessful Rituals to open a portal to the Land of the Dead.*

This Spell opens a portal next to the caster that may transport them up to 1D6 squares away from their starting position on the same board section. To do this successfully, a number of things must go right:

- The caster must take one step into the mirror. To do this, he must successfully escape from pinning as normal if necessary. This must be done after casting the Spell.
- The caster must make a Fear 7 test to be able to shrug off the feeling of dread that emanates from the mirror.

If the caster fails to escape from pinning from the Monster near him, the mirror dissipates and the Spell is wasted. If he succeeds, or does not need to escape from pinning, he must then take the Fear test. If he succeeds,

he is transported to the intended square 1D6 squares or less away. If he fails the Fear test, he is transported to a random square within the same board section. If the Necromancer appears in a space that contains a pit or a chasm square, roll on the appropriate table to see if he can haul himself to safety (unless there is no table to roll on, such as with the Chasm of Despair board section). Only the Necromancer may step through the portal, and it will dissipate as soon as it is used. This Spell replaces normal movement for this turn. However, the Necromancer can cast this Spell at any time and then take his attacks during his own turn.

# **RITUALS**

## **ATTACK**

### **1 Kadon's Malevolent Spirits (2)** Volcanic Ash x 1 Daemon's Bone x 1

*The Necromancer opens a small pouch and pours its contents onto the ground, carefully making a circle of ash and then filling it in, using every last bit of the ash within. He smooths the circle with his hand then takes out an old, sharpened bone and draws ancient symbols in the ash. A sudden draft sweeps away all trace of the ash as soon as the last symbol is completed, and the Warriors hear a far-off wail that seems to be coming closer. Hovering figures slowly materialise out of thin air, wailing despairingly. They start to fly in random directions high up near the ceiling and dip downwards every now and then to make vicious attacks on the Monsters in the room. Soon, the spirits start to tire and fade from view, and the wind dies with them.*

This Ritual summons 1D3 spirits. Plus, for every Soul from the Necromancer's Cloak of Souls he uses, it summons one extra spirit. The spirits will hover near the ceiling for most of the combat, out of reach of the Monster's attacks and so are not counted when determining a Monster's or a Spell's target. At the start of the Monster's Phase, roll 1D6 for each spirit. On a roll



of 1, the spirit fades away to nothingness instantly. On a roll of 2, the spirit is too tired to attack this round. On a roll of 3 to 6, the spirit comes down and attacks a random Monster on the same board section as the Necromancer. The spirit hits automatically, causing 2D6 Wounds per Battle-Level (maximum of 10D6 per spirit). At the end of the combat, all remaining spirits will disappear.

**2 Infernal Hand (1)**  
 Chalk x 1  
 Candle x 5

*The Necromancer quickly draws a small pentagram on the ground before him, and places a candle at each of the five points. He then reads solemnly from his Grimoire Necris and places his hand suddenly and firmly in the centre of the diagram on the ground. Swift lines of fire shoot out from the abruptly lit candles to burn tracks along the ground until they hit their intended victims. Huge magical flames immediately engulf those hit by the fire.*

Up to five lines of flame can be aimed at up to 5 Monsters within line of sight of the Necromancer, depending on Battle-Level (see table below). Each line does 2D6 Wounds (only modified for Toughness) initially plus sets the target on fire for 1D3 turns, doing 1D3 Unmodified Wounds at the end of each turn that the Monster is on fire (before any Regeneration effects). If the Necromancer decides to concentrate more than one line on a particular Monster, the initial damage is added together before Toughness is taken away. However, fire damage will only ever be 1D3 Unmodified Wounds per turn no matter how many lines of fire are directed at the target.

	<i>Number of lines</i>
Dark Initiate	2
Dark Acolyte	3
Necromancer	4
Necromancer Lord	5

**3 Conflagration (2)**  
 Volcanic Ash x 3  
 Brimstone x 5  
 Vial of Blood x 1

*This Ritual was created by a mad Kislevite Necromancer, who, during his travels to the Land of the Dead, learnt secrets that drove him insane. Using his Necromantic knowledge, he invented the Conflagration Ritual and recorded its procedure in the Cursed Book (an ill-famed tome containing many dark necromantic mysteries). This Ritual literally turns the air into fire around the caster. The Necromancer holds his arms up above his head, throws his head backwards and scatters the reagents about him. Furious chanting causes the very air around him to turn into a fiery inferno. When the flames eventually die down, nothing remains of his enemies but piles of charred ash, while the Necromancer himself is untouched by the flames.*

When cast, this Ritual causes 8D6 Unmodified Wounds to every model within (1 square per 3 Battle-Levels) of the caster (minimum 1).

**4 Wither (2)**  
 Volcanic Ash x 3

*The Necromancer pulls out a small leather pouch from his robes and, crouching, pours from it a pile of grey ashes onto the ground in front of him. He slowly looks up with a smouldering stare and scatters the pile with his boot. Monsters everywhere start moaning in agony as their flesh starts to wither away to the point of emaciation. What once were fearsome creatures are now died husks, screaming with pain at every movement.*

This Ritual causes 1D3 Unmodified Wounds per Battle-Level to all Monsters on the same board section as the Necromancer on a 4+. Roll for each Monster separately.

**5 Spectral Wrath (1)**  
 Candle x 1  
 Volcanic Ash x 1  
 Brimstone x 1

*Standing a candle upright on the ground in front of him, the Necromancer mumble quick, sharp syllables and makes circular gestures with his hand over the wick. The candlewick bursts into flame and the Necromancer reaches into a pouch and sprinkles ash over the tiny flame. A piece of brimstone is held just above it until the stone is warm, whereupon it is placed carefully on the ground. The Necromancer steps back warily, never ceasing to chant under his breath. From the stone wafts a cloud of steam, which soon manifests into the aspect of a hooded and robed skeletal figure, ghost-like in its transparency. It gathers its strength, and proceeds to drift determinedly towards a particular Monster. Once near, it extends a bony hand and passes it through the chest of the Monster, seeking out its heart. The spectre seems to concentrate and its victim begins to wail as its heart is mercilessly squeezed. When the spectre's wrath is sated, it fades away.*

The Necromancer can target any Monster on the same board section as himself. Initially, the targeted Monster takes 2D6 Unmodified Wounds from the crushing hand of the spectre. If the Necromancer wishes to do extra damage in further turns, he must maintain control of the spectre by forfeiting all other actions and take a Willpower test (7+) for each turn he wants to keep control. The Monster will take an extra (accumulating) 1D6 Unmodified Wounds for each turn the spectre is controlled. Once control is lost or given up, the spectre will fade away after doing damage.

For example, if the Necromancer successfully maintains the Ritual for 3 turns after the initial damage, he will do 3D6 damage during the first extra turn, then 4D6 during the second and finally 5D6 on the third turn, whereupon the spectre will vanish before the next Warrior's turn.

**6 Dark Blood of Nagash (3)**  
 Ritual Dagger  
 Mortar & Pestle  
 Volcanic Ash x 2

*The Necromancer throws back his robes and from a small hidden pocket draws forth a shining, ebony dagger, which glints with a wicked gleam in the low light. With hastily spoken words of arcane power, the Necromancer draws the blade along his own bare arm, causing weird dark red blood to spill into a small bowl he puts beneath the open wound. A large pouch of volcanic ash is added to the bowl, which he then mixes thoroughly with a pitch-black utensil of ancient design. While he works, his wound slowly heals until there is no sign of the gash that was there before.*

The Necromancer takes 1D3 Unmodified Wounds from the preparations involved in this Ritual. The mixture created with this Ritual can be applied to 1D3 edged weapons (swords, axes, spears, arrows etc.). The anointed weapons now do an extra 1 Wound per Battle-Level of the Necromancer who performed the Ritual. In addition, if the weapon was not magical, it is now considered to be so. The effects of the Dark Blood of Nagash last for the rest of the adventure, and can only be applied once per weapon per adventure.

**ADVOCATES**

**1 Summon Daemons (2)**  
 Chalk x 1  
 Daemon's Bone x 1  
 Candle x 5

*The Necromancer methodically draws a perfect pentagram upon the dusty ground with a piece of red chalk and places one candle at each of the five points. He then carefully arranges three daemon's bones into a triangular pyramid in the middle of the display. He mutters and waves at the candles and they come alight. His brow furrows in concentration as he speaks the terrible words of the Ritual, and watches the bones rise up and spin faster and faster. With a puff of dirty smoke that smells of sulphur, a daemon creature of Chaos appears in their place.*

This Ritual summons a certain number and type of daemonic creature based on the table below. Roll 1D6 on the appropriate Battle-Level table. Any daemons that are summoned take their turn directly after the Necromancer. They last until destroyed or the end of the combat. Monsters killed by the summoned creatures give the Necromancer half gold.

Roll *Daemons Summoned*

#### Dark Initiate

1	1 Daemonette
2	1D2 Bloodletters
3	1D2 Plaguebearers
4	1D2 Flamers of Tzeentch
5	1D6 Nurglings
6	1D2 Fiends of Slaanesh

#### Dark Acolyte

1	1D2 Flesh Hounds
2	1D3 Flamers of Tzeentch
3	1D3+1 Pink Horrors
4	2D6 Nurglings
5	1D3+1 Fiends of Slaanesh
6	1D3+1 Bloodletters + 1 Bloodletter Champion

#### Necromancer

1	1D3+1 Plaguebearers mounted on Beasts of Nurgle
2	1D3+1 Daemonettes mounted on Steeds of Slaanesh
3	1D6 Flamers of Tzeentch
4	1D3+1 Bloodletters mounted on Juggernauts
5	1D6 Pink Horrors + 1 Pink Horror Champion
6	1D6 Plaguebearer Champions

#### Necromancer Lord

1	1D3+1 Daemonette Champions mounted on Steeds of Slaanesh + 1D3 Daemonettes
2	1D6 Flamers of Tzeentch + 2D6 Pink Horrors
3	1D6 Bloodletter Champions mounted on Juggernauts + 1D6 Bloodletters
4	1D6+3 Plaguebearer Champions mounted on Beasts of Nurgle
5	Roll 1D6 1-3: 1 Daemon Prince of Slaanesh 4-6: 1 Daemon Prince of Tzeentch
6	Roll 1D6 1-3: 1 Daemon Prince of Nurgle 4-6: 1 Daemon Prince of Khorne

## 2 Favoured One (3)

Vial of Blood x 1  
Daemon's Bone x 2

*The Necromancer produces an old, sharpened bone and a corked bottle of blood. He carefully uncorks the bottle and dips the end of the bone into the rich red contents. He proceeds to write arcane symbols upon the floor with this macabre stylus; symbols which glow with an ominous, unearthly light. They fade slowly into the ground, giving off a sulphurous mist from which appears a creature.*

This Ritual raises a certain type of creature based on the table below. Refer to the appropriate Battle-Level table for the Monster's statistics. Any Favoured One that is summoned takes its turn directly after the Necromancer. The Favoured One will dissolve into the ground at the completion of the Dungeon and so does not accompany the Warriors back to a Settlement. They will otherwise last until destroyed. Monsters killed by a Favoured One give the Necromancer full Gold and a Soul on a successful roll (see Cloak of Souls section).

#### Favoured One

Dark Initiate	Tomb Guardian
Dark Acolyte	Wight
Necromancer	Mummy
Necromancer Lord	Vampire Count

There can only ever be one Favoured One present at any one time. If the Necromancer wishes to summon another, he must wait until the first one dies. A Favoured one is represented with a Counter, so that it can be the target of Unexpected Events, Spells, etc, yet does not count as a Warrior when adjusting Monsters for the number of Warriors. Monsters are placed according to the one-on-one rule treating the Favoured One as a Warrior. The Necromancer may choose to equip his Favoured One with weaponry, magic items, bandages and provisions, which the creature will take with him to his grave if not taken back in time (ie at the end of an adventure or before being killed). The Favoured One can be healed only by the use of a Soul (see Cloak of Souls section). The

Wight will not use any other weaponry other than its Wight Blade. Any Vampire Abilities that the creature possesses are dealt with at the start of its turn, after the Necromancer's turn. A Vampire cannot wear any Armour or fire any missile weapons. A Mummy cannot fire missile weapons.

Essentially, a Favoured One is a Warrior in all aspects except for Monster number adjustments, but must be re-summoned at the beginning of an adventure if required again.

## 3 Banish Undead (1)

Vial of Blood x 3

*The Necromancer draws forth a small vial of bright red blood from his robes. Unstopping it, he shouts one ancient and long forgotten word of power before throwing it violently to the ground. The Undead hoard that was descending upon him suddenly stops in its tracks and, after a few seconds that seem to stretch into eternity, collapse onto the ground, dead.*

Roll 1D6 for each Undead model on the board. On a successful roll, determined by the following table, remove the model from the board but only get half Gold for the kill.

#### Banishment

Dark Initiate	6+
Dark Acolyte	5+
Necromancer	5+
Necromancer Lord	4+

## 4 Raise Undead (2)

Hydra's Teeth x 1  
Vial of Blood x 1

*Dipping the contents of a bag of fantastically sharp Hydra's teeth one by one into a vial of blood, the Necromancer mumbles incantations. When all have been coated, the Necromancer throws them into the air, scattering them. When they land, the teeth sink into the ground, and moments later the floor erupts in a spray of rock and soil, disgorging a horde of Undead fiends.*

This Ritual raises a number and type of Undead creature based on the table below. Roll 1D6 on the appropriate

Battle-Level. Any Undead that are summoned take their turn directly after the Necromancer. They last until destroyed or until the end of combat. Monsters killed by the summoned Undead give the Necromancer half Gold.

Roll *Undead Summoned*

#### Dark Initiate

1	1D6+2 Vampire Bats
2	1D3+1 Zombies
3	1D3+1 Skeletons
4	1 Wight
5	1 Tomb Guardian
6	1 Ghost + 1D3 Zombies

#### Dark Acolyte

1	1D3+1 Ghouls
2	1D3+1 Ghosts
3	1D3+1 Wights
4	1D3+1 Tomb Guardians
5	2D6 Skeletons + 1 Tomb Guardian
6	1D6+1 Wights + 1D3 Skeletons

#### Necromancer

1	1D6+3 Carrion
2	1D3+1 Mummies
3	1D3+1 Wraiths
4	2D6 Skeletons + 2D6 Ghouls
5	1 Banshee + 1D6 Ghosts
6	1 Vampire mounted on Skeletal Steed + 1D6 Vampire Bats

#### Necromancer Lord

1	1 Vampire mounted on Skeletal Steed + 1D6 Wights
2	1D3+1 Wraiths + 1 Banshee (The Warriors are immune to <i>Wail</i> )
3	1 Vampire Lord
4	1 Tomb King + 1D6 Mummies
5	1 Liche riding in Undead Chariot
6	1 Zombie Dragon

## 5 Control Undead (1)

Hydra's Teeth x 2

*All Undead creatures are controlled by a Necromancer, usually unseen but nevertheless powerful. Other Necromancers may try to wrest control of specific creatures from one another, gaining troops by recruiting from the other's army. It requires a great deal of*

concentration to keep these forced deserters from turning on their new allies, due to the continued efforts of the original Necromancer to regain their control.

From within a small bag, the Necromancer produces a handful of Hydra's teeth and proceeds to hurl them individually at the rampaging Undead enemies, ranting chants. All of those who are hit by the small objects look around in a daze for a moment, then turn on their fellow Monsters.

The Necromancer chooses 1 Undead model on the same board section for every Battle-Level he has and makes a Willpower test of 7. If successful, he has wrested control of the Undead creature. It now has its turn after the Necromancer has had his own turn. Any Monsters killed by the controlled Undead give the Necromancer half gold. The Necromancer cannot control Liches, other Necromancers, or Vampires unless he is Battle-Level 5 or above (Necromancers count as 3 Undead, Vampires as 4 and Liches as 6). At the end of the combat, the Undead will dissolve into the ground and give no Gold.

#### 6 Tzeentch's Evisceration (2)

Hydra's Teeth x 2  
Vial of Blood x 3

The Necromancer arranges a large pile of hydra's teeth into a circle and pours copious amounts of blood into the centre, so that it spreads out in all directions and touches each of the teeth. Concentrating hard, he chants vigorously as the bloodied teeth rise slowly into the air above his head. With a thrust of his arms, the teeth surge across the room and imbed themselves into the hide of their victim. The targeted Monster breaks out into a sweat and its veins stand out as it thrashes about, shrieking and scratching.

The Monster suddenly stops, doubles over, then falls backwards to the ground. Its screams of agony cease when the Monster's bones pull free of the surrounding flesh and animate as a complete skeleton. The newly formed skeleton rises to its full height and awaits its orders. Its bones are gleaming white, in stark contrast to the colourful pile of flesh, sinew and organs it has left behind.

The Necromancer chooses 1 humanoid Monster that has a base of only one square. The Ritual kills this Monster instantly, and raises a Skeleton in its place. This Skeleton will fight for the Warriors as if summoned by the Raise Undead Ritual. The Monster killed by this Ritual must not already be Undead, and will only give half Gold if killed in this way.



### SPECIAL

#### 1 Elixir of Blood (2)

Mortar & Pestle  
Volcanic Ash x 1  
Ritual Dagger

Upon noting the bodies littering the ground after the recent battle, the Necromancer draws forth a rare jewelled dagger and approaches them. With many a savage motion, the Necromancer cuts deeply into the dead bodies before him and collects the viscous flow of blood in a small bowl. Adding a pouch of Naggaroth volcanic ash, the Necromancer mixes the concoction with an ornately carved pestle. Before long, the Necromancer judges it fit to drink, and does so. It fills him with an unearthly vitality and strength.

This Ritual can only be performed immediately after a combat has been completed (ie started on the first turn there are no Monsters on the board). For each non-Undead and non-Demonic creature killed in the combat, the Necromancer may gain 1D3 Wounds. In addition, the Necromancer must roll 1D6 and will gain a point of Strength on a 6. Up to 2 points of Strength can be gained in this way in any one adventure. These bonus points of Strength last until the end of the adventure.

#### 2 Mask of Death (1)

Dragon's Scale x 1

The Necromancer places a large scale of a dragon on the ground in front of him. Making dark mutterings to be heard and understood by none other than the Supreme Lord of the Undead himself, the Necromancer closes his eyes and falls to the floor, seemingly dead. The scale shatters beneath the Necromancer's body.

This Ritual allows the Necromancer to feign death so well that even his comrades will not be able to rouse him if he does not want to be disturbed. Remove his model from the board. Monsters cannot attack him or use him as a target of their Spells. Thus, take his Warrior counter from the cup. This false death lasts indefinitely, until the Necromancer chooses to wake of his own accord. When this happens, place the Necromancer as close as possible to the original square that he was on when he cast this Ritual. If his comrades have moved on, he may be Lost in the Dark - apply normal rules. In addition, because of the protective and restorative nature of this Ritual, the Necromancer is returned to full Wounds when he returns to the board.

#### 3 Shadow Armour (1)

Dragon's Scale x 1

Taking a small Emperor Dragon's scale from the voluminous folds of his robes, the Necromancer proceeds to chant loudly while crushing it in his fist. Droplets of blood escape from his closed fist and, as he chants, dissolve into a black, murky vapour that soon engulfs the Necromancer, and acts as a magical protection.

When performed, the Necromancer rolls (Battle-Level x 2) D6 (maximum 12D6). This is the number of Wounds that can be absorbed before the Shadow Armour is destroyed. Toughness and Armour are taken into account when subtracting from the absorbed total. For example, a Necromancer on Battle-Level 5 rolls 10D6 for the number of Wounds that can be absorbed by the Shadow Armour before his own Wounds are affected.

#### 4 The Black Coach (3)

Daemon's Bone x 4

The dangers and adventures of the quest behind them, all of the Warriors feel exhaustion sweeping over them. The Necromancer gives the others an evil, smug look and opens his pack. From the very bottom, he pulls out a pile of old, twisted bones and places them seemingly haphazardly on the ground at his feet. With slow, deliberate motions of his hands, he half-speaks, half-sings an incantation which sounds very much like a funeral dirge. The bones crumble to dust. Not looking at his bewildered and disappointed tem, he strains to hear a faint sound. Louder now, the other Warriors hear it, a rhythmic pounding like horse's hooves. Turning to face the sound, they see through a thin fog a grisly image speeding toward them. The mouldering remains of a pair of equine forms are decorated in the finery of a forgotten age, and are pulling a macabre coach. Black and half-rotted, the coach is an old funeral hearse, complete with faded and crumbling flowers and tattered black silk. It comes to a halt in front of the adventurers. The Necromancer, with what looks like the closest to a smile the others have ever seen upon his face, steps up and into the carriage, beckoning them to follow. Pondering seriously whether to enter or endure the many hardships of the long walk to civilisation, the others reluctantly join the Necromancer inside, and the coach sets off into the mist.

Whilst riding in the Black Coach, the Warriors do not have to roll on the Hazards Table due to the supernaturally fast journey. However, the coach only comes within a week's travel from any Settlement as the authorities could easily discern the evil nature of the transport. Therefore, one Hazard roll is still required to reach the Settlement. This Ritual can only be performed in the Objective Room, or on any board section that has an exit to the outside world and/or after a quest is completed.

## 5 Soul Harvest

(1)

Brimstone x 2

*The Necromancer brings forth two large chunks of a fiery-red rock and proceeds to chant a mystical mantra of great power. Two large goutts of mystical flame spew forth upward from the brimstone. Still chanting, the Necromancer places the flame-spewing rocks upon the ground where they slowly merge together in a large fiery sphere. From within, something begins to stir. A black-cloaked figure becomes larger and larger as it comes to the surface of the sphere and the Ritual nears completion. The rock shatters and hovering before the Necromancer is the form of a dark reaper of souls. He is skeletal with a large black hood and cloak covering his features. He hovers slightly above the ground and in one hand he wields a mighty scythe. Without a word, and with supernatural speed, the reaper charges around the room, using his dark scythe with deadly efficiency on the slain bodies around the room. Before long, the reaper has harvested the souls of dead, and the Necromancer holds open his Cloak of Souls to receive the bounty. Within seconds of depositing his collection, the reaper vanishes, and the Necromancer's cloak turns a deep velvety black.*

This Ritual can be used to collect souls for the Necromancer's Cloak of Souls. It can only be performed immediately after a combat has been completed (ie started on the first turn there are no Monsters on the board). The Reaper will emerge from the red sphere and harvest the souls after the Ritual is complete. The Necromancer may try to gain 1 Soul for each Monster killed by the party. Roll a D6 for each Soul. On a 1-2, the Soul escapes before the cloak can contain it and it flits away. On a 3-6, the Soul is contained in the cloak and may be used as normal. The Reaper will not harvest Souls from Undead or Demonic creatures (they do not own any). This Ritual can only be performed once per combat.

## 6 Quagmire

(2)

Dragon's Scale x 1  
Volcanic Ash x2

The Necromancer reaches down and, with a deliberate motion, touches the ground with his fingertips. There is a deep rumble, and then mud bubbles up between the stones, quickly covering the floor and becoming deeper. With the mud comes a stench of rotting meat and poisonous gases. Under the Warriors' feet, however, are piles of bones that keep their boots free of the suddenly ever-present mud. Violent explosions of hot mud and gas complete the scene.

This Ritual turns an entire board section into a bog. The stench and gas in the air will give all Monsters -1 To Hit. Wherever the Warriors step, a pile of bones will rise to keep them free of mud, and sink back down once they step off. The Monsters are not so lucky. Whenever they move, they must roll a D6 for each square. On a 1-3, they have tripped into the bog and fallen onto their knees into the acidic ooze. They will suffer 1D6 Unmodified Wounds, but may continue their move. Nothing happens on a 4-6 or if the Monster has the Fly ability.

Also, once per turn at the start of the Monsters Phase, there will be an explosion of boiling mud from a random square (it will not appear on a square a Warrior is standing on). It will do 1D6 Unmodified Wounds to any Monster unlucky enough to be standing on it. The affected Monster loses his turn and may be hit with a +2 bonus to all To Hit rolls. In addition, splashes of hot ooze will hit all Models in adjacent squares, doing 1D3 Unmodified Wounds, including Warriors.

The Quagmire will remain permanently in the room it was cast in.



## •REPRESENTING YOUR WARRIOR•

Citadel miniatures produce some nice looking miniatures that can be used as Necromancers. Gunther Laranschild from the Warhammer Quest expansion Catacombs of Terror would be ideal. I would go for the older Citadel miniatures as they look appropriately epic and forbidding - the newest Necromancer for the latest version of Warhammer Fantasy Battles looks like an old man! I'm sure there are many other Necromancer miniatures from other companies also available, but I don't know of any off-hand.

## •ROLEPLAYING TIPS•

The Necromancer is a dark, evil, brooding character. Like the Wizard, he excels at all problems of the mind, and takes great pleasure in figuring out complex problems that others can not even begin to comprehend. He is less fond of physical tasks such as jumping, climbing and lifting, preferring to leave that to his pitiful, dullard companions like the Pit Fighter or Barbarian.

In settlements, the Necromancer is a solitary figure and does not like to socialise any more than necessary. Most of the time, he will wait outside until his companions return to tell him of their new quest. Why interfere with such mundane tasks as talking to people beneath his stature when others can just as easily communicate the information back to him.

All in all, the Necromancer is evil, and is to be played as such. He will not waste his time saving maidens from evil monsters unless there is treasure or knowledge to be gained. Helping old ladies cross the road is right out. That is not to say he enjoys the mindless slaughter of innocents. Far from it. Unless that slaughter of innocents actually gets the Necromancer somewhere, he will have no wish to partake of the chore, thinking the whole act grisly and beneath him.

## •ROLEPLAY MODIFIERS•

ACTION	MODIFIER
Barge Aside	-2
Bluff Enemies	+3
Climb on Shoulders	-1
Climb Wall	-1
Construction	+1
Crawl	0
Difficult Shot	0
Disarm Enemy	-1
Disarm Trap	-2
Distract Enemy	0
Duck	+1
Fight Defensively	-
Hide	+2
Hold Door	-2
Identify	+4
Improvise Weapon	-
Interrogate	+3
Jump	-2
Kick Over	0
Leap	-2
Lift Trapdoor	-1
Listen at Door	+1
Loosen/Tie Bonds	+1
Make Bandages	+1
Make Rope	0
Move Heavy Objects	-3
Pick Lock	-3
Play Dead	+2
Read	+4
Search Object	+1
Search Rooms	+1
Start Fires	0
Stun Enemies	0
Swing on Rope	-3
Take Cover	-
Understand Speech	+2
Wait/Interrupt	-
Wedge Door	0

# •NECROMANCER BATTLE LEVEL TABLE•

Battle Level	Gold	Title	Move	WS	BS	Str	Dam Dice	T	Wnds	I	A	Luck	WP	P	Spells / Rituals
1	0	Dark Initiate	4	2	5+	3	1	3	1D6+6	3	1	0	3	4+	2/2
2	2,000	Dark Acolyte	4	2	5+	3	1	3	2D6+6	3	1	0	4	4+	3/3
3	4,000	Dark Acolyte	4	3	5+	3	1	3	2D6+6	4	1	1	4	3+	4/3
4	8,000	Dark Acolyte	4	3	5+	3	1	3	3D6+6	4	2	1	4	3+	5/4
5	12,000	Necromancer	4	3	4+	3	2	3	3D6+6	5	2	1	5	3+	6/5
6	18,000	Necromancer	4	4	4+	3	2	4	4D6+6	5	2	2	5	3+	7/5
7	24,000	Necromancer	4	4	4+	4	2	4	4D6+6	5	3	2	5	3+	8/5
8	32,000	Necromancer	4	4	3+	4	2	4	5D6+6	5	3	2	6	2+	9/6
9	45,000	Necromancer Lord	4	4	3+	4	3	4	5D6+6	6	3	2	6	2+	10/7
10	50,000	Necromancer Lord	4	4	3+	4	3	4	6D6+6	6	3	3	6	2+	10/8

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