

MIGHT AND MAGIC - FACTIONS

NECROPOLIS



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

Aka: The Necromancers, the Undead

In a nutshell: Necromancers began as a splinter sect of the Wizards, and grew into a powerful nation. They worship the "Death" aspect of Asha. Their interpretation of the Goddess's darkest aspect is fanatical, emphasizing death alone and exalting the state of un-life to which all Necromancers aspire. Necromancers study death-magic in order to become eternal, but on their way to un-life, they learn how to control the spirits of the deceased (ghosts) or how to raise the dead from their graves (skeletons).

Inspiration: *Ancient Egypt (Book of the Dead), Buddhism (asceticism and rejection of the world of the flesh as illusory and transient), all kind of sects (fanaticism, cult of the leader, fascination for order and purity).*

Associated colours: black, white and fluorescent (toxic) green

Symbols: the Death Spider, The number 8 : vertical (Asha the master of Time - hourglass) or horizontal (Asha the master of Space - infinity)

Worship: Necromancers worship Asha, the Primordial Dragon of Order in a twisted version of her "Death" aspect.

Core philosophy: "Embrace the Void. Enlightenment can be found only after the passions of the flesh have been stripped away. Time is our ally, for all things that live will someday die..." Morbid fascination for death and fanatic devotion to the cause.

Country / kingdom: The Silver cities

Capital city: None at the time of Heroes 6

Social organization:

Necromancer life is ascetic in the extreme. Sensual pleasures are frowned upon, as is any sort of gaiety, or celebration. Citizens speak in whispers and low tones, nobody hurries anywhere, and there is little change on the streets from day to night. Those who have tasks do them, quietly, and then go home to the generally childless social groupings called "families" for lack of a better term. Necromancers spend their birthdays in seclusion and penitence. Procreation is generally frowned upon as a distraction from the greater work.

Architecture:

Necropolis architecture is frighteningly uniform. The Necromancers' devotion to Order is reflected in their obsession for symmetry and sharp, angular shapes. Pyramids and obelisks are their archetypal buildings, unadorned except for the ever-present symbols of their Spider Goddess. Their favourite construction material is the cracked black stone of the southern deserts, making it seem as if entire cities are drinking in the light of day and swallowing it down.



Magic:

The Death Lords focus on the destructive paths of Magic, with a predilection for the Primordial magic of Order (discovered by Sar-elam, the Seventh Dragon) and the elemental spheres of Darkness, and Earth.

They have also developed their own branch of magic, which they call Necromancy.

Most of their spells consist in eroding the body and dominating the spirit.

Emblematic Necropolis Hero: The Necromancer (Magic Hero)

Most of the higher ranking Death Lords pursue the path of the Necromancers, masters of dark curses, earth-based enhancements, and, first and foremost, the primordial control of time.



Necropolis Strategy: "A dead enemy is a good ally"

Necropolis generals should play the clock while weakening the enemy army and raising the fallen units from the dead to build up an unstoppable force.

For that they can count on several abilities that offer them long duration "mass" debuffs and DoTs, a denial of the enemy healing, and the reanimation of fallen units.

- **Strengths:** Mass debuffs and DoTs, target denial for healing and resurrection, resilient units, troops unaffected by morale (Undead).
- **Weaknesses:** Low mobility, low damage output, limited support abilities.
- **Racial ability: Necromancy** – Any living creature or Undead falling on the battlefield feeds a special gauge. The player can use it to increase one of his own stacks. X% of the raised creatures remain after combat.

Necromancers, like Wizards, are rarely seen on the front lines. They usually stay in the rear echelon, either as command cadre, or as support units.

Otherwise, Necropolis armies consist of wave after wave of the walking dead, countless in number, infinitely obedient, immune to fear or pain.

These lesser Undead are generally slow and clumsy, but they have the numbers to drown their enemies in bodies, and the ranks of the dead enemies are "raised" to replace their own fallen lines.

Necromancers also engage ghosts in battle, for quick surgical strikes. In many ways, ghosts are to the Death Lords what the Djinns are to the Wizards.

Necromancers will generally press an attack for hours, knowing full well this is one of their advantages. Their troops, after all, never get tired.

Unlike most factions, Necropolis, counting on its ability to outlast its enemies, will usually not aim at the supports, but rather at the damage dealers.

The goal is to sever the enemy's ability to deal more damage than your army can stand.

Yet, supports with specific abilities to purge/negate your debuffs should also be considered primary targets.