

A Rotten Stench

As the Necromancer speaks the profane words of this spell, the ribs of Mummies splinter, their breast bones shatter, and their flesh rips. Like the door of an ancient tomb, the chests of the Mummies open wide. Bursting free from within is a yellow smoke stinking of a rotten corpse. A Rotten Stench can only be cast upon an undead unit: Mummies, Crypt Lords, Abominations and Dark Harbingers. Any model in melee combat with the beneficiary of this spell must make a Discipline Save. If the unit fails, it is -1 to its Attack and Defend Rating for the remainder of the combat. A Rotten Stench lasts until the undead unit is no longer engaged in Melee Combat.

Range: 24" line-of-sight

Test: None

Duration: Special

Cost: 2 Spell Points

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Flesh of Acid

The flesh of the victim putrefies and falls to the ground in chunks that ooze a corrosive slime. The flesh burns like acid, causing terrible wounds to the living. The Necromancer must be in base-to-base contact with the target undead unit (Ghouls, Horde Mummies, and Warrior Mummies), and the unit must have been issued the Hold Command Counter for the Turn.

Once the spell is cast, a single member of the unit falls to pieces—1 model is removed from the unit as a casualty. The rest of the unit then picks up these acid-bombs, and can use them later as a missile attack. The attack can be made as a Fire of Opportunity, or the unit must be issued the Fire Command Counter during the Command Phase. The range of the attack is the same as a javelin: Short 4", Medium 8", Long 12". The target of the attack receives their Armor Save as normal, but Flesh of Acid has a Damage Modifier of 2. The Flesh of Acid creates enough acid-bombs to equip up to 12 warriors, including an attached undead character, if any. Note, while Ghouls and Horde Mummies cannot normally be equipped with missile weapons, this spell does allow them to make a single missile attack.

Range: Base-contact

Test: None

Duration: Single missile attack

Cost: 3 Spell Points

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A Dark Pall

Inky shadows drip from the heavens and fall on a unit of warriors, seeping into their eyes. While the shadows do not blind the warriors, their vision is blotted by spots of inky darkness, obscuring their sight. This spell affects either a unit or a Character. The Necromancer makes an Arcane Test against the target. If successful, the target cannot shake the shadows from its eyes, and the target's missile weapon Difficulty Rating is moved up one step. Effectively, the Difficulty Rating for short range becomes that for medium, medium becomes long, and long becomes impossible.

Range: 24" line-of-sight

Test: Arcane vs. Arcane

Duration: Battle

Cost: 2 Spell Points

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The Creeping Darkness

An ebon darkness oozes from the Necromancer's mouth, dripping from his chin and flowing to the ground. Once vomited forth by the Necromancer, the darkness forms into a small blob and creeps away from his feet.

The darkness is represented by a circular counter 2" in diameter. It moves away from the Necromancer in a direction of his choosing with a Move Value of 4. Once the direction is chosen, it is marked and cannot be changed. The darkness is unaffected by terrain penalties and may creep over walls and other linear obstacles. The darkness begins to advance the Turn after the Necromancer casts The Creeping Darkness. It is issued an Advance Command Counter during the Command Phase, and is activated just as any other unit. Any living model (not of the undead) coming into contact with The Creeping Darkness, must make a successful Arcane Save. If he fails the model is immediately removed from the battle as a casualty. Harbingers are somewhat protected by their divine Ka. They suffer 1 wound by contact (no Armor Save). The darkness advances its full 4" each turn and continues to advance until it has moved off the edge of the battlefield. The darkness cannot be attacked.

Range: N/A

Test: None

Duration: Special

Cost: 2 Spell Points

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The Eater's Tentacle

A purplish tentacle bursts forth from the Necromancer's mouth, lashing out at his foe. The target of the tentacle's attack must be within 4" of the Necromancer. The tentacle makes a melee attack, using the Necromancer's Arcane Rating as its Attack Rating. A successful hit does 1 wound, and the target may make an Armor Save, as usual. If the tentacle succeeds in killing its target, the unfortunate victim is immediately dragged into base-to-base contact with the Necromancer. There, his soul is devoured. A Character killed by The Eater's Tentacle is forever slain and can not be saved after the battle via Casualty Buy-Back. Each soul devoured by The Eater's Tentacle replenishes the Necromancer's Spell Points by 1 point (this is above the cost of the spell), but the Necromancer cannot gain more Spell Points than his Arcane Rating allows. The Spell Point may only be gained by devouring living creatures with a Ka, such as the Children of the Gods. Beasts, Monsters and undead slain by a tentacle offer no benefit.

Range: 4" line-of-sight

Test: Arcane vs. Defend

Duration: Instant

Cost: 1 Spell Point

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Bloodthirsty Ravens

A murder of ravens descends from the sky and attacks the hapless unit with unholy vehemence.

This spell affects either a unit or a Character, but only if they have an unplayed Command Counter. The ravens make a normal Melee Test against the unit, with an Attack Rating of 4. The unit uses the highest Defend Rating of its warriors (if a Character is attached, his Defend Rating is used for the test). If the attack is successful, the unit loses its Command Counter for the Turn.

Range: 24" line-of-sight

Test: Special

Duration: Instant

Cost: 2 Spell Points

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A Heartless Sacrifice

The Necromancer channels the power of The Eater Of The Dead into a unit of Mummies. The Mummies' bodies bloat and swell until they burst in a gory explosion. The Mummies are shattered into bits of bone and gore that fly through the air at incredible speeds. The exploding Mummies cause 1 Wound Point of damage to any model in base-to-base contact with them. No Test is required to determine if models are struck, but Armor Saves apply to the damage. The exploding Mummies have a Damage Modifier of 2.

Once damage is determined, the Mummies are removed from the battlefield. Crypt Lords attached to the unit of Mummies may also be destroyed by this spell, but other Characters are not. The number of mummies affected is determined by rolling 1 die, 1-10. The Necromancer player may choose which mummies are affected by A Heartless Sacrifice, but all of the affected Mummies must be in base-to-base contact with each other.

Range: 24" line-of-sight

Test: None

Duration: Instant

Cost: 3 Spell Points

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Armor of Carrion

By this spell the Necromancer causes the flesh and sinew of a corpse nearby to horribly twist and squirm, pulling away from the bones and ripping free of the corpse. The raw, bloody strips of carrion slither along the ground and up the target's body, enwrapping it in a blasphemous suit of armor.

Armor of Carrion provides its target with +2 Armor Rating. This bonus is in addition to the target's normal Armor Rating. Only a single, man-sized Character can be the target of this spell. The affected Character must be within 3" of a casualty (undead or otherwise) to benefit from this spell.

Range: 12" line-of-sight

Test: None

Duration: Battle

Cost: 2 Spell Points

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Wall of Bones

The bones of the fallen mummies tear free of their bodies. As if moved by unseen hands, the bones roll and tumble across the battlefield to where the Necromancer commands. Once there, they form themselves into a wall of skulls and vertebrae, ribs and femurs.

The wall is shoulder-height (1" on the table), proving Hard Cover for its defenders. The length of the wall depends on the number of Mummies slain in the battle. For each Mummy casualty in the Necromancer's warband, the Necromancer may add 1/2" to the wall's length. For example, if 20 Mummies have been slain, the Necromancer can create a wall 10" long. The wall must be straight, or a rectangular enclosure. If no Mummies have been slain, then this spell has no effect. Since the bones take time to gather, the wall is not placed on the battlefield until the end of the Turn in which the spell is cast.

Range: 12" line-of-sight

Test: None

Duration: Battle

Cost: 2 Spell Points

Wings of the Night

The Necromancer's ravens swoop from the heavens, swarming around him. The black-plumed birds take hold of the Necromancer's robes with their sharp talons, and all the while cawing mockingly, they lift him into the air.

The ravens fly the Necromancer 12" in any direction, and then exhausted by the strain, lower him to the ground. Even if engaged in melee combat with an enemy, the Necromancer is still moved without suffering a counter-attack or any other hindrance. The raven-born Necromancer suffers no terrain penalties, but cannot move over obstacles greater than 2" high.

Range: 12"

Test: None

Duration: Instant

Cost: 2 Spell Points