

NECROMANCER.....30 gc to hire + 15 gc upkeep

With the reputation of Mousillon being what it is, it is hardly surprising that it attracts Necromancers. What better place to practice animating and controlling the dead than a deserted city with so many dead buried within its crumbling walls. Most come seeking power and some look to gain wealth by hiring themselves out to warbands within the city.

Profile	M	WS	BS	S	T	W	I	A	Ld
Necromancer	4	3	3	3	3	1	3	1	8

May be Hired: Clan Pestilens, Blood Dragons, Marienburgers, Dark Elf Raiders, Strigoi warband, or the Brigands may hire the Necromancer.

Rating: A Necromancer increases the warband's rating by +18 points plus 1 point for each Experience point he has.

Weapons/Armour: The Necromancer is armed with a dagger and a sword.

Skills: The Necromancer may choose from Academic and Speed skills when he gains a new skill, or may randomly generate a new spell from the Necromantic Spell list.

SPECIAL RULES:

Wizard: Necromancers are wizards and so are able to use Necromantic magic. The Necromancer starts with the spells "Awakening" and "Death Vison". See the Mordheim Rule book for spell list and rules for using magic.