

# THE MISSING KING

The King of Urland is young and inexperienced, but well loved by the people of his little kingdom. His father's legacy holds the nation together, and peaceful borders have made King Pitre Urland's experience easy. When King Borric Urland died at the young age of 42, his son was only 7 and while 4 years have since passed, the chamberlain and advisers have had to handle the day to day running of the kingdom while Pitre learns.

All was well until a month ago when the king vanished from his keep. The mages are baffled, the King's guards enraged and mortified, and the Chamberlain horrified. The king is the soul of Urland, and his lack is felt bitterly by all its people.

Now, the dark is haunted by evil things, the dead have clawed their way out of the cemetery in Colchester, and parts of Shelby Forest are stalked by monsters never before seen in this region. What's going on in this peaceful kingdom and what can be done?

The Missing King is a lower level adventure for Fantasy Hero, a shorter scenario that allows the PCs to face a fair challenge in a peaceful setting with many resources. The adventure is ideal for 4-6 characters of no more than 450 points total.

The adventure can be set in any temperate forested area, a typical little fantasy medieval adventure. If necessary the king can be demoted to a Duke or Baron to fit inside another kingdom. Urland should be a small fiefdom in any case, surrounded by non hostile lands but somewhat isolated. It is the kind of place adventurers would tend to stay one night and move past. The small kingdoms of this area are referred to as the Dales, as they are each set in separate valleys up against a large mountain range.

The GM will need the Jolrhos Player's Handbook, The Fantasy Codex, and Jolrhos Bestiary to play this adventure as it is written, but it can be adapted to whatever source materials the GM has available such as the various fantasy materials published by Hero Games.

## GETTING THE PCS INVOLVED

It is possible one or two adventurers might be from Urland, beginning their careers in the tiny kingdom but it is unlikely more will be from this very spot. It is more likely that they are travelers through this area and hear of the problems.

There is a reward posted for information about the King's whereabouts and if the Chamberlain is spoken to, he will offer a reward for the King's safe return. At this point the kingdom simply wants their king back, they are not to the point of dealing with the ones responsible for his vanishing. Any adventuring team that stops off for food and supplies in Colchester will hear of the crisis and the reward of 10 silver each person for information leading to the king's return.

Digging deeper, they'll find out that the story is getting worse than simply a missing monarch, and more money might be coming if they handle things properly.

Another possibility is that at least one of the PCs has an NPC or a relative living in the area. Perhaps one of the sweethearts of a PC is working in the Colchester keep, perhaps the Chamberlain is a contact or part of a PC's background. This would allow the GM to pull at least some of the PCs deeper into the story and the adventure, and the others likely would follow up.

A last option is that the PCs came to Urland for the herbal riches and don't find out about the king at first. They could be hunting in the forests and run into unpleasant creatures right away. The lack of hunters and herbalists would be noticed as well. Investigating this would lead the PCs to the main adventure as well.

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## THE STORY

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What's happening in the little kingdom of Urland? To a certain extent that depends on the GM and the setting. The basic background is that a necromancer named Nazrath y Caurst has moved into the area and is manipulating events toward a certain end. Why he's doing this and what he's trying to accomplish is up to the GM and his campaign.

The basic reason that can be used (and was used when this was run originally) is that a nearby king looked at the Dales and saw a combination of wealth and weakness, and started to destabilize each kingdom so he could take them over. In this scenario, the king was kidnapped so that the evil king's agent (Nazrath) can brainwash and control him then send him back to control. In the meantime, Nazrath has been summoning ghastly monsters to attack the kingdom and make it an unsafe place. Once the young king is back and sufficiently in place, he will begin firing members of the staff and replacing them with agents from the evil king, who then take heroic action to clean up the monsters, and solidify their power over the area. In time, the troubles will return because the neighboring kingdoms cannot handle their troubles (or so they're told) and they will appeal to the evil king to help them all out. When he steps in as high king to protect the lesser kingdoms, he eventually just takes over entirely with the mind-controlled blessing of the young king Urland (and the other kingdoms).

However, this might not fit the GMs campaign setting so here are a few other options. One possibility is that the Chamberlain wants to take over and has hired a mage to spirit the king out of the castle until he can solidify control. To this end he thinks he's hired troublemakers to look for clues that don't exist and generally cause problems for the kingdom until he can "save" Urland from these mercenaries. He's not aware of what an evil man Nazrath is, and believes he'll get back the king in a few more weeks, when he's actually going to be held for ransom.

Another possibility is that Nazrath simply showed up on his own and is holding the king for ransom but didn't know how young he was. He's trying to figure out if this was such a great idea to start with.

The GM can always come up with his own version of events as well.

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## THE KINGDOM OF URLAND

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Urland is a small kingdom in a shallow valley. King Garris Urland founded the country over two centuries ago at the meeting of two rivers. Urland has a population of around two thousand citizens, consisting of several small villages and the town of Colchester where the King lives. Urland's natural features include the small Shelby forest, Cale Lake, Mongoose Lake, and the two rivers Gardenwaithe and Cale.

The king of Urland maintains regular patrols throughout the kingdom to keep the order and protect the citizens from creatures and criminals. As a result, crime is very low in the kingdom, although the expense is rather high. Patrolmen are soldiers, infantrymen with light armor and some training, but not much practical experience in many cases. If a patrol is encountered on the road, it consists of a sergeant on horseback and D6+1 patrolmen on foot. The patrol is not hostile, but will not tolerate lawless or aggressive behavior, using non-lethal force to capture and bind criminals for trial in Colchester.

Taxes are gathered on every traveler into Urland, one copper for each vehicle and animal, one copper per adult, and one copper for each weapon. In addition, a portion of all goods grown and gathered is taken for the king once per year, and each temple gathers a copper per family on its holy day.

### FEATURES

The Gardenwaithe River starts in the mountains over seventy miles away, and by the time it reaches Urland, it is fairly large. At Colchester it is already around eighteen feet deep and over fifty feet wide. It is slow moving, and forms most of the border between Urland and Rhiall, and is the primary highway for commerce to the high Dales, busy with barges and boats from upstream to the ocean and back. It is the central location of Urland and the Gardenwaith passing through it that keeps the tiny kingdom prosperous.

Much smaller than the Gardenwaithe is the Cale River, pouring from Cale Lake. Due to heavy vegetation and occasional rapids, the river is not used for traffic much, but work is planned for a canal next to it for moving herbs and forest goods to the capitol. More so than the Gardenwaithe however, the Cale teems with life, and fishing is common along its banks.

Cale Lake is a large, shallow body of water, at most fifteen feet deep, home to osprey and many fish, storks, kingfishers, and frogs of unusual size. Fishermen dot its surface in the day, and close to the shores on all sides is forest, hanging over the clear waters. The lake is fed by an underground spring, a fairly prodigious one, and the Cale River is fed from the lake.

Mongoose Lake is a smaller lake shallow and reedy, but rich with fish like carp and bluegill that supports the small village nearby.

Shelby Forest is a small forest of primarily hardwood, about seven miles across but rich in herbs and fruits. Lacking mines, Urland relies on herb trade for its wealth, and the Shelby forest is its treasure. Moderate undergrowth covers the forest floor, mixed with mosses and small creeks. Hunters and herb gatherers report sighting faeries and the occasional unicorn, attesting to the sylvan nature of the Shelby Forest.

Before the recent events, Urland was a very peaceful, well-patrolled place without the usual monsters found in a fantasy setting. Locals would sleep in the forests and plains at night if they were caught out too late without fear of attack, as there were no large predators or monsters to trouble them. That has all changed.

#### HERB RICHES

Urland is an herbal hot spot, a feature that has been carefully cultivated by the King's men and the herbalists for over a hundred years. As a result, the entire kingdom has +1 to all herbalism skill rolls. Herbs are the primary export of the kingdom and there are professional gatherers and herb tenders who work the forests and plains. It is illegal to gather herbs unless you are an authorized herbalist for the king, although most people pick a few more common ones for medical use.

When the adventure is set, the gatherers and herb tenders are not out in the land due to the dangerous creatures moving across the kingdom, particularly at night.

#### URLAND'S TOWNS

**BARLHEIM:** A small town of about 150 souls, Barlheim is a hunting and fishing center. It is one of Urland's two herbal clearinghouses, where herb gatherers collect their finds and present them to the Royal Herbalist, also the local town leader. For Barlheim this is John Ulric, a tall, stocky man with dark, deep sunk eyes and a very slow deliberate manner of speaking. Ulric has two patrolmen assigned to him, and he will not hesitate to use them to control any visitors.

**BOAST:** Less an actual town than a dock that has grown slowly with adjoining buildings, Boast was once simply a fishing dock. The town consists of a boat repair, two docks on Shelby Lake, a tavern and several small houses around a circular center where fish are roasted and tall tales swapped. Ben Colby, the boat repairman is the town's leader, a nervous, ambitious man with red hair and little trust of travelers. Also of interest here is the widow Veerna, unequalled in skill with fish and herbs. Her cooking is famous beyond the borders of Urland, and many a king has requested her services at the palace, but she has taken a sacred oath at the temple of Harvest on her husband's death to never leave his home. As such, she visits the palace to cook for festivals, and otherwise avoids poverty by running a small inn. Veerna is a short, round woman with boundless energy in her sixties, with silvery hair in a braid as long as her back.

**COLCHESTER:** This is the capitol of Urland, a smaller town of about 1500 with several large barns where herbs are dried and prepared. The town has a pleasant, spicy smell as a result, and is cleaner than many towns its size. In the center of town is a hill with the King's keep on it, little more than a tower. Surrounded by friendly kingdoms, Urland has little in the way of reinforcements. Colchester has no standing army either, simply a 35 man patrol. For more information on Colchester, see the separate section.

**ESTELLAN:** This town is in Colby, and is fairly large compared to the Urland villages. Its 800 residents primarily work in the flaxen fields in the area, plus a small garrison of 20 men is here for Colby's army. Estellan is headed by Joh and Sinda Estellan, a husband and wife team.

Joh tends to repeat himself a lot and comes across as a bit dull, but it's a cover for a very keen mind that would do any salesman proud. Estellan is quiet and sees everything, she has a keen memory and is a great advisor for all the farmers and Joh in his dealing with problems.

**FARLIM:** Wheat, barley, and oats harvested in the nearby fields is gathered here and milled in the one large mill in the center of town. Two large silos nearby store the grain for transport through Colchester where it is taxed and examined by the Kings' officials. Farlim's 80 residents swell every harvest by double that for a festival from the nearby field workers and visitors throughout the Kingdom. The festival lasts three days and then travels up the road almost four miles to Colchester where the king of the harvest is crowned and the celebration finishes the week out. Also stationed here are five men of the patrol to tax and examine any persons traveling from Merevale along the highway. The soldiers have a barracks, but only 2 are typically on duty at any given time, the others patrolling the nearby area or relaxing.

**HAM'S POST:** Named for the tavern at this wayside, Ham's Post is a place for travelers and farmers to rest and have a drink before moving on. It is a popular place for the patrol to stop on its way out of Colchester and on the way back to town. Ham died a few years back and his son is in charge of the place. He is also named Ham, and enjoys toying with travelers by saying he is not Ham, and introducing himself as such.

**HAMSTEAD:** Fish from Mongoose Lake and drying meat from Shelby forest give Hamstead a thick smell that only the locals appreciate. Like Farlim, there is a barracks here with five men to examine and levy the King's taxes on travelers.

**MOSSYROCK:** At the borders of Rhiall, Mistedale, and Urland, this is where the kings of the three lands meet once a year to talk politics in the three story stone tower built here for that purpose. The small fortress holds six patrolmen, and has a ballista on top of it in fair condition. The town is small and unremarkable, holding only 85 persons. If this is set in a larger kingdom, then these are local states or counties where the ruling lords meet yearly.

**OAKSTEAD:** Like Barlheim, this is an herbal clearing-house, where herb gatherers collect their finds and present them to the Royal Herbalist, also the local town leader. In Oakstead, this is Moss Irons, a very thin, bearded fellow with a high voice and ruddy cheeks, but rarely smiling. Moss is fond of ironic, dry wit, and is very intelligent. He has two patrolmen assigned to him, but rarely uses them, preferring to talk trouble out. The town is also used for milling wood to be sent down river to the capitol from Shelby wood, and is often filled with large men wielding axes. Like the other towns in Urland, this is rather small, with but 130 people living here.

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#### COLCHESTER KEY

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Colchester is the capitol of Urland, set at the joining of the Cale and Gardenwaithe Rivers, a town of 1200 free people. Its location on the rivers keeps Colchester's markets busy and prosperous, and keeps Urland wealthy and happy. Merchant traffic up and down the Gardenwaithe stops at Colchester to sell their wares, making the market unique in variety and amount of goods for a town of this size. Dominating the town is a hill fifty feet high at the two rivers, and atop this hill is Colchester Keep, the King's fortress. Urland is surrounded by friendly kingdoms, and has only basic walls and typical fortifications, while the keep is small, but well built. The Kings of Urland have been consistent in their concern more for the peace and welfare of their people rather than personal prosperity and comfort, so the keep is not as impressive as many kingdoms.

Like most of the Dales, peace and civilization keeps the standing army small, with only 15 soldiers on active garrison in Colchester. Fifty more soldiers are on reserve that the King can activate in need within two days, plus peasant militia as needed. The law in Colchester is handled similar to most of the Dales, with minor crimes such as petty theft, assault, and disturbances dealt with personally by the patrols. Punishment for such crimes is typically restitution, fines, flogging, or brief imprisonment in the stocks. Minor petitions and suits are dealt with in the Temple of Justice, major crimes (such as murder, treason, and rape) and petitions are brought before the king once per day on the Hour of Justice, just after midday meal. Punishment for such crimes ranges from exile to public execution.

The herb trade keeps Urland rich, and all herbs are brought to Colchester for preparation and drying by the king's royal herbalists. This trade gives Colchester a sweet, spicy aroma unlike any other town, especially by the Herb Barns along the Cale. Taxes in Urland are light due to the herb trade, always high in demand, as well as the market.

**COLCHESTER DOCKS:** Gathered along the Gardenwaith in a cluster here are the docks. Ships from as far away as Aspenwood and Searidge stop by here with goods and to pick up Urland products. As would be expected, the docks are somewhat seamy, with a rough inn full of sailors and travelers, and a few women of ill repute waiting for a lonesome boatman and his silver.

**COLCHESTER GARRISON:** Here, at the base of the keep is the Garrison for Urland, the bunks for the active soldiers and the weapons for the whole army are stored here. Weaponry for 175 men (spears, short swords, and maces), and studded leather armor for 75 men is stored here in a locked room. Also stored here are 3 barrels of sand (for heating to dump on people; oil is expensive) and 5000 arrows for defense of the keep.

**COLCHESTER GREEN:** Atop the hill, across from Colchester Keep is a well-cultivated field with a four foot high wall around it. Here is where festivals are held and the rare jousts are had, on a flat grassy clipped plain. The wall appears defensible, but provides only moderate protection, being primarily for show, although the corner and gate towers provide a good overlook and angle for archery. When no festival is going on, the nobility will play games on the green, have parties and picnics when the weather permits.

**COLCHESTER KEEP:** The center of town is overlooked by the king's home, Colchester Keep. For more information, consult the Colchester Keep map and key below.

**COLCHESTER MARKET:** a strip along the Gardenwaith opposite the Necropolis and by the docks here is where the open market is held every day but holy days. Shops and guilds of various kinds are all along here, including inns, cheese shops, clothing, bread, hat, shoe and herb shops, a scribe, a brewery, and many local farmers' shops. All along the street traveling merchants set up small booths, and in market square many merchants simply put a blanket out and sell their wares on the street.

Most shops are the bottom floor of a residence, opening at sunrise and closing shortly before sunset. A general festival atmosphere is here most days, weather permitting, as street performers and exotic merchants come and go. The guilds attempt to regulate this market but due to the transitory nature of many of the traveling merchants, this has been largely unsuccessful. Thus con artists, scams, and outright thieves might work one day and be gone up river that night.

Because of this, although there are standard shops always in place (such as the smithy, cafés, dry goods stores, grocers, several clothing stores, a pair of inns, and so on), in the main open market area the stores vary a great deal. Roll on the table below for the little shops and merchants open on any given day. On a weekday, roll D3+3 times, on weekends D6+6. If you get a duplicate, then there's more than one of the given type present:

ROLL	RESULT		
2	Exotic Pet Dealer, has dogs, snakes, cats, birds, and roll on the table below for D3 other creatures:		
	<b>ROLL</b>	<b>RESULT</b>	<b>ROLL</b>
	1	Young Blindtoad	4-5
	2-3	Eaglehound pup	6
			Cloud Beetle
	Such exotic creatures he'll sell for 1 silver per 2 points total cost of the creature (up to 25 sp for the hound, which is half power due to its young age).		
3-4	Hedge Wizard (has all the Castle and Commerce spells of 4 real points or less). Charges 1 sp per real point to cast spells for people.		
5-5	Animal Trainer, who has a trained Hsigo that does tricks for tips.		
7-9	Acrobats (take tips for their act, acrobatic skill of 12-)		
10-11	Palm Reader (1 silver to hear a fortune, roll on the table below for the effect:		
	<b>ROLL</b>	<b>RESULT</b>	<b>ROLL</b>
	1	D6 unluck 1 week	4
	2	D6 unluck 1 day	5
	3-4	No result	6
			D6 luck 1 week
12	Exotic Item Dealer, roll on the table below for his wares, charms selling at 1 sp each, potions for 5 sp:		
	<b>ROLL</b>	<b>RESULT</b>	<b>ROLL</b>
	1	trash	4-5
	2-3	trash plus 1 charm (randomize)	6
			D3 charms, D3 potions

CRAFT ROW: Smithies and craftsmen are at work all along this section of road, much to the consternation of the richer folk across the Cale. Nearest the keep is the king's blacksmith; a predictably burly man named Grismare, then is a jewelers shop, a potter, candle maker, and an engineer (who designs and models things for the kingdom, creates small engines and devices). Finally in this row is a leatherworker, whose work is the source of regular complaints due to the unpleasant smells, overpowering even the nearby herb barns.

(herbs)

GUILD HOUSES: There are only a few guilds in Urland; the Lamplighters, Criers, Merchants, and Teamsters. The guilds are neither corrupt fronts nor pristine fighters for justice, but are simply organizations to advance their business ends. The Lamplighters Guild runs the few prostitutes in town, and the Teamsters Guild can get persons or items into or out of the country secretly, should that be profitable, although neither is interested in raising the wrath of the King in doing so.

HERB BARNS: These massive structures are squat and wide, a single story of featureless stone with wood shingled roofs and heavy eaves with good ventilation. Each is identical, but contains different types of herbs being dried and treated. Around the barns is an eight foot wood stockade fence, and at any given time two patrolmen are present to keep an eye on the property.

Barn A: Sweet herbs are dried and prepared here. In addition to ginger, dried fruits, sugar beets, syrup, and tea, certain magical herbs are kept here as well. Arkasu fruit, Fenuminas grass, Samring leaves, and Wolfsbane are prepared here for shipping.

Barn B: Spicy herbs are kept in this barn, including Garlic, Cinnamon, Thyme, Oregano, Mustard, and Pepper are all dried here, as well as magical herbs such as Alran, Ebur, and Hofwart.

Clearing House: The herbs are packaged weighed, and consecrated here for shipping and sales. Jaarec Lees is the Royal High Herbalist, an older gentleman of keen eye and meticulous care. Jaarec lives in the clearinghouse, working with Moss Irons from Oakstead and John Ulric of Barleyheim regularly. The sealed and stamped packages are shipped to all the Dales and beyond, Urland herbs are famous far and wide for quality and potency.

HORSE MARKET: On the road into Colchester from the north is the King's market, horses for trade and sale. This amounts to D6+2 horses at any given time, of which on an 8- one is a riding horse, the rest being workhorses, donkeys, or foals. The King owns all horses that are not branded and full grown, and only one horse per male of age is allowed any citizen of Urland, plus one for work on a farm. This arrangement results in a great deal of money for the crown, and controls mobility very well.

MERCHANT DOCKS: Smaller boats, rafts, and barges come to here rather than the larger Colchester Docks (see above), unloading their wares. The large open area is a place for caravans to stop off and keep their wagons at, and for tents to be put up for the merchants.

OLD TOWN: The town of Colchester was originally founded here, near the old manor of King Garris of Urland. Old Town is made up of stone buildings of centuries old construction, and among the quaint but sturdy buildings stands a monument to Garris Urland for holding off the Orcish invasion into the dales at the old ford where the a stone bridge now arcs. An old dock stands on this side of the river, used mostly for harvest once a year, when a boat with grain arrives, is consecrated, and distributed among the needy for free.

RESIDENCES: The bulk of Colchester's citizens live in a fan shaped pattern at the base of the keep. The homes are small and close together, with no yards nor parks in town. Most homes have a windowbox or two full of local flowers for color, and are gaily painted in blues and reds. There are several boarding houses at the edge of town, where one can get a room for at least a month, costing only two silver a week.

NECROPOLIS: Surrounding the graveyard here is a ten-foot stone wall with iron spikes set in the top, with a gate of iron and guard posts. An unfortunate reality of the Dales is that undead are real, and the dead must be guarded for this reason. A rotating guard of two men is at the gate at all times, a hated duty, but required as part of the job.

#### THE STORY: NECROPOLIS

The guard that was on watch in the Necropolis has a tale to tell anyone who'll listen. The Chamberlain may direct the PCs to talk to him, otherwise rumors and general chat in town will talk about trouble in the area and mention "poor Watchman Gand."

Gand tells a tale over several ales of a long shift when he heard strange noises in the Necropolis. He thought it was kids messing around within the walls again, but when he looked around there was no one about. Then he saw that one of the graves had been churned up and opened, the turf torn up as if *something had climbed out from inside*. As he watched, he saw a headstone tip over and a hand rip through the grassy surface and took off running. He found the gate open, the lock broken and the bars bent.

In the morning the patrol found that six total bodies, the most recent dead, had climbed out of their graves and walked out in the night. Gand quit his job and is never going back.

(undead image)

TEMPLE ROW: Six temples are clustered here across the Cale River from the keep, each a marble structure of impressive work and design. Most are in fact larger and more impressive than Colchester Keep, a testament to the pious nature of Urland and most of the Dales.

THE TEMPLE OF CREATION: The maternity center for Colchester, where children are birthed. Lushly decorated and filled with art, the temple is a two-floored structure with a place for artists to work on the second floor and the maternity ward on the first floor. Benellia Boniset, a short, skinny woman with elfin features is the high priestess, an eccentric artist and healer. The temple also has a well-stocked museum and art gallery from around Urland, including paintings, poems, statuary, and sheet music.

THE TEMPLE OF LOVE: This is primarily a small wedding chapel and occasional marriage counseling center, although the matchmaker for Urland lives here also, traveling about the kingdom and helping families. Martine Amaris, a tall thin balding man in his eighties at least is the matchmaker and priest of love, a friendly, helpful man with an incredible gift of reading and pairing couples.

THE TEMPLE OF HARVEST: Comrall Vins is the high priest of the harvest, responsible for consecrating the herbs for shipping, declaring the harvest, and along with Boniset from the Temple of Creation, declaring planting times. Comrall also does burials and funerals, part of the aspect of Harvest. Due to this aspect of the temple, a closed off part of the temple functions as a mortuary.

THE TEMPLE OF JUSTICE: This temple is attached to the Temple of War by the quarters for paladins, and acts as a sort of court as well as a temple. Training for the paladins is done in the courtyard behind the temples of Justice and War. Dainsworth Crain is a pompous, arrogant man with lofty ambitions and few of the skills needed to achieve them, but he is a very capable justice and high priest.

THE TEMPLE OF WAR: Like all temples of war, this is a small keep in its own right, a simple one that trains the paladins and soldiers of the area in combat skills. Although the actual temple building is rather small the outer wall and gate is rather impressive and well fortified. Thron Grimwald is the Dwarven high priest, a very capable warrior of very grim and of an almost stereotypical fierce, flinty demeanor.

**THE TEMPLE OF PURITY:** A gleaming edifice of pure white marble with a golden dove atop it, this is the most expensive and impressive of the temples. Newlyweds come here for the consecration, children are blessed here, and healings are constantly at work here by the high priest Morlin Arinsen and his assistants. Morlin is a gentle, meek soul with a round face and no guile, he is regularly checked by the paladins to ensure his well being. Should anything happen to him no paladin in the Dales would rest until justice was served.

### OUTSIDE THE WALLS

**HUNTSMANS FOREST:** This small forest is fairly civilized, but has some deer, foxes, and other small game for local lords to hunt. The land is off limits to commoners, and it is a serious offense to hunt the king's game here, but young lovers and poets wander through the wood nevertheless. Hunting in the wood is punishable by a fine of what you caught, imprisonment to work in the Old manor farms (see below), or banishment.

**OLD MANOR FARMS:** The king still maintains a manor here from the old days, with peasant farmers working off debts to the king or others, or minor troublemakers, serving a year's term in servitude. Each small home has a plot to work in back, a goat, and several chickens. The plot is hedged in with a thorny flowering hedge, and the peasants are carefully watched by Henry Shanksfield, captain of the guard, who lives at the manor.

**RHIALL FARM:** Although this lies in Rhiall, the neighboring kingdom, it represents a typical local farm in the area. A rich landowner (typically a lord or minor noble) owns the land, living in a manor building with several servants. He oversees the farming and hunts, and several workers do the actual farm work, living in sod huts scattered through the fields with their families. These workers keep part of the crops for payment, and are protected by the Lord and his men from bandits. Once a season they travel to market to sell their goods for other goods, trading for things they cannot make or find at home from other farmers. This farm is owned by Cromsing Orr, and is not very large. In addition to wheat and milk cows, it farms sugar beets, and the sugar is processed locally for sale to Urland. Orr has the largest sugar farm in the area, controlling the commodity in both Rhiall and Urland.

**URLAND FARM:** This is the farm where Garris Urland lived. The mansion here is well maintained and is used as a hunting lodge and some winter parties are held here. A large silo holds the Urland stores of food, and the pond out front is used for ice-skating in winter.

### SERVICES AND GOODS

Urland is well stocked because of its peaceful and prosperous existence but the recent troubles have interrupted trade. The herb trade is Urland's primary cash flow, and with the troubles the fresh herb crop has dropped off to a trickle. The town has a lot of people stuck in it afraid to travel and merchants waiting for goods to ship out, so the inns aren't as free as they normally are. In better times the goods and services would have better chances (especially the herbs).

There is a Blacksmith in Colchester Market that has 12- skill (plus his smithy for +2 roll). For other services and goods, consult this table:

<b>TYPICAL PRICES</b>		
This chart gives a sense of typical prices for goods and services in Colchester. The chance is the roll to determine if a given selection is available. Herbs adjust the chance by their rarity. If a chance is not listed, that selection is always available.		
ITEM	COST	CHANCE
Room at the inn per night	3cp	14-
Meal at the inn	2cp	--
Ale, per glass	2ip	17-
Wine, per glass	1cp	14-
Coach service, in town, each hour	1cp	14-
Coach service, outside town, each day	1 sp	12-
Fine room in the inn per night	5cp	12-
Common room in the inn per night	1cp	17-
Fine meal	4cp	16-
Fine wine, bottle	2sp	12-
Forest Herb (1 dose)	var	11-
Plains Herb (1 dose)	var	12-
Fresh Water Herb (1 dose)	var	11-
Sylvan Herb (1 dose)	var	8-
Moneychanger (10% fee)	var	10-
Disease Cured	5sp	14-
Healing (4D6 as damage)	1sp	12-



## COLCHESTER KEEP

Colchester Keep is a granite building 70 feet high set on a hill almost 80 feet above the town. Although well built, the keep is not especially well fortified, and would not withstand a focused siege. The walls are of typical design, with fitted blocks encasing loose rubble in a sandwich, thick and strong but cheap and able to hold considerable weight. But this design has a tendency to crumble and collapse if breached at any point. Effectively, the wall has 5 defense and 12 Body per hex, but should a breach be made, there is a 14- chance that the hex above it will collapse as well. Each hex above it has a lower chance, down the activation chart (12- the hex above, 11- above that, 10- next, and so forth) until the collapse stops. The base of the keep is sloped outward in typical design so that the bottom two hexes have 4 more body (total 16) and 25% damage reduction against implements like battering rams by deflecting them slightly.

The keep has a basic design of an eight-sided polygon with three towers evenly spaced, unique in the area. It is in essence four-floor tower, with two intermediate floors. A well sunk through the hill brings water to the keep, an unquenchable supply that taps into the water table fed by the two rivers. Normally only the King's family and servants live in the keep, with a rotating shift of soldiers guarding it. As it is a smaller structure, the keep does not have room for many more people, although it can hold guests.

(keep image)

## BASEMENT AND DONJON

This level is small, consisting only of the WELL, some STORAGE, and the DUNGEON. It is only partially sunk into the hill, as the first floor is raised above the ground.

**DUNGEON:** The dungeon is a small room with a bench and a ring for attaching a chain to, the ring sunk into the rock floor. An oaken door with steel bands closes the dungeon in, and is locked. Unlike the rest of this floor, it is at ground level, and anyone here will feel the full effects of heat and cold with little light. Prisoners are kept here for a most a few days before sentencing.

**STORAGE:** The well room is large, and doubles as a wine cellar and storeroom. Grain, dishes, goods, rope, and such are stored here for later. Sunk 5 feet below the surrounding ground, the whole floor stays cool year-round, acting as the root cellar and food stores. The two 'arms' are where the King's wine racks are.

**WELL:** As mentioned above, a well shaft is sunk into the hill to the water level below. Drilled into the river layer of porous rock and gravel below the hill, the well's water recycles every day with fresh water.

## GROUND FLOOR

This floor is actually raised five feet above the ground, with stone steps leading up to the double doors. The first two floors of Colchester Keep are the only ones most visitors are likely to see.

**ENTRY:** The double doors here are two inch thick oaken doors with bronze plates on the outside and iron reinforcing bands on the inside (defense 6 outside, 5 inside, 5 body per hex). A bar of oak is laid across the doors from behind to keep them from being opened, and a key lock is on the door as well. The oaken bar makes the door impossible to open without breaking it or the door - they are equal in durability. To the left of the entry doors, as one enters the keep, is a statue of King Garris, first king of Urland. A pair of guards with spears and shields stand here to clear all visitors.

**KING'S STUDY (1a):** The King's study, a comfortable room with a nice fireplace, a shelf full of books, and several comfortable chairs. Maps and charts of the surrounding kingdoms and Urland are rolled and in an urn near the shelves, and on the shelves are accounting, histories, and poetry of the land over the years. Also here are two books of engineering and architectural theory, a gift from Dwarven diplomats.

**KITCHEN:** The meals for the keep are prepared here, a fairly small kitchen. The cook is a rail-thin elf named Commard (born among humans) who has served the kings of Urland for four generations and is insanely loyal. He is incredibly skillful as a chef and collects recipes and ingredients from across the kingdoms in the market. The kitchen has two boys that help out, orphans, following a tradition for generations that results in chefs for the surrounding lords and kingdoms as they grow and apprentice under Crommard. Crommard has a friendly culinary rivalry with the widow Veerna (in Boast, above).

**LOWER HALL:** This is a multiple use room, primarily the dining room for the keep. It also has the throne for the King in the southern nook, and is used for dances and gatherings with the tables cleared out. Behind the thrones is access to the KING'S QUARTERS. The northern nook is where the guards have a break area of sorts with some chairs and a table.

**VESTIBULE:** An airy, well-lit room where the ladies of the court sit and spin and gossip. This room also serves as a meeting room for important peoples, and has trophy stag, bear, and boar heads on the walls. The greatest trophy here is a Griffin head that King Borric Urland 3, the previous king, slew.

## SECOND FLOOR

Instead of a full floor, this is more of a mezzanine, the lower hall extending upward to this floor for a vaulted, open feel.

**KING'S QUARTERS (1c):** Where the king (and queen if there is one) sleeps. A large feather bed dominates the room alongside a dresser and by the window stands a table with a pitcher of fresh water. A fireplace warms the room, furs by it for relaxing, making this room on the whole warmer and cozier than the rest of the keep. Tapestries on the walls remind the king of his predecessors' accomplishments, one for each king of Urland. A large locked chest holds several hundred silver worth of coins and jewelry and two items of power: an Orb that while held gives the holder 10 PD armor (hardened and invisible - to protect from arrows), and a torc that is enchanted to allow the wearer to read any language. The chest is locked at -2 to pick and is very sturdy (6 Defense, 2 Body to break open). It also weighs 80 kg, and is over 2 feet wide, making it somewhat difficult to sneak out of the keep: it will not fit through the window.

**LOWER HALL:** The ceiling to the lower hall is above this floor, making it a vaulted and lofty two-story affair, with eight-foot banners hanging down. The design is Dwarven influenced, with pillars and arched supports.

**PRIEST'S QUARTERS:** Once a year the Priest here rotates out for a new one, keeping the faiths moving through the keep and fresh in the King's mind. This priest lives and serves in the keep in these fairly spartan quarters, but an excellent religious and theological library from around the kingdoms is here.

**TEMPLE:** An area of meditation and ritual is set into the keep here, designed to be ready for any temple, as the Kings of Urland tend to rotate priests through the keep every year. The decorations and rituals alter slightly but the basic design of a raised altar and platform and seating remains the same. Small but very well equipped, this temple has implements worth hundreds of silver.

**THE BALCONY:** open to the Lower Hall below, the thrones are placed here for special occasions when the King does not wish to mingle. The balcony has a short wall with a brass railing along it, and soldiers stand up here on guard over the hall during dinner with bows beside them. This is a tradition started long ago by one of the kings during trouble with Orkish raids and infiltrators.

## THIRD FLOOR

The second main floor, with another great hall and the living quarters for any guests, this area is off limits to any but special guests of the crown.

**ARMORY:** Stacked in here is several thousand arrows, twenty suits of scale mail, 15 medium self-bows, 5 barrels of sand (for heating and dumping on unwelcome guests), and a barrel of oil (for the same, plus a torch for invader flambé). The room is locked, and the key kept on the king and the captain of the guard.

**TERRACE:** The roof of the temple below is open to the air, and provides an excellent view of Colchester below. On fair weather days, the ladies of the palace will sew and talk up here rather than the Vestibule on the ground floor, and it also is a place for the King to think and talk with his advisors.

UPPER HALL: Most of the dances and formal events take place in the upper hall here, it is more impressive and ornate than the lower hall. Carvings and statues are along the walls, with a marble tiled floor, chandeliers above, and stained glass in the windows.

#### FOURTH FLOOR

This intermediate floor holds only the spiral stairs to the roof and the library, once the mage's quarters. The Kingdom of Urland has not had a royal mage for a few decades now, and the room has been converted to a library. Scrolls, books, pages, and charts are stacked and shelved here, from letters and accounting notes to histories, diplomatic works, maps and proposals are in this room. Nothing of value or power for an adventurer typically can be found here, although a certain paper that someone needs to see, or that the King may not want to reach certain hands would be stored here.

#### ROOF AND TOWERS

Standing on the roof of the keep means you stand fifty feet above the hill, and a total of one hundred-thirty feet above the rivers and town below. From this dizzying height the observer can see the entire kingdom spread out before him, and the kingdoms beyond.

MAIN TOWER: Also called the North Tower. This is where the garrison would stay in dangerous times, and is now a storage room. It holds ballista bolts, more ropes for the weapon, rocks, and some food stores for an extended siege including rice and soy. A large oaken slab one inch thick can be placed over the stairs, a bar placed through iron hoops to keep it in place should one need to retreat to here. On the roof is the ballista, a huge weapon that will swivel in place and a simple crane mechanism to swing hot sand over the edge and drop on targets.

THE ROOF: The keep roof is a large conical structure of wood with brass plates attached and polished twice a year for protection from fire and attack. A flagpole is set into the golden cap at the top, flying Urland's golden boar and green tree on red high above the city. It also functions as a lightning rod, not needed, but entertaining. A ladder leads to a hatch to this pole, for changing the flag, a dizzying and dangerous height.

THE WALLS: Along the wall here is a raised portion to stand behind, and merlons spaced evenly (blocks on the wall raised higher than the rest, they give the wall that castle look with the squared teeth) for archers to hide behind. The roof is coated with gravel to prevent fires, and typically one or two guards will be on the roof watching the town below, crunching around in the gravel. They watch for fires or disturbances in the forests and fields from this excellent vantage point.

WEST AND SOUTH TOWERS: Each of these are smaller towers, with no weapon atop them but granting excellent range and view for attack of anyone besieging the castle. There is a socket for the crane from the Main Tower to be attached here if needed.

The Keep and city walls are all made of stone and are primarily for show. Urland has never in its history been attacked or had any war at all. The keep is a simple tower, with walls 3 feet thick at the base, and the curtain walls around Colchester are the same thickness, standing only twelve feet tall. A wooden walkway has been built around the inner side of the wall for guards to stand on, providing a fighting platform if anything should attack the town.

The walls of the town and keep are a uniform 6 defense and have but 12 Body before they are penetrated. There are lookouts on the walls, but the job is a punishment, guard duty for a full ten hour shift. They are not particularly keen sighted as there's never been any trouble to look out for.

The guards are basic mercenaries, they wear Urland livery and carry a spear and a dagger, but are not particularly well trained. Against the average Urlander they're tough enough, but against adventurers or monsters, they are just not ready.

At present the steward Bran Gantry is in charge, a short, balding man with piercing blue eyes and irrepressible energy. He's bright and very organized, with a fantastic memory (eidetic memory, in fact). If the PCs come to the keep after work or information, he'll meet them in the Lower Hall, seated in a chair at the foot of the raised area where the throne is, at a desk full of paperwork and books.

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## WORKING FOR THE MAN

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Bran Gantry will have the PCs investigate the king's disappearance if he can. Sadly there's not much to go on. One night exactly 29 days ago, the king went to bed as normal with guards at his door, the next morning when the chambermaid went in to deliver breakfast and wake the king, he was not there. The windows were closed and latched from the inside, the door was closed and the guards saw nothing.

The King's chambers show no special clues, but if magic is used to look back to the night of the kidnapping, a Lost Soul is summoned to attack the mage. He gets a glimpse of something dark swirling around the king's body then is interrupted by the Lost Soul. This happens every time scrying is attempted.

No one in town saw anything, and while there is a mage in town who works for the king on special occasions, he could find no magical effects. This mage, named Hen Barrias, was eight days ago found dead in the street near his home, hacked by swords. Again, there were no witnesses, but in this town by nightfall everyone is in their homes.

### SERVE AND PROTECT

The PCs may want to check with the city guards, who are led by Captain Redding, a capable man who fights in the yearly tournaments in COLCHESTER GREEN. Redding is all business, fairly capable and efficient, but a bit out of his depth. He'll be suspicious of newcomers but if they prove themselves reasonably respectful and polite, he'll welcome their assistance.

The individual watch are a mixed bunch, some are decent and some are fairly useless. In particular the wall guards are pretty low quality, as they are the ones on punishment. They believe that there's no external threat and take their watch jobs lightly. The street guards work all night since the king disappeared, doing double shifts which has them all complaining. He's been gone a month, what new does the captain expect to happen?

None of them saw anything happen except the hapless cemetery guard who retired after his harrowing experiences.

At some point in their investigations in town, the PCs should learn three clues, however:

- 1) That Colby Forest has become too dangerous for herb gathering, which is a problem for Urland's economy.
- 2) That there are rumors of the dead rising or being dug up in all gravesites in the kingdom
- 3) There is a rumor of a tower in the forest that wasn't there before, but nobody can find anyone who has actually seen it, just a friend of a cousin who said a hunter saw this tower. Nobody knows where it is, exactly.

This rumored tower is the BONESPIRE, which while it has a grim name is actually very picturesque outside. Hunters and herbalists have spotted it, but the only ones who have ended up dead soon after, so nobody wants to even talk about it.

### THE LOCAL COLOR

Following up on these clues will take the PCs out of town in to the nearby wood. They can through careful questioning learn some more clues, but how much they learn depends on their behavior and skill. The villagers aren't friendly to strangers. They will act closed and suspicious, but if treated politely and respectfully, they will open up a bit more. There are six levels of information the PCs can obtain. They start out with level one and move up a rank each time they successfully manage a persuasion or conversation, interrogation roll; or bribe the person at least 5 copper, or succeed in a presence attack of at least PRE+10.

LEVEL	RESULT
0	Basic directions to next town, warning about monsters, can get a room and goods for +10% cost
1	Directions to each town, tips on travel, room and goods for base cost, mention Bonespire rumor
2	Can stay at a friendly villager's home for free,, mention people who saw Bonespire are dead
3	Travel food is available for one day for free, mention that one person who saw Bonespire is still alive: an old trapper in the woods
4	Warning to stay away from Bonespire, tell about undead seen digging up a corpse, tell alleged general area of Bonespire tower.
5	Some has been moving weapons into the forest over Cale lake late at night (this can only be heard at Boast)

## HIT THE ROAD

The PCs will eventually need to explore the forest to find the Bonespire. The undead in the forest is a clue, but it's too general, the only real hook the PCs have is this alleged tower that showed up out of nowhere.

However, there's no specific location for the tower, and the PCs have to look around to find it. If the PCs get lucky and just blunder around into the right area, then the GM's job is easy. If they wander all over the forest and are going the wrong way, the GM should have the Trapper event (number 9 below) occur, so they can learn where the tower is.

The forest is fairly small, but it is dense enough that the PCs have to be within a map hex of the tower to see it, unless someone can fly and scout from higher up, in which case they can be up to 10 hexes away.

The tower is known to be in Urland, so if they stray out of the borders, a local can encounter them and tell them they've gone too far. The towns are all on the roads, so they can be reached fairly risk free.

As the PCs travel through the forest, they may run across various prepared encounter areas. Some of these are not exact, they can be anywhere in their approximate area and should be used when PCs get reasonably close to them.

Colby Forest is fairly dense, with thick undergrowth in some areas interspersed with heavy tree growth that is fairly bare underneath and the occasional meadow. The hunting is good here (+1 to survival rolls), but visibility is poor (-2 range modifier to sight perception rolls), and in most areas the visibility is limited to 20 game inches.

Because of underbrush, in the forest, ranged attacks have a -2 additional range modifier and simply cannot hit a target further away than 15 game inches.

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## ENCOUNTER AREAS

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- A. Herb Rich Area. There are several of these scattered around the map. Especially with the lack of harvesters out, herbs are growing untended and are plentiful in the forest. Each of these areas is an additional bonus of +1 to the herbalism roll (+2 total), plus an additional dose of each herb is found.
- B. Fallen Villagers. Three locals met their end here, and lie rotting in the underbrush. However if they are examined, they groan horribly and rise up to attack the PCs, as zombies! They have no weapons, and attack with their fists. These bodies were stripped of all valuables. Their faces and hair have been chewed or torn off and they are impossible to identify.
- C. Lost Child. Here a child from OAKSTEAD is lost and hiding in the brush. He's a little boy of 9 years, and although he tries to be brave, he's clearly terrified and wants to go home. Until the PCs get to Oakstead again, the hapless child is an incompetent DNPC for them all with a knack for trouble (14-chance of getting into mischief). He is of course an incompetent normal. Upon his return the only reward is losing the DNPC and a tearful hug from a portly mother.
- D. BONESPIRE. This is the necromancer's tower. The tower rises up out of a large meadow like it grew here - and it did. Nazrath used magic to create the thing, and he did it in an odd spot for someone of his profession. Butterflies dance between sunbeams from flower to flower in this beautiful meadow. It looks quite picturesque and charming from the outside. To explore the tower more fully, consult the Bonespire map and key.
- E. Undead! This area is a reeking cesspool of corruption that can be sensed hundreds of yards away. Here sit and lie dozens of corpses, lying in heaps in a cleared area of the forest. The bodies are in various states of decay and many look like they recently have been exhumed. Among them are a animate human skeletons equal to the party in number, and zombies equal to half the party's number. They are not visibly active until someone disturbs them or they perceive intruders (note none have a very high perception roll).

They will not pursue visitors far, returning to the area to lie down and wait again if the PCs retreat 18" or more into the wood. They have no weapons, these are Nazrath's reinforcements in case things go badly. He has only animated some of the bodies, the rest are waiting for an emergency.

F. Weapons Cache. In addition to undead, Nazrath and his employer are bringing weapons into Urland to store for their eventual push to power. There are several of these weapons caches hidden around the map, and each is identical. It consists of a crate the size of a coffin wrapped in oiled sailcloth and buried in the forest floor. They are marked with a stake with a skull atop it. A sight perception roll at -3 will notice that the forest floor is disturbed here. Each crate has 10 spears, 10 short swords, and 10 hauberks of leather (2 PD, ED armor areas 9-14).

G. Forest Shrine. This stone formation has been here for as long as anyone can remember, and the locals leave a piece of their harvest here every month. If a PC leaves at least 1 sp worth of coin or a day's rations at the shrine, they gain a blessing for the following 24 hours, starting immediately. There's no visible effect, but all skill rolls are at +1 (including attack rolls). The shrine looks like a mossy standing stone ten feet tall and a boulder in front that is blocky and somewhat like an altar. A thin foot trail leads to the shrine.

H. Besieged Patrol. Here a patrol of soldiers is under attack by an undead patrol. When the PCs arrive there are two patrol members under attack by a number of undead equal to half the PCs in number, led by a Skeletal Knight. See Random Events 4 and 11 below for the details on the undead and human patrols.

Obviously if an area is a one-time event, it will not be there later when the PCs return (the besieged patrol, for example, will only be bloodstains and broken shrubbery).

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## RANDOM EVENTS

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While the PCs are traveling in Urland, roll a D6 three times a day: morning, noon, and night. If a 1 results, then roll 2D6 below for a random event.

### 2: QUESTING EYE

Nazrath regularly summons these to send about and keep an eye on things without needing to leave Bonespire. It will flit around rapidly, avoiding contact but getting a good look at the PCs unless they have been very quiet and moving carefully and stealthily. The eye cannot and does not attack, it is just there to see what is going on. If the Questing Eye is destroyed Nazrath will be annoyed and send a Skeleton Patrol (see event 11) to the area in D6x10 minutes.

### 3: VARMINT TRAP

Roll an OCV 0 attack on each of the characters. If it hits any of them, that PC has triggered a wolf trap. It is a standard jaw trap that does a D6-1 Killing Attack on the character's foot. The trap can be opened with 15 Strength and is staked to the ground with a 2 foot chain. This was set by a hunter who since then was killed. Immediately roll a D6 to check for a random event.

### 4: PATROL

Although Urland has gotten very dangerous to travel and sleep out in, the Chamberlain still insists that patrols check on the roads between towns. During the events of this adventure, the patrol is very unwilling to travel far from Colchester due to the horrors that stalk the forest. They will not be encountered very often far from a town, and if so they are lost and afraid. A patrol consists of a sergeant on horseback and D6+1 patrolmen on foot. The patrol is not hostile, but will not tolerate lawless or aggressive behavior, using non-lethal force to capture and bind criminals for trial in Colchester.

### 5: HUNTER

A lone hunter, seeking food for his family. He has a medium self bow, and will shoot first and ask questions later, as he is very nervous in the forest. The hunter is very capable with survival, tracking, stealth, and concealment all at 13-. The hunter has enough food to spare for one day of supplies for the PCs, his equipment, and D6 copper on him.

#### 6-8: MONSTERS!

Roll up a random encounter from the table following the random events.

#### 9: TRAPPER

A lone fellow out on foot with a loaded crossbow and a club, and lots of trapping equipment. He can't figure out which is best, to be silent and not noticed or really loud and chase off the critters, and is very nervous out in the wild. Like the Hunter, he will shoot first and ask questions later, and has a pretty good catch of fur-bearing creatures he trapped. The trapper wouldn't even be out here except he needs the furs to survive. This fellow has seen Bonespire and knows where it is, but will only tell if treated well and persuaded to. He will under no circumstances go to the location, and fears for his life, but he will describe the area and how to find it. The trapper has his equipment and D6 coppers only.

#### 10: HERBALIST

D6+2 citizens out trying to find herbs for the King, all very fearful and watchful. If this encounter is in the day, they are trying to look busy, but with a perception roll, the characters will see they are not searching at all, and are very close to home. These poor folks are simply trying to stay alive and get home without getting caught doing so. If the encounter is in evening or night, they are simply lost and terrified, possibly even under attack by a creature (roll again), and are armed with daggers and a few staves only. The herbalists found herbs but then ran and abandoned them when they heard something in the brush. Each has D6 copper and a dagger.

#### 11: SKELETON PATROL

These are rarely encountered far from Bonespire, but Nazrath is expanding his power and they might be seen just outside Colchester by the time the PCs arrive in the area. Each patrol consists of a Skeletal Knight and one human skeleton for each 2 PCs (so if there are 5 PCs, there are only 2 skeletons). The patrol is under the Skeletal Knight's control, who has been told to find and kill any people in the forest. They are told to stay out of towns and especially Colchester, but to harass anywhere else. The human skeletons are armed with short swords and the knight has a longsword and a medium shield.

#### 12: GRAVE ROBBERS

This is a team of skeletons with shovels and a purpose: find and dig up any dead humans that Nazrath can use as his servants. They consist of the same kind of group as a Skeletal Patrol but will have one more human skeleton and only the Skeletal Knight is armed although the skeletons can use shovels as awkward quarterstaves (no +1 OCV). They will be taken by surprise unless the party is particularly clumsy. The skeletal knight has an amulet that lets him detect human remains and is ranged. The amulet has only enough magic for one day (the rest of the day they are discovered). The grave robbers will be in the process of digging up a body when the PCs encounter them.

#### RANDOM ENCOUNTERS

If the Random Events above result in a monster, roll 2D6 on the table below for what the PCs encounter. If the PCs are on the road, subtract 3 from the roll. If they are in the forest, add 3 to the roll.

ROLL	RESULT	No.
-1	Fleeing family	D3+2
0	Hunter Bat	D6
1	Zombies	D3+1
2	Arrowhead Rattler	D3
3	Spiderbat	D3
4	Colchester Patrol (see event 4)	D6+2
5	Wild Boar	1
6	Wolf	1
7	Bloodvine	1
8	Gloomwing	D3+1
9	Swarmwing	D6+3
10	Skeletal Patrol (see event 11)	var
11	Herd Animals	D6
12	Spotted Polyp	D3
13	Brown Sludge	1
14	Whipvine	1
15	Eye Killer	D3

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## BONESPIRE

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One has to wonder what sort of man would name his home Bonespire, until word is heard: Necromancer. Nazrath y Caurst is a mage of the blackest sort, specializing in the power of death and the undead, in torture and horror. Bonespire was created by an enchanted item that Nazrath used, generating the tower in moments out of the forest floor. The tower has six floors and stands ninety feet tall, almost eighty feet across at the base. The walls are solid granite, not blocks, ten feet thick at the base, a total defense of 6, with 15 body per hex of rock. Unlike Colchester keep and many castles, it will not crumble when breached.

Thus far through the use of magic and his undead servants, combined with the reluctance of anyone to explore these days, the tower's existence is still shrouded in rumor and mystery. Nazrath knows eventually the structure will be discovered but by that time believes he'll have enough control to not have to worry about it.

If Nazrath is killed, the magic that created and sustains the tower will end, and it will slowly collapse. As soon as he dies, the tower will start to shift, and over the next minute will tip over until it finally crumbles under its own weight and collapses onto the forest floor and crumbles to black dust. Anyone with in the tower when it collapses will suffer a 10D6 attack as the rocks crumble around him or her.

From the outside, Bonespire looks like a tall tower made of close-fitted black stones. It has no windows and only one entry visible, a closed door of black wood with black metal reinforcement. The roof is made up of black tiles.

### GROUND FLOOR

Like Colchester Keep the first floor is raised up five feet, stairs leading to the double doors. The base of Bonespire is solid rock, however, and is virtually impossible to destroy through typical siege techniques. The door is an oak plank two inches thick, with iron bands for a very durable door (5 defense, 8 body). This door is also locked with -2 to pick and is held with magic for an entangle of 3 defense and 3 body, appearing as black tendrils that snake out and hold on when the door is tried. The key, which only Seve Canter has a copy of, opens the door without any resistance.

**ENTRY HALL:** A quarter ton deadfall of stone is set above the entry, concealed by a tapestry on the ceiling. On either side of the deadfall are guard posts, with arrow slits to watch or assault intruders through. One or the other can trigger the deadfall with a lever in the guard posts, which will fall upon anyone beneath the hex indicated at the guard's OCV, for 10D6 general damage (no location), and pin them to the floor with the quarter ton of dead weight. ON either side stands a Skeletal Knight armed with a heavy flail and a medium shield. Each knight has a gong in their alcove which they will chime if they see an intruder. The entry hall is sparse, with black banners hung on the walls and two chandeliers the only decorations. The floor is bare and rocky, neither dust nor carpet.

**SERVANT'S QUARTERS:** Each of these rooms holds up to 4 skeletal knights, but all that is here are beds and a table with their weaponry on it. Ordinarily these rooms are where the servants of the keep would stay, but Nazrath has no use for servants.

### FIRST FLOOR

This is the first main floor of the keep, the living area for the inhabitants. As Nazrath does not sustain himself on ordinary food, nor rest, he does not use this floor very much either.

**MAIN HALL:** Nazrath rarely eats, but when he does this dining room is used. His apprentice Seve Canter is not as advanced in the forbidden arts as Nazrath, and is here regularly, eating the food the servants prepare. Otherwise the room is used for meeting with allies and representatives of other mages.

**GUEST ROOMS:** The two servants that Nazrath keeps dwell in these two rooms. Colin and Gus are their names, and both are deathly afraid of the necromancer and his apprentice, and everything vaguely related to him. Both have had their spirits utterly crushed and have 0 EGO until much time and healing can be administered for their welfare. Each room has a bed, nightstand, wardrobe, and chamberpot, which is fairly lush for a servant, but has no treasure whatsoever. Neither will leave unless bodily removed, nor will they assist nor interfere with anyone who enters.



**KITCHEN:** Standard kitchen, with a barrel filled with water, a barrel of ale, and various cooking implements such as knives, cutting boards, spoons, pots and pans. There is a bag of rice, half a wheel of cheese, a bag of wheat, and some dried meat here. The servants hunt down additional food each day for dinner.

**STAIRS:** These stairs lead to the sublevel below the ground floor, where more storage and the oubliette is sunk, as well as a well.

#### SECOND FLOOR

This is the main floor for the necromancer and his apprentice, the work level for their studies and primary magical research. The servants are not allowed this high in the keep, so disguising ones self as a servant will not help with infiltration.

**WORKROOM:** Preparation work for spells and construction of items is handled in here. Two skeletons serve for menial labor here, but will also attack anyone who enters with their bare bony hands (1D6+1 reduced penetration HKA with STR added). Tables of bloodstained wood and odd, menacing implements are in this room, and on an 11-Seve Canter (Nazrath's apprentice) is in here as well. The room is otherwise fairly empty, as it is kept clean by the skeletons.

**APPRENTICE'S CHAMBERS:** Seve Canter lives here, in a state of relative luxury. A bed, wardrobe, several tables, a garderobe, and a shelf with several books on it is along the wall. Behind the wardrobe is a door hidden, with stairs to the next floor up. On an 11-, Canter is in here, reading or sleeping, depending on the time of day (he sleeps during the day). In a chest by the bed is Seve's personal belongings, including a locket with a pretty girl's silhouette in it worth 12 sp, some folded clothing, and a robe worth 15 sp of black satin and red silk lining. Beneath all this an ornate beruned dagger Seve is preparing for a Major Sacrifice (see Dark Secrets College). Seve will kill to keep it, although it is only worth 10 sp, because it has taken him a year to get it to this point of carving and enchanting. Seve also has a Potion of Unfeeling and a scroll with *Spellward* on it.

**STORAGE ROOMS:** Primarily stacked with wood, rope, incense, oil for lanterns and chandeliers, a barrel of water and odds and ends (like bones, scales, teeth, fingernails, hair, skin fragments, ink, etc). One shelf swivels out revealing a chamber with two armed and armored skeletons (wearing heavy leather for +2 PD and ED, wielding hammers for that handy +1 stun multiple), and stairs up to the next floor.

#### THIRD FLOOR

This floor is almost entirely an enormous room that Nazrath has converted to a conjuring chamber. It has stairs to the previous and next levels up, and otherwise is open, with no windows.

**CONJURE ROOM:** Surrounded by a ring of pillars etched with fearsome and lurid designs, under black draperies across the ceiling is a circular raised altar. Manacles are attached to its slick obsidian surface to restrain sacrifices, iron and stained with blood and rust. They are very sturdy however, with 6 defense and 2 body to break. Nazrath uses this room for *Essence Transfer* and sacrificial spells (see Dark Secrets Magic in Volume 2 of the Fantasy Codex), and if he expects trouble, human skeletons equal to the PCs in number stand silent guard here around him. These too wear heavy leather armor and wield hammers. Otherwise the floor is dark and unremarkable, lit with lanterns from alternate pillars.

#### FOURTH FLOOR

This floor is Nazrath's personal quarters, and is off limits to everyone, no matter who, unless strictly invited. Nazrath prefers perfect quiet and despises light, so the floor is shadowy and silent, with no windows.

**LIBRARY:** Shelves with various books are standing along the walls here, mostly empty and certainly not containing any magical tomes or typical treasures. However, there is a fairly accurate map of the surrounding kingdoms with fortifications and strong points marked on it, plus roads and every known graveyard and tomb as well. The books are ledgers, histories of different validity, fiction, and some books of poetry, a passion of Nazrath's.

None of the books are magical or particularly valuable, although any book is worth D6 in D6 silver to a collector due to the rarity and quality of workmanship.

The stairs leading from this room are magically trapped, the 4<sup>th</sup>, 8<sup>th</sup>, and 11<sup>th</sup> step teleporting any who stand on them (once each) to the Oubliette in the sublevel. This spell is a 36 active point magic, and is clearly visible to anyone with second sight.

**STUDY:** A globe sits between twin stuffed chairs on an expensive bearskin rug here. On an 8-, Nazrath is in this room should he be unaware of guests, reading a book of poetry. There are two small shelves in here with personal diaries and poems Nazrath wrote on them, plus two magical reference books (+1 to magic roll and +1 to any one magical knowledge skill chosen after reading and studying for a month).

**NAZRATH'S CHAMBERS:** Modestly furnished, with a bed, wardrobe, bureau, chests, washbasin, and a garderobe. Black tapestries hang over the window and on all walls for a gloomy, dark room. Nazrath is rarely here, as he does not sleep much, but he can be found here on a 5-. In a coffer by the bed, Nazrath has a small box locked and trapped with a *Strangle* spell (see Nazrath's character sheet). Within this coffer he has a magical dagger called Pierce, five cones of Incense of Meditation, and three Pearls of Purity, along with a sack containing 37 silver.

**INNER SANCTUM:** Here Nazrath is preparing for his final destiny, to become a Lich. The room has a special beruned altar of obsidian, draped with crimson velvet, a golden dagger worth 50 silver lying on the cloth. A comfortable cushion is on the floor for meditation, and skulls are stacked in pyramids 3 feet tall on either side of the altar.

#### FIFTH FLOOR

This is the top floor of the keep, there is no access to the air above, simply a tiled conical roof over this room. The windows have been fitted with wooden shutters to shut out all light, making it very dark and cold.

**CONJURE ROOM:** Skeletons and recently exhumed dead lie here stacked like cordwood in the section near the stairwell. The putrefying odor is overpowering, with nearly fifty bodies in various advanced states of decomposition awaiting later animation by Nazrath. A glyph at the top of the stairwell wards the steps, glowing with rainbow colors and an inch high, it is not invisible, but might be overlooked by any not making their perception rolls. Should anyone pass this, the glyph will vanish and cause a 0 OCV hex effect 3D6 Drain of both body and strength, recovering five points per hour. This also marks the limits of a Change Environment spell that keeps the horrific stench of the bodies from reaching the rest of the keep.

If he has not been encountered elsewhere, Nazrath is in this room on a 14-, summoning a Questing Eye or or Skeletal Knight. This room is used for his most powerful and dangerous magics, and where he animates the dead. No one is ever allowed up to this place, not even summoned minions once they have been brought to serve him.

#### SUBLEVEL

This is a simple level with some storage, a well, and the Oubliette. The well is sunk far beneath the level of the swamp, and pulls up clear water from the same aquifer that feeds the swamp. More grain, water, oil, cheese, wine, and ale are stored here in piles along the walls. The Oubliette is simply a pit five feet wide, twenty feet deep, in solid rock. It has damp, sheer walls, and the opening is only 2 feet wide in the center of the top of this pit, covered with an oaken board dropped into it. The Oubliette serves as Nazrath's prison, simply throw someone in (4D6 normal damage, roll location for the part fallen on), and forgotten. Climbing the oubliette's walls requires a straight skill roll, but the exit is 18" from each wall – and lacks any features on the underside – making it somewhat difficult to access from within while clinging with both hands.

Nazrath does not leave his tower, preferring to use his Questing Eyes and Skeletal Knights as his eyes and hands, respectively. The young king is kept in the tower at all times as well, as Nazrath continues terrorizing and tormenting him for fun while he bides his time until he gets word to return King Pitre.

King Pitre is kept in the Oubliette while Nazrath is not busy with him, and if the PCs somehow manage to get into the tower undetected, that's where he'll be. Nazrath will be in the Library or in his quarters, both on the fourth floor. Nazrath is confident that no one can move around the kingdom without being found out, and confident that no one can get in his tower unseen.

### BONESPIRE SECURITY

He has good reason for this supposition. The meadow that Bonespire stands in has twenty feet of clear flowers and grasses before reaching the tower itself. Outside the tower orbit three Questing Eyes in a regular pattern. Each one sees all but a few feet behind the eye ahead of it, and can see into the trees several yards even in the dark. With their high perception roll (sight: 15-), the eyes are unlikely to miss anything, and with both IR and UV vision, they'll see anything in the shadows.

If the eyes see anything new, then Nazrath has a perception roll to notice it, he's keeping track of all three (and several others) but not paying too much attention to any of them, sort of like having a wall of security monitors. He might not see what the eyes see, although one will stop and stare at what it noticed while the others continue their orbit. If one of the eyes is killed, he will immediately notice and direct the other eyes to find out what happened.

Once inside the Bonespire, there are only two more layers of security: the deadfall trap in the doorway, and the skeletal knight guards. The knights are instructed to hit their gong then kill anyone who enters the tower unless they are recognized as Nazrath or Seve Canter, or are undead. They also are instructed to capture and hold King Pitre if somehow he tries to escape, but not harm him in any way.

Once past this, the tower is clean sailing. Seve Canter will attempt to stop any intruders if he sees them, but he tends to stay in his room on the second floor. He will call for a number of human skeletons equal to the PCs if he sees trouble and they will arrive in D6 segments to join the combat, armed with clubs.

### THE FINAL CONFRONTATION

If Nazrath is confronted in his chambers, he will be briefly surprised then amused. Nazrath is a very charismatic individual, and he will use his presence and skill to avoid combat and talk to the intruders if he possibly can. This is not out of fear, but rather ego and a desire to delay the enemy. He has skeletal knights scattered all around the kingdom and is calling them home since there are not many "troops" in the tower at any given time. Each group of these troops take D6x10 minutes to reach the tower, a full patrol at a time. He has a total of four patrols out in the field.

He will give a detailed explanation of what he's doing and why, filling in all the gaps where the PCs aren't clear on what is happening. He'll invite them to dinner, chat about adventuring, and so on. He does not seem evil, just very ambitious and focused on his goals. He admits he's dabbled in some dark magic, but only as a means to an end: he uses whatever he needs for his power to get what he needs done.

If the PCs just attack and don't wait for the pleasantries, he's fine with that too, but he suggests they reconsider.

### THE YOUNG KING

Nazrath has an ace up his sleeve, something the PCs aren't aware of. Because he is aware the adventurers are in the area, he cast a spell in the morning called *Foul Bonding*. It has a long range, long enough for every part of his tower. This spell creates a bond between Pitre and Nazrath such that any damage Nazrath sustains, *Pitre takes instead*. Any attack on Nazrath will show no damage, the blow lands solid and he is rocked back by it a moment, but he laughs.

Nazrath doesn't want Pitre to die, although he has a way around that too (*Necromantic Resurrection*). He'll try to get the PCs to understand that when they hit him young Pitre suffers and he's not as tough as Nazrath. He wants the PCs to not kill Pitre because then he can't hold the king's life over their heads.

If Nazrath is confronted when he is ready for visitors, they will find their passage through the Bonespire unchanged, except the door to the library will be locked with a -4 penalty to lockpicking. He doesn't mind so much if they destroy the rest of the place, but he'd rather they didn't burn his library while looking for him.

Nazrath will be waiting for the PCs on the top floor of the spire, in the wide open conjuring room. All around them will be dead and rotting bodies, lying at the edges. The room has a horrendous reek to it, and all PCs must make a CON roll or suffer a -1 penalty to all to hit and skill rolls for a turn until they get used to it. Anyone who rolls at least 3 over their CON roll spends D6 phases puking and helpless. Nazrath rather likes the smell.

In the center of the room is a wooden table with King Pitre chained to it. Pitre is afraid but defiant, he's past the crying stage and is angry and frustrated. Nazrath will be standing by the king, stroking his blonde hair. He'll explain the situation if the PCs will give him a moment, so as to save King Pitre some pain. If the PCs attack him, he'll react as if taken by surprise, taking no damage but feeling a bit of the impact. King Pitre will be visibly harmed by the attack, in exactly the same spot Nazrath was hit.

King Pitre, it should be noted, has 5 Body and 15 stun. He is wearing no armor and has only 2 PD and 2 ED. The PCs can easily kill him if they are careless. The GM should not let any initial attack kill the king, simply treat it as a cosmetic wound that does no damage but causes the king to cry out in pain. Subsequent blows once the PCs are aware of the situation should do full damage.

#### THE SOLUTION

How the PCs handle this is up to them. If King Pitre is taken 100" from Nazrath, the spell will be broken. If Nazrath is bound and gagged, he won't be able to cast spells or do anything (and while he's in good shape, he's physically no match for several adventurers). If the PCs simply use normal attacks they can beat the spell down to the point it finally breaks, although King Pitre will be very unconscious by this point and likely sustain body from even light hits. Eventually the magic will go away (it will absorb 15 body and 40 stun).

Nazrath, it should be noted, is not entirely helpless, even when surprised he has some defenses and can establish more with his magic if given a chance. He's uninterested in King Pitre's demise as noted below, and knows that the binding spell has limits.

If the PCs stop attacking and talk, Nazrath will have his local troops rise up and try to take custody of them. He has a number of human skeletons equal to the party lying in the corpses of the top floor and will send them against the PCs. They have no weapons and initially will just try to capture rather than kill. If the PCs resist, they will attack to kill, while Nazrath uses magic to assist.

#### CAPTURE

If the PCs give up or are beaten, they'll be stripped and hurled into the Oubliette one at a time, dropping the full distance to land for 4D6 damage on the stone floor. King Pitre will be hiding in a corner so he doesn't get landed on if he's in the pit. Otherwise, they will only find a damp stone floor. Casters will be kept with Nazrath, tied and gagged, and held by a human skeleton. Anyone who has taken damage will have to simply deal with the damage, he won't bother with any healing.

Nazrath doesn't want to kill the PCs without word from his employer, which will take D3 days. In the meantime the PCs will be checked on and mocked by Nazrath daily, but left without food in the oubliette. They can try to find some manner of escape in the meantime, but it will be challenging to say the least. If the PCs manage to somehow hide and be unseen when Nazrath checks, he will send a Questing Eye in to look around. If he finds no one, he'll send out patrols and eyes to search. Nazrath will leave a human skeleton to stand on the trapdoor that leads to the Oubliette and watch for anyone to escape. If someone comes out of the pit, it will attack them with a mace.

If at the end of the waiting period the PCs are still there, Nazrath will inform them that they are going to be set free, and will levitate them one at a time up using a *Distant Hand* spell. If they refuse to come he shrugs and leaves them there, they can starve as far as he cares. Those who he gets out will be seized by skeletons and held, then chained together by the neck. The PCs still have no gear here but might be able to escape, Nazrath will be there however, and will try to

The PCs are not going to be set free, they are to be taken to the docks at Colby Lake and sent to the nearby kingdom to be sold as slaves. They are escorted by a skeletal patrol: one skeletal knight and half the PCs in number of human skeletons armed with spears. The PCs are held by a chain through a loop in a collar on each character's neck, held by the skeletal knight.

They will take the direct route to the lake and be set on boats, then sailed into another kingdom where slavers pick them up.

#### SLAVES

The GM has a few options here, he can let the PCs work it out and if they fail then the campaign is effectively over and the players will feel miserable at failing. This is not especially entertaining, which is sort of the point of playing a game. He can role play the slave pits and market and buyers as he sees fit, that's based on the campaign and outside the focus of this adventure. The PCs might escape and destroy the slave traders or something, but by that point the plot in Urland will be complete and it will be much more difficult to get Nazrath out and the king to safety, as he will be under a powerful spell that alters his mind (with a transformation attack).

If this happens, then Nazrath's boss will be in charge of Urland, and the PCs will have to be very stealthy and cautious. They are to be put to death if found, and cannot move openly, although the villagers will be helpful if treated well. King Pitre will take a trip once a month to Bonespire to have his transform refreshed (it goes away slowly as if healing body, so it has to be maintained). He'll be escorted by knights and the undead that once plagued the land will be nowhere visible. How the PCs handle this is up to them.

#### ESCAPE

However, the PCs have a lot of opportunities to escape. They will be escorted by one intelligent guard and a bunch of literal boneheads. The human skeletons have no mind, they merely follow the last orders they were given. The Skeletal Knight can adjust these orders, but that's just one mind against however many the PCs are.

If the PCs can't come up with a clever plan, then the GM can give them a hand by having one of the local denizens attack. If a swarm of Eye Killers attack, then the skeletons will be taken down rather quickly, particularly if the PCs lend them a hand. They also might be able to sneak out while the skeletons fight. The Eye killers should not number more than three if this tactic is used, the PCs are unarmed and unarmored, they are no match for a lot of the creatures.

Another option is for the PCs to just make a break for it. While it's true they are chained, they can yank the chain out of the Skeletal Knight's hand. Once the chain is broken, they can just slip it out of the loops while they flee. The skeletons aren't smart enough to chase them well, although they don't ever get tired. The skeletal knight will try to catch the PCs, but again only one mind and no special tracking abilities.

A third option is that the Urland Patrol can come upon the PCs and the skeletons and set them free. This is the least attractive option (at least, after closing the campaign with humiliating defeat).

#### DEFEATING NAZRATH

However the PCs do it, if they manage to defeat the necromancer, he'll curse them as he falls, and if he dies, so does the tower (see page 16). Nazrath can come back as a recurring villain if the GM desires and he's been an interesting enough enemy - he is a necromancer, after all, and can come back as a lich. He also has a demon-worshipping sister who can plague the PCs, although that's for another adventure.

Nazrath's gear will be useless to the PCs, although he has a goodly amount of money on him. His library doesn't hold much of value to anyone but Nazrath, although there are a few odds and ends in the tower worth some money. Time is of the essence, however, keep *very* close track of time as the tower begins to collapse. A fall with the PCs inside will probably not kill them, but it won't be much fun to endure. It will absolutely kill the servants on the first floor and Seve Canter wherever he is. It will not harm the king if he's in the oubliette, he will just be in a pit that's suddenly open to the sky.

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## NPCS IN THIS ADVENTURE

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Most NPCs in Urland are simply plot devices, they are not meant to be fought or interacted with beyond role playing. They are ordinary citizens for the most part, and have only basic stats (8 in all primary stats, a Professional Skill of their job of 8- and so on).

The GM may write up personalities such as the leaders of individual towns, the Chamberlain and so on, but they are none of them combatants and are thus no match for the adventurers.

All special equipment that any of the NPCs in this adventure own is listed in the treasure section on page 25.

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<b>URLAND SOLDIER</b>				<b>Humanoid</b>	<b>Ecology:</b>
<b>Val</b>	<b>Char</b>	<b>Cost</b>	<b>Roll</b>	<b>Notes</b>	
13	STR	3	12-	Lift 160kg: 2 1/2D6	<b>Personality/Motivation:</b>
13	DEX	9	12-	OCV: 4 DCV: 4	
11	CON	2	11-		<b>Powers/Tactics:</b>
10	BOD	0	11-		
8	INT	-4	11-	PER Roll: 11-	<b>Campaign Use:</b>
10	EGO	0	11-	EGO Roll: 11-	<b>Appearance:</b>
13	PRE	3	12-	PRE Attack: 2 1/2D6	
10	COM	0	11-		<b>Equipment:</b> 2D6 copper
4	PD	1		Total: 7 (3 rPD)	11- chance D3 silver
3	ED	1		Total: 6 (3 rED)	11- chance D3 doses of Renk Nuts
3	SPD	7		Phases: 4, 8, 12	Studded Leather Armor (areas 3-4, 6, 9-14, 16-18)
5	REC	0			Spear or Short Sword
22	END	0			11- chance light self bow and 2D6+6 arrows
23	STN	0		<b>Total Characteristics Cost: 22</b>	Dagger

**Movement:** Running: 6"/12"  
Leaping: 2 1/2"/5"

**Cost Skills and Talents**

2	PS: Soldier	11-
1	Tactics	8-
4	Weapon Familiarity: Common weapons	
1	Transport Familiarity: horses and carts	
2	Area Knowledge: Urland	11-
3	Herbalism	8- (forests, plains, fresh water)

**Total Powers & Skills Cost: 13**  
**Total Cost: 35**

**PTS Disadvantages**

-10	Psych Lim: Loyal to Urland	C/M
-7	Watched: Urland Army	11- (lightly punish, non combat influence, more powerful)

**Total Disadvantage Points: -17**

**NAZRATH Y CAURST****Humanoid**

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 90kg; 1 1/2D6D6
11	DEX	3	11-	OCV: 4 DCV: 4/6
13	CON	9	12-	
11	BOD	2	11-	
23	INT	13	14-	PER Roll: 14-
18	EGO	8	13-	EGO Roll: 13- ECV: 6
18	PRE	8	13-	PRE Attack: 3 1/2D6
10	COM	0	11-	
3	PD	1		Total: 9 (6 rPD)
5	ED	2		Total: 11 (6 rED)
3	SPD	9		Phases: 4, 8, 12
8	REC	6		
26	END	0		
23	STN	0		
41	MANA	0		
9	MREC	0		
				<b>Total Characteristics Cost: 51</b>

**Movement:** Running: 6"/12"  
Leaping: 1 1/2"/3"

**Cost Powers** **END**  
40 Spells (120 pts)

Cost	Skills and Talents
9	Magic Skill 21-
2	KS: Urland 11-
2	Weapon Familiarity: Common melee weapons
2	KS: Poetry 11-
2	Language: Arcanum
1	Literacy
6	Combat Skill Levels: DCV in hand to hand +2
3	PS: Necromancer (INT Based) 14-
3	Conversation 13-
3	Oratory 13-
1	Language (Elencal, basic conversation)

**Total Powers & Skills Cost: 74****Total Cost: 125**

PTS	Disadvantages
20	Psych Lim: unrepentantly evil (common, total)
15	Psych Lim: brutally ambitious and power hungry (very common, strong)
10	Distinctive: Necromancer (easily concealed) Strong reaction
5	1D6 Unluck
10	Reputation (foul evil wizard of death; bad) 8-
20	Hunted (temples, forces of good) more powerful, NCI, 8-, severe
5	Age (effectively 58 years old)

**Total Disadvantage Points: -85**

**Ecology:** Nazrath y Caurst is a very old and powerful wizard, no one really knows where he came from originally. His age is unclear, since the toll of necromancy is horrible indeed, causing aging prematurely. As an adept of the Dark Secrets, Nazrath's body has suffered even more horrible trauma, using his very life force for power. Nazrath has escaped much of the ravages of ageing by using the necromantic spell *Life Transfer*, temporarily staving off the doom that awaits his evil. Although not famous by any means, his name is whispered as a wizard that can be hired to accomplish any task, but cannot be trusted.

**Personality/Motivation:** Nazrath is a quiet, contemplative man who has a passion for poetry and loves to study nature. Although a thoughtful soul and incredibly brilliant, Nazrath is horrid and evil to the core, ambitious and power hungry. He will not be satisfied until he conquers everything he is aware of, has all the power in the universe at his feet. Nazrath will do anything, betray anyone, stoop to any depth to achieve his ends and is without the slightest shred of loyalty. His ultimate goal is to become a Lich, where his power is ageless and unlimited by a feeble human form. He is very open about it, Nazrath makes no secret of his ambitions and tendencies, in fact he seems to dare people to react to it.

**Powers/Tactics:** Nazrath is not a combatant by any means. He prefers to stay behind the scenes, manipulating events and using people for his ends to stand up combat. However, if prepared he is more than capable of such a confrontation (see the adventure for how he faces enemies). Nazrath will never go look for trouble, he stays in the center of a web of his power, using pawns and undead for his work. If attacked, Nazrath will flee unless he is ready, preferring to have plenty of undead help.

For Nazrath's combat tactics, see the next page with his list of spells.

**Campaign Use:** Nazrath is this scenario's boss, the big end bad guy that the PCs must defeat to win and save the young king Pitre

**Appearance:** He has a deep and resonant voice, and is a very tall and regal figure, with straight black hair to his shoulders and a goatee with white streaks. Nazrath actually would be rather attractive if it weren't for the unpleasant aura of evil around him, and the foul, terrifying gleam in his eyes. Nazrath dresses in black, naturally, with silver brocade and design for a very baroque look, ruffled collars and sleeves, but make no mistake: there is nothing effeminate or weak about him.

**Equipment:** Nazrath's Robe  
Ring of Health  
3D6 silver  
2D6 copper  
Potion of Healing  
Nazrath's Staff  
Hand of Glory

NAZRATH'S SPELLS			
NAME	EFFECT	MANA/ BODY	ROLL
Foul Bonding	Nazrath's damage sustained goes to target (King Pitre)	<>	
Rot Cascade	Drain 3D6 Body over a turn	<3>	-3
Spectral Shroud	4PD Armor, 50%rPD Damage Reduction	(<8>)	-4
Soul Leech	Transfer 2D6 Body, range	<3>	-3
Pestilence Breath	4D6 NND Cone	<6>	-6
Flesh Worms	1/2D6 RKA penetrating continuous, ends when victim makes CON roll	(<6>)	-3
Curse of Eyes	Darkness 1" radius, personal immunity	<>	-2
Cloak of Fear	+3 DCV vs living	(<4>)	-2
Lost Soul	Summons 2 Lost Souls	<3>	-3
Vampiric Storm	Drain xD6 Body in Area Effect	<>	-
Distant Hand			
Call Questing Eye			
Call Skeletal Knight			
Create Skeleton			

#### NAZRATH'S TACTICS

First off, *Foul Bonding* is already cast and in effect, it is more a plot device than a regular spell, but it has actual stats and can be cast.

Nazrath relies on his Hand of Glory for the Body cost of spells, but is careful not to drain it entirely. He'll use *Soul Leech* and *Vampiric Storm* if his life force gets too low.

When initially encountered, if surprised, Nazrath will have only *Foul Bonding* in place. If he expects visitors, Nazrath will have *Cloak of Fear* and *Spectral Shroud* cast as well. His stats do not reflect these spells, so if he's ready, Nazrath will have these stats:

DCV: 7/10

PD: 13 rPD: 10 (50% damage reduction)

In combat, Nazrath will prefer to stay away from attack, and is fairly hard to hit. He'll use *Flesh Worms* on each target to damage them continually, *Pestilence Breath* on groups that are too close to him, and *Rot Cascade* on particularly tough targets.

If Nazrath feels endangered, he'll summon 2 Lost Souls to attack the PCs, particularly after casting *Curse of Eyes* to keep them away from the summoned creatures until they can act. The other spells in his list are given for completion, he will not attempt to summon any Skeletal Knights, Skeletons or Questing Eyes, as it takes minutes each for these spells to cast.

Nazrath can use his staff to attack with, but is not particularly skilled and considers it undignified (and it might damage his cool looking staff). He'll use *Distant Hand* to retrieve items that have been taken from him, such as his staff (it's the one spell he can cast without his staff other than *Vampiric Storm* and *Flesh Worms*).

Nazrath hates to be manhandled and will get particularly vengeful toward anyone that does so, even to the exclusion of proper tactics.

Nazrath has one last tactic: if he's killed, he'll rise again as a Lich, one with a long memory.



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## ITEMS IN THIS ADVENTURE

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### INCENSE OF MEDITATION

+5 Magic Roll, speeds learning of spells to 1 minute/real point; delay of 5 minutes, lasts one hour. The cones burn with an strong but not unpleasant smell of apples and cinnamon.

### NAZRATH'S HAND OF GLORY

This is a withered hand worn like a pendant that gives 20 Body for casting Dark Secrets spells, and recovers 1 body every hour. If all the Body is ever used up, it stops recovering and rots rapidly. Only Nazrath can tap into the soul trapped in this tem for spellcasting.

### NAZRATH'S ROBES

Nazrath wears a robe that is made of spiderwebs and burial shrouds enchanted to stay together. The result looks like a gray and black mottled robe of old, almost rotten looking material with silvery strands all through it. The robe grants 6 PD, 6 ED armor, and also gives him Defense Maneuver IV. When Nazrath dies, the robe falls to pieces, its enchantment destroyed.

### NAZRATH'S STAFF

This is an ordinary staff that has been carved to look like a spinal column topped with a skull. It is Nazrath's focus for any spell that does not call for any other specific focus.

### PEARLS OF PURITY

Each of these pearls is enchanted to dissolve in any liquid within ten seconds. When dissolved, they release a powerful dispel that will dispel up to four poison based effects at the same time for 12D6. This is effective on any amount of liquid up to a gallon per pearl.

### PIERCE

This is an ordinary dagger that has been enchanted to ignore armor. Instead of the normal damage, it does 1/2D6 killing no normal defense (full damage), with the defense being force field or any enchanted armor or armor of enchanted material. The dagger has normal strength minimum, but it takes 10 strength past the minimum for each additional damage class.

### POTION OF HEALING

This potion tastes and smells of peaches, and if the clear liquid is drunk it immediately heals 4D6 as if it was a normal damage attack; body and stun.

### POTION OF UNFEELING

For an hour after drinking this thick bright blue, flavorless liquid, the character loses all sense of touch. This results in -1 to all DEX rolls and DEX-based skills, negates all touch perception rolls, but also makes the character feel no pain. For the duration of the potion, the character takes no stun and cannot be stunned.

### RING OF HEALTH

This plain silver band grants +3 Constitution, +3 recovery, and regeneration of 1 Body/day while worn.

### SCROLL OF SPELLWARD

This spell is written on human skin, in blood. It is very old and brittle, and if read will burn with black fire and vanish. The spell is written in arcanum, and takes a full phase of half DCV concentration to read out loud. The effect lasts as long as the reader continues to spend mana to maintain it.

