



# THE NECROMANCER KING



We always thought the necromancers were working together to trigger our downfall. Coordinating and planning their mischievous deeds. However we never expected there to be a necromancer king, leading them!

One night he appeared. An aura of menace and necromantic energy surrounded the whole area. It started as an imposing figure at the horizon. Then the dead parted, the necromancers bowed and any survivors unlucky enough to be in his way, were swatted aside like flies or bombarded with powerfull spells.

One thing is certain. Death has come, he is here, in person.

## ◆ RULES

The necromancer king acts like an abomination. He is undefeatable by normal weapons, only dragon fire can defeat him. Since he is no normal zombie, he has a tactic deck which gives extra weight to his actions. Also, he has a deck of spells, from which he casts spells on the survivors.

Every turn on the zombie phase, he moves one zone, unless he is on a zone with survivors or is in range 0-1 from a survivor. In that case, he will attack all survivors in his zone and the zones in range 1 with survivors. This attack cannot be negated with armor.

Then you pick a different spell card for each zone within line of sight of range 0-2 with a survivor. After that pick a tactics card and resolve it.

When the king arrives, he comes with reinforcements. Pick one extra spawn card for his zone.

## ◆ NECROMANCER SPELL DECK

For each zone within line of sight on range 0-2 a different spell card is picked. Then resolve the spell's effects on each zone. After the turn, the spell card must be reshuffled into the deck to make the spell casting random and unpredictable.

Every actor inside the spell's area on that zone is targeted, including the dead. Except for the necromancer king himself. Keep in mind that a damage of 1 will of course not harm a fattie or an abomination.



## ◆ NECROMANCER KING TACTICS DECK

The necromancer king tactics deck is used to determine how the necromancer king acts during this turn. Since he is a boss kind of enemy, he has extra effects happening next to his normal action per turn. Pick one card each turn, read it and resolve the effects as described.

Differing from the spell deck, some of these tactics can harm any survivor on the board, regardless of line of sight or blocking paths.

## NECROMANCER SPELL DECK EFFECTS

Spell cast:	Spell's effect:	Spell's mechanic:
<b>Darkness</b>	As the necromancer king casts the spell, a black cloud forms in the survivors zone. Obstructing every survivor's vision and limiting their thoughts.	Every survivor spends two actions for every one action taken.  Furthermore, every line of sight while the survivor is in this zone is now maximum range 0.
<b>Confusion Mist</b>	A greenish cloud of corrupting mist envelops the zone. The mist seeps into the mind and causes confusion to take hold.	Every survivor detracts one die from their dice pool for every action, during this turn.
<b>Entropy</b>	The necromancer king targets the survivors individually. A beam of sick greenish, brown energy radiates to each survivor and focusses on their equipment. The beam leaches onto the equipment and it erodes on the spot.	Every survivor rolls a die at the casting of this spell. On a 1 or 2 rolled, they loose one equipment they are currently wearing or holding in their hands.  If they don't have anything worn or held, they loose one thing from their backpack. If they have nothing in their backpack, nothing happens.
<b>Fear</b>	The necromancer king radiates an aura of fear. This fear leaches into the mind of the survivors, corrupting their will and infecting them with a unnatural urge to flee and panic.	Every survivor rolls a die, on a 1 or 2, they move away from the necromancer two zones in any direction. They are unable to return to or attack the necromancer this turn.
<b>Fireball</b>	The necromancer king points at the zone and a huge ball of fire erupts from his hand towards the survivors. The ball hits the zone and a huge wave of heat washes over the survivors, burning and destroying everything in its path.	Roll a die, on a 2-5: Every actor (except for necromancers) in the zone receives 1 damage. Successful armor rolls will still block the damage. Walkers and runners will die, but fatties and abominations will not.  On a 1: the damage is increased to 2 and will also kill fatties.
<b>Mystic power</b>	The necromancer king is casting a spell, arcane energies gather over the zone, but dissipate without taking hold.	No harm is done.

## EXAMPLE

This chapter will showcase an examples of the new mechanics.

### SPELL CARD EFFECTS

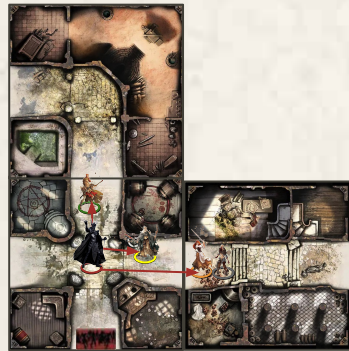
This example shows how the Necromancer King goes through his turn.

#### Action 1:

If not in range of 0-1 of a survivor, the Necromancer King will move once towards the nearest survivors in sight:



The Necromancer King moved, so he did not attack. If he was in this zone, he would have hit both survivors with 1 damage. Now he will cast a spell on each zone in range 0-2 with survivors:



#### Action 2:

A player will pick a card from the necromancer deck. For example, they pick the “Fireball” card.

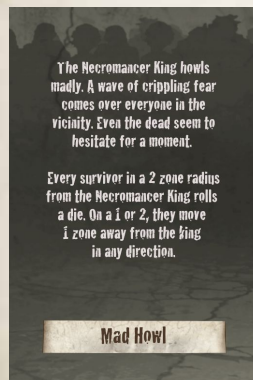


As described in the spell, a die is rolled and a 1 turns up. This survivor takes 2 damage, unless they have a successful armor roll.

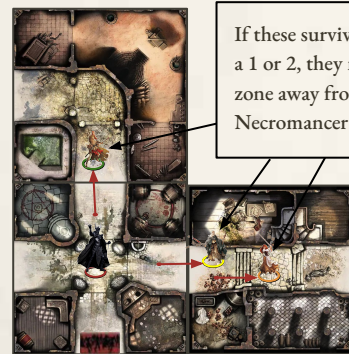


#### Action 3:

A tactic card is picked and resolved.



The players roll a die. Every survivor in range 2 that rolls 1 or 2, will move 1 zone away from the Necromancer King.



These zones will receive another spell card picked.

# Necromancer King Tactics deck:

The Necromancer king utters a horrible screech. Then the whole area trembles.

All the zombies on the board get one individual action. Zombies with multiple actions still only get one extra action.

**Horrible Screech**

The Necromancer King howls madly. A wave of crippling fear comes over everyone in the vicinity. Even the dead seem to hesitate for a moment.

Every survivor in a 2 zone radius from the Necromancer King rolls a die. On a 1 or 2, they move 1 zone away from the king in any direction.

**Mad Howl**

The Necromancer King laughs maniacally.

Nothing happens.

**Manic laughter**

The Necromancer King laughs maniacally.

Nothing happens.

**Manic laughter**

The Necromancer King stands still menacingly.

Nothing happens.

**Menacing Stance**

The Necromancer King raises his gauntlet and moves forward.

He moves one extra zone towards any survivor in range. If he is already in range 0-1, he will do nothing.

**Move**

The Necromancer King hollers loudly.

Every necromancer on the board has one extra action.

If there is no necromancer on the board, place one on the spawn point where the King came from.

**Necromancer Call**

The Necromancer King pounds the ground with his massive mace. An earthquake rocks the area.

Every survivor on the board has -1 die this turn.

**Earth Quake**

The Necromancer King chants a dark and menacing spell. A portal to a dark realm opens next to him.

Place a necromancer spawn zone in his zone. From the next turn on, this spawn zone will spawn as normal. It will disappear if the King is defeated.

**Dark Portal**

The Necromancer King swats around him with his huge mace.

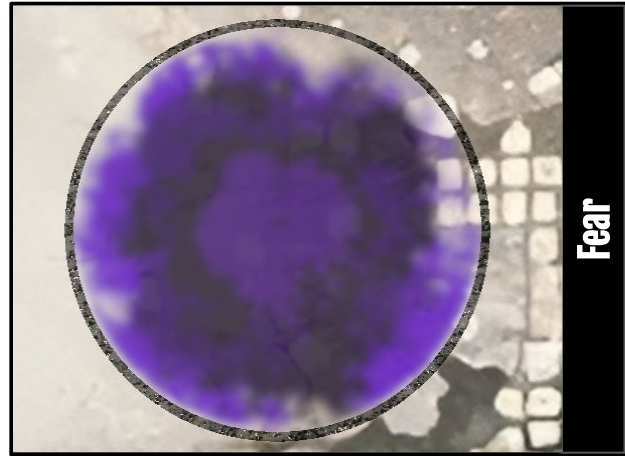
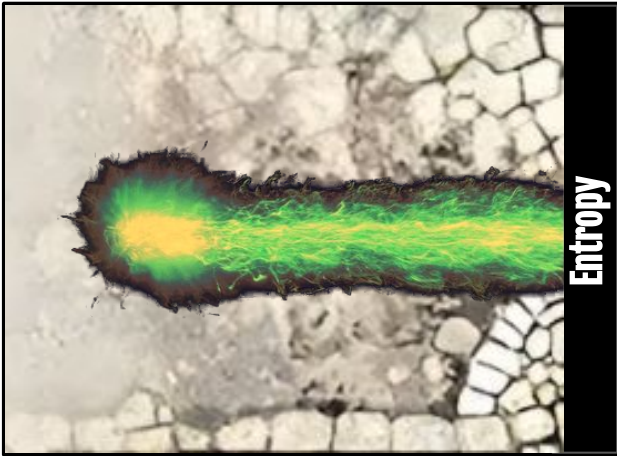
Every survivor in a line of sight 0-1 range, will be slammed for 1 damage. Armor will not negate this damage.

**Massive Swing**

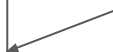




# Necromancy Deck:



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Necromancer Spells



Necromancer Spells



Necromancer Spells



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Necromancer Spells