

NECROPOLIS FACTION

INTRODUCTION

"Life is change, chaos, filth and suffering. Death is peace, order, everlasting beauty."

- **Aka:** The Necromancers, The Undead
- **Associated colors:** black and fluorescent (toxic) green
- **Worship:** Necromancers worship the Primordial Dragon of Order in a twisted version of her destructive aspect
- **Core philosophy:** "Embrace the Void". Morbid fascination for death and fanatic devotion to the cause
- **Country / kingdom:** None (they are a secret society hidden within Academy and Haven)
- **Capital city:** None (same reason)
- **Key symbols:** the mother spider

Description:

Necromancers are a split-order of the Wizards. They study death-magic to become eternal. They can control the spirits of the deceased (ghosts) or raise the dead from their graves (skeletons, zombies). Necromancers believe that pleasures are sensual (linked to our five senses) and that each pleasure leads to pain (being sick from eating too much, grieving the death of one's beloved, etc.). The solution is to embrace death, which is perfection through sensory deprivation. Necromancers believe in an eternal, unchanging, neutral life rather than maintaining moderation in all things until the next life. High-ranking Necromancers become Vampires: eternally young, beautiful and powerful, but as cold and insensitive as alabaster statues.

On the battlefield, Necropolis troops are generally weaker than their opponents. However their cost is lower as they are less dependent on "material" resources to grow. So they tend to benefit from a clear numeric advantage.

But Necropolis troops also compensate their relative weakness with other abilities. All Necropolis creatures are Undead. Undead creatures are not affected by morale: the dead don't care, you can't motivate them with the prospect of victory and they are not afraid to die. Mind Effects and poisons also don't work on them: they don't have minds or bodies.

On top of that some units will drain life from their enemies or remain untouched by non-magical attacks.

BRIEF HISTORY

The origins

62 YSD: The Schism of the Seven

Schism between the disciples of Sar-Elam, who can't agree on the best way to follow the road laid down by the Seventh Dragon and, hopefully someday surpass him. Sar-Antor founds the Blind Brothers, a congregation of healers, seers and embalmers dedicated to the worship of Asha. Sar-Badon founds the Dragon Knights, a martial order disciplined in both body and mind.

The other disciples, led by Sar-Shazzar, the most gifted of them all, lead an exodus of wizards and like-minded humans to found the Seven Cities (the first kingdom of Magic) in the southern deserts.

74 YSD: Mysterious death of Sar-Shazzar

Sar-Shazzar dies in his sleep. When attendants attempt to move his body to the Necropolis for preparation and burial, it crumbles to ashes.

461 YSD: Discovery of Necromancy

Belketh, a disciple of Sar-Shazzar, discovers the path of Necromancy. Necromantic experimentations begin in the Seven Cities.

610-660 YSD: Rise of the Necromancers

The Necromancer presence grows until they are a powerful political force in the Seven Cities

The modern ages

751-770 YSD: Purge of the Necromancers - Civil war in the Seven Cities

Jealous of the power acquired by the Necromancers, the Wizards of the Seven Cities initiate a large-scale persecution, ranging from the seizing of their properties, to banishment, to the spectacle of public executions.

A long and gruesome civil war ensues. The ancient cities are destroyed and much of the land is rendered uninhabitable.

771 YSD: Foundation of the Silver League

Survivors of the Seven Cities establish the Silver League (the second kingdom of Magic) in the lands to the south. Necromancers flee east to the haunted valley of Heresh.

813-822 YSD: War of the Broken Staff

The Necromancers attempt to crush the newborn Silver League but the Wizards gain the upper hand and invade Heresh. The Necromancers are utterly defeated and their kingdom shattered.

NECROPOLIS CREATURES

Skeleton (Upgrade: Skeleton Archer)

- Skeletons are the basic infantry of the Necropolis faction. Those troops are weak but they are numerous. Moreover their master can grow their ranks with the corpses of their deceased enemies...



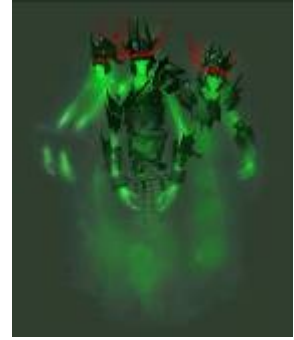
Zombie (Upgrade: Plague Zombie)

- Zombies are excellent defensive creatures. They are very hard to kill and even a small pack of them can sustain the charge of far superior troops. They are relatively slow though and make for poor attackers. However their large number can compensate that. On top of that Plague Zombies have the ability to drain the stamina of their enemies in combat, thus progressively reducing their fighting ability.



Ghost (Upgrade: Spectre)

- Ghosts are fast, incorporeal creatures. They can inflict severe damages to their opponents, and on top of that they are more resistant to non-magical attacks. Spectres also have the ability to drain mana out of their enemy.



Vampire (Upgrade: Vampire Lord)

- Vampires are fast and skilled warriors. Eternally young but gifted with hundreds of years of combat experience, they are thirsty for their enemies' vital energy. Their attacks are so powerful that their opponents will not even be able to strike back. Vampires will suck life out of them to restore their own.



Lich (Upgrade: Arch Lich)

- Liches are undead wizards who used their knowledge and power to evade their mortal condition, but at a terrible cost. They have the ability to fire Death Clouds that will drain the life out of any living creature. This ability doesn't affect Undead creatures, so you can use them to shoot at mixed groups of troops (your own and enemy creatures) without the danger of harming your own. Arch Liches are superior liches who preserved their magical abilities to cast spells. They will use their power to weaken enemy troops.



Wight (Upgrade: Wraith)

- Wights are doomed souls thirsty for revenge on all living creatures. Their weapons are fear and life drain. Their attacks will grasp the enemy's heart in cold fear, thus reducing their combat skill and strength. Wraiths have the ability to take the life of one enemy creature, no matter how strong it is, while the rest of the stack will lose all its magical abilities and protections.



Bone Dragon (Upgrade: Spectral Dragon)

- Bone dragons are the strongest Necropolis creatures. Although weaker than “regular” living dragons, they are also cheaper to recruit due to their undead condition. They will fly into enemy ranks, causing many casualties to the creatures standing in their way. The Spectral Dragons live half in the immaterial world, in incorporeal state. All non-magical attacks against them are consequently more likely to miss.

