

Necromancy

The accursed vampires may have fled the wrath of Nagash with great knowledge, but it pales in comparison to the wonders since discovered by the denizens of Nagashizzar and by the Necrarchs in their remote towers. For in these places, insane masters play with life and flesh without restriction, tirelessly working to unlock the secrets of immortality.

Necromancy does not count as a lore, rather a group of like spells given a collective title for convenience. Unlike other spells, Necromancy spells may be cast and recast multiple times by the same wizard in the same phase, providing he has sufficient power to do so.

In a Storm of Magic game, Necromancy spells receive a +5 casting bonus when the Lore of Death is ascendant. Furthermore, wizards using only Necromancy spells know the Cataclysm spells associated with the Lore of Death.

Invocation of Nehek

Augment. Range 18". Casts on a 4+. Heals the targeted friendly undead unit for the following amount of Wounds depending on its type:

- D6+4 Wounds to a zombie or fetid carrier unit;
- D6 Wounds to a skeleton warrior or citadel guard unit;
- D3 Wounds to a flesh golem crusher unit or spirit host; or
- 1 Wound to a character, corpse cart, black knight unit, wraith unit, or risen construct.

The wizard can choose to cast a more powerful version of the spell on a 16+ which targets all friendly undead units within 12". Characters in units are also healed if they are in range, as is the caster.

Raise Dead

Range 12". Casts on a 5+. Place the first zombie in position; if the spell is successfully cast, form around it a new unit of D3+4 zombies. No model can be placed within 1" of an enemy model.

Vanhel's Danse Macabre

Augment. Range 12". Casts on a 7+. Targets a friendly undead unit. If the unit is engaged in combat, then in the next close combat phase it will gain the Always Strikes First rule and may reroll its rolls to hit. If it is not engaged in combat, the unit may immediately move—it can charge (with a charge range of 8"), move (up to 4"), wheel, or even reform.

The wizard can choose to cast a more powerful version of the spell on a 14+ which targets all friendly undead units within 12".

Each unit can only be affected by this spell at most once per magic phase.

Hellish Vigour

Augment. Range 12". Casts on a 9+. Targets a friendly undead unit. Until the start of the next friendly magic phase, the unit gains the Killing Blow special rule. If the unit already benefits from that special rule, it will score Killing Blows on a 5+.

The wizard can choose to cast a more powerful version of the spell on a 18+ which targets all friendly undead units within 12".

Each unit can only be affected by this spell at most once per magic phase.

Merge Flesh

Augment. Range 12". Casts on a 4+. Target a friendly unit of zombies which contains at least 10 zombie models (not counting flesh golems); this spell will fuse together the flesh of four zombies arranged in a square to create a flesh golem in their place. If there are no zombies arranged in a square, then the spell has no effect.

The wizard can choose to cast a more powerful version of the spell on a 16+. Target a friendly unit of zombies or fetid carriers with at least 20 models (flesh golems and plague carts count as four each); this spell will fuse together the unit's flesh to create a monstrosity in its place. If the unit had 40 or more models, the monstrosity will have the Extra Appendages addition. If cast on a unit of fetid carriers, it will have the Diseased addition.

All enemy units within 6" of the newly created monstrosity must immediately take a panic test.

If the zombie or fetid carrier unit was engaged in combat, the monstrosity will also be bound to that combat, but will count as charging. The enemy unit(s) may react to the charge only by holding or fleeing (the monstrosity will not chase fleeing units in this situation). If the merged unit was in combat with multiple enemy units and the monstrosity's base size is not large enough to retain contact with them all, then the casting player may choose where to place it, but must ensure that as many models as possible are kept in contact. Any units untouched are released from the combat and must take the necessary panic test.

The Black Mist

Casts on a 20+. Once cast, this spell lasts until the end of the current magic phase and improves the effects of all Necromancy spells cast by any wizard on the battlefield while it is active.

Invocation of Nehek will heal more potently:

- 2D6+3 Wounds to a zombie or fetid carrier unit;
- 2D6 Wounds to a skeleton warrior unit;
- D6 Wounds to a citadel guard unit—roll 2D6 and use the greater;
- D6 Wounds to a flesh golem crusher unit or spirit host; or
- D3 Wounds to a character, corpse cart, black knight unit, wraith unit, or risen construct.

Raise Dead will also create a second unit of zombies (the size of which is rolled separately). This second unit must be placed within 12" of the caster and following the normal rules for Raise Dead. The controlling player may choose to combine the models from the second unit into the first and just make one larger unit.

Vanhel's Danse Macabre and Hellish Vigour will also grant their targeted unit(s) the Fight in Extra Ranks special rule in the next close combat phase. If a unit is targeted by both spells, it will only be granted the special rule by the first.

Any monstrosities created by Merge Flesh will have the Thick Hide addition.

Note: in order to simplify victory points calculations, a newly created unit is simply worth 50 victory points, regardless of its size. Existing units which are increased in size or changed by these spells retain their initial victory points value.

The Forbidden Lore

As a necromancer gains proficiency in manipulating the dead, his need for subjects on which to experiment grows and his sanity wanes, leading him to dabble in ever more depraved practices.

For those wizards who elect to choose spells from the Forbidden Lore, roll a D6 for each magic level to determine the spells in the normal way:

D6	Spell
1	Melkhior's Curse of Reflection
2	Gaze of Nagash
3	Curse of Years
4	Dire Execration
5	Wind of Undeath
6	Dark Hand of Destruction

The Forbidden Lore derives from the Lore of Death and shares a variant of the Life Leeching attribute, however wounds caused by Forbidden Lore spells only generate extra power dice on a D6 roll of 6 (instead of 5+).

In a Storm of Magic game, the Forbidden Lore receives a +5 casting bonus when the Lore of Death is ascendant. Furthermore, wizards using the Forbidden Lore know the Cataclysm spells associated with the Lore of Death—the Life Leeching attribute of these Cataclysm spells is not changed and so generates extra power dice on a 5+.

Life Steal (Signature Spell)

Direct Damage. Range 12". Casts on a 5+. Inflicts a Strength 4 hit on a single model within range, even a character in a unit. If the target suffers a Wound, the caster gains a Wound. This spell may increase the caster's Wounds beyond the starting value.

Melkhior's Curse of Reflection

Augment. Range 18". Casts on a 7+. Targets a friendly model. Every hit inflicted on the target in close combat will cause an identical, automatic hit to be inflicted back on the attacker. Lasts until the start of the next friendly magic phase.

Gaze of Nagash

Magic Missile. Range 24". Casts on an 8+. Inflicts 2D6 Strength 4 hits on the target unit.

Curse of Years

Hex. Range 18". Casts on an 8+. Remains in Play. Roll a D6 for each model in the target unit; on a roll of 6 it suffers a wound with no armour save allowed. At the start of the next magic phase, if the spell is still in play, a wound is suffered on a 5+. And so on, increasing by 1 each time, although a roll of 1 always fails to cause a wound.

Dire Execration

Hex. Range 12". Casts on a 11+. Afflicts a single model within range, even a character in a unit. The target must pass a Toughness test on a D6 (remembering that a 6 always fails) or be removed as a casualty. The spell may be cast on a target that is engaged in combat, but only if the caster is in base contact with him. If the caster is in base contact with the target, the target must reroll his Toughness test if it is successful.

Wind of Undeath

Casts on a 12+. This spell affects every enemy unit, even if engaged in combat. Roll a D6 for each unit; on a roll of 4+, it suffers a single Wound with no armour save allowed. With the total number of Wounds suffered, the casting player may either create a new spirit host within 12" of the caster or heal an existing spirit host within 12". Spirit hosts may be increased beyond their starting size by this spell. (If the caster creates a new unit, it will be worth 50 victory points to the enemy, regardless of its size.)

Dark Hand of Destruction

Direct Damage. Range 18". Casts on a 15+. With his bony fingers outstretched, the wizard summons in the air a giant shadowy hand with razor sharp talons. Place the small template within range. All models touched by the template must pass an Initiative test on a D6 (remembering that a 6 always fails) or suffer a Strength 10 hit with the Multiple Wounds (D3) special rule.