

RuneQuest II



NECROMANCY

RuneQuest II

NECROMANTIC ARTS



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INTRODUCTION



Necromantic Arts is a toolkit for making despicable and terrifying enemies for the players in your *RuneQuest* games. Material in this book can be applied to any setting using the *RuneQuest* rules, from *Glorantha* to *Lankmar* to *Elric* or to your own homebrewed games.

Before we begin our examination of the grisly arts of necromancy, let us define some terms which will be used throughout the book.

Necromancers are spellcasters who can create undead creatures and cast spells related to the manipulation of death and the spirits of once-living beings. Necromancy is not inherently evil but very few of its practitioners put their magic to good ends. Even those who do not call up the dead to conquer and enslave the living tend to be distrusted by their neighbours.

Corporeal undead have physical bodies. Vampires, zombies, skeletons and liches are all examples of corporeal undead and such creatures can be hacked apart with a sword. **Incorporeal** undead are ghosts, wraiths and other immaterial beings. Most but not all incorporeal undead are spirits.

Animated undead are those created by a spell or other magical effect – if the spell is broken, they are destroyed and turn back to unliving corpses if corporeal, or dissipate into nothingness if immaterial. Skeleton and zombie servitors are examples of animated undead. **Imbued** undead are filled with the energies of undeath that created them and are not dependant on an ongoing spell. Vampires and ghouls are examples of imbued undead.

Servitors are mindless or near-mindless undead enslaved by a necromancer or more powerful undead (such servants are called *vassals* and their master is termed a *liege*). An animated skeleton is a servitor.

Necromatons are a specialised form of servitor and are built and programmed to fulfil a specific purpose. Undead siege engines or monsters stitched together from different body parts are necromatons. Such creatures all have INT0 and POW0.

Vassals and Lieges

An undead creature is considered the *vassal* of another creature if:

- * The creature created the undead, either by using magic or its own abilities.
- * The creature forces the undead to become its vassal, normally by using a spell like *Undying Loyalty*.

Instinctive undead are not mindless but operate almost purely on instinct, or at best on fragmentary memories of their past lives. A ghoul, for instance, might be as intelligent as a living human but its actions are dominated by its hunger for dead flesh, not its intellect. A ghost exists because it is tethered to some object or memory from its past life, not because it chooses to stay in this world. Instinctive undead tend to have a lower INT and POW than living creatures.

Thanotics are undead creatures that were *never* alive. They are creatures of pure undeath, beings of anti-life. While they can be produced with magic, most thanotics are the servants of the gods of death.

Finally, **free-willed** undead retain all of their intellect and willpower, although the process of becoming an undead horror usually warps the mind towards evil.

What Books Do I Need?

To use *Necromantic Arts*, you need access to the *RuneQuest II* rulebook. *Arms and Equipment* is also required if you wish to create enchanted items.

THE NATURE OF NECROMANCY

Life and death are two sides of the same coin and controlling one gives great power over the other. There are many uses for necromancy, some more potent and dangerous than others. On one level, using corpses as animated labourers is little different from using golems or elementals. Many healing spells are partially necromantic in nature, working with dying instead of dead flesh. Other benign uses of necromantic arts including calling up or otherwise contacting the dead as part of religious ceremonies, or even as part of respectful scholarly inquiry. Some cultures or races may accept such forms of necromancy, as long as the dead are honoured and respected, even if they object to sorcerers marching corpses around.

Another factor is that many products of the necromantic arts are... unpleasant and dangerous, to say the least. Even the most benign necromantic spells tend to have grisly appearances or side effects and the majority of undead creatures hunger for the blood, flesh or life energy of the living. After the minor cantrips of animation and spirit summoning, the necromancer's path takes a very dark turn indeed.

Permanent alterations of the dead are rarely accepted by societies. It is one thing for a necromancer to call up the spirit of the late king to ask for his counsel in a time of war but it is another thing entirely to put the reanimated king back on the throne as the undead ruler of the nation (the king is dead... eternally unlive the king!). The binding and controlling of the spirits of the dead is rarely accepted by societies and those that do tolerate such potent necromancy often find themselves slipping towards becoming necrarchies (rule by the undead).

So – given that the necromancer's art is feared and hated by most people, why practice the art? Why embrace the Rune of Death and use your magical energies to create zombies and imbue dead flesh with a mockery of life? There are other forms of magic, after all, and anyone with enough courage and fortitude and magic to become a necromancer could learn instead of command the elements or conjure beings from the dimensions, or invoke the powers of the gods themselves. What does the dark path offer that all other magic does not?

The answer is simple and inevitable. For all their powers, for all the glory and wonder of other paths of magic, they do not offer dominion over death. An elemental might raise up mountains where there was once ocean and shape cities out of imperishable crystal – but his flesh is mortal and will decay and he will die despite all his grand work. A wizard might work wonders, bringing peace and beauty and joy to a whole world – but when his beard turns white as snow, his limbs frail as dry sticks and when his once-cunning mind slows and becomes uncertain, what can he do? A summoner might make bargains with demons or other beings to extend his life but then he is beholden to these other beings and

exists at their whim. A divine spellcaster is in the same situation, so although he may not recognise it because of his faith in his god, the fate of his soul after death depends on an external entity.

Only the necromancer can exert his own will over life and death. Only a necromancer can win immortality from an uncaring universe – and it is that lure, the mastery of death, that has brought many once-noble and wise sorcerers down the dark path...

The Unquiet Dead

The living burn like candles, bright and fast and hot.

The dead pass on, beyond the veil, into the realms of the gods and the unknowable places.

The undead *linger*. For the free-willed and instinctive undead, their very existence is painful. They have no life energy within them, only the rotting false vitality of decay. They cannot die but without fresh influxes of life energy, the hunger in them becomes absolutely intolerable. An undead creature denied sustenance cannot feed on itself like a living creature can; it does not starve and wither but it *feels* like it is feeding on itself. It is enough to drive any mind mad.

More powerful and intelligent undead creatures have the strength and cunning to feed whenever they want and are not driven wholly insane by their hungers but they are still twisted into cold and inhuman horrors.

The undead are drawn to necromancers. Necromancers stand in the borderland between life and undeath and their magics can augment and strengthen the undead. Most necromancers' plans involve a lot of carnage and death, which the undead can feed on. Unintelligent undeath serve the necromancer with a pathetic devotion, like a mistreated dog attaches itself to a master who shows it the slightest bit of kindness. Intelligent undead serve the necromancer because they usually have common goals.

Hunters of the Dead

The undead are a plague, a cancer, a pestilence that consumes and leaves nothing in its wake. A conquering army will, eventually, stop its march and be satisfied, or bandits will leave to spend their ill-gotten gains but the undead's hatred and hunger for the living can never be sated. Worse yet, the numbers of the undead grow while those of the living diminish. Undeath breeds more undeath and a single life-draining horror can give rise to two, then four, then dozens, then hundreds and thousands. All the world would be drowned in a tide of darkness unless the undead are beaten back into their graves as soon as they rise. Hunters and slayers of the dead are the bright sword that holds back endless entropic night.

Profession	Cultural Background	Common Skill Bonuses	Advanced Skills	Magic
Body Snatcher	Civilised	Athletics +5%, Evaluate +5%, Stealth +5%, Perception +5%, Persistence +10%	Disguise, Streetwise	
Dead	Any	As Before	As Before	As Before
Fringe Scholar	Civilised	Evaluate +5%, Lore (Regional) +5%, Persistence +10%, Sleight +5%, Stealth +5%	Lore (Any) Select One Healing, Language (Other), Lore (Any)	
Gravedigger	Civilised	Athletics +10%, Drive +10%, Perception +10%, Resilience +10%	Streetwise	
Grave Robber	Civilised	Evaluate +10%, Persistence +10%, Stealth +10%	Select Two Disguise, Mechanisms, Streetwise	
Hunter of the Dead	Any	Persistence +10%, One weapon style appropriate to your culture +10%	Select One Lore (Any), Tracking	Choose from: Spirit Walking and Spirit Binding OR Lore (Specific Theology) and Pact (Cult or God) OR Manipulate and Sorcery (Grimoire)
Mortician	Any	Influence +10%, Insight +10%, Persistence +10%	Select Two Art (Funerals), Craft (Embalming), Lore (Death), Lore (Necropolises), Oratory	
Necromancer	Civilised	Persistence +10% Select One First Aid +10%, Influence +10%, Insight +10%	Lore (Any)	Choose from: Spirit Walking and Spirit Binding OR Lore (Specific Theology) and Pact (Cult or God) OR Manipulate and Sorcery (Grimoire)
Tomb Guard	Primitive, Barbarian, Civilised	Stealth +10%, Perception +10% Pick any two Combat Styles appropriate to your culture, receiving both at a +10% bonus	Select One Lore (Any), Tracking	



Tomb Guard: In places where necromancy or grave robbing is common, guards are set to protect the sanctity (and buried wealth) of the dead. Tomb Guards are specialised custodians who watch for thieves or the signs of the undead. Inured to the presence of the dead, they fearlessly patrol necropolises and graveyards, and investigate reports of strangers moving around at night, unusual corpses, or disturbed crypts.

Engineering: Engineering is used when constructing non-humanoid necromatons, or those of SIZ 21 or greater.

Healing: Healing includes knowledge of human anatomy, and as such is vital for necromancers. It is used when constructing humanoid necromatons, or when animating skeletons or corpses from disparate bits and pieces.

NECROMANTIC SKILLS

In addition to the usual advanced magic skills, a necromancer can benefit from a thorough knowledge of more mundane skills.

Craft (Embalming): Embalming is used to preserving dead bodies, and can take many different forms. Methods include desiccation in dry air, pickling with preserving fluids, boiling in antiseptic herbs, draining and replacing blood with wax, evisceration and stuffing with spices, etc.

Lore (Alchemy): This skill can be used for the production of animating or preserving fluids.

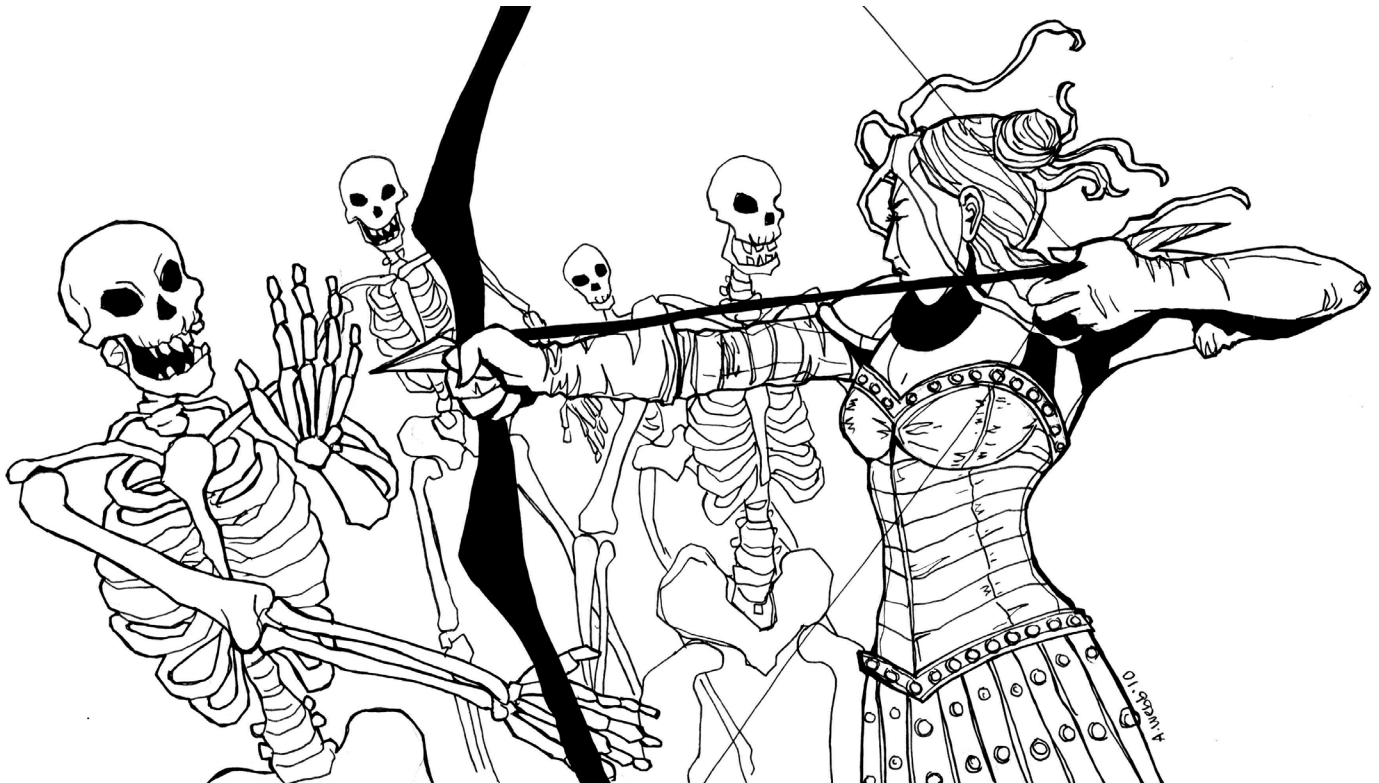
Persistence: Persistence is a very important skill if the optional Fear or Insanity rules are used.

Disguise: This skill can be used to disguise dead creatures and give the impression that they are still alive:

Streetwise: The streetwise skill is very handy for those who ply their grisly trade in cities. If the knowledge of anatomy is studied in the culture, or ritual sacrifice is commonplace, Streetwise can be used to locate the trade or supply of dead bodies. Advance warning that a torch-bearing mob is going to show up on your doorstep is vital.

Disguising the Dead

Condition of Undead	Disguise Test Modifier
Recently dead	+0%
Less than one month	-10%
Rotted	-20%
Putrid	-40%
Skeletal	-80%
Corpse was an old or sick person in life	+20%



DIVINE MAGIC

Divine Necromancy is associated primarily with Death cults: both those who honour the dead (and so specialise in the necromantic spells of contacting and aiding spirits) and those who use the dead as minions (generally, evil cults). Some of the spirit-related spells are given to cults that battle the undead but most anti-undead spells are listed after the divine necromantic spells.

NECROMANTIC SPELLS

Most of the spells in this section are intended for use by evil death cultists and necromancers.

Animate Undead

Permanent, Rank Acolyte, Touch

This spell creates one Common zombie or skeleton from a suitable corpse. The animated undead creature persists for a number of days equal to the amount of total Dedicated POW in the Pact with the god granting this spell. The creature can be rendered inert by its creator by a simple command; or it can remain active continuously until the Animate Undead spell is cast again to sustain its animation.

If the creature is used sporadically it must be animated for a base period of one hour. Each hour then counts towards the total duration of the animation.

Animated Undead obey the commands and orders of their creator blindly and without question.

Blighted Resurrect

Concentration Special, Rank Acolyte, Touch

This spell appears identical to the *Resurrect* spell (see *RuneQuest Core Rulebook* page 124). However, instead of bringing the target back to life fully, it brings him back as an undead creature. This is not immediately apparent, as the *Blighted Resurrect* does initially appear to have brought the character back to the fullness of health. Over time, the character's true state becomes apparent.

- After one week, the character starts to count as Undead for the purposes of spells and effects.
- After one month, the character's natural healing rate and the effects of healing spells on him are both reduced by 50%.
- After two months, the character no longer heals naturally.
- After three months, the character begins to rot.

Breath Out Ghost

Duration Seven Hours, Rank Rune Lord/Priest, Touch.

When this spell is cast, the recipient of this spell exhales his spirit. The spell works just like the Spirit Walking spell at rank Shaman (see *RuneQuest Core Rulebook* page 138), with two differences.



otherwise detailed scene from the corpse's eyes to the caster. Every time this spell is cast the caster sees what looks like his own death (from the corpse's eyes), which can cause some bodily shock. The caster must pass a Resilience Skill Test after the vision is over or suffer a level of Fatigue.

Deathcurse

Instant, Rank Rune Lord/Priest, Ranged, Resist (Resilience)

The target of this spell must make a Resilience test when it is cast. The Resilience test is modified by certain conditions, as per the Deathcurse Modifier table.

Deathcurse Modifier

Condition	Modifier
Caster has higher POW than the target	-10%
Caster has lower POW than target	+10%
Caster has a connection to the target (a lock of hair, vial of blood, cherished personal effect)	-20%
Target is in an area Consecrated to the caster's god	-40%

The effects of the spell depend on the result of the Resilience test.

Deathcurse Effects

Target's Resilience Test	Effect
Target fumbles Resilience test	The target dies.
Target fails Resilience test	The target suffers damage to chest equal to the total POW dedicated to the caster's Pact.
Target succeeds Resilience test	The target suffers 1D8 damage to the Chest as he struggles to breathe and his heart pounds.
Target critically succeeds Resilience test	No effect.

Deathly Guardians

Instant, Rank Rune Lord/Priest, Ranged

This spell causes a pair of Tomb Guardians (see page 70) to burst out of the ground next to the caster. The Guardians will obey his commands and fight for him. The guardians last for a number of rounds equal to the caster's POW then crumble into dust.

Ghost Prayer

Concentration, Rank Rune Lord/Priest, Ranged (Special)

For the duration of the ghost prayer, all undead creatures within a number of metres equal to the caster's POW become spirits. Undead creatures who are already spirits are unaffected by this.

Groaning Tongue of the Damned

Duration 5, Rank Initiate, Touch

This spell allows the target to speak to mindless undead (zombies, skeletons and so on). Although it does not instantly give the target the ability to command or lead these creatures, it does allow him to communicate normally with them and perhaps use the Influence skill to get them to do his bidding. Most mindless undead have no reason to lie or hold back information as they have no concept of what they are saying but they also do not have to stop attacking to answer the target's questions!

Mass Burial

Instant, Rank Acolyte, Ranged, Resist (Evade)

When this spell is cast, a grave opens up beneath one target per point of Magnitude. This grave is 1D3 metres deep and big enough for a single person (if the targets are close to each other, then the graves will link up into a mass grave). If the target fails to leap aside by making a successful Evade test, then he is buried alive. The graves immediately seal themselves after opening, trapping victims inside.

Victims buried alive count as suffocating (see page 54 of the *RuneQuest Core Rulebook*) and suffer one point of damage per round when they fail the Resilience test. A character can try to dig himself out of the grave by squirming through the loose earth. This requires a Very Hard (-60%) Athletics or Brawn test to dig through one metre of dirt in 1D4 rounds.

Mimic Life

Concentration, Rank Initiate, Ranged

For the duration of this spell, all corporeal undead creatures within a number of metres equal to the caster's POW appear to be living creatures. The creatures appear as they did in life, so the spell does not work on undead creatures that are made up of pieces of multiple corpses. The illusion is nearly perfect but the disguised creatures are pallid and ungainly and the illusion does not disguise their stench.

Mummify

Permanent, Rank Rune Lord/Priest, Touch

This spell creates a mummy (see page 52). Before this spell can be cast, the body must be prepared for transformation into a mummy. The organs must be removed and placed in special jars and the body dried and desiccated with salts before being preserved with spices and wrapped in bandages. This preparation requires a Healing test and several days of work. Once complete, the body is ready for revivification as a mummy.



The original soul of the body is placed within the mummy, making it a free-willed animated undead. The jars containing the organs are a necessary part of the spell – if any of these canopic jars are broken, the mummy is destroyed. The mummy is also vulnerable to fire. The creatures are immensely strong and retain their previous intelligence and skills. Mummies can even use spells but their low POW forces them to rely on other sources of Magic Points such as sacrifices.

Necropolis Curse

Permanent, Rank Rune Lord/Priest, Touch

The Necropolis Curse is normally only used on cities where every single inhabitant has offended against the gods of death. To cast the spell, the necromancer must draw a sigil in the earth that surrounds the entire city and then touch the city walls. He must then either spill 10 Hit Points worth of his blood (if the gods sanction this use of the spell) or cut out his own heart (if he is using the curse on a city that does not merit it).

When the spell is cast, the dead within the city begin to rise. Freshly-buried corpses will rise as zombies, old bones as skeletons. If the buried bodies have rotted away, then they rise as ghosts and other incorporeal undead. The dead will continue to rise even after being killed again – a zombie might be hacked apart on the streets of the necropolis but it will return as a wraith a few hours later. On average, it takes 1d6 hours for an undead creature to rise, so six hours after the curse is first cast, every corpse buried within the city precincts will have risen from its grave.

The only way to lift the curse is by divine intervention for the whole city.

Necrotic Healing

Instant, Rank Initiate, Resist (Evade) Ranged

The magic heals wounds and injuries but the flesh remains dead.

This spell restores one Hit Point per point of Magnitude to all locations of the target. However, if the spell heals more Hit Points in a location than were already present (for example, a Magnitude 4 spell heals a location that has only three Hit Points remaining), then that location becomes undead and cannot benefit from natural healing or normal healing spells.

Offer Life

Permanent, Rank Rune Lord/Priest, Touch

Incanting a prayer to the gods of death, the caster's whole body is surrounded by a whirling aura of black light. He touches a worshipper, offering that unfortunate's soul to the gods.

Offer Life can only be cast on a willing target and the caster can cast it on himself if he wishes. The target of Offer Life instantly dies and is transported to the realm of the gods of death, who judge

him. If the victim is judged to be worthy of resurrection, then he is returned to the mortal world as an undead creature of some sort proportionate with his worthiness. A particularly pathetic offering might be transformed into a zombie; a high priest might be turned into a vampire, mummy or wraith.

Open the White Gate

Duration 2d6 rounds, Rank Rune Lord/Priest

The caster chants the spell, then his mouth yawns wide and his eyes glow with an unearthly white light as he becomes a living channel to the dead.

When this spell is cast, the caster becomes a gateway to the spirit world. Every round for the duration of the spell, 1d6–2 spirits emerge from the caster's mouth and nose. The caster suffers a penalty of 10% per spirit to all Skill Tests he makes that round. Each spirit flies off and inhabits a corpse within range, creating an imbued zombie. If there are no corpses within range, the spirit lingers for a number of hours equal to its POW and then vanishes.

Each round in which a spirit emerges, the caster suffers one point of damage to the head, chest or abdomen (roll 1d6 – 1–2: Abdomen, 3–5: Chest, 6: Head). The caster also becomes fatigued when the spell ends.

The zombies created by this spell become the caster's vassals. In rare cases, spirits powerful enough to become free-willed undead can come through the gate.

Power of Death

Duration One Battle, Rank Initiate, Touch

The caster touches an undead creature, who is infused with the power of death, turning it into a fearsome war machine.

The target undead gains the following for the duration of the spell:

- +1 Hit Point to all locations per point of Magnitude
- +1 AP to all locations per three points of Magnitude
- +2 Strength per point of Magnitude

Restful Dead

Duration Special, Rank Initiate, Ranged

By changing soothing prayers of release and succour, the caster lulls an undead creature or restless spirit. The undead's body sags and the light of fierce hunger leaves its eyes.

When cast, the target undead is suddenly robbed of its hunger and hatred for the living and desires nothing more than to slink back into the shadows. The spell keeps the undead subdued for a brief period. A zombie or skeleton might be subdued for a day but a powerful being like a vampire might only pause for a minute or

two. If anyone makes a hostile action towards an undead under the effects of this spell, the spell is broken.

Restful Dead is primarily used when exorcising spirits.

Restore Corpse

Instant, Rank Initiate, Progress, Touch

With a simple spell, the caster seals the wounds and repairs damage done to a corpse. Wounds close with a sickening sucking noise and bones crack and snap as they fix themselves.

Every point of Magnitude in this spell will restore 1d3 points of damage to an undead creature, starting with the location touched and moving out from there.

Rot Curse

Permanent, Rank Initiate, Resist (Resilience), Ranged

A sickly green nimbus of light flares around the caster's hands and then leaps to the target. Flesh rots and plants wither when faced with the necrotic power of undeath!

This spell can be cast in two ways, on an area or on a person.

If cast on an area, it affects the area or number of herd animals equal to the caster's POW. The afflicted area or animals are afflicted by the Rot Curse. Cows will give sour milk and give birth to malformed young, crops will fail to grow or be rotten when harvested and so forth, making the land or animals useless.

If cast on a person, the caster must aim the spell at one of the target's damaged Hit Locations. If the spell works, then that location cannot benefit from healing magic or natural healing. Instead, the wounds fester and rot. The target loses one Hit Point from that location each day until he dies, the spell is removed, or the Healing skill is used to amputate the cursed location (stopping the Hit Point loss but permanently reducing that location's Hit Points to its current total).

Spirit-Cutting Sword

Duration 10, Rank Rune Lord/Priest, Touch

The caster blesses a sword or other weapon, making it more effective against both mundane and supernatural foes.

The weapon enchanted with this spell can hurt both body and spirit. If the target of an attack is a living being, then the target suffers damage as normal for the weapon but also suffers an equal amount of temporary POW damage. Lost POW is restored at the rate of one point per day. A character reduced to zero POW is slain. If the target of the attack is a spirit, then the weapon can hit the spirit and inflicts Magic Point damage as normal.

A character slain by a weapon enchanted by Spirit-Cutting Sword cannot be resurrected by normal spells.

Tether Spirit

Duration Special, Rank Acolyte, Resist (Persistence)

By divine might, the caster forcibly binds a spirit to an object. Chains of black light leap from the object and wrap around the spirit.

Tether Spirit can be used in two ways – it can bind a spirit to an object, or to a corpse.

If used to bind a spirit to an object, then the spirit may make a Persistence test when the spell is cast. If this test is failed, then the spirit is bound to the object. The spirit may not move further than 10 metres away from the object it is bound to and may not touch or damage the object, not even when possessing a living being. The spirit may make another Persistence test after a number of days equal to the caster's POW. If this test succeeds, the spirit is freed; if failed, then the spirit is permanently bound to the object.

If used to bind a spirit to a corpse, then the spirit animates the corpse as a Resilient Zombie. If the zombie is destroyed, then the spirit is freed. The resulting zombie looks like a normal animated corpse, but has the ragged tatters of the spirit superimposed over it.

Withering

Permanent, Rank Rune Lord/Priest, Ranged, Resist (Resilience)

The caster reaches out a hand and seems to suck the vitality out of a target's limb.

Withering attacks a single location on the target's body, causing it to age and shrivel. The caster must roll on the Hit Location table to determine which location is afflicted. The spell's effect varies depending on the location struck.

1-3 - Leg: The leg's maximum Hit Points are halved. The target's movement is reduced by 50%.

4-6 - Arm: The arm's maximum Hit Points are halved. The target suffers a -50% penalty to attacks made with that arm.

7-9 - Abdomen: The abdomen's maximum Hit Points are halved. The target is now impotent if male and barren if female.

10-12 - Chest: The chest's maximum Hit Points are halved. The target suffers a -20% penalty to Resilience tests.

13-15 - Head: The head's maximum Hit Points are halved. The target's Perception is reduced by 50%. If this brings his Perception below 0%, then the target is blinded.

16-18 - Wing: The wing's maximum Hit Points are halved. The creature can no longer fly.

19-20 - Tail: The tail's maximum Hit Points are halved and any tail attacks suffer a -50% penalty to attack.



Revealing Light

Duration 15, Rank Initiate, Touch

By running his hand through a candle or torch-flame, the caster causes the light to reach into the spirit world.

This spell can be cast on any light source. It increases the illumination shed by the light source by one step. Furthermore, the light now illuminates spirits – invisible spirits within the area of effect are now visible, although they shimmer and are hard to perceive.

Scramble Magic

Duration 1d6 Rounds, Rank Acolyte, Ranged

The caster mutters a brief spell and a chaotic froth of energy leaps from his hand into an undead creature, which begins to jerk and cavort wildly.

Scramble Magic only works on animated undead – undead creatures that are created and maintained by an ongoing spell. The magic animating the creature is disrupted by this spell. The undead is effectively helpless, unable to move, attack or parry, for the duration of Scramble Magic.

Spirit Shield

Duration 15, Rank Initiate, Touch

A shimmering halo of divine energy flickers around the recipient's head.

This spell guards against possession by spirits. The first possession attempt on the recipient by any spirit automatically fails, as if the recipient had beaten the spirit in the opposed Persistence test.

Spirit Wind

Duration Concentration, Rank Acolyte, Ranged

The caster summons up a wild storm in the spirit world, driving spirits away.

For the duration of this spell, the caster is surrounded in the spirit world by a wild storm of howling winds. The storm has no manifestation or effect in the mortal world. Spirits have their movement reduced by 4d6 metres each round. If this

reduces the spirit's movement to less than zero, then the spirit is hurled in a random direction for a number of metres equal to the difference between the dice roll total and the spirit's movement. Spirits also suffer a –40% penalty to attacks and Possession attempts.

Stink of Death

Duration one Hour, Rank Initiate, Touch

The stench of the death disturbs and angers animals. By magically enhancing the senses of a hound or other pet, the caster can track down and destroy the undead.

The recipient of Stink of Death must be an animal such as a dog or wolf. The creature gains a +100% bonus to its Tracking skill when looking for undead.



Fear & Madness in Divine Magic

If the optional rules for Fear or Madness are used, then these spells may also be available in the campaign.

Blessing of Stability

Duration 15 minutes, Rank Acolyte, Touch

The caster whispers a blessing and touches the forehead of the recipient, temporarily protecting his mind against injury.

For the duration of the spell, the recipient may reduce all Insanity losses by the Magnitude of the spell.

Curse of Madness

Permanent, Rank Rune Lord/Priest, Ranged (special), Resist (special)

The moon shines brightly down on the victim, even in the middle of the day. The world is turned upside-down.

The victim of this spell gains Insanity equal to his INT, driving him insane. The range of this spell is the caster's POW in miles. The caster must possess a personal token or other magical connection to the target. The target is allowed a Resistance test each day for seven days to resist this spell – if any one of these tests is failed, then the target is driven insane.

If the token used by the caster is destroyed, then the spell is broken and the target regains all the Sanity taken by this spell.

Fear Ward

Duration 15 minutes, Rank Initiate, Touch

The caster chants his spell and though nothing has visibly changed, the recipient seems oddly stronger and braver.

If the recipient of this spell falls victim to fear, then he may choose to reduce the effect of the Fear by one category (Abjectly Terrified to Terrified, Terrified to Frozen, Frozen to Shaken, Shaken to No Effect, No Effect to Determination). Doing so ends the spell.

Moon-Touch

Instant, Rank Acolyte, Ranged, Resist (Sanity)

A pair of thin beams of white light lances from the caster's finger to the victim's eyes.

If the victim of this spell fails to Resist, then he gains Insanity equal to the caster's POW.

Restore Sanity

Permanent, Rank Acolyte, Touch

White light dances around the target as the caster murmurs a soothing spell.

The recipient of this spell loses one point of Insanity for every point of Magnitude.



NECROMANTIC SORCERY



Sorcery is the most flexible and adaptable form of magic but it suffers greatly from a lack of permanent effects. A sorcerer draws on the energy of his own mind to power his spells and if he does not constantly maintain that flow of energy, his spells will flicker and fade. It is rare for a sorcerous effect to last more than a few minutes. Divine Magic is granted by the eternal gods but sorcery lives and dies with the sorcerer. To create even a humble zombie by sorcery alone, the caster would have to maintain the same spell for as long as the zombie existed – a terrible waste of Magic Points. There is an alternative, using Enchanting to make permanent undead creatures but doing this would quickly sap even the strongest soul. Most necromancers instead become parasites, drawing on an external force to create undead monsters.

Therefore, necromantic sorcery falls into two distinct types – spells that have only a brief duration and then fade and spells that compel or bind forces to make permanent effects. A necromantic sorcerer will need to find a source of power if he is to create long-lasting undead.

SOURCES OF NECROMANTIC POWER

To be a successful necromantic sorcerer, a source of power is needed. The sorcerer will tap this power source to create his undead minions.

All power sources are rated by their POW. The sorcerer uses the Bleed Power spell to borrow POW points from the power source. These POW points can be invested in sorcery spells or enchantments that require the sacrifice of permanent POW in lieu of the sorcerer's own characteristic. Power sources regain one point of POW per week.

Relics

Relics are ancient artefacts of great power, or fragments of once-mighty entities. A necromancer might draw upon the stones of a

fallen civilisation, or carry the bones of a destroyed lich that are still heavy with the power of undeath.

The Skull of Gugnir: Gugnir was a lich and necromancer who conquered his homeland, slew every living thing there and raised them all up again as his undead slaves – save one. Gugnir spared the woman he loved and she was able to destroy the lich and bring his whole charnel kingdom of the dead tumbling down. She hurled his skull into the ocean but it could wash up on any shore, carrying some fragment of the lich's terrible power.



Dark Places

Dark Places are locations that are associated with the dead, such as graveyards or the ruins of temples to dead gods. Especially potent locations can be tapped for power.

The Wormcaves: The wormcaves are a labyrinth of tunnels beneath the Sacred Hill. If, as the legends say, the Sacred Hill is the burial place of a god, then the wormcaves are where the holy maggots crawled in and out of that divine wreck. It is said that no living man can thread the twisting passages of the wormcaves and that only the dead can find the secret chamber at the heart of the hill.

Spirits & Demons

Necromancers can bargain with spirits and demons for power. This is not the same as Spirit Magic – instead of cajoling the spirit to use its powers to create undead, the sorcerer draws raw energy from the spirit, shapes that energy using his spells and then creates the undead himself.

Prince Serneuth: A suave and urbane demon, Serneuth manifests as an idealised version of the necromancer as a youth – young, handsome, charming, confident. It has been prophesied that one day a human child will be born marked with the Rune of Death and that child will slay Serneuth. To avoid his fate, the demon intends to ensure that no child is ever born again by killing all humanity.

Mass Death

Places where many souls have perished are suffused with the energies of death and a necromancer can tap these energies. The potency of these places fades over time, so a necromancer must cause fresh atrocities and slaughters to fuel his power. The Power of such a source depends on how many died. A hundred deaths are sufficient for Power 1, 1,000 for Power 5, many thousand for Power 10 and millions must die for Power 20.

The Lake of Calios: In ages past, the river was held back by a dam of shining crystal and a kingdom of beauty and grace dwelt in the valley below. One dark day, the dam was shattered and the raging waters were loosed. Everyone died. Today, Calios is a grey swamp, pock-marked with ruined towers that poke out of the mire.

NECROMANTIC SORCERY SPELLS

As with all sorcery spells, these spells are each learned as individual skills and combined with the various Manipulation skills to tailor each casting to the situation. Common rote (suggested combinations of the various Manipulation spells) are listed after many of the spells.

Some of the more powerful necromantic spells take longer to cast than standard sorcery spells and have a Casting Time listed in the spell description.

Bleed Power

Autonomous

Tendrils of seething green and black energy uncoil from the caster's power source and slink around his hands like serpents.

This spell taps the dark energies of the necromancer's power source, assuming he has one. Each point of Magnitude of the Bleed Power spell drains one point of POW from the power source. This POW is lost instantly unless the Bleed Power spell is combined with another spell, in which case the drained POW can be spent instead of the sorcerer's own POW.

If the sorcerer has a magical connection to his power source, like a bone taken from a graveyard or a symbol of a demon patron, then the range of this spell is increased to the caster's POW in kilometres, not metres.

Permanent Zombies: Manipulation (Combine), Manipulation (Targets), Bleed Power (Magnitude = number of zombies), Undead Slave. Casting Penalty: -20%, Costs 2 MP.

This rote drains POW from the necromancer's power source and uses it to cast the permanent version of Undead Slave on several corpses, creating Common Zombies.

Body Jump

Autonomous

The caster's body goes limp as his mind leaps into that of a disposable undead.

The sorcerer transfers his consciousness into a mindless undead creature within range. The undead creature must be one of the sorcerer's vassals or creations. The sorcerer's POW is temporarily suppressed while in another body. The Magnitude of the Body Jump spell determines the sorcerer's maximum POW while in the undead body – for example, a Magnitude 5 Body Jump gives the sorcerer a maximum POW of 5 while in the body of a zombie. The sorcerer's own body is left behind in a trance and may be inhabited by spirits if not defended. The sorcerer's mind returns to his own body when the spell ends. If the sorcerer's body is destroyed, then his mind is destroyed when the spell ends.

While in the body of an undead, the sorcerer retains all his skills, spells and intellect.



Long Jump: Manipulation (Range), Body Jump. Costs 1MP. This rote lets the sorcerer's mind jump a long distance. For example, a sorcerer with Manipulation (range) 30% could jump up to his POWx4 in metres.

Brain Juice

Autonomous, Instant, Resist (Resilience), Touch

Slime gushes out the nose of the target.

This spell liquefies the brain of its target. The brain is reduced to a pulpy greenish-white slurry, which contains a portion of the intellect and memories that the creature had in life. If the sorcerer can collect and drink this liquid, he gains 1d6 points of INT temporarily and gains an equal number of the highest skills possessed by the creature. For example, if a sorcerer juiced a brain and gains 4 INT, he would also gain the creature's four highest skills at the skill level possessed by the creature in life.

This spell can be cast on a living creature but this allows a Resilience test and the Magnitude of the spell must be equal to the target's INT. If the spell is effective, then the target is slain as its brain is pulped inside its skull.

Warrior's Bane: Manipulation (Magnitude), Manipulation (Combine), Diminish (Int), Brain Juice. Casting Penalty: -20%, Costs 2MP. This reduces the target's INT by the Magnitude of the spell, then kills him if his remaining INT is less than or equal to the Magnitude of the spell. A Magnitude 6 spell, for instance, could kill an INT 12 character.

Burning Shadows

Concentration

Concentrating, the caster makes all the shadows around him burn like banked coals.

Burning Shadows affects all dark areas within a number of metres equal to the caster's POW. The spell causes the shadows to burn, inflicting damage on any creature within a darkened area. The damage inflicted by the spell depends on the darkness.

Illumination	Example	Damage
Partial Darkness	Cavern mouth, within 3 x radius of illuminating item.	1 point per round
Dark	Large cavern illuminated only by embers, within 5 x radius of illuminating item.	1d3 points per round
Pitch Black	Sealed room with stone walls, cavern many miles underground.	1d6 points per round

Armour protects against this damage and the damage is applied to a different location at random each round. Creatures of fire or shadow are immune to the effects of this spell.

Construct Intellect

Autonomous

Gesturing with his hands, the caster sculpts a mind of shadow and hatred and then places it in the body of an undead minion.

This spell creates artificial minds out of sorcery. Such magical constructs have INT and even CHA but no POW. The minds can learn skills or spells, can follow orders and make decisions. Combining this spell with spells to make undead can create intelligent monsters like Chattering Skulls or Necrodomos.

The mind constructed by this spell has INT equal to the Magnitude of the spell and skill points equal to the Magnitude x 5. The caster cannot give a mind a skill greater than one he possesses.

If the sorcerer spends a point of POW permanently, the mind created by this spell will not vanish when the spell's duration ends. However, it will be destroyed if the necromancer is slain.

Deathbolt

Autonomous, Resist (Resilience)

The necromancer gestures and a bolt of coruscating black death leaps from his hand, stripping the very flesh from a foe.

This spell inflicts 1d6 points of damage per two points of Magnitude. If the target of the spell is killed by this attack, then the target is instantly transformed into a zombie under the control of the caster. The newly animated zombie lasts for one day per point of Magnitude.

Detect Undeath

Autonomous

The world seems to grow darker and the heart of that darkness is nearby...

This spell detects the strength of any Power Sources suitable for tapping using the Bleed Power spell within range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Countermagic Shield, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Countermagic Shield.

Hunting for Power: Manipulation (Duration), Manipulation (Range), Detect Undeath. Costs 1MP. By prolonging the Detect Undeath spell, the sorcerer can cover a great deal of ground when searching for a power source.

Dominate (Species)

Concentration, Resist (Persistence)

This spell is described in *RuneQuest II*. Necromancers sometimes use Dominate Zombie or Dominate Skeleton but the Master Undead spell (see page 19) is more efficacious in most cases and is

a more generally applicable spell. Dominate Spirit is also used in conjunction with Evoke Ghost.

Form/Set (Substance)

Autonomous

The most common necromantic uses are the two spells Form/Set Flesh and Form/Set Bone, which allow a necromancer to rework a body prior to animation (the spells do not work on animate creatures, even only barely animate ones like zombies or necromatons).

These spells can be used to repair damaged corpses. Coupled with Suppress Animation spells, it can be used to heal zombies and skeletons.

Graveburst

Autonomous

The caster speaks a word of command and a grave spills forth its contents.

This spell causes a grave to turn inside out and push anything buried in it to the surface. It works on mass graves too. For the purposes of the spell, a 'grave' is a patch of earth that contains a corpse of some once-living animal. The spell can also be used to open coffins.

Hide Life

Autonomous

The caster transfers a tiny portion of his life energy to an object, which glows with a soft blue light.

When this spell is cast, the caster loses one Hit Point from his head, chest and abdomen. Those Hit Points are magically stored in the target object. When the spell ends, the life returns to the caster. If the caster has been slain in the intervening time but not dismembered, the returned Hit Points are sufficient to restore to the edge of life. The caster is still severely wounded and probably at significantly negative Hit Points but he is at least still alive.

The target object must be of ENC 5 or less. If the object is destroyed before the spell's duration runs out, the stored Hit Points are lost. The caster may cancel this spell freely before its duration runs out.

Note that because this spell keeps the caster alive after he has been 'killed', it also ensures that his sorcery spells do not stop when he is slain. Under normal circumstances, killing a sorcerer also ends all his active spells.

Imbue Necrotic Energy

Autonomous

The caster touches a living creature, filling it with thanotic energy.

This spell can be cast on a humanoid or an animal. The recipient of the spell gains a 5% bonus to Resilience and +1 Strength for every point of Magnitude used in the spell and does not lose combat actions for suffering a Serious Wound. Furthermore, if the victim suffers a Major wound, then that location is instantly animated as an undead body part. If the body part is a limb, then it is instantly restored to ½ its full Hit Points; if the body part is the abdomen, chest or head, then the recipient becomes an imbued zombie if he fails his Resilience test. Undead body parts do not heal normally but can be repaired.

Lifesight

Autonomous

The necromancer lays his hands on the recipient's eyes, which turn milky white for the duration of the spell.

The recipient gains the Lifesight trait for the duration of the spell.

Macabre Dance

Autonomous

The undead twitch and leap as dark power animates their limbs.

This spell only works on undead creatures. For every three points of Magnitude (round up), the target immediately gets one extra Combat Action per round.

Attack, my Zombie Minions!: Manipulation (Magnitude), Manipulation (Targets), Macabre Dance. 2MP. This spell gives each of its targets at least one extra Combat Action each round and even an unextended spell lasts for a number of minutes equal to the caster's POW.

Master Undead

Autonomous, Resist (Persistence)

Raising his hand, the sorcerer demands fealty from the dead.

The Magnitude of this spell must be equal to the POW of the undead creature, making it primarily useful for controlling mindless undead. The creature becomes the caster's permanent vassal, meaning that it will obey the caster's commands (free-willed undead will feel loyalty towards the caster and will try to obey the command but are not robbed of their free will or independence by this spell). Mindless undead cannot attempt to resist this spell.



If the target of the spell is already the vassal of another necromancer, then use that necromancer's Persistence instead of the vassal's persistence for the purposes of resisting this spell.

You Will All Serve Me!: Manipulation (Targets), Master Undead, 1 MP. By adding targets, the sorcerer can claim the loyalty of multiple undead creatures at once, but if he has the skill to turn the spell into an area effect, then he can claim a whole crypt's worth of undeath with a single incantation.

Necrotic Bolt

Autonomous, Resist (Evade)

A blast of roiling shadow force leaps from the caster's hand. Everything touched by it rots and decays.

This spell fires a blast of dark energy, which inflicts one point of damage per point of Magnitude to one location. Undead creatures are healed by an equal amount if struck by this spell, applying all the healing to their most damaged location (roll randomly among injured locations if several are equally damaged).

Bolster Undead: Manipulation (Magnitude), Manipulation (Targets), Manipulation (Combine), Necrotic Bolt, Macabre Dance. Casting Penalty -20%, Casting Time 5, 3MP. This heals the undead creatures for a number of points equal to the Magnitude and gives them at least one extra Combat Action per round for the duration of the spell.

Deathly Hand: Manipulation (Duration), Manipulation (Magnitude), Necrotic Touch. 2 MPs. Having a Necrotic Touch spell running gives the sorcerer a last-ditch defence but also lets him quickly prop up any damaged undead.

Turn the Tide: Manipulation (Magnitude), Manipulation (Targets), Necrotic Bolt. 2MP. Adding targets lets the sorcerer fire wildly into combat. If he hits living beings, then they take damage but if he hits his undead minions, they are healed. This is a very flexible combination for the sorcerer who uses zombies to protect him from enemy fighters.

Pyreburst

Autonomous

The caster turns one of the most solemn moments – the cremation of the dead – into a deadly weapon against his foes with a withering red gaze.

When successful, this spell turns a single corpse into a flaming bomb that showers an area in burning debris. The corpse explodes in an area equal to one metre per 5 points of SIZ (round up) of the corpse. Anything caught in the explosion suffers 3D6 fire-damage distributed evenly amongst all Hit Locations. Although

the damage is fire based, it is also comprised of bone chips and melting flesh, so mundane armour still protects against it. No matter how much damage is rolled, the corpse is destroyed in the casting of the spell.

This spell can be cast on animated undead but not imbued ones.

Raise Undead

Autonomous, Casting Time One Night

A new horror awakens under the caster's sorcerous ministrations.

This is a more potent version of the Undead Slave spell, capable of creating greater undead. The creatures created depend on the Magnitude of the spell, as follows.

- 1: Zombie of SIZ 10 or less, Necromaton of SIZ3 or less
- 2: Zombie of SIZ 11–20, Necromaton of SIZ4–10, Strangling Shade
- 3: Zombie of SIZ 21–30, Necromaton of SIZ11–20, Necropede
- 4: Zombie of SIZ 31–40, Mummy, Necromaton of SIZ21–30
- 5: Wraith, Tomb Guardian

If the caster permanently sacrifices POW equal to the Magnitude of the spell, then the creature created by this spell will not collapse when the spell's duration ends. However, it will be destroyed if the necromancer is slain. If the spell is cast on multiple targets at once, then POW must be sacrificed for each of them.

Permanent Undead: Manipulation (Combine), Manipulation (Targets), Bleed Power (Magnitude varies), Raise Undead. Casting Penalty: -20%, Costs 2 MP.

This rote drains POW from the necromancer's power source and uses it to cast the permanent version of Raise Undead on several targets.

Ritual of the Lich

Autonomous, Casting Time Seven Nights

Over the course of a long and powerful ritual, the necromancer transforms himself into an immortal lich.

To cast this spell, the necromancer needs to sacrifice POW each night equal to the POW he will possess as a lich. As no necromancer wants to be an impotent spellcaster for the rest of eternity, this spell is normally cast using multiple Bleed Power spells to transform the necromancer into a powerful lich.

The ritual takes three hours each night, during which time the caster must symbolically strip away his mortality. On the first night, the caster must give up all mortal fears and doubts by facing his worst fears. On the second, he must destroy his most cherished possession. On the third night, he must leave any cults he belongs

to. On the fourth night, he must reject the gods. On the fifth night, he must abandon or slay his kinfolk and friends. On the sixth night, he must give up his most beloved memories of life and love – and on the last night, he must die, to rise again as an immortal lich.

Sacrifice

Autonomous, Resist (Resilience)

The sorcerer drives his dagger into a victim's chest, tapping their power.



This spell can only be cast on a helpless or unconscious victim and the caster must use a dagger or other suitable weapon to murder the victim. The victim takes a Major Injury to the chest and the Resilience test to resist the spell is also the Resilience test to avoid dying. If the victim dies, then the caster gains the victim's Magic Points. The caster is limited in the number of Magic Points he can gain through Sacrifice; the spell can only increase his Magic Points to double his normal limit. Excess points above this limit disappear at the rate of one Magic Point per minute.

Shadow Door

Autonomous

The caster transforms a shadow into a portal that he can step through.

The recipient of Shadow Door may, when he next moves, teleport up to the caster's POW in metres as long as he starts and finishes the teleportation in an area of thick shadow.

Spirit Wrench

Autonomous

Defying the will of the gods, the caster calls back a spirit from the afterworld.

This spell requires at least part of a corpse. When cast, it calls up the spirit that once inhabited that body. If that spirit is already present in this world as a ghost, wraith or other undead, then the spirit is aware of the attempt to summon it and will normally return to its body immediately.

If the spirit is in the afterlife and is willing to return, then it appears as a ghost or wraith. If it is in the afterlife and unwilling to return, then all this spell creates is a ghostling. In either case, the conjured spirit will return to the afterlife when the spell expires.

The sorcerer may sacrifice a point of POW to tether the spirit to the mortal world for as long as the body fragment used to summon the spirit and the sorcerer both exist.

Séance: Manipulate (Targets), Costs 1 MP.

It is possible to cast this spell without a corpse but this requires a séance. To perform a séance, the caster needs either someone who knew the target in life, or a personal item of the target. He also needs participants in the ritual casting. The participants must all be targeted by the Spirit Wrench spell. The caster and the ritualists must expend a total of Magic Points equal to five times the POW of the target spirit to cast the spell.

Strip Flesh

Autonomous, Resist (Resilience)

The sorcerer gestures towards his target and a tiny piece of skin peels from the enemy's flesh. Then, like a tapestry being picked apart by an idle child, the victim simply falls apart.

The caster must pick a Hit Location on a target when casting this spell. The Magnitude of this spell must be equal to or greater than the maximum Hit Points of that location. If the Resilience test is failed, then all the flesh is stripped from that location, inflicting enough damage to inflict a Major Injury. Armour protects against this spell. For example, casting Strip Flesh on a target's head (6 Hit Points) requires a Magnitude 6 spell and inflicts enough damage



to reduce that location to -6 Hit Points. If the target is uninjured, this would be 12 Hit Points. If the target is wearing a helmet (AP5), then the damage is reduced to 7 Hit Points. The damage is inflicted at the rate of one Hit Point per round.

Suppress Animation

Autonomous

A wave of dull green energy flows out from the caster and wraps itself around the limbs of an undead creature. The energy sinks into the dead creature, temporarily snuffing out its magical energies.

This spell only works on animated undead creatures, like skeletons or zombies. The creature's magical energies are temporarily suppressed, turning them back into corpses for the duration of the spell. When the spell ends, the undead return to 'life' instantly.

Transfer Undead Power

Autonomous

The caster imbues an undead creature with his own life force.

The target of this spell must be an undead vassal of the caster. The target may reroll any one test it makes this round.

Undead Slave

Autonomous

Animated by dark power, the corpse rises up like an eager puppet.

This spell allows the sorcerer to create a common zombie or skeleton. The Magnitude of the spell must be equal to or greater than the target corpse's SIZ/3. For example, a Magnitude 4 would be enough to animate a SIZ12 zombie.

If the sorcerer spends a point of POW permanently, the zombie or skeleton created by this spell will not collapse when the spell's duration ends. However, it will be destroyed if the necromancer is slain.

Quick Undead Horde: Manipulation (Magnitude), Manipulation (Targets), Undead Slave, 2MP. This creates multiple zombies or skeletons. The trick is to ensure the corpses are of a roughly uniform SIZ.

Vivification

Autonomous

Stroking the dead rat, the sorcerer brings it back to life with a mere thought.

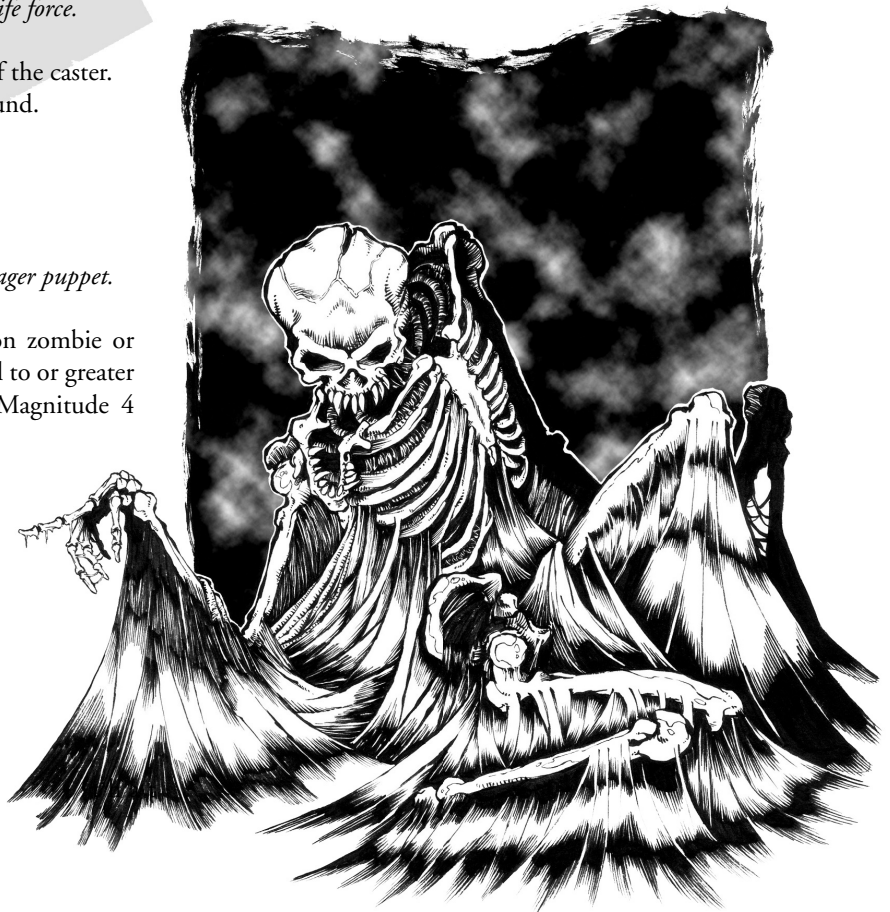
Vivification allows the caster to animate a dead body or body part of SIZ up to the Magnitude of the spell.

Whispers of Command

Autonomous

The caster whispers a brief command and his undead servants obey.

When this spell is cast, the caster can whisper a command that is transmitted to one undead vassal per point of Magnitude, allowing the caster to order his undead servants around from a distance. The caster can also order the vassal to speak, allowing him to relay messages through the dead.



NECROMANTIC CULTS

Necromancy is a shadow art, taught and practised in secret and under cover of night. Both those who raise the dead and those who fight the undead operate in hiding and these cults must be discovered and sought out by those committed to their cause.

NECROMANTIC CULTS

Of all the magical arts, necromancy is perhaps the most likely to foster the solitary genius, the self-taught artist who finds his way through experimentation and intuition. The fundamentals of necromancy are easy – the physical difference between a living being and a corpse is just a little spark of vitality and it is a simple matter to substitute magical vitality for the natural energies of life. Causing limbs to twitch and a corpse to shamble is a simple spell compared to summoning elementals or commanding the primal rune-forces.

Few necromancers take on apprentices or students. Secretly, a necromancer wishes to defeat death and prolong his existence for all eternity, which is quite at odds with one of the chief reasons for taking on an apprentice – to pass on one's skills and knowledge to the next generation, so they will not be lost when the master dies. A necromancer might have assistants, hunchbacked minions, pawns, even lesser necromancer servants but never a real apprentice.

Not all necromancers are wholly obsessed with their art. Some use necromancy as another man might use a sword or poison – as a tool to effect change. A conspiracy of noblemen might use necromancy to raise up the corpse of the last king to lend legitimacy to their rebellion but they are not true necromancers, merely dabblers. Such conspiracies might form cults and secret orders and pass on the little they know of necromancy but they will never create a necromantic masterpiece.

There are three reasons why true necromancers might band together into a cult.

Firstly, out of fear – necromancers are mistrusted and hated by common folk. Just as those who dabble in demonology or spells of

darkness are seen as criminals or monsters, so too are necromancers despised and hunted in most civilised lands. By joining together as a cult, necromancers can aid each other in hiding their experiments and gain temporal power in the land. Necromantic cults are often disguised as guilds of chirurgeons and doctors, or as orders of monks or gravediggers.

Secondly, some necromancers draw their power from another source, such as a god. Those who worship the powers of death venerate their grim gods with rituals just like any other divine cult.

Thirdly, out of a desire for *power*. By combining their magic, a group of necromancers can create the mighty undead monsters and wreak great changes on the world. Such cults are fundamentally unstable, as each necromancer knows that in his dark soul, he has the capacity to conquer his fellows and rule alone for all eternity. One night, the necromancers will turn on each other and seek to transform their rivals into undead slaves...but until that night, the combined power of a necromantic cult is nigh-unstoppable.

Several sample necromantic cults of each type are described in this chapter. In most cases, joining a necromantic cult requires that the applicant find an existing acolyte and prove his worth. Fees to necromantic cults are rarely paid with silver or gold but with dark deeds and body parts...

The Order of the Shadow Sun

Necromancy as a path to enlightenment.

The Shadow Sun Brothers believe that there are two sides to reality – life and death – and that there is no cause to esteem one above the other. Existence before dying should be identical to existence afterwards, only one takes place in the material world and the other takes place in the spirit world. The Shadow Sun of their name refers to the lightless spirit sun that is the theoretical counterpart to the sun that shines by day in the mortal world. All Shadow Sun Brothers agree on this point.



What they do not agree on, though, is which side is corrupted and which one is true, or if both life and death have been twisted. Some Shadow Sun cultists believe that it is the spirit world that has become corrupted and distorted by necromantic interference or even by the existence of the gods themselves. Others argue that it is the mortal world that has been robbed of much of its magic and that the dead have the right of it. Shadow Suns have a great knowledge of necromancy but it is hard to predict what a particular cultist might do with it. Some Shadow Suns hunt down 'renegade' necromancers, as they believe that the necromancer's activities are spiritually harmful. Others are necromancers themselves, using their undead minions to remake the mortal world.

Runes: Spirit, Harmony, Death.

Worshippers: Philosophers, existentialists, mystics.

Cult Skills: Disguise, Healing, Stealth, Lore (theology).

Worshipper Duties: Observing the balance between life and death; exploring the nature of reality.

Cult Spells: Legacy Binding, Open the White Gate, Spirit War.

Special Benefits

All cult members must swear an oath never to injure another Shadow Sun member and to share lore. Breaking either oath is grounds for execution by the cult.

Acolytes of the Shadow Sun can see into the Spirit World.

Runelords of the Shadow Sun may return from the dead if slain but crossing from the spirit world to the mortal requires that their original body be healed and intact and can take weeks or months.

The Ring of Bone

Lords of Darkness

The Ring of Bone is a secret cult of ambitious and cruel necromancers, dedicated to the overthrow of all civilised realms and races and the conquest of the world. The Ring is divided into three circles. First, there is the Lower Circle of initiates, which is by far the largest of the three. The Lower Circle serve the Ring of Bone in the hopes of being promoted to the High Circle. Next is the Middle Circle, who co-ordinate the Ring's activities, provide training and bind the fractious order together. The Middle Circle has a few mortal members but most are spirits, ghosts or necromantic constructs who are bound to be loyal to the cult. Finally, there is the High Circle, where the leaders plan the strategies of the cult.

In truth, the High Circle is never able to agree on anything and few Bone Lords last long. A necromancer embarks on some grand scheme – say, raising the ghosts of everyone who ever died at sea – and uses the Ring of Bone's resources to put his plan into action. He is defeated and slain, opening up a place on the High Circle

for another ambitious necromancer. The Ring of Bone is active across the world and defeat in one place just means they will try again elsewhere. The incredible resilience of the cult is due to the Middle Circle, who steadfastly hold the Ring of Bone together and ensure that there is always magic and money available to the next would-be conqueror.

Runes: Darkness, Death.

Worshippers: Monsters and evil-doers.

Cult Skills: Influence, Persistence, Stealth, Streetwise.

Worshipper Duties: Finding ways to aid the Ring of Bone; conquering the world.

Cult Spells: Deathbolt, Raise Undead, Restore Undead, Whispers of Command.

Special Benefits

Initiates and acolytes of the cult must pay 25% of their worldly goods to the cult.

Acolytes may be 'promoted' to the Middle Ring when they die, to serve the Ring of Bone for all eternity.

Runelords and Runepriests of the Bone Ring gain +10% Persistence and Resilience for the purposes of resisting spells.

The Knights Indomitable

Loyal beyond Death.

Many tales are told of the Knights Indomitable: how they held the Dawn Gate at the siege of Sevrast, how their charge turned the tide in the Battle Against Worms, how nine knights defeated half a thousand trollkin in the marshes near Akelbury, how they have sworn to be faithful beyond death to their oaths and how no matter how many knights fall in battle, the order has always sent aid to those who need it.

If the common folk knew the truth of the Indomitable Oath, then they might not cheer so lustily when the knights go riding by. Barely one in ten of the Knights Indomitable is a living man and most of those are preserved like dried fruit with necromantic potions and sorcery. The other nine are undead, raised by necromancy to fight again another day. The Knights use necromancy in the defence of life and justice – but how long can they cling to their ideals as their ranks fill with grinning skeletons and armoured zombies?

Runes: Metal, Law, Death.

Worshippers: Supernaturally loyal knights.

Cult Skills: 1H Sword, Shield, Riding, Lore (Military Tactics), Persistence.

Worshipper Duties: Upholding the ancient oaths of the Knights Indomitable.

Cult Spells: Raise Undead, Restore Undead, Imbue Necrotic Energy.

Special Benefits

The Knights Indomitable own castles and waystations across the land and members may request shelter and aid from these keeps. Due to the good reputation of the knights, all members get a +10% bonus to Influence tests in civilised areas.

All members of the Knights Indomitable are given a suit of plate armour when they are initiated into the order.

The School of Night

Rats in the walls of civilisation

The School of Night is a loose association of sorcerers and scholars who study forbidden and dangerous magics. The School of Night is a secret, underground organisation – most instruction is done by encoded letters and members meet in person only rarely and then always in disguise.

Members of the School are made to swear an oath that they shall only use their knowledge for good works and for the benefit of the living but the temptations of necromancy are great indeed and many stray down the dark path.

Runes: Magic, Darkness, Death.

Worshippers: Scholars and ambitious necromancers.

Cult Skills: Lore (theology), Influence, Streetwise, Healing.

Worshipper Duties: Gathering books of ancient lore.

Sorcery Spells: Master Undead, Spirit Wrench, Vivification, Undead Slave.

Special Benefits

Initiates and acolytes of the School of Night must pay their master in the school at least 500 silver per month to cover the cost of tuition.

The School of Night has a large number of potent grimoires and scrolls that may be made available to members. Masters of the School of Night are usually bequeathed with such libraries when elder members die.

Guild of Animators

Cut-Price Carrion!

Slavery is sinful and more trouble than it is worth anyway. Slaves die or get sick or run away and you have to feed and cloth and

house them and all that coin adds up quickly. Paying freemen is even more expensive, so what is the modern entrepreneur to do when faced with a seemingly insurmountable labour problem?

Answer? Zombies!

Zombies! The risen dead! They are not that bright but they are stronger than a horse and will toil night and day with minimal supervision required. The cost of a single zombie may seem high but that same zombie will be working for your grandson 100 years hence. They do not tire, they do not sicken, they do not complain and the stench is easily dealt with (ask about our deals on lemon-scented zombies!)

Zombies! Buy one today and be assured of excellent afterlife service from the professional Guild of Animators, an order of sorcerers dedicated to providing you with the best in post-mortem workers. For a limited time, we are offering cash for corpses – we will pay for funeral expenses and a memorial stone and you get cold hard cash (and we guarantee that the corpse will be shipped to a distant guild-hall so you do not run into your father's body tilling the field next to your house...).

Remember, you cannot take it with you, so spend it wisely and buy a zombie today!

Runes: Magic, Trade, Death.

Worshippers: Morticians, charlatans.

Cult Skills: Evaluate, First Aid, Influence, Streetwise.

Worshipper Duties: Obtaining raw materials, making sales, making zombies, maintaining the undead.

Sorcery Spells: Detect Undead, Raise Undead, Restore Undead, Master Undead.

Special Benefits

Unlike other cults, members of the Guild of Animators do not need to pay membership fees. Instead, they are employed by the organisation and are paid a wage commensurate with their duties. A Guild member can expect to make a comfortable living.

Godsdeath Church

All Things Must Die.

The primary tenet of the Godsdeath Church is that all things must die – and that includes the gods.

The death of a living creature is a transformation, a release of energy into the world. It is part of a natural cycle – just as a river flows into the ocean, so does a man's life flow into death. Those who would resist this cycle, like foolish mortals who try to prolong their lives with spells and potions, are enemies of all creation (This commandment does not apply to the undead, who have already

As more than four-fifths of the population of the Dead Kingdoms is, well, dead, the Chamberlains are the only possible route for advancement among the living. The few children born in the Dead Kingdoms each year study necromancy feverishly, hoping to attain a high noble rank before they die (and plagues grow more common with every passing summer, as more of the peasantry rots in the hot sun). One day, they will sit on the cold stone benches with the rest of the Noble Dead, or else toil in the dusty fields with the zombie rabble but either way, they will serve the Undying King beneath the banner of the Sleeper.

Runes: Stasis, Law, Death.

Worshippers: Court Necromancers in a land of the dead.

Cult Skills: Influence, Healing, Lore (nobility).

Worshipper Duties: Maintaining the government and society of the Dead Kingdoms.

Cult Spells: Raise Undead, Restore Undead.

Special Benefits

Initiates of the order are given training in all the necromantic arts, as well as the proper procedures for greeting an earl, saying farewell to an earl, enchanting an earl, burying an earl and greeting an earl after he emerges from the crypt in which you buried him.

Acolytes are always accompanied by an honour guard of up to six zombies or skeletons, which will be replaced if destroyed.

Masters of the order gain a +20% to Influence tests in the Dead Kingdoms.

UNDEAD HUNTER CULTS

To destroy that which is already dead requires luck, skill – and often, wisdom. Many undead creatures have unique weaknesses. A vampire must be staked, an ashwalker cannot step on unburned ground, a ghost has its anchors and so forth. Those who hunt the dead sometimes share these fragments of lore, hoping that some half-remembered fact will give another hunter an edge against the undead.

Bearers of the Sacred Light

Back, Foul Undead Fiend!

The Bearers of the Sacred Light are a cult dedicated to the destruction of the undead. They do not serve a single deity but draw their members from the followers of several gods of light, truth, healing and law. The charge of the Sacred Light is to burn the curse of undeath from the land and its bright lantern-bearers and holy warriors shine like falling stars as they descend into the depths of the earth to battle the risen dead.

Shrines of the Sacred Light are pyramid-shaped structures topped with a burning lamp like a light-house. Silver mirrors and crystals

inside the shrine fill the whole building with burning white light, a light of holy purity that no unclean thing can withstand.

Runes: Light, Law, Spirit.

Worshippers: Holy warriors battling the dead.

Cult Skills: First Aid, Persistence, Perception, 1H Sword or 1H Hammer.

Worshipper Duties: Destroying the undead, protecting the faithful.

Cult Spells: Revealing Light, Spirit War, Fanaticism.

Special Benefits

Initiates of the Sacred Light gain +10% to all Persistence tests.

Acolytes may inflict one extra point of damage against undead creatures.

Runepriests conjure holy fire around their fists or a weapon at the cost of 3MP. This holy fire lasts for 15 minutes and inflicts 1d4 extra damage to undead creatures.

Runelords may throw holy fire. Each bolt of holy fire costs 3 MP and inflicts 2d6 damage to the location struck. The Runelord must make a successful Throw attack. Armour protects against this damage.

Corpsetearers

Should we fall, we fall forever!

In certain grim lands in the far north, beneath grey clouds never pierced by true sunlight, the dead walk. In these lands, necromancers are more common than honest men and no grave goes undisturbed for long. Unless a man is very lucky indeed, he will not go to the ancestors when he dies. Instead, his spirit will be tethered to his rotting corpse and he will walk abroad as an undead horror.

The Corpsetearer brothers are berserker warriors, heedlessly throwing themselves into the fray. Neither the walking dead nor the threat of death holds any fear for them. The one thing the Corpsetearers fear is being turned into one of the undead and it is from this fear that the Corpsetearers get their name. If a Corpsetearer dies, his brothers are honour-bound to destroy his body utterly, either by ripping it asunder and feeding the bones to the hounds, or with the burning boat funeral of a chieftain.

Some weak and foolish southern dogs say that the Corpsetearers are as inhuman and monstrous as the undead that they fight and accuse them of being cannibals or worse. Let the outsiders fear the Corpsetearers – when the dead come, the Corpsetearers will be ready!

Among the inhuman races, necromancy is almost unknown among elves (who are part of the seasonal cycle), dragonnewts (who are reborn) and dwarfs (who conscientiously recycle). The trolls are adept necromancers, using zombies in battle. Chaos, too, makes use of necromancy. Cults like Mallia (see *Cults of Glorantha II*, page 65) and Zorak Zoran (*Cults of Glorantha I*, page 72) also use necromancy extensively. Other cults, like Ty Kora Tak (*Cults of Glorantha I*, page 56) have great authority over the dead but do not raise them up.

The Cult of Thanatar (*Cults of Glorantha II*, page 98) is perhaps the most infamous and most feared necromancer cult in Glorantha but there are other orders dedicated to necromancy, some of which are described here.

Despite the lack of any widespread cult that supports necromancy, the undead are common in Glorantha. Wild magic cascades through the world and ghosts as well as corporeal undead appear in places of magical power or tragedy.

CULT OF VIVAMORT

The Blood Drinkers.

Vivamort was a great spirit in the Underworld, a guardian of the secret of Death and a friend to lost souls but he was gravely wounded in the Gods' War and feared annihilation. He sacrificed his honour and bargained with Chaos, who gave him the power to bind himself to mortal flesh and sustain his existence indefinitely by drinking the blood of mortals. Vivamort was the primal vampire and his vile children have plagued Glorantha ever since.

The Cult of Vivamort has two purposes. Primarily, it exists to shelter vampires and give them access to plenty of blood sacrifices. Occasionally, a worshipper is deemed worthy to be taught the higher secrets or transformed into a vampire but out of every 100 fools who come seeking immortality, only one survives long enough to learn the vampire's secrets instead of being eaten.

Cults of Vivamort are often found in cities, where there is a ready supply of blood for the vampire priests.

Runes: Darkness, Chaos, Death.

Worshippers: Madmen, those who fear death, vampires.

Cult Skills: Stealth, Influence, Streetwise, 1H Mace.

Worshipper Duties: Aiding and sheltering vampires.

Cult Spells: Darkwall, Restore Undead, Raise Undead, Necropolis Curse.

Divine Spells: Deathcurse, Ghost Prayer, Offer Life, Power of Death.

Initiate (Vessel) Membership

Requirements: The initiate must permit the vampire leader of the temple to feed from his blood on a regular basis.

Special Note: There is no fee for joining such a cult – indeed, Vivamort cults offer shelter and power to the dispossessed.

Acolyte (Minion) Membership

Requirements: Commanding the initiates, aiding the vampire.

Benefits: Long association with vampires has given the acolyte some powers over the blood. Acolytes of Thanatar may double their natural healing rate.

Vampire (Priest) Membership

Requirements: Must be a vampire.

ORDER OF THANOTIC INQUIRY

Death is but a barrier.

The Thanotic Inquirers are a school of Middle Sea necromancy that specialises in extracting information from the dead. The order began in Jrustela, before the appearance of the Abiding Book. Several would-be necromancers fled the more restrictive atmosphere of Seshnela to pursue their researches into death in the wilderness of the southern isle. With the Abiding Book and the religious frenzy of the Return to Rightness Crusade, it appeared as though Thanotic Inquiry would be swept away but the sorcerers managed to carefully remove any religious content from their spells. Necromancy was presented as just another way of manipulating the elements and certainly did not have anything to do with dragging souls out of Solace.

In the present day, Thanotic Inquiry has found its place as a tool of God Learning. It is much easier to dig up some pagan burial mound and ask the dead what they believe, instead of dealing with the living, who have a terrible habit of fighting back. Some Thanotic Inquiry scholars sigh and dream of the good old days, when they planned to call up zombies and raise armies of the undead but such... unobtrusive uses of necromancy are frowned upon in the current Middle Sea climate.

Runes: Truth, Communication, Death.

Church: Malkionerianist Wisdom Church.

Students: Quirky, odd sorcerers who prefer to deal with the dead than the living; closet dark lords.

Student Duties: Binding pagan souls and learning their secrets.



Student Membership

Requirements: Standard.

School Skills: Healing, Lore (specific culture), Influence, Persistence.

Rune Spells: Mindspeech, Detect Undead, Undead Bane.

Sorcery Grimoire Spells: All common sorcery spells, all in the *Abiding Book*, Brain Juice, Spirit Wrench, Vivification.

Graduate (Apprentice) Membership

Requirements: Successfully aid a Knowledge Band through necromancy, or swear to keep the secrets of Thanotic Inquiry safe.

Special Sorcery Spells: Master Undead, Raise Undead.

Master (Wizard) Membership

Requirements: Find a source of necromantic power.

Special Sorcery Spells: Detect Undead, Bleed Power, Ritual of the Lich.

Special Benefits

Students of the Order gain a +20% bonus to Persistence tests to resist possession.

Graduates of the Order may gain one Divine Magic spell by accessing the Saint Plane. This is identical to praying for a spell at a temple but can only be done in the Saint Plane.

Masters of the Order may gain up to three Divine Magic spells in the Saint Plane.

Associated Orders and Schools

All Other God Learner Collective Schools: Access to Graduate-level spells.

HOMAGO BONE STEW CULT

Cannibal Necromancers

The Homago islanders practice cannibalism as part of their devotions to the devourer god, the legged dolphin Saliligor. Since the occupation of the Vithelan isles by the Middle Sea Empire, Homago cannibalism has been curtailed. First it was suppressed, then the Jrustelans channelled the Homago's anthropagus tendencies into the Homago Eating Battalion, the fighting cannibals.

The Homago only eat the flesh of their kin, leaving the bones to the priests of the Bone Stew Cult which is a shadowy power on the islands. The Bone Stew Cult collect the remains and throw them into their cauldrons. Prayers and magic transform the Bone Stew



into undead minions. The Bone Stew Cultists are among the world's best necromancers in the field of creating necromatons – only the machine priests of the Clanking City exceed their achievements. Bone Stew monsters are rarely seen on the island and it is whispered that the priests are marshalling their forces for a rebellion against the occupying Middle Sea Empire. The other islands in the Vithelan chain have suffered attacks from Bone Stew monsters in the past – the Thousand Armed Canoe and the Biting Head both wreaked havoc in Hanfarador and it is rumoured that the Spider of Skulls has again crawled out of the master cauldron (a natural volcanic hot spring somewhere in the uplands of Homago).

Runes: Mastery, Luck, Death.

Worshippers: Cannibal cultists.

Cult Skills: Sleight of Hand, Stealth, Healing, Influence.

Worshipper Duties: Gathering bones, brewing bone stews.

Cult Spells: Restore Undead, Raise Undead, Command Undead.

Divine Spells: Animate Undead, Eat Flesh, Stir Bone Stew, Breath Out Ghost.

Initiate (Bone Collector) Membership

Requirements: The initiate must gather bones from other tribes.

Benefits: The initiate may join in the Eat Flesh feast but only gets the scraps (the lowest Characteristics).

Acolyte (Stirrer) Membership

Requirements: Tending the bone stew.

Benefits: The acolyte may join in the Eat Flesh feast but does not get the choice cuts (only gets average Characteristics).

Bone Chef (Priest) Membership

Requirements: Standard.

Benefits: Priests get the first pick of the food in the Eat Flesh feast.

Stir Bone Stew

Instant, Magnitude 1, Touch

The caster stirs the boiling cauldron of bones and the dead arise.

The infamous Bone Stews are magic cauldrons containing boiling water, rare herbs and spices and human bones. This spell is generally cast in concert with another necromantic spell, such as Raise Undead. Each casting Stir Bone Stew reduces the expended Magnitude of the other spell by one. For example, a priest and five acolytes join together. The priest casts a Magnitude 5 Raise Undead on the cauldron. At the same time, the acolytes all cast Stir Bone Stew. The priest's spell works as normal but the Magnitude expended is reduced by five. In effect, the priest does not lose his Raise Undead spell and does not need to return to a temple to pray for a new one. The acolytes will have to renew their Stir Bone Stew spells, though.

Eat Flesh

One month, Magnitude 5, Touch.

As part of their grisly rituals, the Homago cultists eat the dead.

Eat Flesh lets the cannibal cultists gain some of the power of their meal. Each participant in the meal may temporarily increase one of his characteristics to the level possessed by the victim. A maximum number of people equal to 3+the SIZ of the victim may participate and the victim must be a human of Vithela. Only members of the cannibal cult are allowed join in this meal.

Initiates of Saliligor are only allowed scraps. They may increase one of their Characteristics (except SIZ) to be equal to the victim's *lowest* characteristic for one month.

Acolytes may increase one of their Characteristics (except SIZ) to be equal to the victim's *average* characteristic for one month.

Priests may increase one of their Characteristics (except SIZ) to be equal to the victim's *highest* characteristic for one month.

A character can only benefit from one Eat Flesh spell per month.



NECROMANCERS



Many walk the dark path of necromancy but each one walks in search of a different goal. A necromancer might be inspired by a curiosity about the nature of life and death, or by fear of death, or by a desire for revenge or conquest, or even by mercy, hoping to use the power over death to heal. This chapter presents four necromancers of varying levels of power, as well as their own plots and desires that might bring them into conflict with the Player Characters.

HARAD THE CURSED

Harad was always a strange child, pale and sickly and given to wandering out in the overgrown ruins on the hillside instead of playing with the other children of the town of Molestad or helping his parents with their work. As he grew, his strangeness grew more pronounced and he would often spend whole weeks off on his own in the hills, sleeping in the ruins. Many in the town whispered that he possessed dark powers. Some claimed that they saw Harad talking to a spectral figure in the ruins and that he had bound dark runes to his soul.

It was not until the harvest festival, though, that Harad's dark reputation caused the townsfolk to turn on him. A young woman named Jana, a flame-haired girl around Harad's age, was found dead on the night of the festival and rumours quickly spread that Harad was to blame. The young men of the village, drunk and full of fury, tracked Harad down and carried him up the hillside to the ruins. They kicked aside the marble lid of one of the ancient wells and dropped Harad down into the darkness as punishment for murdering Jana.

Harad's body was shattered by the fall but as he crawled on broken limbs through the bone piles in the pitch darkness, his bloody fingers touched on runes of Death and Magic. The townsfolk thought him evil – well, then he would show them the true nature of evil! When he bound the runes to himself, he felt tendrils of cold knowledge seeping through his brain. The dark path of



Harad (Seasoned)

	Value	1D20	Hit Location	AP/HP
STR	8	1–2	Right Leg	–/4
CON	8	3–4	Left Leg	–/4
SIZ	10	5–6	Abdomen	–/5
INT	14	7–14	Chest	–/6
POW	16 (8)	15–16	Right Arm	–/3
DEX	12	17–18	Left Arm	–/3
CHA	7	19–20	Head	–/4

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	3–1d2
<i>Magic Points</i>	16 (8)
<i>Movement</i>	8m
<i>Strike Rank</i>	+13

Typical Armour: None

Runes: Death, Magic

Skills: Evade 24%, Evaluate 29%, Influence 24%, Healing 44%, Language (Native) 71%, Lore (history) 48%, Lore (Molestad) 28%, Lore (world) 44%, Perception 30% (22%), Persistence 44% (28%), Resilience 26%, Sleight 27%, Stealth 42%, Streetwise 25%

Sorcery: Sorcery (Book of the Undead) 63% (55%), Manipulation 68% (60%),
Book of the Undead: Body Jump, Deathbolt, Necrotic Bolt, Raise Undead

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Dagger	S	S	60%	1d4+1–1d2	6/8
Light Crossbow	–	–	52%	2d6	4/5

Equipment: Dagger, Light Crossbow, 100 silvers.

necromancy opened before him and he staggered down that road with the last of his strength.

A year has passed since that harvest festival and today a shadow hangs over Molestad. Many have seen figures moving on the hillside or heard footsteps and groaning voices from below. Worse yet, Jana's grave has been torn open and the body is gone. The young men who threw Harad down into the ruin pits furtively glance at each other and mutter that they should have made sure the wretch was dead that night.

Harad's lair is described on page 40.

Harad has eight points of POW invested in his undead minions. This POW will be returned to Harad when the undead creatures are slain.

Description

After a year in the darkness, Harad is unnaturally pale. He is dressed in a tattered black robe patched with burial shrouds but his boots are new and well-made (and stolen from one of his zombie's victims). He carries an old dagger at his belt and has a well-made crossbow strapped to his back. He speaks only in whispers and talks to himself.

Plots

- * How will Harad take revenge on the town? One option is for his zombies to pick off the townfolk one-by-one at night, dragging their victims back to the ruins to be turned into more zombies. Another is for him to threaten the town, demanding they hand over his tormentors.
- * Who instructed Harad on the use of his Runes? What made the ruins in the first place? Perhaps Harad's spectral mentor is a ghost or other spirit – if so, what does the ghost want? Why is it instructing a young necromancer?
- * Who really killed Jana? There is no proof that it was Harad but rumours in the town insist that he was responsible. Some say that he hated her because she was everything he was not – bright, well loved, full of joy – while others say that he was in love with her, for exactly the same reasons. It was Jana's death that led to Harad being thrown down the pit into the lower ruins – did someone arrange for her murder? And for that matter, who stole her body? Does Harad intend to raise her up as an undead horror?
- * The Player Characters could be hired by the townfolk to enter the ruins and slay the necromancer. Alternatively, they could be hired by Harad's father to go find his son in the dark passages below the town and bring him home.

Jan-Quel-Jan (Seasoned)

	Value	1D20	Hit Location	AP/HP
STR	10	1–2	Right Leg	–/5
CON	13	3–4	Left Leg	–/5
SIZ	8	5–6	Abdomen	–/6
INT	15	7–14	Chest	–/7
POW	15	15–16	Right Arm	–/4
DEX	13	17–18	Left Arm	–/4
CHA	14	19–20	Head	–/5

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	–1D2
<i>Magic Points</i>	15
<i>Movement</i>	8m
<i>Strike Rank</i>	+14

Typical Armour: None

Runes: Luck, Spirit

Skills: Dance 37%, Evade 31%, Influence 49%, Language (native) 80%, Lore (heraldry) 30%, Lore (history) 30%, Lore (the city) 30%, Lore (world) 45%, Perception 40%, Persistence 35%, Sleight 34%

Sorcery: Sorcery (Necromantic Lore) 50%, Sorcery (Tome of Transformation) 40%, Sorcery (Anti-magic) 30%, Manipulation 60%

Tome of Transformation: Diminish Size, Shapechange Human to Fish

Anti-magic: Castback, Neutralise Magic

Necromantic Lore: Brain Juice, Dominate (ghost), Dominate (human), Spirit Wrench, Spirit Resistance

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Exquisite Rapier	M	L	63%	1D8–1D2	5/8
Dagger	S	S	33%	1D4+1–1D2	6/8

Equipment: Exquisite Rapier, Fine Clothing, Dagger, necromantic grimoire, 5,000 silver.

Battling Jan-Quel-Jan

She is moderately skilled with her magnificent family rapier but if Jan-Quel-Jan is in combat, then she has likely already lost. She prefers to use her magic like Dominate Human to turn enemies into allies. She has experimented with using Command Ghost to create ghostly defenders but as her ghosts are tethered to their skulls, she only has spectral bodyguards if she brings a skull with her.

Her Shapechange spell comes from the same necromantic grimoire – according to the traditions of the city, dead souls swim down the river of the afterlife in the shape of fish. Jan-Quel-Jan has occasionally used the spell to turn herself into a fish and swim past the defences of rival families and her collection of exotic fish grows whenever an assassin is sent to kill her.

THE KEEPER OF THE DROWNED

The Godsdeath church has many hidden shrines and temples in the dark places of the world. The gods will not go easily or quietly into death and the Godsdeath cultists are patient and watchful,

waiting for some opportunity to bring about an apocalypse. The Drowned Shrine is located below a dockside inn, in the hulk of a sunken ship now buried in the mud of the harbour. The priest of the cult here takes the title the Keeper of the Drowned. The current Keeper is a former pirate who nearly drowned when his ship was sunk in battle. While he drowned, he was given a vision of the Godsdeath and that inspired him to struggle back to the surface. He made a raft from the bloated corpses of his former shipmates and sailed back to shore. He staggered onto a cold and rocky strand and swore an oath that he would serve the cause of Godsdeath with all his soul from that moment on. He threw all the trappings of his former life – his cutlass, his compass and his eyepatch – back into the ocean as offerings to death.

The Keeper has assembled a cult in the docks, composed of desperate men, beggars, vagabonds, pirates and madmen. Some of his followers are initiates of the Godsdeath; others are just willing to commit hideous acts out of lust for gold or hatred of their fellow men. He has also created many undead monsters, which wait in the sunken wreck beneath the inn, the *Crossed Coin*. The innkeeper, a former sailor named Kalum, has been forcibly initiated into the cult – the Keeper has used the Wrack Spirit spell to torture



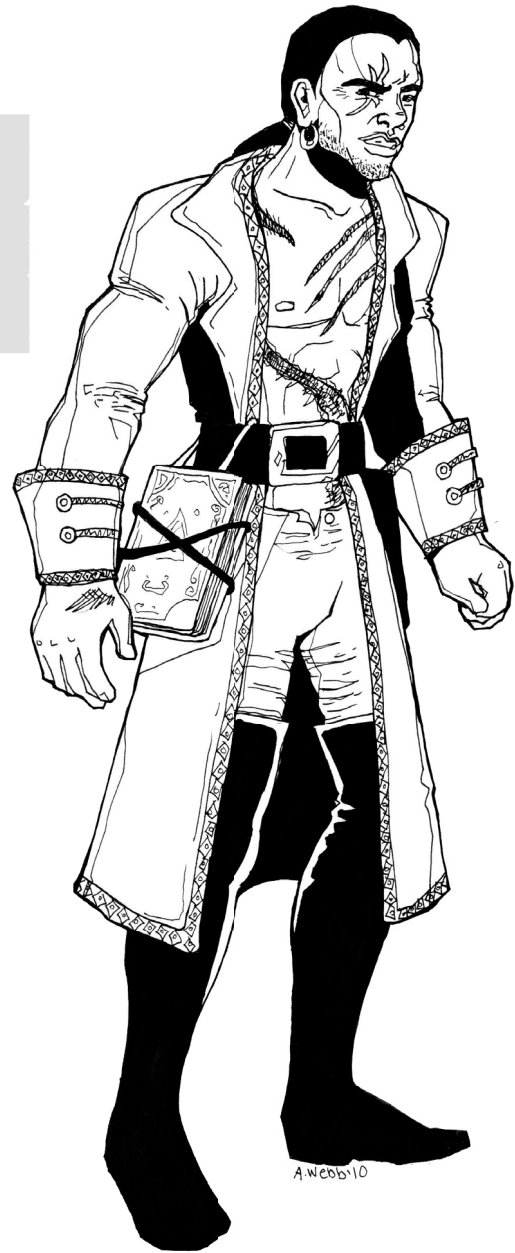
the spirit of Kalum's brother Arum and Kalum joined to prevent further pain to his sibling's soul.

The Keeper is patient, like the rest of his bleak church. He is slowly building up his cult and his undead minions, waiting for an opportunity to bring destruction to the city. One day, the storm will break...

Tales of the Keeper

The story of the drowned man who came back has passed into legend and many sailors tell a greatly exaggerated version of how that pirate became the Keeper of the Drowned Shrine. The three relics thrown into the sea as offerings – the cutlass, compass and the eyepatch – are said to have acquired magical powers. According to the stories:

- * The cutlass can now cut through undead flesh as if it were nothing but seawater (+2 damage against undead).
- * The compass now points the way to the Keeper.
- * The Keeper cannot see anyone wearing the eyepatch.



Description

The Keeper of the Drowned wears a hooded robe and the ceremonial garb of the Godsdeath when in the shrine but wears the common gear of a fighting seaman when on the streets. He has a fine warsword at his belt. He is a tall, gaunt figure with long hair.

His left eye has been replaced by a necromantic Dead Eye (see *RuneQuest Core Rulebook* page 157) and he wears several finger-bones on a necklace. Each of these finger-bones comes from a different corpse and he uses them in concert with the Dead Counsel spell.

- * The fingerbone of Scurrilous Pete can give the Keeper Streetwise 80%, Mechanisms 70% or Influence 70%.
- * The fingerbone of the Black Razor can give the Keeper Sword 90% or Evade 70%.
- * The fingerbone of the Witch of the Wailing Sea can give the Keeper Common Magic 60% with the following spells: Darkwall, Hand of Death.

Plots

- * The Keeper often casts his Condemn to Undeath spell on doomed men he meets in the docks. If he comes across some fool who is looking for death by getting into every tavern brawl or gambling with throat-cutting rogues, then the Keeper places the spell upon the doomed man. A few days later, the dead man will rise as a zombie, which the Keeper collects and binds with the Command Undead spell. The characters might be hired to find a young man who has gone missing and the trail leads them to the docks.

- * The *Crossed Coin* inn is rapidly garnering a bad reputation as a haunted inn, because of the activities of the cult. The characters might be hired by Kalum to fake a haunting in the inn, which they will then 'exorcise' as publicly as possible – but what if they dig too deep and discover the secret beneath the inn...
- * One long-term plot might be the Keeper's attempts to raise the sunken ship as a death hulk. He certainly has enough undead minions to crew a warship...
- * With his influence over the docks, the Keeper can inflict great damage on a maritime city. A cargo of grain could be tainted with a magical disease, or weather control spells could summon up a great storm, smashing the harbour.

The Keeper of the Drowned (Veteran)

	Value	1D20	Hit Location	AP/HP
STR	14	1–2	Right Leg	1/6
CON	16	3–4	Left Leg	1/6
SIZ	14	5–6	Abdomen	5/7
INT	12	7–14	Chest	5/8
POW	14 (2)	15–16	Right Arm	5/5
DEX	10	17–18	Left Arm	5/5
CHA	12	19–20	Head	–/6

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Chain Shirt (AP5, –4 Strike Rank Penalty), Leather Trews (1, –1 Strike Rank Penalty)
<i>Damage Modifier</i>	+1D2	
<i>Magic Points</i>	14 (2)	<i>Runes:</i> Darkness, Death, Water, Cold
<i>Movement</i>	8m	
<i>Strike Rank</i>	+11 (+6 when armoured)	<i>Skills:</i> Acrobatics 39%, Athletics 44%, Boating 55%, Evade 43%, Language (native) 74%, Lore (Animal) 29%, Lore (the sea) 24%, Lore (World) 39%, Perception 66% (54%), Persistence 58% (32%), Resilience 55%, Shiphandling 68%, Sing 31%, Throwing 35%, Unarmed 34%
		<i>Divine Magic:</i> Lore (Godsdeath Theology) 92%, Pact (Godsdeath) 30%
		<i>Spells Prepared:</i> Condemn to Undeath, Dead Counsel, Power of Undeath, Deathcourse

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Greater Warsword	M	M	79%	1d8+1d2	6/10
Shield	L	S	40%	1d6+1d2	4/12

Equipment: Warsword, Target Shield, Chain Shirt, Dead Eye

Battling the Keeper of the Drowned

The Keeper is a canny foe, with a cult and many undead minions to defend him. The great virtue of Divine Necromancy is that it is very easy to create permanent undead, so he can throw hordes of sword-fodder at intruders to wear them down. He will reserve the use of his Deathcourse until he is fighting within the confines of the Drowned Shrine, as that gives enemies a –40% penalty to their Resistance tests. He may also use Power of Undeath on his more powerful minions.

VAHDRED VATHOR, KNIGHT OF THE RUNE SHIELD

The castle of the Vathor family lies deep in the Forest of Thorns, a wilderness of wolves and treacherous paths. Many years ago, when Vahdred Vathor was born, a rune priest came to the castle and prophesied that one day the young nobleman would save the world. Vahdred was raised on the promise of this grand destiny; he trained and studied ceaselessly, honing himself into a living

weapon. Time wore on and while the world was threatened and tormented by all manner of dangers, Vahdred Vathor was never the hero who saved the world, he was never the axis upon which destiny turns.

When Vahdred Vathor felt the chill of age in his bones and realised that his reflexes were not as sharp as they once were nor his senses as keen, he decided that he must preserve himself so that he would be able to save the world on that glorious day. He quested for the rune of Death and books of lore and transformed himself into a vampire. He did this, he believes, not out of a desire for power or bloodlust or fear of death but out of duty. He knows he is destined to save the world – being a vampire means that he will be ready to do so, even if he must wait 1,000 years.

Vahdred Vathor sustains himself by preying on the villagers who dwell in the valley near the castle. These villages are under constant threat from wolves and other monsters that lurk in the forest and the bright sword of Vahdred Vathor is all that stands between the villagers and the monsters. Vahdred considers the blood he takes



Vahdred Vathor, the Vampire Knight of the Rune Shield (Master)

	Value	1D20	Hit Location	AP/HP
STR	30	1-2	Right Leg	7/9
CON	28	3-4	Left Leg	7/9
SIZ	16	5-6	Abdomen	7/10
INT	13	7-14	Chest	7/11
POW	15	15-16	Right Arm	7/8
DEX	16	17-18	Left Arm	7/8
CHA	11	19-20	Head	7/9

Combat Actions	3
Damage Modifier	+1D10
Magic Points	15
Movement	8m
Strike Rank	+15 (+9 when armoured)

Typical Armour: Ancestral Armour (AP7, -6 Strike Rank Penalty)

Runes: Death, Earth, Metal, Fate

Skills: Athletics 111%, Evade 62%, Influence 56%, Language (native) 76%, Lore (Forest of Thorns) 56%, Lore (military tactics) 56%, Lore (prophecy) 46%, Lore (world) 36%, Perception 73%, Persistence 55%, Resilience 83%, Ride 70%

Common Magic: Common Magic 76%

Spells: Bladesharp, Fate, Protection

Sorcery: Sorcery (Undying Grimoire) 86%, Manipulation 86%

Undying Grimoire: Bleed Power, Body Jump, Necrotic Bolt, Raise Undead, Transfer Undead Power

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP	
Ancestral Sword	1H	M	L	140%	2D8	7/12
	2H	L	L	150%	2D8+2	7/12
The Rune Shield	L	S	120%	1d6+1d10	5/12	

Equipment: The Rune Shield, Ancestral Sword of the Vathors, Ancestral Armour of the Vathors.

as a form of tithe, a tribute to which is he entitled as the liege lord and protector of the villages. He has become the centre of a minor cult, as he sends out preachers to the villagers to collect the blood tithe and tell them that their sacrifices are meaningful, for they ensure that the world will one day be saved.

The title, Knight of the Rune Shield, comes from the magnificent shield that Vathor carries into battle – it is marked with many runes around the border but the central rune is the Mystery Rune that no scholar or sage can identify. Some whisper that it is the Rune of Salvation or the Rune of Apocalypse. The origins of the Rune Shield are known only to Vathor.

Description

The Knight of the Rune Shield wears the ornate armour of his family and always carries the Rune Shield. His transformation into a vampire has restored most of his youth, although in certain lights his face looks like a youthful mask. He is dashing, handsome and heroic and quite mad.

Plots

- * The Knight of the Rune Shield is a relatively passive foe – he intends to sit in his castle feeding on the blood of his minions until the end of the world arrives. If the characters

wander into his domain, they may draw his wrath. An especially brave villager could beg the characters to slay the vampire but remember that Vathor has a cult of preachers in every village and those who defy the vampire are punished by exsanguination.

- * Perhaps Vathor's destiny has come and gone and he is no longer the one who will save the world. The characters may have to go to the castle and steal the Rune Shield – and the world-saving destiny it represents – from the vampire.
- * Alternatively, there is no prophecy and the rune-priest lied when he convinced Vathor's parents to turn their son into a hero. Who was this trickster priest and what could he or she want with an insane vampire knight who is convinced that he is destined to be a hero?

Battling Vahdred Vathor

Going up against Vahdred in direct combat is suicidal – he was an expert swordsman with marvellous gear *before* he got his STR and CON doubled. If Vathor has time to prepare (Bladesharp 4 to give him +20% to attacks and +4 to damage, Protection 3 for another three AP), he is an even tougher foe. Vahdred will use his vampiric abilities to the fullest, turning to mist when cornered. He is an honourable foe, though, as he thinks of himself as the perfect hero. Defeated foes may be allowed to retreat and he will not attack without provocation. Canny players may be able to trick Vahdred with his own sense of honour.

That said – he is a vampire and an insane one at that. Underneath his façade of the perfect knight, Vahdred is a blood-thirsty loon. Push him too far – say, by stealing the Rune Shield or denying that he is going to save the world, or by accusing him of being a monster – and he will crack and the fury of the vampire is a terrible thing indeed.





NECROMANTIC LAIRS



Just as a sculptor needs a studio, with blocks of marble and heavy tools and a playwright needs a theatre with stage and curtains and backdrops and actors, the Dark Art too has its own particular situation and materials. Necromancers make their lairs on the fringes of civilisation or in secret places – they need to be hidden away so they are not disturbed but close enough to have a ready supply of ‘raw materials.’

The sample lair described in this chapter is associated with the necromancer Harad (see page 32) but the Games Master is encouraged to take the maps and locations and use them with their own hideous and bizarre creations.

THE RUINS ON THE HILL

The little town of Molestad is nestled in a wooded valley. It is a peaceful, rustic place, far from the great cities and the frontiers. There are no heroes in Molestad and the name is associated more with weaving and woodcutting than with monsters. (In short, Molestad is the Peasant cultural background.)

The hills above the town are covered thickly in beech and oak trees but beneath the roots and leaf cover a keen eye may glimpse the occasional chunk of worked stone or overgrown tomb. An ancient fortress or palace once stood on the north hill overlooking the town and the outline of walls and buildings can be seen in the green shade beneath the trees. The people of Molestad avoid the north hill whenever possible – the place has an evil reputation and travellers are warned that the old ruins conceal several shafts and pits.

There is little of the former palace on the surface but the cellars and crypts are still partially intact. Oak roots have broken into marble tombs and some passageways have collapsed but there is still a labyrinth beneath the north hill.

Harad the Necromancer

A strange boy named Harad was thrown into one of the pits by vengeful peasants from Molestad. Since then, Harad has become a necromancer and made the ruins his home. Harad knows the

passageways beneath the hill intimately and is capable of navigating them all in pitch darkness. He scavenges food from cottages on the edge of the town, or just has his undead minions capture rats, rabbits and fowl from the hillside.

Harad has created eight zombie servants using the Raise Undead spell. His activities have all roused other dangers from the depths.

The North Hill

Even on the brightest days, it is dark and cool beneath the trees on this foreboding hill. The whole hill is thickly wooded but the characters may spot the remains of ruined buildings. The hill is only a short distance from Molestad and the nearest farmsteads are less than half an hour’s walk away.

Characters wandering the hillside during the day will not encounter any danger except for the concealed shafts. At night, the zombie pack roams the forest, hunting for intruders and animals.

The ruins of the palace or fortress that once stood here are scattered across the hill. The lower hill once had ornamental gardens and outbuildings. The main body of the palace stood on the middle section of the hill and it is this section that is the most thickly overgrown.

The remains of a temple can also be found on the hill but these ruins are not connected to the subterranean complex. Finally, on the brow of the hill, a lonely broken tower rises above the trees.

There are seven entrances into the ruins from the surface, marked as A through G on the map.

A: The entrance to this tunnel is concealed behind heavy stones and underbrush. Moving the stones aside requires a Hard (–40%) Athletics test.

B: This steep shaft leads down to the tunnel below. It is very hard to spot (Perception, –20%) from the surface and unwary characters may fall through the undergrowth into the tunnel (Level 0:1). The shaft is five metres deep.



C: A shorter shaft leads down from the ruined kitchens of the palace to the cellars. This shaft is clear of obstacles and overgrowth and is the only one known to the people of Molestad.

D: A stone slab can be moved aside to reveal this passageway.

E: Another vertical shaft. Bats nest here during the day and fly up the shaft at night to hunt insects in the forest. Characters who watch the movements of the bats can find this shaft.

F: Old Well. This is a very deep shaft, reaching down into the bowels of the hill. It extends some 20 metres down to the crypts far below.

G: At the base of the ruined tower is a rotten trapdoor that leads down into the hill.

H: Not an entrance to the ruins but the ancient temple here is still Consecrated ground and undead creatures must make a Persistence check to enter. It can be a useful refuge for fleeing characters.

Level 0

The lowest level of the complex is just a long dark tunnel. The walls are lined with bricks and it is obvious that animals were living here before the undead moved in. The ceiling is low and the tunnel is so cramped, giving a -10% penalty to attacks with most weapons.

1. Tunnel Entrance: Harad has stationed a pair of zombies here, with instructions to attack anyone who enters the tunnel. While waiting for intruders, the zombies slump against the wall like lifeless corpses. The zombies retain enough instinctive cunning to wait until victims have walked past them, so the zombies can trap them in the tunnel.

2. Shaft from B.

3. Stairs to Level 1.

Level 1

These were the cellars of the palace. These are barrel vaults, with curved walls and ceilings. Smaller gratings in the ceiling let a little light in. The main danger in this level is the pack of five Resilient Zombies. The zombies cannot stray far from each other

1. Shaft from C. This is the only entrance into the tunnels known to the people of Molestad. It leads into a largely empty barrel vault. Plants and weeds are growing in the middle of the vault, in the little patch of sunlight that shines down through the shaft.

2. Storage Vault: Harad keeps his food supplies here. Skinned hares hang from a wooden beam and he also has food stolen from outlying farms stacked against the east wall. Alarmingly, the ambient necromantic energies of the crypt have animated one of the skinned hares and it will jerk and dance around on its wire hook when the characters come near.

3. Storage Vault: This room contains a few items that Harad has plundered from farmsteads and trade caravans, including cloth and flasks of lamp oil that can be made into torches. The trade goods here are worth 300 silver.

4. Corpse Store: Four corpses are stacked against the wall. Three of the corpses were carried up from the crypts below and are withered and heavily decayed. The fourth corpse is that of a trapper who was caught by the zombies and murdered. The trapper's body has a broken shortbow and a dozen arrows on it. Harad keeps the corpses here until he is ready to bring them to his laboratory (Level 2).

One zombie sits in a corner. This zombie is programmed to bring fresh corpses to the laboratory upstairs. If roused, the zombie picks up the nearest corpse (or the nearest unconscious or unmoving person) and carries it upstairs to Level 2. If the zombie is attacked, then it fights back. The characters can use this zombie to bypass the Doorman on level 2.

5. Stairs to Level 0.

6. Collapsed Chamber: Most of this vault's ceiling has collapsed. There is still a safe path from Room 8 to Room 1 but the rest of the room is mostly filled with debris. Any major damage to the structure, such as an explosive spell, risks bringing down the rest of the roof, burying anyone in the room.

It is possible to crawl through the rubble by making a Difficult (-20%) Acrobatics test to the buried vault of Room 7.

7. Buried Vault: This lost chamber was never discovered by Harad or any of the other denizens of the ruins. Most of the goods stored here have long since rotted away but there is a very well-made scale mail shirt hanging from a peg. This scale mail is of Greater quality and is Light.

8. Zombie Pack: The pack of zombies wait here during the day. The restless undead have built a grisly nest of half-eaten bodies and gnawed rat carcasses in this storage vault – Harad lacks the ability to fully control the zombies, so he leaves the monsters to do as they will. Searching through the mess of carrion can turn up 6d6 silver.

9. Empty Vault.

10. Empty Vault. The secret passage to the crypt is concealed behind a hinged stone block that can be pulled out of the wall. There is a depression in the floor in front of the block, allowing a character to reach down and get a grip on the stone to lever it out. A Difficult (-20%) Perception test lets a character spot the scratch marks on the floor tiles. Behind the block is a sloping passageway that leads to a staircase that goes to Room 2 of the Crypt level.



Level 2

The second level of the underground complex is Harad's laboratory. Here, the young necromancer experiments with new forms of undead horrors. Harad is a self-taught necromancer, so his creations are rough and ugly even for the undead. He sews corpses together like a bachelor darns wool socks and his knowledge of herbalism and alchemy is similarly lacking. He uses improvised tools, mixing poisons together in rough wooden bowls or clay pots stolen from the outlying farms.

1. Doorman: One of Harad's recent experiments was the creation of his first necromaton, a doorman (see page 57). This is a rather poor example of the necromancer's art but the monster is programmed to sound the alarm if it spots anyone other than Harad or one of the zombies. If the doorman sounds the alarm by scraping its bony fingers off the doorframe, like nails on a chalkboard, it alerts the larger necromaton in room 2:5.

2. Laboratory: In the centre of this large room is a stone slab, surrounded by workbenches and tables. Scavenged or improvised tools like knives, bone saws, spikes and nails lay around the benches, all covered in grisly lumps and scabs of congealed blood. The room is lit by torches and candles.

Lacking scrolls or books of lore, Harad has taken to using the white walls of the room as his grimoire. Notes and anatomical sketches are drawn on the walls with charcoal. Notable images include his various undead creations (eight common zombies, a pack of zombies, a Doorman and a Bonecarver), as well as sketches of the monsters in the crypts and images of the rune of Death. In one corner are surprisingly pretty portraits of a young woman, along with delusional ramblings about plunging the world into darkness and sacrificing his own soul to undeath.

Lying on the slab is another corpse that Harad has not yet managed to animate.

3. Treasure Room. Harad found four chests in the crypts and has placed various items that are important to him here. All four chests are locked and the young necromancer carries the keys with him. Picking the locks requires a Difficult (–20%) Mechanisms test.

The first chest contains treasure and coin taken from the predations of the zombies, totalling 600 silvers.

The second chest is empty.

The third chest contains a clay statuette, a skull, a lock of hair and other personal belongings of the insane necromancer.

The fourth chest is a trap – if opened, it releases a cloud of poison gas.

4. Collapsed Vault: Any effects that cause structural damage in this room will cause more of the vault to collapse, burying anyone in the room.

5. Bonecarver: Harad's greatest accomplishment thus far is the construction of this Bonecarver Necromaton (see page 56). The creature stands on a plinth in this room like a bizarre work of art. It moves into action if alerted by the Doorman in location 2:1 or Harad's servants on level 3.

6. Stairs to level 3.

Level 3

This level of the complex is Harad's sleeping quarters. He sleeps here (when he manages to sleep, which is rarely more than once or twice a week) and can usually be found here or in the laboratory below. There are three zombie guards on this level – if Harad is present, then they wait for his command. Otherwise, they follow him wherever he goes.

1. Zombie Atrium: Two zombie servants stand here, waiting for Harad to command them.

2. Harad's Chamber: Like the laboratory below, the walls of this room are covered with Harad's charcoal drawings and rantings. Here, he focuses his rage on his tormentors and enemies. Portraits of townsfolk from Molestad and rambling bizarre threats decorate the walls above his bed. Harad sleeps in a tangle of blankets and burial shrouds from the crypts below.

3. Spiral Staircase: Up to level 4. A third zombie waits here.

Level 4

The fourth level of the complex is home to the other two living things in the complex. Dharat Greycloak was a wandering thief and footpad, who liked to befriend travellers on the roads, then cut their throats and robbed them while they slept. He took shelter in the upper ruins and was cornered by the undead. He managed to talk Harad into sparing his life and the two have become allies but not friends. Dharat has contemplated murdering Harad and stealing his magic but fears the uncontrolled undead. Harad tolerates Dharat because the highwayman has much more experience with combat and murder – necessary activities if Harad is going to have his revenge on the town below.

Harad has been experimenting with augmenting his ally and Dharat has two undead parts – an arm and an eye.

Dharat can usually be found in these chambers. He only wanders through the rest of the complex with Harad, or when he has an important reason to be down in the undead-occupied sections of the ruins. He also spends time in the ruined tower above. He sometimes sneaks into Molestad or to other nearby towns to spy and to plot further robberies.

Robbing Caravans With Zombies

Dharat's normal tactic is to have his zombies submerge themselves at a ford in a river. There are several places near Molestad where roads go through shallow rivers. The zombies hide underwater, then rise up and grab the caravan guards and horses. Dharat normally brings the pack of zombies with him.

The other unfortunate is Rana, who was kidnapped from one of the farms to serve the two men. Harad had one of his zombies guarding her for weeks, until she lost all hope of escape. He also used her as a test subject in his experiments – Rana's left forearm has been replaced by a skeletal limb but the necromancer failed to animate it correctly and the bone arm now acts on its own.

The staircase continues on to the trapdoor in the basement of the tower G.

1. Common Room: This room is remarkably homely for a chamber in a ruined vault. There is a fire pit near the staircase

shaft, a table and chairs, a lamp hanging on the wall and a box containing pilfered food, like bread and cheese. Dharat's bedroll is in the corner closest to the fire. The prizes of the caravan raids are kept here too – a chest next to the bedroll contains some 1,500 silvers worth of trade goods, including bundles of silk, gold ingots and rare medicines.

2. Rana's Room: The slave girl cowers in this room when not serving Dharat. There is one zombie in this room – the monster stands in the alcove facing Rana's bed, staring at her and ensuring she does not try to flee.

Crypt

The lowest section of the ruins is vastly more dangerous than the upper reaches. The undead here were not created by Harad – they are as old as the ruins. It was in this lightless crypt that Harad discovered the secrets of the Rune of Death and was instructed by the spirits in the art of necromancy.

1. Black Well: The deep shaft F plummets into this chamber, ending in a well of ice-cold water. The well shaft continues down past the level of the crypt. In times past, the palace used this well as a source of drinking water.

Dharat (Seasoned)

	Value	1D20	Hit Location	AP/HP
STR	13 (25 in right arm)	1–2	Right Leg	1/6
CON	12	3–4	Left Leg	1/6
SIZ	14	5–6	Abdomen	5/7
INT	13	7–14	Chest	5/8
POW	10	15–16	Right Arm	5/5
DEX	13	17–18	Left Arm	5/5
CHA	6	19–20	Head	2/6

<i>Combat Actions</i>	3
<i>Damage Modifier</i>	+1D2 (+1D6 with right arm)
<i>Magic Points</i>	10
<i>Movement</i>	4m
<i>Strike Rank</i>	+13 (+8 when armoured)

Typical Armour: Chain Shirt, Leather Trews & Cap (–5 Strike Rank Penalty)

Runes: None

Skills: Athletics 41%/53% with zombie arm, Disguise 36%, Evade 49%, Driving 20%, First Aid 18%, Lore (animal) 28%, Lore (plants) 38%, Mechanisms 56%, Perception 43%, Resilience 32%, Stealth 49%, Streetwise 56%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Axe	M	M	108%	2D6+1	4/8
Dagger	S	S	76%	1D4+1+1D2	6/8

Equipment: Battleaxe, Dagger, Chain Shirt, Dead Eye, Zombie Arm.



2. Secret Stairs: The stairs here connect to Level 1, Room 10. The staircase was cut through the rock by magic and is so narrow that only one person can move down the stairs at a time. The stairs were initially used as an emergency escape tunnel but later the natural cave below was expanded into the catacombs and crypts.

The secret stairs ends in a heavy marble door (Athletics test to open) marked with the Rune of Death. If the character who opens this door is not Rune Touched by the Rune of Death, he must make a Resilience test or take 1d6 points of damage to the chest.

3. Catacombs: These narrow passages are lined with corpses, stacked seven or eight high in places. All the bodies have been preserved by wrapping them in some sort of strange webbing and treating their flesh with oil. There are well over 300 corpses here. While none of them are full zombies, the necromantic energies emanating from the neighbouring crypt sometimes makes the bodies twitch and shift in their slumber.

Several necropedes (see page 60) slither among the stacked corpses.

4. Buried Crypt: This large chamber was once a natural cave but has been converted into a burial chamber and a temple to strange gods of undeath. It is hard to tell where the work of man's hand stops and the natural rock begins, as the stone has flowed like candle-wax into the shapes of pillars and spires and a black altar in the centre.

The altar is a necromantic power source with a POW of 5.

There are five tombs in the crypt, arranged around the altar in a cross shape. These tombs contain the remains of the necromancers who once dwelled in the palace on the hill. Four of the necromancers are wholly dead (or, if undead, are quiescent). The last will manifest as a Wraith if anyone disturbs the altar or the tombs. The Wraith desires to force intruders to become necromancers under its tutelage instead of killing them but if the trespassers do not bend to the spirit's will, it attacks.

The south door is actually a double-sided statue of a woman holding a dagger. The dagger is real and quite sharp. The statue rotates if someone cuts their flesh with the dagger, carrying anyone from the temple to Room 5 or vice versa.

5. Guardian: A tomb guardian (see page 70) stands here, just as it has for centuries. The unsleeping sentinel will pursue intruders anywhere on this level but will not leave the crypt.

6. Armoury: Most of the weapons and armours in this ancient armoury have crumbled into useless dust but there is a short sword with the Metal Rune engraved into the hilt here.

7. Treasure Room: The door into the treasure room is carefully hidden (Perception test at -20% to find it when searching). Stone coffers contain some 3,000 silvers worth of coin and jewellery. The real prize, though, are the books and scrolls that are stored here in sealed jars – a library of ancient necromantic lore...



UNDEAD CREATURES

The shambling parade of the dead contains an alarming variety of horrors. The motifs of rotting flesh, grinning skulls, tattered rags and the stench of the grave may be repeated over and over with ghastly inevitability but a necromancer learns to distinguish between the different forms of necromantic creations.

UNDEAD TRAITS

These new traits are not unique to the undead – golems, for example, might have the Animated or Imbued trait.

Animated: This undead creature's unlife is maintained by an ongoing spell. If the necromancer is slain, or the spell is removed, the creature is instantly destroyed.

Imbued: This undead creature is fuelled by some necromantic energy that was infused into it when it was created. It cannot be dispelled and will outlast the death of the necromancer who made it.

Free-Willed: This creature is sentient and so may be vulnerable to mind-affecting spells.

Life Sight: The undead creature can sense the life energy within living beings. This functions like Dark Sight but only allows the undead creature to see living beings. Life Sight makes it harder to hide from the dead, giving the undead a +20% bonus to Perception tests opposing Stealth or Disguise tests made by living creatures.

Animating Slime

This vile ooze resembles a knot of human muscle tissue, all stringy and frayed, covered with a thick layer of slime. Alone, a blob of animating slime is almost harmless, slowly rolling from place-to-place and feeding on vermin and carrion. The slime gains its name from its habit of wrapping around branches, driftwood or ideally bone and using these items as makeshift limbs or weapons.

Human skeletons are the favoured habitat for animating slime. These are a bizarre sight – skeletons stagger and lope around the forests, chasing rabbits and rats and pushing rotting carrion into their ribcages to be digested.

Animating slime cannot be effectively damaged by normal weapons. It takes a maximum one point of damage from any non-magical attack. Fire is the best method for dealing with animating slime.

If the slime has wrapped itself around a skeleton, use the first set of statistics. The Hit Points for the locations of the skeleton represent the amount of damage needed to shatter the bones and cut the connections where the slime has adhered to the bone. The slime's Hit Points are tracked separately. If the skeleton is destroyed without the slime being burnt away or scattered, then the slime will quickly rebuild its home – the skeleton regains one Hit Point every five minutes.

Necromancers sometimes cultivate animating slime. They use the creature's natural instincts to rebuild damaged skeletons. Slimes also serve as useful decoys, as adventures waste their Magic Points casting anti-undead spells at the entirely mundane slime. The one problem is the occasional undead skeleton that becomes infested with animating slime and wanders off to hunt sparrows and rats.

As a mindless creature, animating slime is immune to most mind-affecting spells.

In the statistics, separate characteristics and hit locations are given for the creature when it is attached to a host skeleton and when it is in its natural slime pool form.

Using Animating Slime: Animating slime can be a surprise for jaded adventurers who just rely on anti-undead spells to blast their way through skeletons and zombies, or who immediately look for the necromancer when they encounter an 'undead'.



Host	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	13	1-3	Right Leg	5/4
CON	2D6	7	4-6	Left Leg	5/4
SIZ	3D6	10	7-9	Abdomen	5/5
INT	0	0	10-12	Chest	5/6
POW	0	0	13-15	Right Arm	5/3
DEX	2D6	7	16-18	Left Arm	5/3
CHA	0	0	19-20	Head	5/4

Slime	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6	3	1-20	Slime Pool	-/12
CON	1D6	3			
SIZ	2D6	7			
INT	0	0			
POW	0	0			
DEX	1	1			
CHA	0	0			

Combat Actions 2 *Typical Armour:* None
Damage Modifier 0
Magic Points 0 *Traits:* Regeneration (5 HP/5 minutes), Damage Resistance (maximum one damage to slime from weapon attacks)
Movement 4m
Strike Rank +3 *Skills:* Perception 20%, Persistence 50%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Unarmed	S	T	30%	1D4	As for Arm

Ashwalker

Ashwalkers arise from the wreck of cities and the bloody end of sieges. They are born of devastation and ruin. An ashwalker resembles a burnt human corpse, its flesh blackened and tattered like old leather and its hollow eye-sockets are filled with searing flame.

Ashwalkers can only step on burnt ground. If an ashwalker tricked or lured onto any terrain that has not been scorched, it must make a Resilience test or be destroyed instantly in a puff of acrid smoke. If it passes this test, it immediately uses its Flame Wreath ability to burn the ground beneath its feet. Ashwalkers cannot therefore pass running water.

The creatures possess several abilities related to flame and destruction.

Flame Projection: The Ashwalker can exhale blasts of fire. It can deal up to five points of fire damage every round. It uses this to scorch the ground nearby, allowing it to travel over burnt terrain. The amount of damage needed to burn the ground depends on the terrain:



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+6	17	1–3	Right Leg	3/6
CON	3D6+6	17	4–6	Left Leg	3/6
SIZ	3D6	10	7–9	Abdomen	3/7
INT	1D3	2	10–12	Chest	3/8
POW	2D6	7	13–15	Right Arm	3/5
DEX	2D6+6	13	16–18	Left Arm	3/5
CHA	1D3	2	19–20	Head	3/6

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Flame Buffet (AP3)
<i>Damage Modifier</i>	+1D2	
<i>Magic Points</i>	7	<i>Traits:</i> Dark Sight, Imbued
<i>Movement</i>	8m	
<i>Strike Rank</i>	+8	<i>Skills:</i> Perception 29%, Persistence 30%, Resilience 60%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Fiery Punch	S	T	60%	1D6+1D6 fire+1D2	As for Arm
Flame Gout	–	–	Automatic	Varies	–
Flame Wreath	–	VL	Automatic	1D6 x 1D3	–

One damage: Leaves, dry ground
 Two damage: Grass or sand
 Three damage: Damp grass
 Four damage: Mud
 Five damage: Stone

Any left over fire damage can be used in combat. The ashwalker can spit a gout of flame up to five metres. A character targeted by a flame gout may make a Dodge test to avoid being struck. If the Ashwalker does not move, it can use all five points of fire damage as a flame gout attack.

Flame Wreath: Inhaling deeply, the ashwalker vomits out a huge blast of flame. This blast extends two metres from the creature, dealing 1d6 damage to 1d3 locations on all creatures within range (Dodge test to avoid all damage). After the ashwalker uses its

flame wreath attack, it cannot project a flame gout for another 2d4 rounds.

Ash Storm: An ashwalker surrounds itself with swirling clouds of ash and hot dust. This cloud penalises missile attacks on the undead by –20%.

Using Ashwalkers: Ashwalkers make positioning very important in a battle. If the characters stand and fight, then they will keep getting blasted by Fire Gouts. They can also burn buildings down around the characters, making for a hazardous battlefield!

Chattering Skull

A chattering skull is the simplest necromantic construct that retains a fragment of its intelligence and wit. All the magical energy that goes into the animation of a skeleton is instead channelled into

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D3	2	1–20	Head	5/3
CON	1D6	3			
SIZ	3	3			
INT	2D6	7			
POW	1D6	3			
DEX	1D6+3	7			
CHA	2D6	7			

<i>Combat Actions</i>	2	<i>Typical Armour:</i> Skeletal (AP5)
<i>Damage Modifier</i>	–1D8	
<i>Magic Points</i>	3	<i>Traits:</i> Dark Sight, Imbued
<i>Movement</i>	2m	
<i>Strike Rank</i>	+7	<i>Skills:</i> Influence 30%, Perception 40%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Chew Your Legs Off	S	T	30%	1D4–1D8	As for Head



producing a sorcerous mind within the bony confines of the skull. Chattering skulls have a limited intelligence and can speak, so they are used as notebooks, grimoires, watchmen or even messages by necromancer. One skull might be placed in a necromancer's laboratory, to observe an experiment. Another might be placed on a rock overlooking an approach road and ordered to chatter an alarm if it spots intruders.

The personality and mind of a chattering skull are entirely the creation of the magic that created them – the skull retains nothing of the living mind that once resided there, although some skulls like to pretend they were once alive. Over time, chattering skulls tend to become eccentric and stubborn and elder necromancers dismiss the things as being far more trouble than they are worth.

Chattering skulls can learn sorcery but their low POW means they will never be especially potent sorcerers.

Using Chattering Skulls: Chattering skulls are one of the few undead creatures that you can talk to and they are great fun to roleplay. Be as morbid or amusing as you can.

Corpse Tree

A corpse tree is made from a rotten tree. The necromancer hollows out the foul core, then fills it with grave dust, bone meal and rotten meat while chanting a suitable spell. The tree becomes an ugly, twisted thing, gaunt and leafless and bitter and the rot spreads from the tree's dying roots to the surrounding area. Despite this inner decay, corpse trees continue to grow as they feed on blood and some elder corpse trees are said to contain hundreds of undead.

A corpse tree can drop dead branches at enemies who come beneath its eaves. It can also poke roots out of the ground to drain

blood from dead or unconscious victims. It tries to combine these attacks, stunning creatures that come too close, then sucking their live essence out with its vampiric roots.

The corpse tree's chief power, though, is to animate corpses that are hung from its branches. A body hung from the tree will be animated as a common skeleton or zombie within one month. The undead creatures cannot stray far from the tree and will collapse if moved more than three kilometres. The tree can hold one corpse per five SIZ. Necromancers use corpse trees as a method of mass-producing zombie servants.

Even though the undead that hang from its branches take one month to 'ripen', corpses are partially animated as soon as they are hung from the branches. Anyone attacking the tree will also be attacked by any undead hanging from its branches. Horribly, a victim killed by these zombies will be hauled up into the branches to join them. An average corpse tree contains 1d4+1 common zombies or skeletons.

If a corpse tree is not controlled by a necromancer or other undead master, then it sends its spawn out to hunt for fresh blood. Destroying the corpse tree also destroys all its rotten fruit.

Using Corpse Trees: Corpse trees are a disturbing image – what player expects to be scared by a *tree*, of all things. They are a good challenge for an inexperienced party, as the tree can produce many common undead without being a powerful necromancer itself.

Grave Ooze

Grave ooze is a foul-smelling black slime that rises from the graves of murderers and thieves. The ooze can slither and flow with surprising speed and its jet-black colour makes it resemble a moving shadow.

	Dice	Average	1D20	Hit Location	AP/HP
STR	Equal to SIZ		1–3	Root	2/19
CON	6d6	22	4–6	Root	2/19
SIZ	20D6	70	7–9	Trunk	2/20
INT	0	0	10–12	Trunk	2/20
POW	0	0	13–15	Trunk	2/20
DEX	1D6	3	16–18	Branch	2/18
CHA	0	0	19–20	Branch	2/18

<i>Combat Actions</i>	1	<i>Typical Armour:</i> Bark (2AP)
<i>Damage Modifier</i>	–	
<i>Magic Points</i>	0	<i>Traits:</i> Earth Sense, Imbued.
<i>Movement</i>	0m	
<i>Strike Rank</i>	+1	<i>Skills:</i> None

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Falling Branch	H	M	30%	3D6	As for Branch
Vampiric Root	L	VL	10%	3D6	As for Root

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6	14	1–20	Slime	–/21
CON	3D6	11			
SIZ	3D6	11			
INT	0	0			
POW	1D3	2			
DEX	2D6	7			
CHA	1	1			

<i>Combat Actions</i>	2	<i>Typical Armour:</i> None
<i>Damage Modifier</i>	0	
<i>Magic Points</i>	2	<i>Traits:</i> Earth Sense
<i>Movement</i>	6m	
<i>Strike Rank</i>	+4	<i>Skills:</i> Stealth 80%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Pseudopod	M	L	60%	1D4+1D2+1D6	
Engulf	–	–	50%	1D4+1D2+1D6 to 1d3 locations.	

Engulf attack is only possible if the grave ooze attacks with surprise.

Grave ooze is drawn to dark, cold places, where it festers and grows. It is hostile to all living things and kills by drawing the very life out of the cells. The remains of those slain by the ooze appear uninjured but are icy cold to the touch and are rotting on the inside. Fire and bright light both repel the ooze and fire attacks do double damage.

The ooze often slithers its way up to cling to the ceiling of a cave or crypt and then drops down to ambush an unsuspecting foe. It has also been known to lurk in shallow pools of water, waiting for a victim to come by.

Icy Touch: The location struck by an ooze attack is temporarily paralysed because of the extreme cold, reducing the victim's Dexterity by 1D6 per attack. Warming and rubbing the affected areas restores health and movement.

Using Grave Ooze: Grave ooze is a hazard for adventurers in tombs and crypts. Combine it with another danger, like a skeleton patrol, to force the characters to fight when they are half-paralysed.

Lich

Becoming a lich is the ultimate goal of the necromancer. It binds the necromancer's very soul to the mortal world for all eternity, forever freeing him from death. The necromancer will never pass onto the afterworld – he will continue to exist in this world until the stars go out and the world ends. He has bound body and soul together into a single eternal form.



	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6	20	1–2	Right Hind Leg	2/6
CON	3D6+9	19	3–4	Left Hind Leg	2/6
SIZ	2D6+3	10	5–7	Hindquarters	2/7
INT	5	5	8–10	Forequarters	2/8
POW	3D6	10	11–13	Right Front Leg	2/6
DEX	3D6+3	13	14–16	Left Front Leg	2/6
CHA	5	5	17–20	Head	2/6

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+1D2
<i>Magic Points</i>	10
<i>Movement</i>	10m
<i>Strike Rank</i>	+9

Typical Armour: Hide (AP 2)

Traits: Night Sight, Imbued

Skills: Athletics 90%, Evade 55%, Perception 60%, Resilience 70%, Stealth 55%, Survival 40%, Tracking 60%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Bite	S	T	70%	1D8+1D2	As for Head
Claw	M	S	50%	1D6+1D2	As for Leg

travelling by moonlight, the hound can teleport from one patch of moonlight to another, crossing the intervening distance instantly no matter how far the jump.

Both the howl and the bite of a moon hound are magically unsettling. Anyone who hears the howl of a moon hound must make a Persistence test or suffer a –10% penalty to all attacks made while the hound is present.

Anyone bitten by a moon hound must make a Resilience test or be unable to see the moonlight for one month. This may turn a bright night into a much darker one and makes moon hunters invisible to the victim.

Moon Hunter

These undead creatures resemble gaunt humans with porcelain-white skin and are often mistaken for vampires. They carry thin swords that shine brightly in one hand and mirrored shields in the other. They also carry crescent-shaped daggers. Moon hunters commonly hunt in packs, accompanied by moon hounds.

A moon hunter can exist only in moonlight. When in moonlight, the hunter is as solid and real as any living creature. If a cloud passes in front of the moon, then the hunter vanishes. It does not go invisible or enter the spirit world – it simply ceases to be. When the moonlight shines again, the hunter exists again.

The creatures are adept at using this curious property in combat. In the round when a moon hunter appears, its first attack may ignore

armour and deals double damage as the creature materialises with its blade already impaled in a target. The creatures also step into shadow when cornered, so that they cease to exist and can reappear in some other section of moonlight.

When clouds are passing in front of the moon, roll 1d20 each round. If the moon hunter is present, then it vanishes on that strike rank. If the moon hunter is absent, then it appears on that strike rank.

The moon hunters use their mirrored shields to pursue foes into cover. One hunter will stand outside and hold up its shield, reflecting the silver light of the moon into the building or cave where its foes have fled. The shields can reflect moonlight up to 10 metres and the moon hunters can create projection chains, where one hunter reflects the light from the shield of another.

Some tales speak of an army of champions, princes and heroes every one, who swore to make war upon the Goddess of the Moon but were defeated by her and were transformed into her slaves. Other accounts claim that moon hunters are the spectres of those moon-touched madmen who wandered onto the moors and froze to death.

Using Moon Hunters: Like ashwalkers, moon hunters change the rules of the battlefield and are a very unusual foe. They are also intelligent enough to be recurring villains and can chase the characters by night while giving them respite by day.



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-3	Right Leg	5/6
CON	3D6+6	17	4-6	Left Leg	5/6
SIZ	3D6	11	7-9	Abdomen	5/7
INT	3D6	11	10-12	Chest	5/8
POW	3D6+3	14	13-15	Right Arm	5/5
DEX	3D6+3	14	16-18	Left Arm	5/5
CHA	3D6+3	14	19-20	Head	5/6

Combat Actions 3 *Typical Armour:* Chain mail Shirt and Trews (AP5, -7 Strike Rank Penalty)
Damage Modifier 0
Magic Points 14 *Traits:* Night Sight, Imbued
Movement 8m
Strike Rank +13 (+6 if armoured) *Skills:* Athletics 40%, Perception 55%, Persistence 60%, Resilience 55%, Stealth 45%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Moonbeam Rapier	M	L	65%	1D8/3	5/8
Fullmoon Shield	L	S	40%	1D6/8	4/12

Mummy

A mummy is an undead monster spawned of a preserved, desiccated and eviscerated corpse, inhabited by the spirit or soul that resided in the creature when it was alive.

A mummy's body is dried, spiced and wrapped in dry cloth, making it particularly vulnerable to fire. An Ignite spell will work on any portion of a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it, or even a torch, will ignite the Hit Location struck if the damage from the fire overcomes the mummy's Resilience in a standard opposed test.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	21	1-3	Right Leg	3/7
CON	3D6+12	21	4-6	Left Leg	3/7
SIZ	2D6+6	13	7-9	Abdomen	3/8
INT	2D6+6	13	10-12	Chest	3/9
POW	0	0	13-15	Right Arm	3/6
DEX	2D6	7	16-18	Left Arm	3/6
CHA	1	1	19-20	Head	3/7

Combat Actions 2 *Typical Armour:* Tough Skin (AP 3)
Damage Modifier +1D4
Magic Points 14 *Traits:* Free-Willed, Imbued
Movement 6m
Strike Rank +10 *Skills:* Mummies have the same skills they possessed when alive, though the skills may be modified by the mummy's new characteristics.

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
War maul	H	L	80%	2D6+1D4	4/10
Fist	S	T	60%	1D6+1D4	As for Arm



Standard healing spells are ineffective on mummy's, though a Repair spell will fix any damage done (in 1D10 increments).

When a creature becomes a mummy, its STR and CON are doubled. The statistics represent a human mummy, though any sentient creature can become one.

Mummy Dust

Every book and scroll on the topic of magical cure-all and healing praises the power and virtue of ground mummy, prescribing it for every illness from toothache to Baron Samethan's Plague. Tomb robbers dig up the buried dead of ancient days and grind them up to sell to apothecaries, while charlatans and mountebanks fill jars with ash or sand and sell them to the foolish. Such 'cures' are useless but harmless.

Some fools have ground up the remains of undead mummies, or collected dust from a tomb where such an undead creature once resided. This dust carries with it the taint of undeath and has brought death to many who hoped it would be a cure. When a jar of undead mummy dust is opened, the dust spills out in a choking cloud and shapes itself into a dusty simulacrum of the mummy's shape.

The dust attacks by clogging the nose and mouth of its victims, using precise attacks to target the head. Each attack on the head forces a Resilience test to avoid suffocation and a character who fails this test suffers 1d4 points of damage to the head each round while the dust is in contact with him. This damage ignores armour. If the dust's foe is too skilled or agile to be choked, then the dust can flail and abrade flesh.

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D6+6	9	1-3	Right Leg	-/5
CON	1D6	3	4-6	Left Leg	-/5
SIZ	6D6	22	7-9	Abdomen	-/6
INT	1D6	3	10-12	Chest	-/7
POW	1D3	2	13-15	Right Arm	-/4
DEX	2D6+3	10	16-18	Left Arm	-/4
CHA	1D3	2	19-20	Head	-/5

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	0
<i>Magic Points</i>	2
<i>Movement</i>	4m
<i>Strike Rank</i>	+7

Typical Armour: None but mummy dust takes only one point of damage from any attack

Traits: Dark Sight, Imbued

Skills: Evade 70%, Perception 20%, Persistence 80%, Resilience 20%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Smother	E	T	30%	1D4+possible suffocation	As for Chest
Abrasive Dust	S	T	70%	1D4	As for Arm



Necrodomo

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+12	22	1-3	Right Leg	-13
CON	1D6	3	4-6	Left Leg	-13
SIZ	3D6	10	7-9	Abdomen	-14
INT	3D6	10	10-12	Chest	-15
POW	1D3	2	13-15	Right Arm	-12
DEX	1D6+3	7	16-18	Left Arm	-12
CHA	2D6	7	19-20	Head	-13

Combat Actions 2

Damage Modifier +1D4

Magic Points 2

Movement 4m

Strike Rank +8

Typical Armour: None

Traits: Dark Sight, Night Sight

Skills: Evade 20%, Perception 20%, Persistence 60%, Resilience 60%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Unarmed	S	T	60%	1D3+1D4	As for Arm

Mummy dust is difficult to injure, as it is composed of floating dust motes and most attacks just go straight through it, inflicting only a single point of damage on the cloud. High winds can tear the phantom mummy apart. The dust is slow-moving and physically weak but it can flow through the smallest hole in a barrier to get to its victims.

Using Mummy Dust: Mummy dust could be the killer in a murder mystery – the characters deliver a relic from a tomb to an antiquarian, who is found dead the next morning. The characters have to find the undead dust to clear their names.

Necrodomo

A necrodomo is a more intelligent form of zombie, gifted with enough wit to follow orders and even command other undead. Necrodomos do not have souls and are not who they were in life but they often have some of the memories of the body's previous tenant. Necrodomos are used as servants and overseers by necromancers. They look like common zombies but tend to be much better dressed.

NECROMATON

A necromaton is an undead creature that never lived. Instead, its body is made up from pieces of different corpses, sewed or fused together into a single shambling monstrosity and animated using a single spell. The simplest necromaton is the 'Frankenstein's Monster', a humanoid undead made from the choice pieces of many corpses. More complex necromatons are built for a specific purpose. The arms of a giant might be welded into the tusk-sockets of a zombie mammoth and the mammoth's spine might be warped into bony towers and battlements to create an undead siege engine. Human skeletons might have the skulls of wolves and scythes for arms.

Building a Necromaton

A necromaton is built from:

- * A *frame*, which is the torso that will be the foundation of the monster. The SIZ of the base creature from whom the frame is taken is the base SIZ of the monster.
- * *Attachments*, which are body parts such as limbs, heads or tails taken from other creatures.
- * *Upgrades*, which are non-living parts like weapons.

Unlike a normal creature, the AP, Hit Points and damage bonus for each of a necromaton's locations are calculated separately, using the SIZ of the creature it was taken from.

Attachments & Upgrades

Different body parts give different abilities:

- * **Arms:** Arms retain any claw or unarmed attack the limb possessed in life and allow the necromaton to make attacks with weapons. Extra arms let the necromaton wield more weapons. Longer arms give the creature more reach and therefore a higher Strike Rank.
- * **Legs:** Legs let the necromaton move. Each pair of extra legs increases the creature's movement by two metres. Longer legs can give extra movement and agility.
- * **Heads:** It is possible to build a headless necromaton but such creatures have limited perceptive abilities. Heads retain whatever Bite attacks they had in life. Extra heads let the necromaton look in multiple directions at once, giving it a +40% bonus to Perception tests.
- * **Tails:** Adding a tail allows the necromaton to make a Tail Lash attack, or to swim at its normal movement. Tails grafted from other creatures retain their poisonous barbs or spikes.

- * **Wings:** A pair of wings allow a necromaton to fly at its normal movement. Extra wings increase its flying speed.
- * **Melee weapons:** A melee weapon such as a sword or hammer can be attached to a limb. Such a weapon has a +10% chance to hit and deals +2 damage. Necromatons with grafted weapons cannot be disarmed (except by literally cutting off the whole arm).
- * **Ranged Weapons:** Projectile weapons like blowguns, crossbows or slings can be built into the body of a necromaton. Such weapons have a +10% chance to hit and deal +2 damage. Many necromancers install more exotic weapons into their necromatons, like gas projectors filled with poison or skull throwers.
- * **Other devices:** Necromatons built for specific purposes might possess ribcages that close and imprison a foe, or skeletal hands at the ends of chains for scaling walls.

Skull Dog

A skull dog is a simple necromaton, composed of a human skull on the body of a dog. The horrors are little more than mobile eyes, searching for intruders.

Skull Dog Handler

Waste not, want not is the motto of a necromaton builder. These constructs put a dog's head on a human body. The spine is bent forward to enable the skull dog handler to bite enemies easily.

Skull Dog

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+3	13	1-3	Right Hind Leg	5/3
CON	1d6	3	4-6	Left Hind Leg	5/3
SIZ	2D6+3	10	7-9	Hindquarters	5/4
INT	1	1	10-12	Forequarters	5/5
POW	1	1	13-15	Right Front Leg	5/3
DEX	2D6	7	16-18	Left Front Leg	5/3
CHA	1	1	19-20	Head	5/3

Combat Actions	1
Damage Modifier	0
Magic Points	1
Movement	10m
Strike Rank	+4

Typical Armour: Skeletal (5AP)

Traits: Dark Sight, Animated or Imbued

Skills: Evade 40%, Resilience 30%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Bite	S	T	60%	1D4+1D2	As for Head
Claw	M	S	30%	1D6	As for Leg

Skull Dog Handler

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+3	13	1-3	Right Leg	5/3
CON	1D6	3	4-6	Left Leg	5/3
SIZ	3D6	10	7-9	Abdomen	7/4
INT	0	0	10-12	Chest	7/5
POW	0	0	13-15	Right Arm	5/2
DEX	2D6	7	16-18	Left Arm	5/2
CHA	0	0	19-20	Head	5/3

Combat Actions	1
Damage Modifier	0
Magic Points	0
Movement	8m
Strike Rank	+4 (+3 if armoured)

Typical Armour: Skeletal (AP5), Leather Hauberk (AP2, -1 Strike Rank Penalty)

Traits: Dark Sight, Animated or Imbued

Skills: Evade 30%, Resilience 40%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Shortsword	M	S	36%	1D6/3	6/8
Shield	H	S	36%	1D6/8	4/18
Bite	S	T	26%	1D8-1D2/5	As for Head



Bonecarver

A bonecarver is made by taking the body of an ogre, then grafting the arms of three humans to its shoulders. Each arm is stretched and warped and a sword is implanted into the forearm instead of a hand. The resulting six-armed monster is an excellent swordsman. Some necromancers even replace the creature's head with a human skull beneath a massive domed helmet and sew armour plating beneath the muscles of its chest.

Bonepicker

A bonepicker is a squat necromaton, usually fashioned from the body of a dwarf or child. The frame's ribcage is twisted and filled with spinning blades and knives, while its mouth is widened and a gullet of leather is added. The bonepicker can swallow detached limbs whole, passing them down its artificial gullet to the gauntlet of knives below. There, the limbs and bodies are expertly stripped of all flesh and attached muscle and the bones emerge from the bonepicker's stomach clean and polished a perfect bone white. The bonepicker then transfers the clean bone to a sack on its back. When the sack is full, the harvester drops its grisly cargo in a necromancer's ossuary, ready to be assembled into another necromaton.

Bonepickers are not especially dangerous opponents, unless they managed to grab hold of an enemy's limb and force it down into that hideous flesh-stripping machinery...



	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+15	22	1-3	Right Leg	-15
CON	2D6+2	8	4-6	Left Leg	-15
SIZ	2D6+6	13	7-9	Abdomen	6/6
INT	0	0	10-12	Chest	6/7
POW	0	0	13	First Right Arm	-13
DEX	2D6-4	3	14	Second Right Arm	-13
CHA	0	0	15	Third Right Arm	-13
			16	First Left Arm	-13
			17	Second Left Arm	-13
			18	Third Left Arm	-13
			19-20	Head	-15

<i>Combat Actions</i>	1	<i>Typical Armour:</i> Breastplate (AP6, -2 Strike Rank Penalty)
<i>Damage Modifier</i>	+1D4	
<i>Magic Points</i>	0	<i>Traits:</i> Dark Sight, Animated or Imbued
<i>Movement</i>	6m	
<i>Strike Rank</i>	+2 (0 if armoured)	<i>Skills:</i> Evade 15%, Resilience 45%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Warsword	M	M	68%	1D8+1D4	6/10

Bonecarvers may make up to six attacks per Combat Action.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+3	17	1-3	Right Leg	5/4
CON	1D6+6	9	4-6	Left Leg	5/4
SIZ	1D6+6	9	7-9	Abdomen	5/5
INT	0	0	10-12	Chest	5/6
POW	0	0	13-15	Right Arm	5/3
DEX	1D6	3	16-18	Left Arm	5/3
CHA	0	0	19-20	Head	5/4

<i>Combat Actions</i>	1	<i>Typical Armour:</i> Skeletal (AP5)
<i>Damage Modifier</i>	+1D2	
<i>Magic Points</i>	0	<i>Traits:</i> Dark Sight, Animated or Imbued
<i>Movement</i>	4m	
<i>Strike Rank</i>	+2	<i>Skills:</i> Evade 10%, Resilience 25%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Claw	M	S	40%	1D4+1D2	As for Arm
Grab	M	S	20%	0	As for Arm
Sawmouth	S	T	100%	3D6	As for Head

A Bonepicker must make a successful Grab attack before it can use its Sawmouth attack.

Doorman

A doorman is made by spreading the bones of a human skeleton across a whole door. The hips become the hinges, the hands grip tightly to the frame to keep the portal shut and the head sits in the middle, watching for intruders or guests. Doormen necromatons are sometimes equipped with weapons like crossbows or acid sprayers, or can trigger pit traps or alarms.

	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6+3	14	1-5	Frame	10/30
CON	2D6	7	6-18	Door	10/30
SIZ	1D6+12	15	19-20	Head	5/5
INT	0	0			
POW	0	0			
DEX	1D6	3			
CHA	0	0			

<i>Combat Actions</i>	1	<i>Typical Armour:</i> Skeletal (AP5)
<i>Damage Modifier</i>	+1D2	
<i>Magic Points</i>	0	<i>Traits:</i> Dark Sight, Animated or Imbued
<i>Movement</i>	0m	
<i>Strike Rank</i>	+2	<i>Skills:</i> Resilience 70%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Slam	E	T	30%	1D6+1D2	As for Door

Mighty War Necromaton

This undead siege engine is made from pieces of mammoth, giant and wyvern. The arms of giants are attached to the tusk sockets, allowing the monster to tear down walls and gates. The tusks themselves are moved to the centre of the skull, becoming a bony mandible capable of cleaving an armoured knight in two.

The wyvern's tail at the rear becomes a siege weapon, hurling rocks like a springal or spraying goutts of acid or poison from its barbed tip. The wide back of the mammoth bears more siege engines and fortifications. The hollow rib cage is filled with hundreds of skeletons and zombies and the hinged ribs spread wide when the enemy's walls are breached, loosing their grisly cargo on the defenders.

A war mammoth can hold one skeleton for every five points of SIZ.

Flying Zombie Giant

A flying giant grafts the tattered wings of a dead wyvern onto the animated bones of a giant skeleton. All the giant's flesh and skin is removed from the bones before the animation process by acid bath or beetles, to ensure the resulting frame is as light as possible. The wings replace the giant's arms, so the necromaton is unable to wield weapons normally. To overcome this, the necromaton is



	Dice	Average	1D20	Hit Location	AP/HP
STR	10D6+33	68	1-2	Right Hind Leg	5/16
CON	2d6+10	17	3-4	Left Hind Leg	5/16
SIZ	10D6+30	65	5	Tail	5/9
INT	0	0	6-7	Hindquarters	5/17
POW	0	0	8-9	Forequarters	5/18
DEX	2D6	7	10-11	Right Front Leg	5/16
CHA	0	0	12-13	Left Front Leg	5/16
			14-15	Left Arm	5/13
			16-17	Right Arm	5/13
			18	Mandible	5/13
			19-20	Head	5/16

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	+2D12
<i>Magic Points</i>	0
<i>Movement</i>	12m
<i>Strike Rank</i>	+4

Typical Armour: Skeletal (AP5)

Traits: Formidable Natural Weapons, Dark Sight, Animated or Imbued

Skills: Evade 15%, Resilience 60%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Trample	H	S	50%	5D12	As for Leg
Mandible	H	T	55%	3D12, hits two locations	As for Mandible
Punch	H	L	60%	1D4+2D12	As for Arm
Stinger	H	L	40%	1D6+2D12+poison	As for Tail

	Dice	Average	1D20	Hit Location	AP/HP
STR	9D6+21	52	1-3	Right Leg	3/18
CON	6D6+21	42	4-6	Left Leg	3/18
SIZ	9D6+18	49	7-9	Abdomen	3/19
INT	0	0	10-12	Chest	3/20
POW	0	0	13-15	Right Wing	5/8
DEX	1D6+1	4	16-18	Left Wing	5/8
CHA	0	0	19-20	Head	3/18

<i>Combat Actions</i>	1	<i>Typical Armour:</i> Tough Hide (AP3), Wyvern Hide (AP5)
<i>Damage Modifier</i>	+2d12	
<i>Magic Points</i>	0	<i>Traits:</i> Formidable Natural Weapons, Dark Sight, Animated or Imbued
<i>Movement</i>	8m	
<i>Strike Rank</i>	+2	<i>Skills:</i> Evade 20%, Resilience 50%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Stomp	L	S	30%	2d12	As for Leg
Spike	L	S	45%	1d8+2d12	As for Head

fitted with iron-shod boots so it can step on and kick enemies while flying. Ambitious necromancers have also been known to add a long bone spur to the giant's skull, like an absurdly long and sharp beak, allowing the necromaton to stab enemies by thrusting its skull at them.

Spineworm

A spineworm is a truly freakish sight, being composed of the spine and skull of a wyvern attached to a dozen or more headless human corpses. Each vertebra in the wyvern's long spine is matched to the neck of one of the skeletons, creating a disturbing hybrid that resembles nothing so much as a festival dragon that has been stripped of all flesh.

Despite being robbed of their skulls, the dozen or more skeletons in the spineworm can fight perfectly well. Commonly, they carry shields and swords, alternating which side they carry their shield on down the length of the wyvern. The wyvern head can bite and snap at foes but the common tactic for this form of necromaton is for the skeletal warriors to fight while the wyvern head is held high above the battlefield, scanning for greater dangers.

A spineworm can make up to three sword attacks per opponent per Combat Action and gets three free parry attempts.

Using Necromatons: Necromatons are the shock troops and siege engines of an undead army. Use them to show how bizarre necromancy can be.

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+15	26	1-2	Skeleton	5/6
CON	1D6+6	9	3-4	Skeleton	5/6
SIZ	4D6+12	26	5-6	Skeleton	5/6
INT	0	0	7-8	Abdomen	5/8
POW	0	0	9-12	Body	5/9
DEX	1D6+3	6	13-14	Skeleton	5/6
CHA	0	0	15-16	Skeleton	5/6
			17-18	Skeleton	5/6
			19-20	Head	5/7

<i>Combat Actions</i>	1	<i>Typical Armour:</i> Skeletal (AP5)
<i>Damage Modifier</i>	+1D12	
<i>Magic Points</i>	0	<i>Traits:</i> Formidable Natural Weapons, Dark Sight, Animated or Imbued
<i>Movement</i>	6m	
<i>Strike Rank</i>	+3	<i>Skills:</i> Evade 25%, Resilience 30%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Short Sword	M	S	50%	1D6+1D12	6/8
Target Shield	L	S	50%	1D6+1D12	4/12
Bite	M	T	40%	1D10+1D12	As for Head



Necropede

Adventurers and tomb robbers learn to dread the scuttling sound of the necropede. These insects are often found in close proximity to the undead, as they lay their eggs in the dead flesh of corpses and zombies. Necropedes are usually between two and four feet long and are bleached white in colour. Their chitinous heads look alarmingly like a tiny skull.

Necropedes have a potent poisonous bite that paralyses its victims. For the small vermin that a necropede normally preys upon, this poison is strong enough to freeze the doomed rat in place, while the necropede eats a few choice parts (generally, the eyes and lips) and lays its eggs in the wounds. However, necropedes are often encountered in a bizarre symbiosis with skeletons and other undead. The necropede takes up residence within the undead creature, crawling around inside its ribcage or skull. In combat, the necropede scuttles out and coils around the skeleton's arm, striking at any living foe that the skeleton attacks. If the skeleton kills its enemy, the necropede rushes out, lays its eggs, then scuttles

hastily back to its ambulatory lair. Some skeletons have been found containing dozens of necropedes of varying size.

Necropede Poison: POT35, Immediate, Full Effect: -4 penalty to opponent's DEX, Duration 3d10 minutes.

Using Necropedes: Necropedes make a simple battle with skeletons or zombies more interesting and are nicely freakish to alarm the players. Some players will not blink when you describe a rotting corpse lurching towards them, its skeletal hands outstretched to claw their eyes out – but stick a many-legged bug on its shoulder and those same players will be screaming 'kill it! Kill it dead! Agh!'

Rat King

Rat kings are said to be unusually large and intelligent rats, as big as a cat or even a dog. They are the acknowledged masters of the rat folk, ruling over invisible kingdoms beneath the floorboards and in the hollows of the walls of man's cities. The chittered

	Dice	Average	1-3	Rear Segment	2/3
STR	1D6+6	9	4-6	Segment	2/3
CON	2D6	7	7-9	Segment	2/3
SIZ	1D6	3	10-12	Middle Segment	2/4
INT	1	1	13-15	Segment	2/4
POW	1D3	2	16-18	Segment	2/4
DEX	3D6+3	14	19-20	Head	2/3
CHA	1D3	2			

Combat Actions	2	Typical Armour:	Tough Hide (AP2)
Damage Modifier	-1D4	Traits:	Earth Sense
Magic Points	2	Skills:	Evade 30%, Resilience 20%
Movement	6m		
Strike Rank	+8		

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Sting	S	S	30%	1D4-1D4+poison	As for Head

	Dice	Average	1D20	Hit Location	AP/HP
STR	1D4	2	1-2	Right Hind Leg	1/4
CON	3D6+3	14	3-4	Left Hind Leg	1/4
SIZ	1D6	3	5-6	Tail	1/3
INT	3D6	11	7-9	Abdomen	1/5
POW	3D6+3	14	10-12	Chest	1/6
DEX	2D6+6	13	13-15	Right Arm	1/3
CHA	2D6	7	16-18	Left Arm	1/3
			19-20	Head	1/4

Combat Actions	3	Typical Armour:	Thick Fur (AP1)
Damage Modifier	-1D8	Traits:	Dark Sight
Magic Points	14	Skills:	Evade 60%, Perception 50%, Persistence 40%, Resilience 40%
Movement	6m		
Strike Rank	+2		

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Bite	S	T	45%	1D4-1D8+disease	As for Head



commands of these rodent majesties are obeyed without question by their subjects – a single squeak from a rat king can send 10,000 rats charging into the attack, spending their lives without a second thought.

Most rat kings have no greater ambitions than keeping their petty domains intact, slaying fearsome cats and siring whole dynasties every year (fortunately for humanity, rat princes and princesses are born once in every few thousand births) but some have harboured greater desires. Rat kings have brought down whole cities by spreading disease and devouring food stores. Some brew poisons in the sewers; others ally themselves with necromancers or even learn the black art themselves, to better conquer their two-legged foes. The position of court necromancer to a rat king is not the proudest of titles but from this shadow court a necromancer is guaranteed an endless supply of corpses fresh from the rat war.

Most rat kings are too proud and paranoid to fight for themselves, preferring to send huge swarms of rats into the fray but there are stories of rat kings armed with little lances and armour of polished bone, riding into battle atop tamed dogs...

Rat King's Evil: Delay 1D3 Hours, Pot 70, Full Effect: 1d4 damage to all locations, -4 to POW.

Using Rat Kings: The best monsters are ones the players can talk to and negotiate with as well as fight and rat kings bring common vermin up to that level. They are a terrifying foe in an urban campaign – the Player Characters might be town guards

sent to investigate a nest of rats, who discover the rats are led by an ambitious rat king...

Rat Ghoul

The origin of rat ghouls is a mystery even to the necromancers but it is theorised that over long dark years in vermin-infested catacombs, something of the rats' spirit becomes entangled in the ghouls. Rat ghouls are hunched, snaggle-toothed monsters, a rotten parody of a human corpse covered with patches of matted fur, trailing a wormy tail of loose skin behind them. The creatures are notoriously difficult to control using conventional magic and their somewhat greater intelligence – or, more accurately, stronger survival instincts – means they are often found leading packs of common ghouls.

The best way to deal with rat ghouls is to bargain with them instead of trying to force them to obey – the creatures can be kept happy with enough bones to gnaw on and enough marrow to suck.

A rat ghouls can enter a killing frenzy instead of the blood chilling howl of ordinary ghouls. When in a killing frenzy, the ghouls gains a +6 bonus to Strike Rank, +1d4 damage and +20% to all attacks. A killing frenzy lasts for 1d4+1 rounds.

Rot Ghoul

The first and most obvious sign of a rot ghouls' presence is the unbearable stench. A rot ghouls is the final degeneration of the ghouls, a shambling leprous monster that sheds skin and drools

	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	11	1-3	Right Leg	-/5
CON	3D6	13	4-6	Left Leg	-/5
SIZ	2D6+6	11	7-9	Abdomen	-/6
INT	3D6	11	10-12	Chest	-/7
POW	3D6	11	13-15	Right Arm	-/4
DEX	3D6	11	16-18	Left Arm	-/4
CHA	1D6	3	19-20	Head	-/5

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	0
<i>Magic Points</i>	11
<i>Movement</i>	10m
<i>Strike Rank</i>	+11

Typical Armour:

Traits: Poison, Imbued

Skills: Athletics 80%, Evade 60%, Persistence 70%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Claw	M	S	80%	2D4	As for Arm
Bite	S	T	50%	1D6+1D4+poison	As for Head

Ghoul Venom: Delay 1d4 rounds, POT22, Full Effect: Paralysis, Duration 1d10 hours or until healed.



cranial fluid as it skulks through the tunnels. Worms eat its flesh and clouds of flies and insects surround it but it keeps moving, driven by a hunger for slaughter that death cannot quell. Rot ghouls know they have only a short time before they collapse into a pile of rotten bones and so they desperately try to devour as much flesh as they can before that inevitable fate catches them.

Any wound made by a rot ghouls is automatically infected. This infection reduces healing (both natural and magical) by half and penalises Resilience tests made to resist the effects of Serious and Major Injuries by -25%.

Rot ghouls can also squirt a jet of tainted blood, spittle and bile from their rotten mouths and noses. Those in combat with the ghouls when this happens must make a Dodge test or be struck. This taint erodes the flesh, dealing 1d4 points of damage to all locations (armour reduces this damage as normal). Those slain by this attack become normal ghouls 1d3 days after dying. A rot ghouls can only spray once every 1d6 rounds.

Using Ghouls: The ghouls' ability to paralyse victims means that the monsters adopt a divide-and-conquer strategy – instead of killing a foe when he is paralysed, a ghouls pack will turn on the next uninjured foe, then the next, until all their enemies are frozen in place... and then the banquet can begin!



	Dice	Average	1D20	Hit Location	AP/HP
STR	3D6	11	1-3	Right Leg	-4
CON	2D6	7	4-6	Left Leg	-4
SIZ	2D6+6	13	7-9	Abdomen	-5
INT	1D6	3	10-12	Chest	-6
POW	1D6	3	13-15	Right Arm	-3
DEX	3D6	11	16-18	Left Arm	-3
CHA	1D3	2	19-20	Head	-4

<i>Combat Actions</i>	2	<i>Typical Armour:</i> None
<i>Damage Modifier</i>	0	
<i>Magic Points</i>	3	<i>Traits:</i> Dark Sight, Imbued
<i>Movement</i>	8m	
<i>Strike Rank</i>	+7	<i>Skills:</i> Athletics 40%, Evade 40%, Persistence 60%, Stealth 10%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Claw	M	S	80%	1D4+1D2	As for Arm
Bite	S	T	60%	1D6+1D2+poison	As for Head

Ghouls Venom: Delay 1d4 rounds, POT22, Full Effect: Paralysis, Duration 1d10 hours or until healed.

Fouls Spray Automatic 1d4 to all locations

SKELETONS

Skeletons are not quite as strong as zombies but they do have two major advantages for the discerning necromancer. Firstly, they are much longer lasting. Zombie flesh rots over time, with a commensurate reduction in the zombie's ability to move. After a few years, the average zombie is tripping over its own dangling intestines or covered in mould and flies. Skeletons, by contrast, will last for centuries.

Secondly, zombies stink.

To make an animated skeleton, the sorcerer must prepare the skeleton, stripping it of flesh and ensuring that all the major bones are present. Some necromancers prefer to wire the skeletons together, to make it easier to animate. Others use magic alone to hold their creations together.

Common Skeletons

These piles of animated bones move in a disconcerting jerky way, somewhere between a string puppet and an insect. Common skeletons can be created from the corpse of any humanoid or small animal, up to SIZ 15. The following statistical changes take place upon a creature when it is zombified:

STR	+0
CON	Reduced by 2D6, minimum 1D6
SIZ	No Change
INT	Reduced to 0
POW	Reduced to 0
DEX	No Change
CHA	Reduced to 0

A skeleton's chance to hit with any weapon or Unarmed attack is equal to its current DEX x 5.

	Dice	Average	1D20	Hit Location	AP/HP
STR	2D6+6	12	1-3	Right Leg	7/3
CON	1D6	3	4-6	Left Leg	7/3
SIZ	3D6	10	7-9	Abdomen	7/4
INT	0	0	10-12	Chest	7/5
POW	0	0	13-15	Right Arm	5/2
DEX	3D6	10	16-18	Left Arm	5/2
CHA	0	0	19-20	Head	5/3

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	0
<i>Magic Points</i>	0
<i>Movement</i>	8m
<i>Strike Rank</i>	+5 (+3 if armoured)

Typical Armour: Skeletal (AP 5), Leather Cuirass and Hauberk (AP 2, -2 Strike Rank Penalty)

Traits: Dark Sight, Night Sight

Skills: Athletics 30%, Evade 45%, Resilience 25%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Longspear	L	VL	36%	1D10+1	4/10
Shortsword	M	S	36%	1D6	6/8

All skeletons have AP5 (skeletal) in addition to any worn armour.

A common skeleton is destroyed when its head, abdomen or chest is reduced to a negative Hit Point total equal to its maximum positive Hit Point total.

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will automatically fail. Skeletons are also immune to fatigue, disease and poisons.

Skeletons are immune to damage from weapons that cause impaling critical hits, though an attacker's damage modifier will still cause damage on a successful hit.

A skeleton has the same Movement the creature had in life but as a skeleton it cannot fly or swim.

Greater Skeletons

Greater Skeletons are made from creatures of SIZ16 or bigger but are otherwise identical to normal skeletons.

SPIRITS

Daughter of Winter

Daughters of winter are undead spirits of elemental cold, manifesting as beautiful maidens with icily beautiful features, dressed in thin white shifts like grave shrouds. They were never alive. They are the literal chill of death, things of entropy and winter and decay given form by the dreams of mortals.

Daughters of winter appear in the mortal world in places of extreme cold. Sometimes, if the coming season is especially cold, they travel with the first snowfall, dancing along the edge of the course of

Death

A death spirit appears as a figure swathed in a tattered black cloak, its face completely hidden by the shadows of the cowl and it carries a scythe or sword in one hand. Death spirits appear for an instant when a living creature dies to collect its soul. They are rarely seen, even by those who can perceive the spirit world. A seer might glimpse a Death out of the corner of his eye but these spectral messengers are elusive and swift.

On rare occasions, or through the intercession of powerful magical forces, it is possible to meet one's death and defeat it, winning a second chance at life.

A death spirit is unique to each creature – at the end, we must all meet our death alone. A death has INT and POW exactly equal to those of the creature it comes to collect. The statistics are for the death of a human

A blow from a death spirit's weapon inflicts 2d6 damage to most creatures but brings instant death to the creature it is destined to collect.

Ghost

Ghosts are spirits of the unquiet dead. Some are conjured up by magic but most spirits of this sort either refused to go on to the afterlife, or else returned from beyond the veil because something tethers them to the mortal world. A ghost might linger here to avenge a murder, or to protect its bones from being desecrated, or just to protest at the pain of its death. Every ghost has an anchor: a person, place or object that holds the ghost to this world.



	Dice	Average	1D20	Hit Location	AP/HP
STR	–	–	1–20	Spirit	–/11
CON	–	–			
SIZ	–	–			
INT	3D6	11			
POW	3D6	11			
DEX	–	–			
CHA	2D6	7			

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	–
<i>Magic Points</i>	11
<i>Movement</i>	Fly 22m
<i>Strike Rank</i>	+9

Typical Armour: None

Traits: Spirit, Life Sight

Skills: Evade 50%, Perception 100%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Scythe	L	VL	100%	2d6 or Special	–

servants and courtiers, a burnt glade is suddenly green and alive again. Because of its spiritual component, this hallucination is effectively 'real' to the victims. Spells like Spirit Block can counter the hallucination.

- * **Seal:** The ghost can trap foes. If a ghost uses its Seal power, then the characters are unable to go further than the ghost's POW x 10 in metres away from the anchor. A character can break through the seal by sacrificing 1d4 points of POW permanently but it is generally easier to find the ghost's anchor and destroy or bargain with the creature.
- * **Possess Lesser Beings:** The ghost can possess unintelligent creatures like vermin, animals or simple undead. The ghost can possess a number of creatures whose total INT is less than the ghost's total POW.

Characteristics: Ghosts have a wide range of INT, POW and CHA but normally possess the same scores they did in life.

Using Ghosts: Ghosts make great 'puzzle monsters' – defeating them in combat is pointless, because they just recur again and again. Instead, the characters need to work out what the ghost's anchor is and what has kept the ghost in the mortal world. Perhaps they need to find out what ancient wrong angered the ghost and right it, or more simply, they have to find the anchor and destroy it.

Ghostly Watchman

This ghost is the keeper of a castle, a guard who has remained faithful beyond death. It is anchored to a rusted lantern that hangs in the centre of the ruins.

	Dice	Average
STR	–	–
CON	–	–
SIZ	–	–
INT	1D6	3
POW	2D6	7
DEX	–	–
CHA	2D6	7

<i>Combat Actions</i>	1
<i>Damage Modifier</i>	–
<i>Magic Points</i>	7
<i>Movement</i>	Fly 14m
<i>Strike Rank</i>	+5

1D20	Hit Location	AP/HP
1–20	Spirit	–/7

Typical Armour: None

Traits: Spirit, one ability like Bizarre Environment, Possess Lesser Creatures, Covert Possession and so on

Skills: Perception 20%, Persistence 20%

Ghostly Child

This is the spirit of a child who was unjustly murdered. The poor creature is incapable of understanding that it is dead and must be encouraged to move onto the next life. Its tether is a child's toy that it loved in life, covered in dried blood.

Ghostly Horror

This is the ghost of an evil madman who was refused to enter the afterworld because he feared that he would be called to account for his many brutal crimes. His tether is an old well, where he threw the bodies of his victims when he lived.

Ghostling

Not all souls are powerful enough to become ghosts. Sometimes, a particular weak soul is unable to wholly come back across the veil. In other cases, it is possible for a 'shell' of spirit to be thrown off by a traumatic event, creating a sort of spiritual echo of a soul. Such beings are termed 'ghostlings' by necromancers. Ghostlings are little ghosts, half-ghosts, undead spirits without the strength and integrity of full-fledged ghosts. These are the vermin of undeath, little wisps of anger or pain with a few fragmented memories. Ghostlings are incapable of doing anything more than rattling a few chains or creating unnatural cold spots and are rarely anything more than a weird nuisance.

Ghostlings cannot attack normally but have one ghost ability.

Using Ghostlings: Ghostlings are background flavour, not a significant danger. Use them to hint to the players that they are getting closer to the real threats.



	Dice	Average	1D20	Hit Location	AP/HP
STR	4D6+6	20	1-10	Right Arm	-/8
CON	3D6	11	11-20	Left Arm	-/8
SIZ	4	4			
INT	1D6	3			
POW	2D6	7			
DEX	2D6+6	13			
CHA	1D3	2			

Combat Actions 3 *Typical Armour:* None
Damage Modifier 0
Magic Points 7 *Traits:* Life Sight, Animated or Imbued
Movement Fly 14m
Strike Rank +8 *Skills:* Evade 60%, Stealth 60%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Claw	M	S	70%	1D4	As for Arm
Weapon	-	-	50%	By weapon	By weapon
Strangle	S	T	30%	1D4 to head, cumulative.	As for Arm

Using Strangling Shades: If the characters have foiled a necromancer's plans without slaying the necromancer, then send a Strangling Shade after them to extract revenge.

forge it with magic and temper it with the blood of innocents. Make a tomb guardian and it will watch over you for all eternity.

Tomb Guardian

To make a tomb guardian, begin with a suit of armour. Gird the skeleton of a great warrior in this armour, then fill the gaps between corpse and steel with ground bones and dust from forgotten tombs;

Tomb guardians are tireless and eternal. Rust may dull the once-bright sheen of burnished armour and bones may yellow with age but the guardian's vigilance can never be diminished. The guardians are relentless – once given a command, the only way to stop a guardian from carrying it out is to destroy the creature completely. A tomb guardian regains one Hit Point every 10

	Dice	Average	1D20	Hit Location	AP/HP
STR	6D6	22	1-3	Right Leg	11/7
CON	6D6	22	4-6	Left Leg	11/7
SIZ	3D6	11	7-9	Abdomen	11/8
INT	2D6	7	10-12	Chest	11/9
POW	4D6	14	13-15	Right Arm	11/6
DEX	2D6+3	10	16-18	Left Arm	11/6
CHA	2D6	7	19-20	Head	11/7

Combat Actions 2 *Typical Armour:* Skeletal (AP5), Plate Armour (AP6, -9 Strike Rank Penalty)
Damage Modifier +1D4
Magic Points 14 *Traits:* Dark Sight, Life Sight, Recurring, Imbued
Movement 4m
Strike Rank +9 (0 if armoured) *Skills:* Perception 30%, Persistence 70%, Resilience 80%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Great axe	H	L	58%	1D12+2+1D4	4/10

minutes, regardless of how damaged it is. Even a guardian that has been torn limb from limb and had its bones scattered to the four winds will reform after a few days.

There are two ways to permanently destroy a tomb guardian. Firstly, if the creature is temporarily destroyed (by reducing its head, chest or abdomen to more than -7, -9 or -8 Hit Points respectively), then a spell like Neutralise Magic can be applied to dispel the magic that created the tomb guardian. Alternatively, if the tomb guardian is sealed into a coffin or sarcophagus of its own, then the creature can find rest there and crumbles to dust.

Using Tomb Guardians: With their high AP and their sheer toughness, Tomb Guardians are a very hard foe to destroy. Putting a tomb guardian in the path of most adventuring parties will force them to take an alternate route or use clever tactics to outmanoeuvre the slow guardian.

Undead Dragon

Raising an undead dragon is one of the masterpieces of the necromancer's art (the others, according to tradition, are becoming a lich and learning the Tongue of the Dead). These rotting titans are as powerful as a living dragon but instead of the searing flame that burns in the belly of the beast, undead dragons breathe out shadowy clouds of pure death. A creature struck by an undead dragon's breath suffers damage as normal but this damage comes from the life leaving his body.



	Dice	Average	1D20	Hit Location	AP/HP
STR	20D6	70	1-2	Tail	10/22
CON	10D6+30	65	3-4	Right Hind Leg	10/22
SIZ	10D6+30	65	5-6	Left Hind Leg	10/22
INT	3D6	11	7-8	Hindquarters	10/23
POW	4D6	14	9-10	Forequarters	10/23
DEX	2D6	7	11-12	Right Wing	10/21
CHA	3D6	11	13-14	Left Wing	10/21
			15-16	Right Front Leg	10/22
			17-18	Left Front Leg	10/22
			19-20	Head	10/22

<i>Combat Actions</i>	2
<i>Damage Modifier</i>	+3D12
<i>Magic Points</i>	14
<i>Movement</i>	12m, 20m when flying
<i>Strike Rank</i>	+9

Typical Armour: Rotten Dragon scale (AP 10)

Traits: Breathe Death (4D6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight, Animated or Imbued

Skills: Athletics 120%, Influence 50%, Persistence 180%, Resilience 120%, Tracking 110%

Weapons

Type	Size	Reach	Weapon Skill	Damage	AP/HP
Bite	E	L	105%	1D10+3D12	As for Head
Claw	E	VL	75%	1D8+3D12	As for Leg
Tail	H	VL	70%	1D20+3D12	As for Tail



ZOMBIES

A zombie is the simplest form of undead creature – a shambling, rotting animated corpse. They are easy to create, as all the muscles and sinews of the living creature are still present. All the necromancer needs to do is animate this dead flesh like a puppet or imbue a little unlife into the rotting tissue. There is no artistry to creating a zombie.

Common Zombies

Common zombies are the lumbering horrors commonly encountered by adventurers. They can be created from the corpse of any humanoid or small animal, up to SIZ 15. The following statistical changes take place upon a creature when it is zombified:

STR	+12
CON	Reduced by 2D6, minimum 1D6
SIZ	No Change
INT	Reduced to 1D3
POW	Reduced to 1D3
DEX	Reduced by 1D6
CHA	Reduced to 1D3

A zombie's chance to hit with any weapon or Unarmed attack is equal to its current DEX x 5. Zombies never attempt to Dodge and can inflict 1D4 points of damage with their bite (unless the pre-animated creature's bite was stronger).

Impaling weapons of any kind only do half damage against Zombies. This includes damage from the attacker's Damage Modifier. Arrows and crossbow bolts are even less effective; such weapons inflict only 1 point of damage per hit (after penetrating any armour, of course). Blowguns are utterly useless against a Zombie. Even if a blowgun dart penetrates the Zombie's armour, it will do no damage against the Zombie itself.

A common zombie is destroyed when its head, abdomen or chest is reduced to a negative Hit Point total equal to its maximum positive Hit Point total.

Greater Zombies

Greater Zombies are created from the corpses of larger creatures, such as giants or bears. They can also be made from the bodies of humans and other small animals. Greater zombies are much stronger and more resilient than common ones but require a correspondingly greater investment of magic.

STR	+6, plus another 1d6 per 3d6 points of Strength possessed by the living creature
CON	Reduced by 1D6
SIZ	No Change
INT	Reduced to 1D3
POW	Reduced to 1D3
DEX	Reduced by 2D6
CHA	Reduced to 1D3
Movement	Halved

	Zombie Human	Zombie Trollkin	Zombie Wolf
STR	3D6+12 (22)	2D6+12 (19)	3D6+12 (22)
CON	1D6 (3)	1D6 (3)	1D6+3 (6)
SIZ	3D6 (11)	1D6+6 (9)	2D6+3 (10)
INT	1D3 (2)	1D3 (2)	1D3 (2)
POW	1D3 (2)	1D3 (2)	1D3 (2)
DEX	1D6+3 (7)	2D6+3 (10)	2D6+3 (10)
CHA	1D3 (2)	1D3 (2)	1D3 (2)

	Zombie Human	Zombie Trollkin	Zombie Wolf
1-3	Right Leg -/3	Right Leg -/3	Right Hind Leg 1/4
4-6	Left Leg -/3	Left Leg -/3	Left Hind Leg 1/4
7-9	Abdomen -/4	Abdomen -/4	Hindquarters 1/5
10-12	Chest -/5	Chest -/5	Forequarters 1/6
13-15	Right Arm -/2	Right Arm -/2	Right Front Leg 1/4
16-18	Left Arm -/2	Left Arm -/2	Left Front Leg 1/4
19-20	Head -/3	Head -/3	Head 1/4

	Zombie Human	Zombie Trollkin	Zombie Wolf
Weapon Skill	Unarmed 35%	Unarmed 50%	Bite 50%
Damage	1D3+1D4	1D3+1D2	1D6+1D4
Combat	1	2	2
Actions			
Strike Rank	+5	+6	+6
Movement	4m	4m	6m
Traits	Dark Sight, Night Sight	Dark Sight, Night Sight	Dark Sight, Night Sight
Armour	None	None	Rotting Fur (AP1)

Infectious Zombies

Hungry Zombies devour the flesh of living beings, especially the brains. Their bite carries with it a deadly plague that turns its victims into more hungry zombies. Hungry zombies always have a Bite attack that deals 1D3 damage +their Damage Bonus and infects the victim with the plague.

Zombie Plague

Type: Magical
Delay: 1D4 hours
Potency: 75
Full Effect: -1D4 CON. If the victim is reduced to 0 CON, he rises as a hungry zombie.

	Zombie Sea		
Creature	Zombie Giant	Zombie Bear	Serpent
STR	12D6+24 (66)	4D6+21 (35)	10D6+36 (71)
CON	5D6+18 (33)	1D6+6 (9)	3D6+21 (29)
SIZ	9D6+18 (49)	3D6+15 (25)	6D6+15 (33)
INT	1D3 (2)	1D3 (2)	1D3 (2)
POW	1D3 (2)	1D3 (2)	1D3 (2)
DEX	1D6+3 (6)	1D6 (3)	1D6 (3)
CHA	1D3 (2)	1D3 (2)	1D3 (2)

	Zombie Sea		
Creature	Zombie Giant	Zombie Bear	Serpent
1-3	Right Leg 2/17	Right Leg 2/7	Tail 4/13
4-6	Left Leg 2/17	Left Leg 2/7	Hindbody 4/14
7-9	Abdomen 2/18	Abdomen 2/8	Hindbody
10-12	Chest 2/19	Chest 2/9	Forebody 4/14
13-15	Right Arm 2/16	Right Front Leg 2/7	Forebody
16-18	Left Arm 2/16	Left Front Leg 2/7	Head
19-20	Head 2/17	Head 2/7	Head 4/13

Creature	Zombie Giant	Zombie Bear	Zombie Sea Serpent
Weapon Skill	Unarmed 30%	Bite 15%	Bite 15%
Damage	1D3+3D12	1D8+1D10	1D6+1D4
Combat Actions	1	1	1
Strike Rank	+5	+3	+3
Movement	10m	10m	Swim 10m
Traits	Dark Sight, Night Sight	Dark Sight, Night Sight	Dark Sight, Night Sight
Armour	Rotten Hide (AP2)	Rotten Fur (AP2)	Rotten Scales (AP4)

Resilient Zombies

A Resilient Zombie cannot die or be incapacitated. The only way to 'kill' one is to literally destroy the entire body. While a zombie will not regenerate, even severed parts of the zombie will still move and fight as well as possible – a severed hand will grasp, a severed head (if the mouth is not sewn shut) will bite and so forth. Each Hit Location of a zombie must be brought to its negative Hit Point equivalent in order to destroy it utterly.

A severed body part retains whatever Hit Points it had. Its STR is halved.

The following are the body parts for a resilient common zombie.

Body Part	Head	Arm	Leg
STR	11	11	11
CON	3	3	3
SIZ	3	3	4
DEX	3	6	6

Creature	Head	Arm	Leg
1-20	3 HP	2 HP	3 HP

Creature	Head	Arm	Leg
Weapon Skill	Bite 15%	Unarmed 30%	Kick 30%
Damage	1D3+1D4	1D3+1D4	1D3+1D4
Combat Actions	1	1	1
Strike Rank	+3	+5	+5
Movement	2m	4m	2m

A zombie can be both Infectious and Resilient, or Greater and Resilient, or any combination thereof.

NECROMANTIC ITEMS

Necromancy is not limited to the animation of whole corpses. Most apprentice necromancers will start out small and work their way up. One might animate a pet cat or rat, or create a crawling hand that inches its way blindly around the laboratory until the spell wears off. Such petty magics are dismissed as useless by some necromancers but others develop the skill to create more potent items, such as the ones described here.

There are three types of item unique to necromancy.

- * **Necromantic Weapons:** These are blades and other weapons made of flesh and bone. An animated sword might have rows of teeth along the blade and bite at enemies. A necromantic helm might be a skull with living eyes that watches for danger and chatters a warning when it spots a foe.
- * **Necromantic Blights:** Poisons, diseases and other vile concoctions made with necromancy.
- * **Necromantic Limbs:** Animated limbs of dead flesh fused to the living.

All three types are made using the Enchanting Ritual spell (see *Arms and Equipment*). POW taken from a willing donor or from a sorcerous power source can be used instead of the enchanter's POW.

ANIMATED WEAPONS

Each weapon lists the modifier to the Enchanting test to create them, as well as any supernatural properties.

Bone Dagger (Difficult, -20%)

This bone dagger drips with dark magic. If the dagger is used to deliver the killing blow to an enemy, the enemy rises as a Resilient Zombie vassal of the dagger-wielder within 1d6 rounds. The dagger can only animate one corpse at a time per point of POW invested in it. For example, if five points of POW are invested in the dagger, then it can animate five zombies at once. If the dagger is destroyed, so too are the zombies.

Requisite Spell: Zombify or Raise Undead.



Grasping Shield (Simple, +20%)

A grasping shield is a normal shield with a complex pattern of arm-bones across it. Three or more skeletal hands are arranged on the rim of the shield. For every point of POW invested in the shield, the shield gains +1 AP, +2 HP and a +5% bonus to Parry attempts. Furthermore, if the user of the shield gets a critical on a Shield test, then the bony hands grab the weapon – make an opposed test between the attacker's Weapon skill and the defender's Shield skill. If the defender wins, the attacker is disarmed.

Requisite Spell: Vivification or Zombify.

Soul Cloak (Normal, +0%)

A soul cloak is a grey, shifting robe that may be worn over other clothing. For every point of POW invested in the cloak, the cloak gives 1AP that only applies to attacks from spirits.

Requisite Spell: Spirit Block or any similar spell.

Eye Circlet (Simple, +20%)

An eye circlet is a ring of eyes preserved in cold jelly, which is worn like a crown. The Eye Circlet gives a +10% bonus to Perception for every point of POW.

Requisite Spell: Vivification of Zombify.

Tooth Sword (Normal, +0%)

The hungry tooth sword bites at enemies when it hits them. If the damage die for the sword rolls its maximum (a natural 6 for a short sword, a natural 8 for a war sword), then roll that damage die again and add it on. Swords that roll multiple dice (like the 2d8 for a great sword) may reroll if either die is a natural maximum. The dice can be rerolled a maximum number of times equal to the POW invested in the sword.

Requisite Spell: Touch of Death.

NECROMANTIC BLIGHTS

The best known of these Blights are the Lych's Bane Brew and Baron Samethan's Plague, both of which have become common knowledge among poisoners and dark alchemists. The other blights described here are rarer but no less potent.

To make a Blight, the necromancer needs the appropriate skill (generally Lore (alchemy) or Lore (poison)), the requisite spells and various magical ingredients. Preparing a Blight takes several days of work.

Baron Samethan's Plague (Magical, Hard -40%)

Skill: Lore (alchemy)

Requisite Spells: Zombify, Touch of Death

Ingredients: One pint of royal blood, earth from a graveyard, initial victim.

The plague requires a living victim to serve as an incubator for the virus, who will also be its first victim. Those who are slain by the plague rise as uncontrolled zombies. Baron Samethan's Plague is a risky but potent method of creating many zombies – the plague zombies carry the disease and so it can swiftly spread over a wide area. However, as the inventor of the plague discovered, the zombies are uncontrolled and may turn on their creator.

Baron Samethan's Plague

Vector: Touch

Delay: 2d6 hours

Potency: 78

Full Effect: 1 Hit Point damage to all locations; all characteristics other than SIZ suffer a -2 penalty. If the Head, Chest or Abdomen suffer a Major Wound while the victim is diseased, the victim's dead body will reanimate as a zombie within 2d6 hours.

Bone Infection (Magical, Difficult -20%)

Skill: Lore (poison)

Requisite Spell: Imbue Necrotic Energy

Ingredients: Fungi from the underworld, iron nails.

A skeleton infected with Bone Infection has a reddish stain on its teeth and finger-bones. The vile poison can linger on a bone for months or years but if it comes in contact with living flesh, it instantly becomes active. If the skeleton makes a successful Unarmed attack, then the poison described may infect the victim.

Bone Infection Poison

Vector: Smear.

Delay: Immediate.

Potency: 50

Full Effect: -2 Con penalty, 1d3 damage to location struck.

Duration: 2d10 minutes.

Flesh-Eating Plague (Magical, Hard -40%)

Skill: Lore (poison)

Requisite Spell: Rot Curse

Ingredients: Rare herbs costing 10,000 silver.

This fearsome plague rots its victims from within, eating away their skin and leaving nothing but bone. It is a slow-acting plague but very hard to cure. A victim of the flesh-eating plague cannot overcome the plague by making successful Resilience tests. At best, he can only stem the progress of the disease. Only amputating the affected body part or magical healing can stop the plague.

Flesh Eating Plague

Vector: Touch

Delay: 1 hour

Potency: 100

Full Effect: 1 Hit Point of damage to infected location. If the infected location is reduced to 0 Hit Points, the disease moves onto an adjacent location.

Grave Mould (Magical, Easy +20%)

Skill: Lore (alchemy)

Requisite Spell: Graveburst

Ingredients: Common moss.

This alchemical preparation creates a large handful of grave moss seeds. When scattered over an area, the moss only takes root and grows on places where bodies are buried. One handful of seeds can cover an area one kilometre in diameter. The colour and thickness of the moss varies depending on the condition of the buried corpse.



Lych's Bane Brew (Magical, Normal +0%)

Skill: Lore (poisons)

Requisite Spell: Touch of Death

Ingredients: Dust from a lich, wetslag root.

The name of the venom is something of a misnomer – any foolhardy adventure who believes that this brew will affect an immortal lich is likely doomed. Lych's Bane Brew is used by undead assassins to weaken and disorientate foes.

Lych's Bane Brew

Vector: Ingested or smeared.

Delay: Immediate.

Potency: 55

Full Effect: 1 Hit Point damage to all locations, -4 to STR and DEX.

Duration: 1d10 minutes.

Poison Gas (Hard, -40%)

Skill: Lore (poisons)

Requisite Spell: None.

Ingredients: Alchemical components costing 800 silver.

Poison gas must be stored in clay jars or other containers when produced. The noxious fumes are a virulent green colour and burn the throats, eyes and lungs of victims. A character in a poison gas cloud will suffer the effects of the poison each round until he moves out of the cloud. One preparation of poison gas can fill a cube five metres on each side.

Poison Gas

Vector: Inhaled

Delay: Immediate.

Potency: 30

Full Effect: 1 Hit Point damage to all head and chest.

Duration: One minute.

Rot Gas (Normal, +0%)

Skill: Lore (poisons)

Requisite Spell: None

Ingredients: Rotting flesh

Rot Gas is an entirely non-magic concoction used by necromancers. The foul stench of rot gas sickens foes and the fumes are also flammable. Rot gas is prepared from rotting flesh and it is possible to brew rot gas from zombies. A character in a rot gas cloud will suffer the effects of the poison each round until he moves out of the cloud. One preparation of rot gas can fill a cube five metres on each side.

If a rot gas cloud is exposed to a naked flame, the gas explodes, dealing one point of damage to all locations of all creatures within the cloud.

Rot Gas

Vector: Inhaled

Delay: Immediate.

Potency: 30

Full Effect: Lose one Combat Action.

Duration: Instant.

Scab Crystal (Magical, Hard -40%)

Skill: Lore (alchemy)

Requisite Spell: Bleed Power, Form/Set Shadow

Ingredients: Necromantic power source.

Scab crystals are created by necromantic sorcerers by bleeding power from a source of dark energies. To create a scab crystal, the sorcerer must bleed one point of POW from a power source. This creates a scab crystal with 1d6 Magic Points in it, which he can use to fuel his own spells.

NECROMANTIC LIMBS & ORGANS

To attach a necromantic limb, a character must first remove the living limb, then sew the animated construct onto the stump. It is possible but difficult, to disguise a necromantic limb as a living one and a character who is obviously partially undead will suffer Charisma penalties in most societies. Necromantic limbs can also reduce the user's CON, DEX or POW, as dead flesh is not as healthy or supple as a living body.

Creating a necromantic limb requires a Healing and an Enchanting test, as well as the Raise Undead or Vivification spell and the expenditure of one or more POW. If the Healing test is failed when installing the necromantic appendage, it ruins the limb or organ and can have dire consequences for the test subject (for example, if you are attempting to replace a minion's heart with an animated heart, the minion is not going to survive the procedure if you fail the Healing test. However, for a necromancer, 'death of a minion' and 'opportunity' are synonyms!)

Animated Organs (Difficult, -20%)

By replacing living organs like the lungs and heart with more resilient undead ones, a necromancer can become much more resilient. A character with Animated Organs only suffers Major Wounds to the Abdomen or Chest unless he suffers enough damage to bring his Chest or Abdomen to a negative Hit Point total *twice* that of its starting Hit Points and gets a +10% bonus to Resilience tests.

POW Cost: 2

Dead Eye (Normal, +0%)

A character with a milky-white dead eye gains the Life Sight ability at the cost of a -10% penalty to Perception.

POW Cost: 1



Evil Hand (Difficult, -20%)

An evil hand must be taken from the fresh corpse of a dead man and enables the wearer of the hand to use one skill possessed by the dead man. For example, a dead hand from a swordsman with a 1H Sword skill of 90% would give its wearer an effective 90% 1H Sword. Each time the augmented skill is used, there is a 5% chance that the spirit of the hand possesses the wearer for 1d6 hours.

POW Cost: 3

Requisite Spell: Dead Counsel or Spirit Wrench.

Exoskeleton (Difficult, -20%)

By implanting bone plates and extra ribs, a necromancer can fortify a living minion until it is nearly as tough as a skeleton. The drawback is the reduced mobility caused by the sheer mass and inconvenience of having three redundant spines and 60 ribs. The beneficiary of this upgrade has their natural AP increased by +3.

POW Cost: 1

Dexterity Penalty: -9

Hidden Heart (Hard, -40%)

Through necromancy, it is possible to remove one's heart and hide it away. A character with a Hidden Heart only suffers Major Wounds when his Head, Chest or Abdomen suffer damage sufficient enough to bring it to a negative Hit Point total twice that of its starting Hit Points and cannot be killed by other spells or effects except for those that utterly dismember or destroy the body. He also gains a +10% bonus to all Resistance tests except for Dodge tests.

The necromancer must touch his heart at least once per month to maintain the connection between his body and his life force. The necromancer automatically fails Resistance tests against spells cast by someone holding his heart.

POW Cost: 4

Skeletal Arm (Normal, +0%)

Replacing an arm with a skeletal appendage is not especially difficult, just unsightly. The skeletal arm has Hit Points equal to the character's normal arm minus two and has a natural AP5. A circular brass plate on the character's shoulder stump marks the division between raw bone and living flesh.

POW Cost: 2

Charisma Penalty: -4

Zombie Arm (Easy, +20%)

A zombie arm is an even easier prospect than a skeletal one. Why, it can even be created *in situ* – just cut the arteries feeding the living arm and wait for it to die, then animate it! A zombie arm has an effective Strength equal to the wearer's normal Strength +12 and the wearer's Damage Bonus and skills should include this extra strength for attacks and Skill Tests made with the zombie arm.

POW Cost: 1

Charisma Penalty: -4

Dexterity Penalty: -2

Zombie Brain (Difficult, -20%)

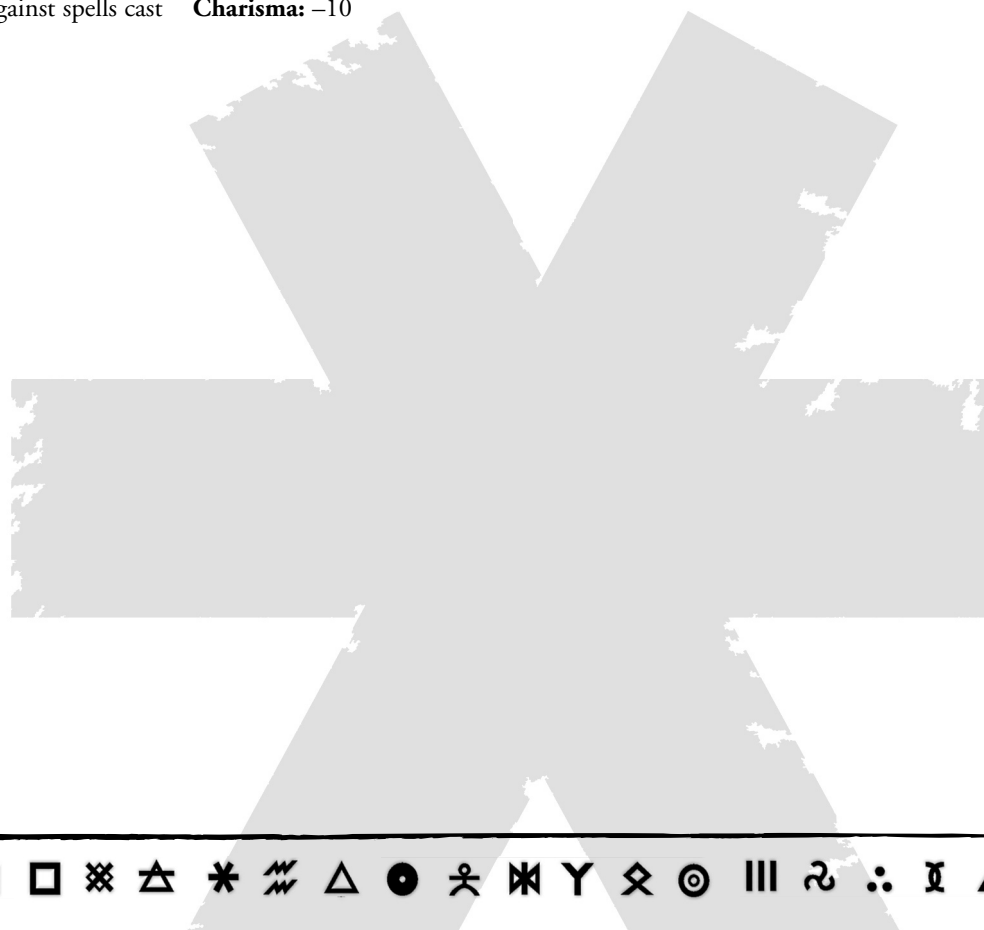
Replacing a living brain with a zombie one is a tricky operation and effectively kills the subject. However, putting a rotting brain inside a living body allows the necromancer to (temporarily) command the actions of the living body using spells like Undying Loyalty – the zombie brain can be affected by spells that specifically target the undead.

POW Cost: 1

Intelligence: Reduced to 1d3

Power: Reduced to 1d3

Charisma: -10





FEAR & MADNESS



In the average *RuneQuest* campaign, the characters are brave and heroic adventurers and while they may be scared or disturbed by the bizarre or horrific monsters they battle, any psychological damage is left up to the individual player to roleplay. However, in a campaign centring on horror and the undead, it may be appropriate for the characters to suffer the effects of madness and terror.

There are two distinct sets of rules in this chapter. The *Fear* rules cover sudden shocks and supernatural terror, which might make the characters break in combat and run away. The *Madness* rules describe a character's slow descent into madness through encounters with sanity-blasting horror. In a game in which just the *Fear* rules are used, characters will seem more vulnerable and human but over the long term, a character will not be greatly damaged by his adventures. In a game where just the *Madness* rules are used, a character's mind may slowly be damaged and even a hero who seems healthy and physically undamaged may become a raving madman. If your players relish the idea of playing characters that are most likely doomed to horrible fates, then use *both* sets of rules.

FEAR

Especially dangerous or vile monsters or hazardous situations can terrify a character. If a character is faced with such a danger, he

must make a Persistence test, opposed by the enemy's Fear score. A Fear score is given as a number just like the POT of a poison or disease.

A Fear test should be made whenever the characters face something out of the ordinary for them. Early in their careers, a band of outlaws ambushing the characters on the road might be enough to justify a Fear, while legendary characters can stare down a rampaging dragon without blinking.

The Fear test is made at the start of an encounter.

Both the character and the Games Master roll against Persistence and Fear, respectively. Results are described on the following table. If both get the same result, then whichever rolled lower has their result downgraded to the next lowest result.

Abject Terror: If the character's CON is less than 10, then he must make a Resilience test or suffer a heart attack, dealing 2d6 damage to his chest. If his POW is less than 10, then he must make a Persistence test or be temporarily insane, unable to recall the encounter in anything but the vaguest terms. He also suffers all the effects of being terrified.

Terrified: The character flees in screaming terror for a number of rounds equal to 20 minus his POW (minimum of one round).

	Fear Critical	Fear Success	Fear Failure	Fear Fumble
Persistence Critical	Determination	Determination	Determination	Heroic Bravery
Persistence Success	Shaken	No effect	No effect	Determination
Persistence Failure	Roll 1d6: 1-2: Frozen 3-6 Terrified	Roll 1d6 1-4: Shaken 5-6: Frozen	No effect	No effect
Persistence Fumble	Abject Terror	Terrified	Roll 1d6 1-4: Shaken 5-6: Frozen	No effect

Frozen: The character freezes and is unable to move or act for a number of rounds equal to 10 minus his POW (minimum of one Combat Round). If the character is attacked or injured in any way, then he snaps out of this trance. When the trance ends, use the other result on the table (Shaken or Terrified, as appropriate) unless the danger has passed.

A character may make an Influence test to shout at a frozen character. If successful, the frozen character becomes Shaken.

Shaken: The character is shaken and disturbed, suffering a -20% penalty to all Skill Tests for a number of rounds equal to 20 minus his POW (minimum of one Combat Round).

Determination: The character is shaken but has the edge of adrenaline and terror, gaining a +10% bonus to all Skill Tests for a number of rounds equal to his POW.

Heroic Bravery: As determination but the character also gains one Hero Point.

Special Cases

- * **Feh, I've Faced This Before:** If the character's *modified* Persistence skill is higher than the Fear score, then he can elect not to roll.
- * **Group:** If the character is part of a group and is not outnumbered, then he may add +10% to his Persistence.
- * **Outnumbered:** If there are more enemies than allies present, increase the Fear rating by +10.
- * **Already Injured:** If the characters have already suffered damage and exhausted their magic points or are fatigued, increase the Fear rating by +10.
- * **Ready:** If the character is armed or has magic ready, then he may add +10% to his Persistence.

A character may spend a Hero Point to ignore the effects of a Fear test. A character under the effects of a Fanaticism spell is immune to Fear.

Example: Three adventures – Adric, Bara and Connell – are exploring a tomb. All three are armed. Adric notices that one wall in the crypt is weak and can be smashed through. He slams his shield into the crumbling stone and dozens of bricks fall away. The stink of foul air wafts through the chamber.

Bara lifts her torch and tries to illuminate the newly revealed room. The light from the torch drives the shadows back in most places but one tomb remains stubbornly dark. Suddenly, the darkness flows towards the trio – the characters have uncovered the resting place of a wraith!

Fear test time. The Wraith has a Fear of 90. All three adventurers have a Persistence score of 30% and they get +20% for being in a group and being armed. The Games Master rolls for the Wraith and gets a 40 – a success.



Adric rolls a natural 01 – a critical! Consulting the previous table, the result is Determination. For the next few Combat Rounds, Adric has a +10% to his Skill Tests as he rides the edge of his fear.

Bara rolls a 30 – a success. Both she and the wraith succeeded but the wraith rolled higher (40 vs 30). Bara's result is downgraded to a failure. Cross-referencing her failure with the wraith's success means that she will either be shaken or frozen. She rolls and gets a result of Frozen. Bara is held in place, her eyes wide and glittering in the torchlight as the wraith slithers towards her.

Connell rolls a 99 – a fumble. He is terrified and abandons his friends to run blindly in the direction of the exit.

Adric will have to face the wraith alone, unless he can somehow snap Bara out of her freeze. When the freeze ends, Bara will still be Shaken when fighting the wraith.

Calculating Fear

The following numbers are a rough guide – certain monsters should be given especially high or low Fear ratings. For example, a Broo is not that much more dangerous than a Duck in combat but the Broo have the reputation of being horrific, disgusting defilers who torture, rape and eat their foes.

Insanity Checks

Whenever a character encounters some creature or event that is so far removed from everyday expectations, check for Insanity by making a Persistence test. If the test succeeds, the character is able to mentally handle the situation and no Insanity Points are accrued. If the test fails, Insanity Points are accrued as directed by the following table. If the test is a critical success, no Insanity is gained. If it fumbles, then double the Insanity gain. Characters who immediately turn and flee from a monstrosity or horrifying situation do not gain any Insanity Points

Games Masters may rule that some circumstances are so terrible Insanity is gained even when the Persistence check is a success. Note, however, that casual violence and death does not generally attract insanity and that characters can become inured to horrible sights and deeds.

Samples of Insanity

Use this table to generate random temporary insanities or create new ones to fit specific situations. Some of these insanities may have game effects, such as making certain skills, such as communication or perception tests, difficult. Apply an appropriate modifier where this is the case. And, although a particular condition might appear to be transitory, such as speech loss, *it will reoccur every time there is another gain of Insanity Points.*

If both the Fear and Madness rules are being used, then a character who is Frozen or Terrified gains Insanity equal to 1/20 of the enemy's Fear rating and a character who is Abjectly Terrified gains Insanity 1/10 of the enemy's Fear rating.

Example: Let's return to the unfortunate trio of Adric, Bara and Connell. All three have a Sanity of 25 and have just encountered a wraith (Fear 90).

Adric was unaffected by the wraith and gains no Insanity for seeing the wraith.

Bara was shaken and also loses no Insanity.

Connell was abjectly terrified and gains 1/10 of the Fear score (9 Insanity!) Connell has only INT 8, so he is now permanently insane but is still a playable character.

Gaining Sanity

Characters can restore their sanity in three ways:

- * **Hero Points:** A character may spend one Hero Point to remove one Insanity Point.
- * **Victories:** When the characters complete an adventure, they lose zero to three Insanity, depending on how well they performed and whether or not the evil was defeated.
- * **Magic:** Several spells can cure madness.

A character can only regain a certain amount of sanity. If a character's Insanity score is less than his INT, then he can reduce

his Insanity to 0. If the character's Insanity score is more than his INT, then he can only reduce his Insanity back down to be equal to his INT.

NEW LEGENDARY ABILITIES

These new legendary abilities should only be used in games which feature the Fear or Madness rules.

Courageous

Requirements: STR or POW15 or higher, Persistence 90% or higher

Hero Points: 8

You are immune to all mundane fears. Magical fear, such as spells or the psychic effects of certain monsters may still affect you but you have a +20% bonus to tests to resist them.

Death Seeker

Requirements: Any one Weapon skill 90% or higher

Hero Points: 6

You put your faith in your weapon, not yourself. You may use your Weapon skill instead of your Persistence for the purposes of Fear tests provoked by enemies but not against those provoked by mundane dangers.

Death Wish

Requirements: Persistence 75% or higher

Hero Points: 6

You throw yourself into the fray against the dead. Whenever you get a result of Determination on the Fear table, you gain one Hero Point.

Hardened

Requirements: POW 15 or higher

Hero Points: 8

You may reduce all Insanity gains by half, rounding down.

Restored Sanity

Requirements: Persistence 50% or higher, Insanity greater than INT

Hero Points: 8

You have managed to overcome the traumas of madness. You are no longer mad but you still may not reduce your Insanity score to less than your INT.

Strength of Faith

Requirement: Lore (specific theology) 50%, Acolyte or higher in a cult

Hero Points: 4

You cling to your faith fiercely. You may use your Lore (specific theology) skill instead of your Persistence skill when making Insanity checks.



<i>Situation</i>	<i>Examples</i>	<i>Insanity Gained</i>
Witness a weird and disturbing event	Unexpectedly discovering a corpse	1
Witness a horrible, unnatural death	Torn apart by a monster	1D3
Encounter a hideous undead creature for the first time	Zombie pack, ghost	1D4
Deeply traumatic and unsettling event	Being trapped in a crypt with a horde of undead; haunted by a hostile spirit, being part of an unholy ritual, learning a Rune like Death or Chaos.	1D6
Significant assault on your sanity	Excommunicated from your cult; betrayed by your allies; possessed by a hostile spirit, attacked by a vampire.	1D8
Things man was not meant to know	Encountering a powerful undead horror; being raised as an undead horror; reading certain books of forbidden lore.	1D10
Horrors beyond horror	The End of the World	2d10

1D20 Insanity

- 1 Become sullen and withdrawn.
- 2 As for previous but also unable to speak for 1D6 hours.
- 3 As for previous but absolutely refuse to believe what has just been witnessed.
- 4 Become angry and confused – lashing out verbally or physically at anyone who tries to help or sympathise.
- 5 Weep uncontrollably for 1D6 hours; peer into the dark abyss of the soul.
- 6 Develop a deep aversion or fear to the circumstances of the encounter (fear of darkness, fear of enclosed spaces and so forth).
- 7 Experience panic attacks during stressful situations: loss of breath, thumping heart and so on.
- 8 Unable to sleep properly; disturbed by nightmares and flashbacks which then haunt the waking hours.
- 9 Develop a nervous tic or twitch. This becomes progressively more pronounced the longer this temporary insanity lasts.
- 10 Develop a deep paranoia, phobia or mania related to the circumstances.
- 11 Voices in the mind continually speak to the character, suggesting bizarre actions. Unable to distinguish the voices from real people.
- 12 Become completely uncommunicative and obsessive over trivial things, immediately believing that everyone and everything is either an enemy or conspirator in some unknown plot.
- 13 Develop an irrational fixation on a particular person or object: either love or hated. Pursue that fixation vehemently and to the exclusion of everything else.
- 14 Develop obsessive/compulsive disorder. Make incessant lists; cannot wear certain colours; must constantly wash or bathe; cannot enter rooms with a lock and so forth.
- 15 Swing from one emotional extreme to another for no apparent reason; weeping one moment and laughing maniacally the next – especially during times of stress.
- 16 Rave and scream against the world, unable to act in a rational way for 1D6 days
- 17 Take utter pleasure in cruelty and the suffering of others. Inflict tortures and torments whenever possible; verbally at first but later physically...
- 18 Develop suicidal tendencies. Place oneself in positions of extreme risk.
- 19 Develop murderous tendencies: someone, loved-one or foe, must be hurt somehow.
- 20 Drool and gibber, awaiting the arrival of the Lords of Chaos to claim the soul.

CAMPAIGNS & ADVENTURES

Necromancy is one of a Games Master's best friends, right up there with chaos, insanity and tentacled gods from the dawn of time. It is a flexible, atmospheric and exciting source of peril and danger for adventurers. Just think about what you can do with necromancy:

- * Necromancy can show up anywhere – you cannot have an army of orcs invade the capital city without a lot of groundwork in your campaign and if they do, then everything will have changed because of the invasion. By contrast, a necromancy cult in the sewers can provide all the threat of an orc invasion with their zombie horde but when your players thwart them, all the undead just crumble away. Undead require a lot less 'infrastructure' than other monsters – you do not need to worry about how an army of zombies is fed, for instance.
- * Undead vary greatly in powers and abilities. Beginning characters can fight zombies and skeletons; powerful experienced characters can battle vampires and liches but all the way, they are fighting undead. There are few better long-running villains than a necromancer.
- * Better yet, undead keep coming back to plague the players. If a lucky critical kills a major bad guy, then he can return from the grave more powerful than before. You can even bring back dead Player Characters as villains.
- * The undead are atmospheric. From the subtle horror of a vampire stalking its prey to the overwhelming panic of being trapped in a city full of zombies, the undead are appealing and memorable villains. Rotting corpses, elegant pale death-princes, shadowy wraiths, shambling golems – there is a lot of variety to play with.
- * The best villains are ones that you can talk to. Vampires, liches and ghosts can all engage with the players in banter and evil villain speeches.
- * Undead can also be tragic. Ghosts trapped by the trauma of their deaths, or an undead knight forced to serve a dishonourable lord make for excellent roleplaying fodder.

The Making of a Necromancer

Where do the undead in your adventures come from? Were they raised by a necromancer, or an ancient magical curse, or by the will of a dread

god? One useful trait of undead is that there is usually a lynchpin like a necromancer or a banishment ritual that can be the centrepiece of the campaign. All the characters need to do is slay the necromancer/perform the ritual/break the god's altar to stop the dead.

What does the necromancer want? The motivation of the villain will colour his actions.

Is he driven by a desire for revenge on the living? If so, will he use especially horrible monsters, or plagues, or will he enslave his defeated enemies as zombies?

Was the necromancer wronged in some way? Is there something he wants? Is he an exiled noble, or a madman driven out for his blasphemous experiments? Does he think of himself as evil?

Is the necromancer interested in learning the true nature of death, or is necromancy merely a means to an end? Is he an obsessive sorcerer-scientist, or is necromancy just the tool that came to his hand?

How is the necromancer connected to the Player Characters? Has he enslaved one of their dead relatives? Does he threaten their homes? Is one of the characters possessed by an evil spirit and only biding his time before he betrays the rest?

Necromantic Adventures

Adventures involving the undead generally fall into one of these categories:

- * **Tomb Robbing:** The characters go into a dungeon or ruin that is haunted by the undead.
- * **Investigating the Ancient Evil:** The characters have to uncover the secrets of some elder civilisation or cult, which is not as dead as they thought it was.
- * **Rise of the Ancient Evil:** Some ancient civilisation or army of the undead is coming back. The characters need to stop it.
- * **Monster of the Week:** The characters have to battle an undead monster – a town is attacked by a ghoul pack, the characters need to slay the guardian of a treasure.

ANGHARA, OUR REFLECTION

This scenario explores many of the themes found in Necromantic Arts. It can be set in Glorantha, Elric's Young Kingdoms, Hawkmoon's Tragic Millennium or even Lankhmar. Some suggestions on using these different settings are included.

Although the bulk of the scenario is self contained, it can form the basis for a complete campaign based around the necromantic transformation of Anghara. Anghara can be renamed to fit individual campaigns – as can any of the Non-Players Characters found in this scenario – but the cast list should remain more or less as written. The scenario gives a huge amount of scope for political intrigue, desperate fights, strange cult rituals and, of course, the possibility of an Undead Apocalypse. What is more, the Adventurers will be at the heart of the action and even, perhaps, its instigators.

Read the scenario carefully and decide how, and to what scale, it will fit with your campaign. Some suggestions for integrating it into *Glorantha*, *Elric*, *Hawkmoon* or *Lankhmar* are as follows; but, with some work, this could also form an excellent backdrop for a *Deus Vult* campaign.

Glorantha

Duchess Anghara rules over the Moraysin Duchy, a small outpost of the God Learner Empire on the edge of Fronela. Her father was part of the dynasty that once ruled much of western Loskalm when it was part of the empire but now the Moraysin Duchy is self contained – although it contains great wealth plundered from Loskalm in decades past. The main city of the duchy is Moray; a hardy God Learner city dedicated to Saint Mor, an acolyte of Saint Hrestol who committed self-martyrdom to achieve a rapid ascent to Solace and Joy.

Elric

Countess Anghara is a Dharijorian noble who rules the province of Morathorn, territories in the far west of Dharjor and far from the rule of the Pan Tang controlled capital, Groomorva. The city

is a small, walled affair called Morat and was once a Melnibonéan citadel that outgrew its station and became a walled city in the Young Kingdoms' infancy. Anghara's father was a staunch supporter of the Lords of Chaos, particularly Mabelode, who seems to have connections with the old past of the region. Anghara has forsaken all that, cleaving to the Lords of Law and Miggea, Duchess of Dolwic.

Hawkmoon

Queen Anghara rules over the isolated country of Moravin, part of the larger realm of Shekia. Her father was Granbretanian – a Grand Constable of the Order of the Lion who conquered the lands and made himself king. Queen Anghara is not, however, a lover of the Dark Empire: despite her heritage she has rejected the wearing of masks and the attentions of Londra. She cuts an isolated figure in this area but the people she rules love her.

SYNOPSIS

Anghara is a ruler: a queen, a princess royal or a duchess. She is much-loved; the people are devoted to her and her counsellors openly acknowledge her wisdom, patience and expertise in matters of state. Foreign dignitaries adore her: many have been the proposals of marriage and many have been the suitors who have come to her palace to attempt to woo her. All have failed. Anghara is not for marrying. She is devoted to her god/goddess and her people. She refuses to devote herself to any one man. Anghara is a woman of duty, stability and single-mindedness. To marry would be to share and thus dilute her power, leaving her kingdom or province weak. Anghara *is* the Kingdom.

Anghara is dying. Only her most trusted adviser, Lord Segaeis knows this and he weeps nightly for her plight. In secret he has summoned physicians, sorcerers, mystics, shamans, witches, witch-doctors and every conceivable kind of healer to find the cause of Anghara's condition and its cure. All have failed. Prayers, magic, talismans, poultices, potions: none have been able to cure her. Lord



Segaeis, bereft, has seen to it that none of those who have visited Anghara will ever tell of what they know. Her weakness cannot be known; must not be discovered. Not one of the summoned healers, priests or magicians has left Anghara's palace. Their corpses are walled together in the bowels of the building, their wine or food poisoned, or their throats slit by Segaeis's shadowy chief agent, Rook.

The last one to attempt a diagnosis and cure was a seer from a distant land who undertook a brief HeroQuest or Dreamquest. He returned with desperate news. 'It is fate, my Lord Segaeis. Nothing more. Fate's tapestry deems Anghara will die before she reaches middle age. Nothing can change that. That is why all cures fail. That is why all magic is impotent. She must die. Perhaps the gods have plans for her in the afterlife: perhaps the mortal world will profit more without her. I do not know. All I can tell you is that she must die.'

But Lord Segaeis has never been one to bow to the schemes of gods or higher powers. Enemies clamour at the realm's frontiers: barbarians and other, more sophisticated foes press against the borders and will attack at the first sign of weakness. Anghara must live. Somehow. In some way. Segaeis does not seek immortality for Anghara; but he does seek continuity and stability. Her father, Hynrais, was a butcher and a warmonger who brought the realm to the brink of chaos and destruction. Those days must not return. Nor must the republicans and power-seekers who would flood into the vacuum left by Anghara's death.

The seer, before he died, mentioned one glimmer of hope; something Lord Segaeis has seized upon in desperation. 'You have heard the stories, I am sure, of the Sisters of Mercy,' he said. 'They have studied death in all its forms, worship the goddesses associated with it and have control over death and its dominions. Turn to them, the duchesses of necromancy. Only they can cheat what fate wants most.'

And so Lord Segaeis has done just that. He has spent months gathering every last scrap of information about this shadowy cult, the Sisters of Mercy. He believes he knows their location. Now he is ready. He has gathered to him the Adventurers who will be tasked with finding the Sisters of Mercy and seeking their aid: he will make *any* bargain to prolong Anghara's rule and cheat death. He will reward the Adventurers highly for their work.

But time is running out. Anghara's life is ebbing. She has only a few, short months. She can no longer rise from her bed without considerable aid and her weight-loss is astonishing. Her courtiers and counsellors are beginning to doubt the deceptions Segaeis spins. The Adventurers must work fast.

A kingdom is at stake.

BEGINNING THE SCENARIO: ROOK

Rook carries out the dirty, unpalatable work of Lord Segaeis quietly and efficiently. He is a spy, a murderer, a torturer, a kidnapper, an extortionist. He is also utterly, utterly loyal to Segaeis and Anghara and is merely a conscience-free tool and weapon of state. He is the best there is. Anghara's realm and rule might be bright and glorious but it is built on darkness: Rook is the heart of it.

It is Rook who recruits the Adventurers. They might have worked for him before or he might simply know of their deeds and reputation. He might not know of them at all but it is his job to be aware of all men and women of competence, skill, bravery and cunning and, when he needs their services, to engage them. He brings the Adventurers together via whatever means are most appropriate: letters, messages, summons through contacts and agents... but bring them together he does.

One thing the Adventurers do *not* know is that Rook serves Lord Segaeis directly. Rook is scrupulous in that regard. He is careful to conceal all evidence regarding their relationship. To all, Rook is simply a wealthy, if somewhat dubious, man of means with contacts somewhere in Anghara's council (and there are plenty who use men such as Rook – although only one man can afford and control the real Rook).

Rook arranges a meeting at a gloomy manor house or villa several miles outside of the city. The gardens are overgrown; the building has not been occupied for many years, although it is not dilapidated. It is a place of shabby, fading elegance, crying out for a careful owner. Rook uses this house for many things: briefings, interrogations, imprisonments and executions. The cellar – or rather those rooms hidden behind the cellar's false walls – are not places a sane or pure mind wishes to contemplate.

Rook meets the Adventurers alone. He has had servants prepare a meal and bring wine and then dismissed them. He briefs the Adventurers as they eat (the food is not drugged or poisoned; it is of good fare).

'The barbarians of the wastelands press ever closer into our territories. They have quested for powerful spirit allies and found them. Their great shaman has aroused some ancestor ghost that supposedly ate an entire army in some obscure myth. He vomited up the bones that became the barbarian tribe. Horse-shit, if you ask me, but this is what I have heard. It matters not. What is certain is that the barbarians have some powerful magic to hand and it must be stopped. That is my job and therefore it becomes yours. No normal magic will neutralise whatever the barbarians command. We need something stronger. Something unique.'



'My sources tell me that an obscure cult of priestesses, the Sisters of Mercy, can help and will help for a price. I do not think this is horse-shit. My sources are impeccable. You are to find their temple and deliver messages I have had prepared. You are to convince them that our realm needs their help. You will have much to offer by way of bargains. You are to bring back whatever magic it is they have that will slay this bone-vomiting barbarian ancestor spirit. Fail, and Sweet Anghara's reign fails with you.'

'If you succeed, you can name your reward: land, money, magic... it will be yours. For now I will give you 1,000 in silver and whatever equipment you require. Draw-up your list. Let me have it by dawn. Then you will leave. This map shows your destination.'

The map scroll Rook unrolls across the table is hand-drawn and quite recently so: there is no antiquity to it. It shows a mountainous landscape cut by a wide river. To the river's north is a city of some kind nestling in the foothills of the mountains. South of the river is wasteland. Lore (Regional) rolls give the Adventurers the impression that the location is some distance north of Anghara's realm and is certainly not an area they have ventured to in their own travels. Rook confirms the place they seek, where these Sisters of Mercy occupy an obscure city a good 10 days' travel from their present location. The journey can be done on horseback. 'This valley where the Sisters hide is a secret they have kept from spies and explorers,' Rook says. 'It took magic to reveal this.' And he

indicates the map with a contemptuous gesture. 'I am certain the map can be relied upon. What lies in and around this forsaken place is for you to discover.'

The Adventurers can attempt to negotiate with Rook over their reward or equipment but there is little need. Drawing on the purse of Lord Segaeis means money is of no object. However if the Adventurers start making outrageous demands (beyond those of reasonable equipment, rations, mounts, weapons and so on), Rook's expression darkens: 'Do not cross or push me,' he warns. 'Do not think yourselves so indispensable that you may make demands upon my nature. I know people who will come for you when you least expect it and make demands of you that you will *not* want to experience...'

Otherwise, Rook has whatever the Adventurers request brought from the city by dawn of the next day, when they are supposed to head off. They may take the map and successful Lore (Regional) or Navigate rolls put the characters on the right path towards the lonely vale where the Sisters of Mercy dwell.

Location of the Valley

The possible location of the Sisters' valley depends on the campaign setting. Some suggestions are:

Glorantha

Charg Mountains of eastern Fronela; the Grey Mountains of Erigia in northern Peloria.

Éric

The hills and mountains north-west of Dharijor, on the far border of the Vale of Xanyaw.

Haukmoon

Carpathian Mountains.

Lankmar

The northern mountains of Lankmar's continent.

ON THE ROAD TO LHO-WHERE

Games Masters can scatter whatever encounters they wish for the Adventurers but otherwise the journey towards the valley of the Sisters is uneventful. After three days of travel the landscape becomes hard and bleak; after five days the going is steep and arduous as the Adventurers have to negotiate narrow passes between the foothills, climb upwards to gain bearings and then descend on the other side of sparsely wooded hills. There are no settlements, save one: the hamlet of Lho, which is on the very edge of the Sisters' territory, south of the river. It is not marked on the map and comes as a (perhaps welcome) surprise to the Adventurers as they see the lowly cabins nestling in a clearing in a small forest.



The hamlet of Lho is home to the Lho clan – an extended, considerably in-bred, family that hunts the forest and cuts wood from the plentiful trees. Their buildings are made from black stone and roofed with brackens and mosses. There are nine or ten buildings of a similar style clustered near to an off-shoot of the river, smoke rising from the chimneys of the houses. The people of Lho are superstitious, fearful creatures; all illiterate, all uneducated save for in the ways of the lands surrounding their home. They number around 60 and have a distinct facial similarity; enormous noses and thick, bushy eyebrows. Compared with the Adventurers they are extraordinarily ugly. They also do not care for strangers. They offer no hospitality and expect nothing in the way of civility. They remain in their houses whilst the Adventurers pass by but if the characters linger, the Head Man, the Lho-High, accompanied by his four strapping, bear-like sons, come to investigate.

‘We want no trouble,’ Lho-High says. ‘This is a local settlement. For local people. There is nothing for you here.’

Lho-High can be persuaded to provide fresh water and a little food, if an Adventurer succeeds in an Influence roll. Offering money to help supplement the request adds +10% to the skill; if the Adventurers offer equipment, especially weapons or armour, then the roll is an automatic success. The four sons of Lho offer undisguised and avaricious stares at what the Adventurers are carrying.

If the Adventurers ask anything about the Sisters of Mercy, Lho-High recoils in shock and anger: ‘Do not invoke their name here! Do not bring their curse down upon Lho! We laboured for 100

years to free ourselves of the last curse! We will not labour for another century!’ He will not elaborate on what this curse was but mention of the Sisters makes him and his boys aggressive. They do not care that the Adventurers are better armed and armoured than themselves.

After the Adventurers have left Lho, Lho-High sends his four boys and a further two to follow the Adventurers, ambush them, rob them, kill them and bring the bodies back to be eaten. The Lho people eat whatever they can get and the curse they laboured to be rid of was cannibalism – a trait that, unfortunately, they have not lifted. They eat their own dead and are quite happy to eat dead strangers.

The Lho boys know the woods, trails and hills intimately. Their Stealth skills reflect this. They also rely on their slings and spears, thrown, to bring-down the Adventurers from range. They will fight until two of their number are seriously injured or killed, the rest fleeing. If the Adventurers display any kind of magic, then they fight for a single round and then flee en-masse.

Lho Boys

Savage primitives and cannibals. They rely on ranged weapons to disable their opponents and then charge-in with spears and axes. All six Lho Boys have the same statistics but use different fighting styles.

If any of the Lho Boys are killed and searched, the Adventurers come across necklaces and crude talismans made from human bones (knuckles, teeth and so on).

	Value	1D20	Hit Location	AP/HP
STR	16	1–3	Right Leg	1/7
CON	16	4–6	Left Leg	1/7
SIZ	16	7–9	Abdomen	2/8
INT	6	10–12	Chest	2/9
POW	11	13–15	Right Arm	–/6
DEX	11	16–18	Left Arm	–/6
CHA	4	19–20	Head	–/7

Combat Actions	2
Damage Modifier	+1D2
Magic Points	11
Movement	8m
Strike Rank	+7

Typical Armour: Hide shirts and jerkins with bear skin coats. –2 Armour Penalty

Traits: Cannibals

Skills: Athletics 60%, Brawn 75%, Evade 40%, Perception 50%, Persistence 43%, Resilience 55%, Stealth 85%, Survival 40%, Tracking 85%

Combat Styles

Spear and Shield 60%, Axe and Shield 55%, Thrown Axe 45%, Thrown Spear 55%, Sling 70%

The Lho Boys can throw their Wood Axes to a maximum range of 5 metres

Weapons

Type	Size	Reach	Damage	AP/HP	Range
Short Spear	M	L	1D8+1D2	4/5	
Round Shield	L	S	1D6+1D2	3/12	
Wood Axe	M	L	1D6+2+1D2	3/8	5m
Sling	L	—	1D8+1D2	1/2	200m

If the Adventurers flee the Lho Boys, they follow at a distance for 2D3 hours, attempting to take the Adventurers unawares, before giving up and returning home.

The Ancestral Gate

At the edge of the territory the Lhos consider their own is a line of withered tree stumps, where the forest thins and gives way to the bleak moorland that leads to the river and thence to the valley of the Sisters. There are 20 tree stumps, each no more than six metres high. Each has been carved into the resemblance of a Lho villager: thick heads, big noses and a single chiselled line of wood representing the eyebrows. The faces have no eyes; the mouths are downcast. Evaluate rolls or other appropriate skills determine that the carvings are at least a century old, if not more. They represent the ancestors of the Lho clan – those who angered the Sisters of Mercy and were cursed with cannibalism.

The spirits of the ancestors are clinging to the posts and crave human flesh. Anyone physically touching the wood is subject to a Discorporation attack which brings the soul to the Spirit Plane where the ancestor tries to eat the victim. If the target beats the ancestor in Spirit Combat the ancestor is not killed but is compelled to answer one question truthfully and honestly – which it will do.

If questioned about the Sisters of Mercy the reply is on the following lines:

‘The Death Sisters tried to take the men-folk of Lho as husbands but the men refused. The Sisters were angry and compelled the men to eat the flesh of the dead for 100 years in penance. We are hungry still and will be hungry for ever more, because we were the first to refuse.’

The ancestors can accurately answer any questions relating to this scenario (but only answer one question) on a successful Insight roll. Afterwards they fall silent.

LHO ANCESTOR

INT 12, POW 15, CHA 4

Skills: Discorporate 85%, Insight 95%, Spectral Bite 75%

THE RIVER

The river cuts a deep and sluggish gash through the landscape, running from the north-east to the south-west. It is cold and slow-moving but a successful Lore (Regional) or other appropriate skill roll notes that it contains many fast and treacherous eddies and sub-currents that would make swimming across it extremely dangerous (–60% to Swim rolls). The land around the river is coarse and rocky; on the far bank – the river is 50 metres wide – the terrain is loose shale that rises up into the foothills.

Following the southern bank to the east for an hour brings the Adventurers to the Bridge of Bones. Following it to the west for an hour brings them to The Ferry Woman. Or the Adventurers can attempt to ford it with skill and/or magic.

The Bridge of Bones

Made from the spines of two colossal beasts, the Bridge of Bones is a perilous route at best. The spines arch steeply over the water and the surface of the bridge is made from hundreds of ribs lashed onto the main arches with what appears to be human hair. Horses refuse to cross the bridge, even though it is wide enough to take two animals travelling side-by-side.

Walking across requires Athletics rolls at a –20% penalty (or Acrobatics, if any Adventurer has the skill, at no penalty). Any characters that have Ship Handling as a skill negate the Athletics penalty as crossing the bones is not unlike scaling yardarms or rigging. The roll needs to be made twice; once to reach the mid-point and once to reach the far side. Failing the roll results in the character falling through a weak-spot in the bridge and into the water below: a Swim roll at –10% is then needed to swim to the nearest bank.

If Perception rolls are made successfully, a small clay pot is spotted by the arch of the bridge on the southern side – which is the side the Adventurers approach from. The pot is moss-covered but visible. It does not contain anything but if any Adventurer deposits either a coin, small article of equipment or some food into the pot before crossing, he avoids the attentions of the Bridge Keeper. Any Adventurer who fails to make a donation is challenged by the Bridge Keeper on reaching the far side and before stepping onto the river bank.

The Bridge Keeper built the bridge and lives in the frigid waters beneath it. It counts footsteps going across and senses donations made to the pot. It accounts the two measures together and challenges anyone who does not make a contribution. Their ribs and hair are used to repair the bridge.

The Bridge Keeper splashes out of the water and takes-up position at the northern end of the bridge barring anyone who has *not* made a donation from stepping off. Anyone who has done so is allowed to pass unmolested. He makes this challenge:

‘All my hard work, unappreciated? All my time, insulted? You may either return and make a small donation, or you can pay with your life, ribs and hair!’

Stingy adventurers therefore have a choice: return back the way they have come, incurring a further two more skill rolls to cross the Bridge of Bones and make a donation of *anything* into the pot, or fight the Keeper.

The Bridge Keeper

An immense, primitive, troll/ogre-like humanoid with no fear and, like the Lho people, a cannibal. Facially he has some similarities with the Lho primitives: hirsute and with a massive nose – but otherwise he is a bulky, twisted monster that likes to eat those who do not contribute to the bridge’s up-keep voluntarily. Several skulls hang from the leather belt he wears around his considerable waist and his jerkin appears to be made from tanned, human skin.



	Value	1D20	Hit Location	AP/HP
STR	20	1-3	Right Leg	1/7
CON	14	4-6	Left Leg	1/7
SIZ	20	7-10	Abdomen	3/8
INT	9	11-12	Chest	3/9
POW	11	13-15	Right Arm	1/6
DEX	11	16-18	Left Arm	1/6
CHA	3	19-20	Head	1/7

Combat Actions	2	Typical Armour: Wiry or thick hair/fur. Human skin jerkin (-2 Armour Penalty)
Damage Modifier	+1D6	
Magic Points	11	Traits: Night Sight
Movement	8m	
Strike Rank	+8	

Skills: Athletics 30%, Brawn 55%, Evade 25%, Perception 30%, Persistence 43%, Resilience 55%, Stealth 25%, Swim 90%, Unarmed 55%

Common Magic 35%: Bludgeon 2

Combat Styles

Club 55%, Sling, 40%, Unarmed 40%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Giant Club	L	L	1D10+1D6	6/10	
Sling	L	—	1D8+1D6	1/2	200m
Fists	M	M	1D6+1D6	As for Arm	

The Bridge Keeper is allowed one chance before encountering his first victim to cast Bludgeon 2 on his club, raising its combat percentage to 65% and Damage to 1D10+2+1D6. In a fight he always tries to avoid striking the chest or head, aiming blows at the abdomen and limbs (if he gains a Choose Location manoeuvre). He does not want to ruin valuable hair or break useful ribs or spines.

The Ferry

To the west is a crude hut made of piled stones close to a rickety jetty made of bones and lashed together with what appears to be human hair. A large, wide punt is moored at the jetty. It can take all the Adventurers and their equipment but not their mounts.

As the Adventurers approach the Ferry Woman emerges from the hut. She is the Bridge Keeper's wife, mother, sister *and* grandmother. She resembles the Bridge Keeper but has an enormous pair of flaccid, dangling breasts that she keeps out of the way by throwing them across her shoulders. She is more intelligent than her husband/son/brother/grandson but far more treacherous.

Her price for ferrying people across the river is some small donation of food, coin or piece of equipment. Anyone attempting to steal the boat incurs her wrath: she takes stones from the hut and pelts the fleeing Adventurers with them from the shore. Her aim is remarkable. She also lets out an ear-splitting scream which attracts the Bridge Keeper to the east: by the time the Adventurers reach

the other side, he is waiting for them with his club, which will have had a successful Bludgeon 2 cast upon it. The punt requires a successful Boating skill roll to propel successfully at a Movement equal to the punting character's STR divided by 2; if the roll is failed then the punt proceeds at a speed of no more than one metre per round, giving the Ferry Woman plenty of time to ready more rocks and cast Multimissile on them.

If her price is met, she allows the Adventurers to board the punt and then pushes the boat out into the waters at a careful, steady pace. Whilst the Adventurers load onto the boat, she takes some of the stones from the walls of her hut and places them by her punting station to act as ballast. Once she reaches the mid-point she begins to curse and appears to be having trouble with her large and pendulous breasts, which are getting in the way of her punting. She brings the boat to a halt, steadying it by anchoring the long pole she uses to propel it to the side of the craft and fast into the base of the river. She hopes that one of the Adventurers will come to her aid. If one does, she thanks him and then asks him to move one of the ballast stones a little further forward.

The stone is enchanted with a spell that attaches it to the character's hands. The Adventurer is allowed a Resistance roll against Persistence to avoid the magic (in which case the stone merely feels warm). If the spell works, then the stone cannot be dropped or thrown for 5 minutes. While carrying the stone the Adventurer is considered as Overloaded (page 59 of the *RuneQuest Core Rulebook* Encumbrance rules).



The Ferry Woman lashes out with her Unarmed skill at the encumbered character. The target should be allowed an Evade roll to anticipate the attack but if the Ferry Woman succeeds, the Adventurer is knocked out of the punt and into the water, where the stone takes him straight to the bottom (with drowning occurring as per page 54 of the *RuneQuest Core Rulebook*). The Ferry Woman or her husband/son/brother/grandson will swim down to reclaim the body later, using it for a feast.

This attack is likely to prompt retaliation from the Adventurers. If so, they need to be reminded that the punt is not a stable fighting platform. In any case, the Ferry Woman vacates the punt, throwing herself into the water and diving deep to evade attacks of any kind. She can make it safely back to her hut swimming underwater – perhaps pausing to capture any Adventurer thrown into the water as she does so.

The Ferry Woman

An immense, primitive, troll/ogre, similar in appearance to the Bridge Keeper but clearly female. Her hair is long, matted, tangled and lice-riddled: characters coming into physical contact with her stand a 45% chance of catching lice which make the scalp itch so badly that *all* skills suffer a -5% penalty until the sufferer has either found a cure or had his head shaved.

When hurling rocks at people the Ferry Woman attempts to cast Multimissile on every second rock hurled. She takes aim at whoever is doing the punting first, concentrating attacks on that character. If she manages to overwhelm the Adventurers, such that she can tackle them without the need for distance, she swims into the water and uses Unarmed to try to drown them.

INTO THE VALLEY OF THE SHADOW OF DEATH

Across the river the landscape becomes exceedingly ragged. Sharp scree lies everywhere and plant-life is confined to mosses and prickly gorse in ugly clumps.

After a day's trudge, the Adventurers reach the valley where the Sisters of Mercy dwell. They approach from the south and crest a ridge that looks down into the narrow, gloomy, valley below. The Sisters' of Mercy's temple is clearly visible: a vast, crumbling, forlorn mausoleum built on a grand scale. Death and shadow clings to the place. Spirit Magicians entering the Spirit Plane find themselves surrounded by death spirits and spirits consigned to purgatory, awaiting their final judgement.

	Value	1D20	Hit Location	AP/HP
STR	18	1-3	Right Leg	1/7
CON	14	4-6	Left Leg	1/7
SIZ	19	7-10	Abdomen	1/8
INT	12	11-12	Chest	1/11*
POW	13	13-15	Right Arm	1/6
DEX	14	16-18	Left Arm	1/6
CHA	2	19-20	Head	1/7

**An additional 2 HP are gained for her huge, leathery, pendulous breasts*

Combat Actions	3
Damage Modifier	+1D6
Magic Points	11
Movement	8m
Strike Rank	+13

Typical Armour: Wiry or thick hair/fur.

Traits: Night Sight

Skills: Athletics 65%, Brawn 50%, Evade 40%, Perception 53%, Persistence 44%, Resilience 45%, Stealth 25%, Swim 90%, Unarmed 55%

Common Magic 45%: Mobility 2, Multimissile 2

Combat Styles

Thrown Rock 85%, Unarmed 55%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Rock	M	—	1D4+1+1D6	8/8	15m



What Is the Temple?

Here are some suggestions for what the temple is – or was – and what the Sisters of Mercy are, in different settings.

Clorantha

The temple is an off-shoot of the fearful city of Alkoth in Dara Happa. It was created from the tip of Shargash's spear which he drove into the Monster of Shadow during the Great Darkness. The tip broke against the monster's bones and was later fashioned into the temple as it currently is. As a creation of Shargash it is a gateway to Hell itself and the Sisters of Mercy are a sect loyal to both Shargash and Gorgorma, approaching worship of both through the Death Rune. Any Adventurer with Lore (Dara Happa), Lore (Shargash) or Lore (Gorgorma) realises the significance of the place immediately.

Elric

This is a mausoleum built to house the family of some Melnibonéan noble from some point in the last 10,000 years. Its architecture is suitably bizarre and distinctly Melnibonéan in character.

The Sisters of Mercy are a sect of the Death Bringer cult of Chardhros, venerating him as the consort of Xiombarg. They do not follow the beliefs of the full Chardhros cult, having developed their own over considerable time. Any character associated with a Chaos cult or the Death Bringers recognises much of the imagery and symbolism on display around the mausoleum.

Haukmoon

As for Elric. However, the gods of Chardhros and Xiombarg are completely unfamiliar to the people of Tragic Millennium Earth and the names should mean nothing to them. This is clearly some strange sect of sorcery that may pre-date the Tragic Millennium although it may have some connections with the Dark Empire (it does not – despite the masks).

Lankmar

The temple is a temple to Death and the Sisters of Mercy serve Death directly as immortal agents upon the earth.

Descending to the temple takes an hour, negotiating the scree-slope that occasionally slips beneath the feet, making the going slow but not hazardous. At the base of the slope the temple looms ahead, reached via a long, straight causeway flanked by carefully prepared

cairns made from the same scree as the slope. The cairns are regularly spaced. Each represents the dead husband of a Sister of Mercy. Digging beneath a cairn even just a little way reveals the bones and on the Spirit Plane the Dead Husbands wait, patiently, forlornly, for another to join them, sitting beside their piles of stone.

True sunlight never penetrates the valley: it is always shrouded in darkness and shadow, the sky above never more than a grey veil. Animal life does not exist here: only the Sisters of Mercy.

The Temple of the Sisters of Mercy

The Sisters of Mercy are a necromantic order that believe life to be an illusion and death the only true reality. In life, deception is the norm; in death, all is true and transparent. It is thus a state to be welcomed and a state for the wise.

The Sisters of Mercy are eight in number and all are biologically dead. Such is their devotion to their faith and the powers of Death they have come to occupy a state of Undeath on this world: they are, in effect, Liches. They control the kinds of necromantic magic explored in *Necromantic Arts* and they seek to ensure that the living understand and embrace death, rather than trying to avoid it, fear it or shun it.

The Sisters continually require living husbands to maintain their presence on the physical world. Of course, living bodies eventually wear out and die and the cairns outside the temple mark the 80 or so husbands who have been before. It has been a long time since the death of the last husband and the Sisters of Mercy require new ones. Any male Adventurers will do.

Marrying a Sister of Mercy is not the dreadful fate that might be suggested. Although the Sisters are dead, they are not evil. They do not seek to kill or harm the husbands; their purpose is companionship and entertainment. The Sisters cannot leave their valley: the husbands help make eternity pass.

The Sisters also need something else: no one in their number is a leader and they require such a leader who will be their spokeswoman when the Lord of Death finally comes to acknowledge the Sisters' devotion. This need will be used as a bargaining tool as the Adventurers become more aware of Lord Segaei's schemes.

The Sisters' Servants

The Sisters are served by the dead. Necrodomo (see page 54) servants obey every command the Sisters issue, shuffling around, providing a macabre form of hospitality and tending to the Adventurers' needs. The Necrodomos – and there are eight, one for each sister – are always on hand, standing close by the Sister each serves without question. The Necrodomos are those the Sisters liked and could not let go – but could not, for one reason or another – marry.

If the Sisters are attacked, even though they are indestructible, the Necrodomos fight to protect their mistresses. Each Necrodomo has the average statistics given on page 54 of the Undead Creatures chapter.

Arriving at the Temple

The Sisters are well aware of the presence of anyone who crosses the river and enters the valley long before they arrive. As the Adventurers make their approach three of the Necrodomos shamble from the temple's main entrance and pause before it, waiting for the Adventurers to get closer. When they are within a few metres the Necrodomos beckon with their rotting fingers clearly indicating that the Adventurers are to follow. They are not armed and will not attack. If any Adventurer chooses to attack one of them, they offer no defence. If cut down or destroyed, all the Sisters automatically treats the one who did the killing with disdain: he will not be chosen as a husband but will be chosen as a replacement Necrodomo.

The Necrodomos lead the Adventurers through the temple and into the Inner Sanctum. Here the Sisters occupy a high-backed throne of wood each, seated in a circle, facing in towards each other. At the centre is a ninth throne, empty. The Necrodomos take up their places behind each chair to await a fresh command. In the centre of the circle formed by the Sisters is a pool, filled with an oily black substance. This material is magical and radiates a distinct energy that can be immediately sensed by anyone capable of detecting magic.

Meeting the Sisters of Mercy

The Sisters are curious creatures. Each wears an elaborate, stylised, incredibly ornate full-face mask and head-dress over the head. The hands and arms are wreathed in silver gauntlets, their feet in boots of a similar style and their bodies fully covered by gowns of a different colour for each Sister. The Sisters are known by their colour: the Red Sister, the Blue Sister, the Green Sister, the Yellow Sister, the Grey Sister, the Lilac Sister, the Black Sister and the



	Value	1D20	Hit Location	AP/HP
STR	21	1-3	Right Leg	14/7
CON	21	4-6	Left Leg	14/7
SIZ	13	7-9	Abdomen	14/8
INT	28	10-12	Chest	14/9
POW	26 (14 Dedicated to Pact)	13-15	Right Arm	14/6
DEX	13	16-18	Left Arm	14/6
CHA	13	19-20	Head	20/7

Combat Actions	4
Damage Modifier	+1D4
Magic Points	12
Movement	8m
Strike Rank	+17 (+17)

Typical Armour: Ossified Bone. Plate Masks. -4 Armour Penalty

Traits: Night Sight, Life Sight, Immortal

Skills: Influence 90%, Insight 95%, Lore (Death) 200%, Perception 90%, Persistence 150%, Resilience 100%

Common Magic 100%: Frostbite, Mindspeech 6, Spirit Bane 6,

Pact (Death God) 100%

Divine Spells: Animate Undead x2, Blighted Resurrect x2, Cadavar Eternal x2, Deadsight, Mimic Life x3, Offer Life x3, Restful Dead x2

The conditions the Sisters of Mercy stipulate are straightforward.

First, they want a husband each. The husband must be young but worldly; intelligent but unambitious. He must be the *opposite* of the Sister's personality. The Adventurers may propose themselves and are welcome to do so, if any fit the bill (and the Sisters are diverse enough so that there should be a match somewhere). The Adventurers will need to determine the character of each Sister through discourse, questioning and listening.

A natural question will be what being a husband entails; the answer is thus: *'A ceremony, and then companionship. No harm will befall him. No curses, no injuries and death will come naturally as time and fate dictates. Perhaps we shall be lucky and find a husband who is already immortal. The husband must stay here, with us. Lie with us. Entertain us. He will have living companions in the shape of the other husbands, but We will become His World, and He Ours.'*

The second condition is as the Black Sister describes: *'We need a Queen. A Queen who will be One of Us. A leader and teacher. Your Queen will suffice. We will keep death from her brow for eight years – one for each of us – and then she shall be called to us and made the Queen of Mercy, to reside here for eternity and to greet the Lord Death when he comes to claim us, to become his wife, mirroring the husbands of the living realm we have taken. For Death must mirror life, always, but a perfect reflection, free from pain and anguish...'*

So the conditions are clear: find the Sisters husbands and bring them a Queen, specifically Anghara. In return, she will gain eight more years of life before being called to occupy the ninth throne amongst the Sisters and to become a bride to the Lord of Death.

Agreeing to the Terms

All the Adventurers need to do is agree to the terms. They can take as long as they want: the Sisters have all of eternity. They will be given somewhere to rest and water to drink but nothing to eat: there is no need for food amongst the Sisterhood. When they are ready, they can return to the Sanctum and give their answer.

If they agree, then the Sisters tell the Adventurers to return to their realm. There they must find the eight husbands; then they must bring the husbands and Anghara back to the temple so that the necessary rituals can be completed.

Any Adventurer that volunteers to become a husband is appraised by the Sister he is most suited to wed. He must remain here now, whilst the others return to complete the conditions.

Rejecting Them

If the Adventurers reject the conditions, then the Sisters fall silent. The Adventurers are free to leave and will not be molested. They must return to Rook and somehow explain what they have done. Rook will *not* be pleased – and certain events have occurred in the Adventurers' absence that may cause them to rue their decision. What is more, their decision is irreversible: once rejected the Sisters

of Mercy will not offer their help again. Although they *will* come to take their Queen...

RETURNING TO THE REALM

The Adventurers may be able to circumnavigate the Lho settlement but they must still cross the river again, first. If the Bridge Keeper or the Ferry Woman have been killed, then this is easier, perhaps. If they have not, then they remember any slight, any provocation and any assault that went before and act accordingly, seeking revenge against the Adventurers and looking for the best ways of killing and eating them.

Circumnavigating the Lho hamlet still involves crossing Lho hunting territories and there is a chance that more of the Lho Boys, intent on revenge or capturing the Adventurers, set traps or attempt further ambushes. Much depends on what went on beforehand.

IN MY TIME OF DYING

On their return to Anghara's realm, all is as it was. The Adventurers are to make their way to the mansion where Rook briefed them. Rook knows of their arrival back in the city before the Adventurers can make any form of contact and he is waiting for them at the manse.

He listens carefully to their tale. His reaction depends on what the Adventurers did. If confronted about deceiving them, his response is one of wry amusement: 'What of it? We are all pawns in a greater game. You were deceived a little: if you wish to make something of that, feel free. But I will not be threatened. You do not want to make me – or who I work for – *angry*.' Insight rolls at this juncture show Rook is in a serious mind: his eyes show it. Rook is a *very* dangerous man.

If the Sisters' Offer Was Accepted

Rook betrays no emotions. He rises from the table. 'You will wait here until I return. I must confer with others.' And with that he departs.

The Adventurers are kept waiting for an entire day. Servants are sent to tend to them; food, wine, women if they want them. They may ponder on the question of husbands for the Sisters. Rook would make an *excellent* husband for Lilac Sister...

When Rook returns he is not alone. With him, dressed so as to be incognito, is Lord Segaeis. The Adventurers may know him (Insight or Lore rolls will determine if they do, and if so, what they know). His face is ashen. Rook arranges for him to be seated in the Great Hall and the Adventurers are made to recite their adventures from the beginning. When they tell of the Sisters, Segaeis questions them *very* closely, exploring every avenue within the conditions, returning again and again to the nature of the deal. After several hours of this, he tells the Adventurers something.



‘Our beloved Anghara died two days ago, in her sleep. I have kept this news from the entire court. Only I, Rook and now, you, know that she is dead. News of her death, were it to leak-out, would mobilise those who would seize power. Anghara has no heir. Many will try to impose their will and bring about the old chaos.

‘These Sisters though, offer a chance of life – even at a heavy cost. In the eight years she would be granted, we can scour the world for a way of making that a permanent arrangement, so she will not become the Queen of these ghastly necromancers. So we must follow-through and make good on their conditions – for now. Husbands we can find; that,’ he points at the Adventurers, ‘is your job. The reward is your lives. I should have you killed for what you know but I will not. You will find one half of the Sisters’ bargain and I will make arrangements for Anghara’s body to be smuggled from the palace and taken to these Sisters. You will accompany us.’ By this, it is clear he means that he, Rook and the Adventurers, along with the husbands, will make the return trip to the Valley of Death.

If the Sisters’ Offer Was Rejected

Rook stiffens when he hears the news. ‘And on what authority did you reject this offer? Were my instructions not clear? *You were TOLD to bring back the necessary magic...*’

Rook dismisses them. There is no reward; no thanks. He and Lord Segaeis will make their own trip to the valley to negotiate with the

Sisters, taking with them Anghara’s body. Before he leaves, Rook makes contact with assassins he knows: the Adventurers are to pay the ultimate price for their failure.

What happens to them is beyond the scope of this scenario. They may try to make amends in some way but Rook does not tolerate failure. It may be many weeks before the assassins strike and the assassins will be cunning in their work. The Adventurers may have to flee very far to escape Rook’s vengeance...

Of course, Rook and Segaeis will fail if they take Anghara’s body to the Sisters. The Sisters will keep it and bring Anghara back to life as a Queen of Undeath. Rook and Segaeis become either husbands or Necrodomos; the Adventurers may never know...

Rook

A gaunt man in his forties, Rook is notable for his wide face, doleful eyes and shock of curly black hair that creates a long, unruly mop flopping down to his shoulders. He dresses in monochrome: white shirt, black trousers and boots and a dark grey waistcoat. His only nod to colour is the scarlet sash he wears around his waist, which holds his daggers and anchors the scabbard of his long, thin sword to his side. Rook rarely smiles. His air is one of utter competence; one gets the feeling that there is nothing he is not capable of doing. He also has innumerable contacts across the city, as befits the arch servant of Lord Segaeis and he can call upon any number of assassins, thieves, spies and other mountebanks to do his, or his

	Value	1D20	Hit Location	AP/HP
STR	12	1–3	Right Leg	–/6
CON	12	4–6	Left Leg	–/6
SIZ	15	7–10	Abdomen	1/7
INT	17	11–12	Chest	1/8
POW	12	13–15	Right Arm	–/5
DEX	18	16–18	Left Arm	–/5
CHA	15	19–20	Head	–/6

Combat Actions	3
Damage Modifier	+1D2
Magic Points	12
Movement	8m
Strike Rank	+18 (+17)

Typical Armour: Linen padding worn beneath shirt. –1 Armour Penalty.

Traits: None

Skills: Athletics 65%, Brawn 30%, Culture (Own) 60%, Evade 75%, Evaluate 80%, Insight 85%, Lore (Regional) 70%, Perception 85%, Persistence 75%, Resilience 68%, Sleight 70%, Stealth 78%, Streetwise 110%, Unarmed 90%

Common Magic 40%: Befuddle, Bladesharp 3, Co-ordination 2, Fate 2

Combat Styles

Longsword and Main Gauche 115%, Thrown Dagger 110%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1+1D2	6/8	10m
Longsword	M	L	1D8+1D2	6/12	
Main Gauche	S	S	1D4+1D2	6/7	



lord's, bidding. His chief skill is in, as he calls it, *facilitating* but equally Rook is an amoral murderer and torturer in his own right – although he easily justifies his nature in his service to Anghara and the Realm.

LORD Segaeis

Segaeis is the chief counsellor to Anghara. A cunning man in his sixties he is completely loyal to both ruler and realm and will do anything to protect both – including murder, if that is required. His mind is capable of processing facts, situations and solutions with frightening speed although he makes little show of his considerable intellect. Segaeis will use people as he sees fit: the ends justify the means; but he is not, in reality, a cruel man. Although he has much blood on his hands, he does not care for suffering and ensures a rapid despatch. Where cruelty is necessary to extract information, he leaves such duties to Rook and concerns himself only with the outcome. Segaeis commands the entire machinery of state and can bend it to do his bidding. This makes him the real power behind the throne, although he has coached Anghara to be her own, decisive woman, gently guided where necessary. Segaeis has few years left to him. His heart is failing but he intends to ensure that Anghara's glory will perpetuate before he dies.

HUSBAND HUNTING

The scenario, from this point on, assumes that the Adventurers accepted the Sisters' terms and now have the task of finding suitable husbands. This is no easy task for several reasons:

- The men must be young but worldly, intelligent but unambitious.
- They must not know who they will be marrying but convinced to undertake a long journey north: think of the reaction when they see their brides.
- Eight men must be found who match the distinct personalities of each Sister and be paired with the Sister who has the opposite traits.
- Lord Segaeis orders Rook to have the Adventurers watched during their search. If they breathe a word about the death of Anghara or the true nature of their quest, they are to be killed. The Adventurers, of course, will be fully unaware of this.

Lord Segaeis can help make the task somewhat easier. First, he can offer documents and money that will entice likely candidates into believing they will be undertaking a great diplomatic service for their realm.

	Value	1D20	Hit Location	AP/HP
STR	9	1–3	Right Leg	–/4
CON	6	4–6	Left Leg	–/4
SIZ	14	7–10	Abdomen	1/5
INT	20	11–12	Chest	1/6*
POW	15	13–15	Right Arm	–/3
DEX	7	16–18	Left Arm	–/3
CHA	16	19–20	Head	–/5

Combat Actions	3
Damage Modifier	+0
Magic Points	15
Movement	8m
Strike Rank	+14

Typical Armour: None.

Traits: None

Skills: Athletics 22%, Brawn 20%, Culture (Own) 110%, Evade 35%, Evaluate 120%, Insight 120%, Lore (Court) 120%, Lore (Logic) 99%, Lore (Regional) 95%, Perception 90%, Persistence 80%, Resilience 38%, Sleight 60%, Stealth 28%, Unarmed 25%

Common Magic 80%: Bearing Witness 4, Becalm, Demoralise, Detect Enemy,

If Lord Segaeis is used in Glorantha as a God Learner then he has the following Sorcery skills:

Sorcery (The Kaiis Grimoire) 75%: Enhance (INT), Intuition, Telepathy

**Any strike that takes Segaeis's Chest location to 0 Hit Points forces Segaeis to make an immediate Resilience roll. If the roll fails he suffers a heart attack, losing all Combat Actions, being unable to move and suffering an immediate 1D10 further damage to his Chest.*

Combat Styles

Dagger 75%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Dagger	S	S	1D4+1+1D2	6/8	10m



Second, he can use his contacts at court to identify likely potential husbands. Some suggestions for these candidates are provided here, along with guidelines on their suitability.

Otherwise the Adventurers have to undertake this task for themselves. They will need to hunt in every tavern, inn, whorehouse, counting house, guild hall and palace foyer to find who they seek. It will take time: 1D2 days for each potential husband.

The process can be roleplayed through in its entirety. Or, it can be abstracted. If using an abstraction the process is as follows.

- Roll 1D8 to determine how many days its take to locate a candidate.
- One Adventurer must be assigned to convincing him.
- Roll 1D8 to determine which Sister he will be a match for:
 1. Red Sister
 2. Blue Sister
 3. Green Sister
 4. Yellow Sister
 5. Grey Sister
 6. Lilac Sister
 7. Black Sister
 8. White Sister
- Make an Insight roll to ensure that the candidate is a good enough match. If the roll fails, then a further 1D8 days is added onto the time taken.
- Make an Influence roll to convince the candidate to accompany the Adventurers. This roll is opposed by the candidate's Persistence which, if a random value is needed, is 3D20+20% (for an average of 52%). If the Adventurer wins the opposed test, then the candidate is convinced. If the contest is lost, then the search must begin again.

The time taken can be cut-down to half a day per husband; but if this is done, Insight and Influence rolls suffer a -40% penalty as corners are cut and judgements jumped to too rashly.

Potential Husbands for the Sisters of Mercy

The following characters can be located by the Adventurers or introduced to them by Lord Segaeis. If the latter, Segaeis has duped them into thinking that they will be undertaking a diplomatic mission of the gravest importance that will honour Anghara. He has been careful to select men who are not overly ambitious but dutiful, nonetheless. It will be up to the Adventurers to decide which Sister each man would be suited to marrying.

Serjedny the Fair

A striking, blond man in his early twenties, Serjedny is gregarious and witty, decorating his phrases with flowery metaphors. He is the direct opposite of anyone plain-speaking and concise. He is deeply interested in magic and is a student of the tarot and all manner of other divination techniques. He offers to do a reading

for the Adventurers and is somewhat perplexed when the Death card keeps cropping up.

'Strange... still. Death doesn't actually *mean* death. It *actually* means a great *change*; a shedding of the old and the emergence of the new. My, *how* exciting...'

CAUS the Blunt

A surly, burly dark-haired youth who speaks only when he has something to say and says it plain and straight. He is careful not to insult but sees no reason to hide his feelings or conceal the truth, as he sees it, from people. He is the direct opposite of anyone who engages in florid descriptions. He is intrigued by the real nature of the truth and is keen to discover such secrets.

'I speak as I find. I believe *directness* to be a virtue. I can see you don't like that. *Tough*. Take it or leave it, but *deal* with it and spare me any tears. I can't *stand* tears.'

SURREL the Shy

A plain, red-haired man who is cripplingly shy in the presence of women; stuttering, stammering and unable to make eye contact. He is nevertheless a sharp man who understands metaphysics and enjoys engaging in topics concerning the nature of life and death.

'Umm.. ah, oh.. erm... ummm... no, please, really, I, er... But you see, I... No. I mean yes. I mean...'

JADD the CHARMER

The opposite of someone shy, retiring and coy, Jadd is a ladies' man through and through. Though not especially handsome he has a way with women of all kinds and flattery flows from him like ambrosia. He finds all women attractive; he enjoys flattering them and provoking a reaction.

'My word, *where's* the chariot? I mean, you *did* just roll-in from *heaven*, didn't you? I say, that dress *suits* you so well... it clings in... *all* the right places. I mean, only a *god* could cut a dress like that and only a *goddess* could wear it... You *are* a goddess aren't you? Well, count *me* as one of the devoted, anyway...'

CRavid the Verbose

Why use one word when 20 are available? Cravid is well-read and likes to display his command of vocabulary and verbiage. He can talk for hours, always in complex sentences and always with the most complex, pretentious words he can muster. Language intrigues him. He is the exact opposite of the silent type.

'Consequentially, and therefore *irrefutably*, the circumstances would seem to pertain – nay, surely are *fixed*, the very *epitome* of stasis – to a transcendental pseudo-philosophy with a distinct and unique meme capable of defying only the most insouciant of interrogators. I say, where are you going? I haven't reached a conclusion at this juncture...'



Guy the Imploring

Guy is hopelessly lacking in self-confidence and requires constant reassurance. If he does not receive it he assumes he has done something wrong, caused offence or insult, and consequently is a Bad Person. He is the antithesis of confidence.

'Crumbs, I did it *again*. I'm sorry. No, it was *my* fault. I didn't mean to... you *don't* think badly of me do you? I'd *hate* that... I'm a *good* person, but sometimes I *say* these things and don't know where they come from... You *were* enjoying my poem weren't you? I mean, before I... Oh please forgive me! I couldn't *stand* it if... No, I'm *not* crying... Well, just a little. That's *weak* isn't it? You think I'm *pathetic*, don't you?'

Lounds the Assertive

Lounds is a small, intense man that knows how to make his presence felt. He is assertive to the point of rudeness: dogmatic to the point of being irritable. He is convinced he understands what is true and false and considers it a challenge to be proved wrong.

'I know it's this way. I have *proof*. I have *calculations*. I have the *evidence*. Your arguments fall *apart* under scrutiny and here's how. No, that's *rubbish*. *Junk*. This is how I know it's this way. *Flawless*, you see? I have spent months *checking* this. I *know* its right.'

Blayr the Agreeable

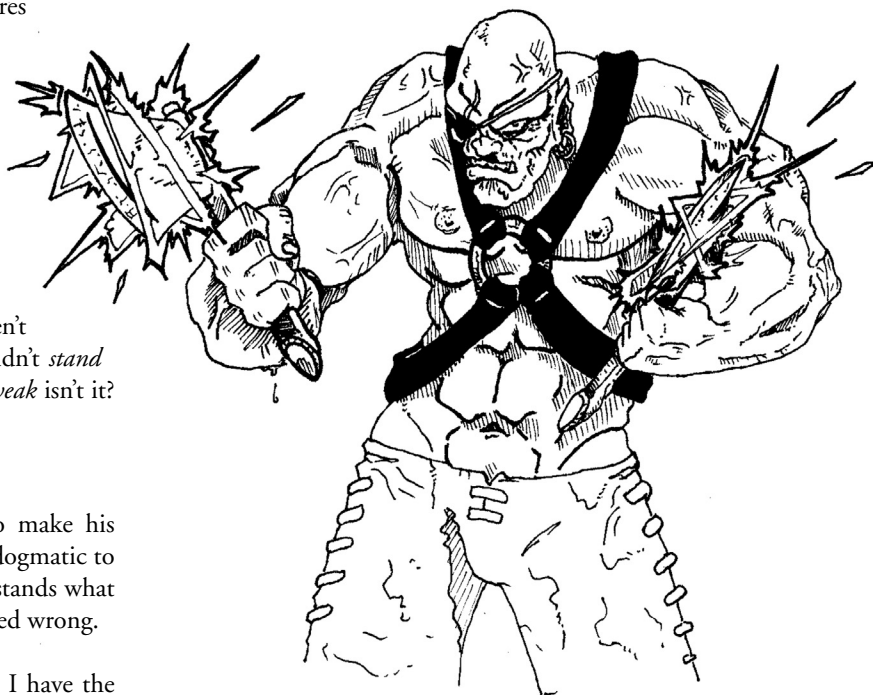
Blayr agrees with everything. He has no opinions of his own. It is far easier to adopt someone else's position than to create one's own. He is the exact opposite of someone decisive, dismissive and opinionated.

'I agree. Its *exactly* as you said. Because... well, it *is*. I agree. A *hundred* percent. What was that? Well, I agree with *that* too. Yes, undoubtedly. Does it *contradict*? Ha ha... well, I'd have to *agree* with you there...'

RETURN TO THE VALLEY

Having assembled eight potential husbands, the Adventurers, together with Rook, Lord Segaeis and a band of six bodyguards/thugs Rook has hired to act as additional muscle, set-out once again for the Valley of the Sisters.

The entourage includes a carriage, drawn by a team of horses. Segaeis rides in the carriage and no else is permitted to enter it at any time and under any circumstances. Within the carriage is a casket and within the casket is the carefully preserved body of Anghara, dressed in a simple white shift, her face devoid of make-up and her hair arranged in a simple style. The bodyguards Rook has hired have instructions to defend the carriage at all costs and they ride around it in close formation.



Typical Bodyguard/Thug

The men Rook has hired are surly, lascivious men who are an assortment of highwaymen, thieves and rapists. They have been paid well for their services and will defend the caravan as directed but cannot be trusted to do much else. They are interested in the Adventurers, because they plainly know more than they and will take opportunities when camp has been made to try to inveigle from them information about where they are going, what they will find and what the carriage contains. If the Adventurers start to speak with loose tongues, the ever-watchful Rook breaks-up the conversation and fires acidic warning glances at the Adventurers. If any of the thugs do manage to learn something before Rook can break things up, then that bodyguard mysteriously disappears during the night. The rest know better than to ask further questions and only Rook knows what has happened to him...

Rook rides behind the entourage, so he can see all that is coming and how everyone is arranged: the Adventurers ride at the front and between them and the carriage the husbands ride. The Adventurers are responsible for the husbands' safety.

A third wagon forms part of this unlikely caravan. This carries two large boats that are capable of carrying Adventurers, husbands, bodyguards, Rook, Segaeis and Anghara's casket. Segaeis has no intention of negotiating the river by either the Bridge of Bones or the Ferry Woman's punt. In fact, the intention is to cross the river several kilometres further west of the Ferry Woman's hut avoiding the ogre-trolls altogether. So, too, will the village of Lho be avoided.



STR	12	1D20	Hit Location	AP/HP
CON	12	1-3	Right Leg	2/5
SIZ	10	4-6	Left Leg	2/5
INT	11	7-10	Abdomen	2/6
POW	12	11-12	Chest	2/7
DEX	14	13-15	Right Arm	2/4
CHA	9	16-18	Left Arm	2/4
		19-20	Head	2/5

Combat Actions	3
Damage Modifier	+0
Magic Points	12
Movement	8m
Strike Rank	+13 (+10)

Typical Armour: Leather. -3 Armour Penalty

Traits: None

Skills: Athletics 40%, Brawn 40%, Evade 45%, Perception 70%, Persistence 40%, Resilience 40%, Ride 60%, Streetwise 70%

Common Magic 30%: Bladesharp 2, Co-ordination 2, Speedart 2

Combat Styles

Sword and Shield 75%, Ranged Weapons 70%

Weapons

Type	SIZ	Reach	Damage	AP/HP	Range
Longsword	M	L	1D8	6/12	
Target	L	S	1D6	4/12	
Heavy Crossbow	H	—	1D10	4/8	150m

These precautions mean that the return journey may be largely uneventful. However Games Masters may, if they wish, bring back a Lho ambush (the primitives have extensive lands and know of anyone coming through the territory), or have further relatives of the Bridge Keeper and Ferry Woman working the river at whatever point the entourage crosses. These are also wildlands and there is a chance of other attacks: some suggestions are...

Brigands

3D6 Brigands are lying in wait for the entourage as it makes its way through either woods or a secluded valley before reaching the river. The Brigands have similar statistics to the Bodyguards/Thugs described earlier. At the Games Masters' discretion these may even be men known to Rook's thugs who have colluded with the bodyguards to rob the caravan. Otherwise, the brigands simply want as much loot as they can take killing whoever they need to in the process.

The Adventurers are expected to defend the husbands and the bodyguards the caravan. The brigands split into two wings to launch attacks at both targets, believing the husbands to be wealthy nobles. Rook rides around the entire melee slashing with his sword and daggers.

The brigands can be driven-off if they appear to be losing after two rounds of combat. However if any of the husbands are killed, Rook is furious: he will be looking to one of the Adventurers to take the fallen husband's place, or one of the bodyguards to fulfil it.

Malevolent Undead

The presence of the Sisters in the region acts almost like a magnet for undead creatures. Residual power from the pacts the Sisters made to become what they are has seeped into the landscape and, occasionally, the dead animate or wandering undead from far-off parts are drawn to the bleak hills surrounding the valley searching for some kind of release. The Sisters do not offer it. If an Undead encounter is chosen, use one of the following:

Zombie Wolves

A dozen wolf corpses, killed by the Lho, skinned and left to rot, have animated and formed a pack. They now mindlessly roam through the outer reaches of the Lho territory preying on whatever crosses their path. All twelve zombie wolves have the same statistics. They fight to the very last.

	Dice	1D20	Hit Location	AP/HP
STR	22	1-2	Right Hind Leg	1/4
CON	6	3-4	Left Hind Leg	1/4
SIZ	10	5-7	Hindquarters	1/5
INT	2	8-10	Forequarters	1/6
POW	2	11-13	Right Front Leg	1/4
DEX	10	14-16	Left Front Leg	1/4
CHA	—	17-20	Head	1/5

Combat Actions	1
Damage Modifier	+1D4
Magic Points	2
Movement	10m
Strike Rank	+6

Typical Armour: Toughened, rotting muscle

Traits: Dark Sight, Night Sight

Skills: Athletics 40%, Evade 35%, Perception 80%, Persistence 33%, Resilience 32%, Stealth 55%, Survival 40%, Tracking 60%

Combat Styles

Bite and Claw 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Bite	M	T	1D8	As for Head
Claw	M	M	1D3	As for Leg

Ilolumen the Wraith

When the Sisters came to this region, perhaps 1,000 years ago, they had to first depose the incumbent sorcerer, Ilolumen. His death was vastly unpleasant and he manifests now as a lonely, vengeful wraith intent on destroying the Sisters and those who serve them. As the Adventurers serve the Sisters, they are liable to a night-time attack.

Ilolumen's tactic is to follow the entourage on the Spirit Plane and then materialise on the mundane plane at night and attack one,

single individual before waiting for the next night. Ilolumen targets the bodyguards first, then the husbands, then the Adventurers.

One thing that might be interesting to throw into an encounter with Ilolumen: the wraith encounters the corpse of Anghara during his attacks and falls immediately in love with her. If she can be reanimated by the Sisters then Ilolumen will become her loving servant (much to Lord Segaeis's disgust)...

	Dice	1D20	Hit Location	AP/HP
INT	16	1-20	Spirit	-/26
POW	26			
CHA	14			

Combat Actions	4
Damage Modifier	—
Magic Points	26
Movement	Fly 52m
Strike Rank	+15

Typical Armour: None

Traits: Spirit, Fear.

Skills: Discorporate 75%, Evade 80%, Lore (Spirit World) 60%, Persistence 80%, Stealth 60%

Combat Styles

Spectral Sword 75%

Weapons

Type	Size	Reach	Damage	AP/HP
Spectral Sword	M	L	1D8	—

Dead Husbands (Resilient Zombies)

	Dice	1D20	Hit Location	AP/HP
STR	23	1-3	Right Leg	-/4
CON	4	4-6	Left Leg	-/4
SIZ	13	7-9	Abdomen	-/5
INT	2	10-12	Chest	-/6
POW	2	13-15	Right Arm	-/3
DEX	7	16-18	Left Arm	-/3
CHA	-	19-20	Head	-/4

Combat Actions	1	Typical Armour: None
Damage Modifier	+1D6	
Magic Points	2	Traits: Dark Sight, Night Sight
Movement	4m	
Strike Rank	+5	Athletics 35%, Persistence 16%, Resilience 44%

Combat Styles

Unarmed 50%

Weapons

Type	Size	Reach	Damage	AP/HP
Unarmed	S	T	1D3+1D6	As for Arm

Dead Husband Body Parts

Body Part	Head	Arm	Leg
STR	11	11	11
CON	3	3	3
SIZ	3	3	4
DEX	3	6	6
Hit Location 1-20	Head 3 HP	Arm 2 HP	Leg 3 HP
Hit Location Weapon Skill Damage	Head Bite 15% 1D3+1D4	Arm Unarmed 30% 1D3+1D4	Leg Kick 30% 1D3+1D4
Combat Actions Strike Rank Movement	1 +3 2m	1 +5 4m	1 +5 2m

begin to chant an incantation which is a combined modification of the Offer Life spell (see the Divine Magic chapter). The spell works as it should: from the dark eye-hole recesses of the Sisters' masks, a black, oozing plasma flows out, down and around the throne. A hideous stench fills the air. Segaeis cries out, clutching his heart: by the time the ritual is complete, he will have suffered

a fatal heart attack but the Adventurers can see him groan, slump to his knees and pitch forward with laboured breathing. Rook watches impassively.

The ooze engulfs Anghara. After a few minutes it starts to disappear, being absorbed by the corpse. As the last traces dissolve



to Anghara's pallid flesh the body stirs, the head raises and looks up. The eyes are sunken, the mouth thin but there is life within. Lord Segaeis utters his last words: 'My Queen... You Live!'

And Anghara, Queen of the Dead utters her first words, speaking in a tone similar to the echoing, distant voice of the Sisters: 'Aye, my Lord. If you call this life. You have served me well. Know Mercy at last.'

And Lord Segaeis breathes his last, his life energy flowing from his body as a black stream to be absorbed by Anghara.

Anghara's colour begins to change, becoming more life-like, although her eyes are distant and hollow. The Sisters rise as one and hail their Queen. Anghara accepts the proclamation. She is now Anghara, Lich-Queen of the Realm. If the bargain has been maintained, she has eight years during which she will continue her rule of the realm; if not, she will remain here, as chief of the Sisters of Mercy, awaiting the arrival of the Lord of the Dead.

Anghara, Lich-Queen

The transformation Anghara has undergone betroths her to the Lord of Death (whoever that may be: Shargash or Chardhros, for example). She retains 10 POW to fuel Magic Points but the bulk of her soul is now the possession of the Lord of Death and he will come, in time, to claim her as his bride. When that happens, the

Sisters, led by Anghara, will raise an army of the dead to come to make the Dominion of Mercy: a realm of the dead – a necropolis – centred upon Anghara's old realm.

Anghara, Lich Queen is a dreadfully powerful creature. Immortal and invulnerable she commands a host of terrifying Divine Magic drawn from the Lord of Death. She becomes a magnet for necromancers all over the world, who realise that a new force of Undeath has been released. The Sisters of Mercy can now assume their true mantle, as High Priestesses of the Death Cult and prepare the way for a kingdom of absolute death.

In her new form Anghara remembers her old, mortal life but the powers she now commands and her exalted position as Queen of the Dead, has corrupted her entirely. If the bargain has been kept she will return and rule over her old realm but with dreadful consequences: see Eight Years of Mortitude.

If the deal has not be honoured and Anghara becomes Queen of the Sisters immediately, she remains here in waiting for the Lord of Death's instructions: these will come in 1D4 years – instructions to mobilise all the dead and to create a realm of death on earth.

Naturally enough Queen Anghara reveals none of this. She now has complete and utter contempt for the living but is not so foolish as to display that and give away her hand. Whilst the Sisters intone

	Value	1D20	Hit Location	AP/HP
STR	24	1-3	Right Leg	14/7
CON	25	4-6	Left Leg	14/7
SIZ	10	7-9	Abdomen	14/8
INT	21	10-12	Chest	14/9
POW	30 (20 Dedicated POW)	13-15	Right Arm	14/6
DEX	19	16-18	Left Arm	14/6
CHA	22	19-20	Head	14/7

<i>Combat Actions</i>	4
<i>Damage Modifier</i>	+1D4
<i>Magic Points</i>	10
<i>Movement</i>	8m
<i>Strike Rank</i>	+20

Typical Armour: Magically enhanced skin

Traits: Night Sight, Life Sight, Immortal

Skills: Influence 110%, Insight 99%, Lore (Lord of Death) 200%, Perception 90%, Persistence 150%, Resilience 120%, Unarmed 95%

Common Magic 100%: Countermagic 6, Countermagic Shield 6, Demoralise, Hand of Death

Pact (Lord of Death) 110%:

Divine Spells: Amplify x2, Animate Undead x2, Blighted Resurrect x2, Cadavar Eternal x2, Deadsight, Eclipse, Mimic Life x3, Offer Life x3, Restful Dead x2,

Combat Styles

Unarmed 95%

Weapons

Type	Size	Reach	Damage	AP/HP
Claw	M	S	1D6+1D4	As for Arm



her name over and over again, Anghara, in her new form, stands, comes down and strokes the body of Segaeis, her most loyal counsellor. ‘He will receive a state burial,’ she says in her hollow voice, ‘just as he deserves.’

If Anghara is to return to the realm, she instructs Rook (whom she seems to know and he, perhaps surprisingly, kneels before her as her new, most loyal servant) to make it so that she can return in secret and resume her old duties as though she is recovering from an illness. Rook is only too happy to obey and Anghara dismisses him immediately. To the Adventurers she says the following:

‘Rook will kill you or have you killed. You know too much. You have a choice: flee now and flee far so that he cannot find you. Keep silent tongues in your heads and I will not look for you either.’

‘Or, give me your allegiance and become my counsellors. I shall rule in death as I did in life and you shall be rewarded with powers you could never have comprehended. I shall protect you from Rook and, in turn, you will help our realm become even more glorious than it already is. Our enemies shall shudder!’

If the Adventurers choose to flee, Anghara is as good as her word and she does not pursue them but does not protect them from Rook, who may still attempt to have them killed. Rook, having seen true power now – the power of Death – seeks to ally himself with it. As Anghara’s direct champion, he will gain the kind of lich-power Anghara and the Sisters of Mercy have attained in time.

If the Adventurers choose to serve Queen Anghara, see *Eight Years of Mortitude* for what can happen and how a campaign can be further developed.

EIGHT YEARS OF MORTITUDE

Anghara returns to her realm to rule it as she has done for the past 10 years; but she does so without Lord Segaeis, her most trusted adviser at her side. His body is brought back, as Rook arranges and given a state burial. However some additional opportunities for adventure, concerning Segaeis’s funeral are as follows:

- Although a state funeral, Segaeis does not lie in state for three days before the funeral ceremony.
- The usual undertakers who would prepare a body for a funeral are not appointed: Rook alone sees to the task.
- Some weeks later, reports from the court filter out that someone who looks like Segaeis has been seen in and around Anghara’s private chambers.

Segaeis’s reward for being Anghara’s loyal servant in life is to become her loyal servant in death, too. He is raised as her Necrodomo whilst Rook takes on all the court duties Segaeis once held. Rook is not popular with the other counsellors and he moves to have all of them dismissed, reducing the Privy Council to one person only: himself. Some ministers who oppose Rook openly mysteriously disappear. The others fear for their lives and fall silent. Perhaps the Adventurers are approached, or challenged, over the truth.

In the course of the next eight years, Anghara begins to put in place her preparations for the Ascent of the Lord of Death’s dominion in the following ways:

- The existing cults or churches are persecuted and hounded-out by agents and troublemakers hired by Rook. Perhaps the Adventurers are involved. In their place, temples to gods such as Shargash and Gorgorma, Chardhros and Xiombarg are



established. Cults obsessed with death become predominant. These changes are subtle, happening over years rather than being outright purges. But the changes are profound, nonetheless and will be noticed by outside agencies.

- Open war is declared on the barbarians that threaten the northern territories. Anghara's armies find their ranks swollen by mercenaries Rook hires. On returning, victorious, from the battles soldiers tell of further allies – undead allies – rising from the ground behind the enemy to lay waste to them.
- Anghara's appearances in public become less and less frequent as her appearance becomes ever more cadaverous. After four years she is not seen in public again, Rook providing all communication on her behalf. The Adventurers may be hired to perform a variety of tasks Rook wants to see done: all will be nefarious; all to do with the Lord of Death's return.
- Concerned nobles flee the realm and raise the alarm in neighbouring countries. Champions are sent to discover what became of Anghara the Glorious and why she is now being referred to as Witch-Queen and worse. Rook is considered the cause of this corruption but the truth is, as the Adventurers know, far more sinister. They too may become targets and if they somehow manage to let the rest of the world know what has happened to Anghara – what took place with the Sisters of Mercy – they may be persuaded by others to lead assassination attempts against Rook and the Lich Queen.
- After six years the Sisters of Mercy descend down to the city accompanied by their husbands. The men the Adventurers delivered unto them are shadows of their former selves. They live, but their spirits are sapped and broken. They live only

to amuse their masked wives who take up the positions of High Priestesses of the Death Cult throughout the city. One-by-one the husbands die or, finding a way of contacting the Adventurers, beg for death. To deliver this mercy the Adventurers will need to find a way of tackling the Sister who owns the husband; each is a powerful lich. It will not be easy.

The Day of the Dead

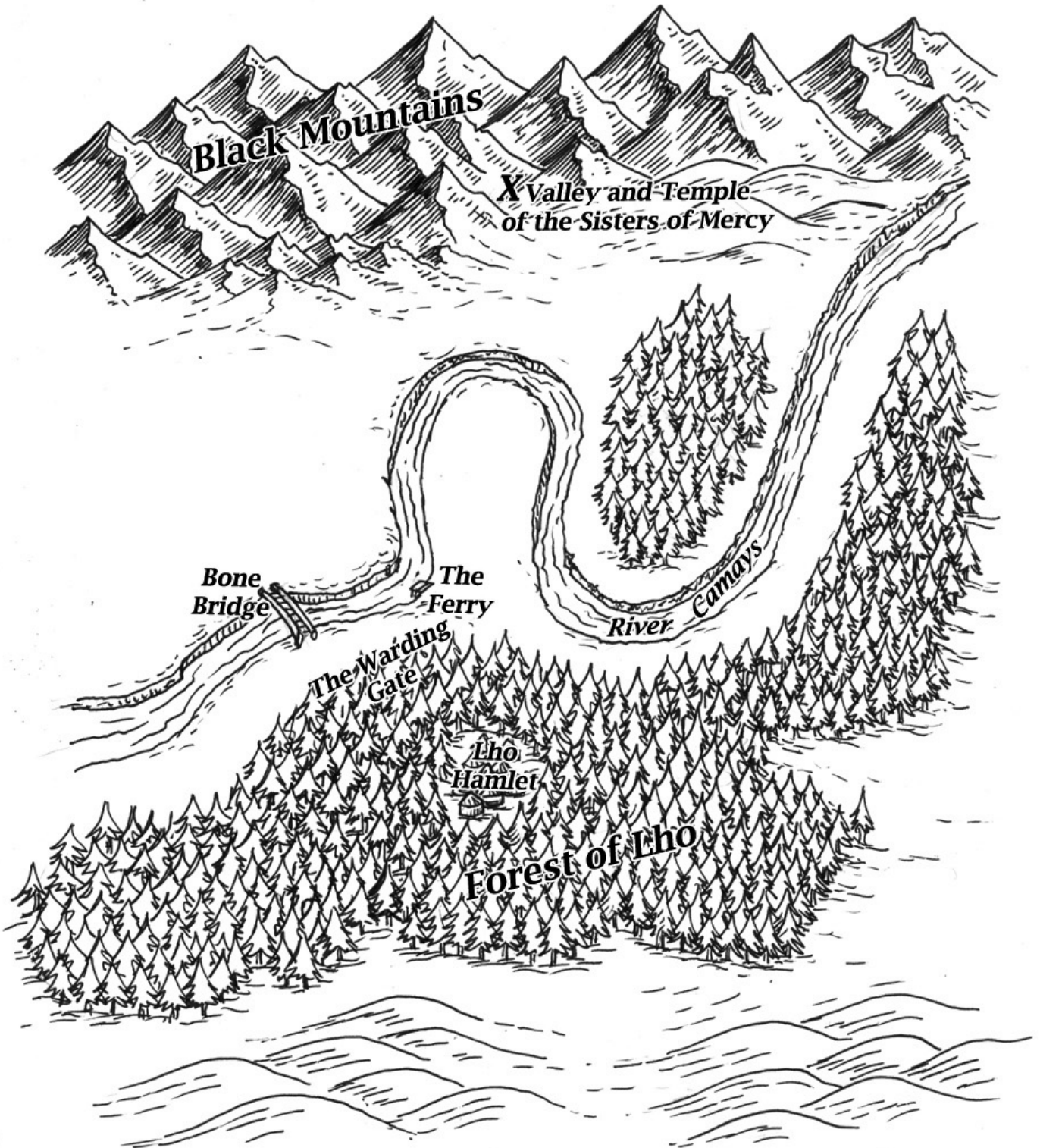
It will eventually become known that Anghara is preparing the way for the Lord of Death. The Adventurers can prevent this from happening only by destroying Queen Anghara and the Sisters of Mercy. This may require HeroQuests or other, powerful magics and allies. Games Masters should develop these details as necessary. Rook, of course, stands in their way, commanding his assassins, murderers and mercenaries to act against those who would oppose Anghara. As the end of the eighth year of Anghara's undead reign approaches, a great plague sweeps the city, killing two thirds of its population. After eight days, the dead begin to walk, rising from their mass graves and funeral pyres, flocking to Anghara's palace where she welcomes them as the honoured subjects they are, flanked by Rook and the Sisters of Mercy. Behind here, a looming, terrible shadow, intangible but unmistakable, is the Lord of Death himself, Anghara's husband.

The survivors of the plague are rounded-up and executed, to be raised as undead eight days after their passing. By the beginning of the ninth year after Anghara's transformation, her realm is a necropolis, its citizens the walking dead; a loyal army that will go to spread the Lord of Death's dominion, Anghara as their Battle Queen and the Sisters of Mercy their Battle Priests.

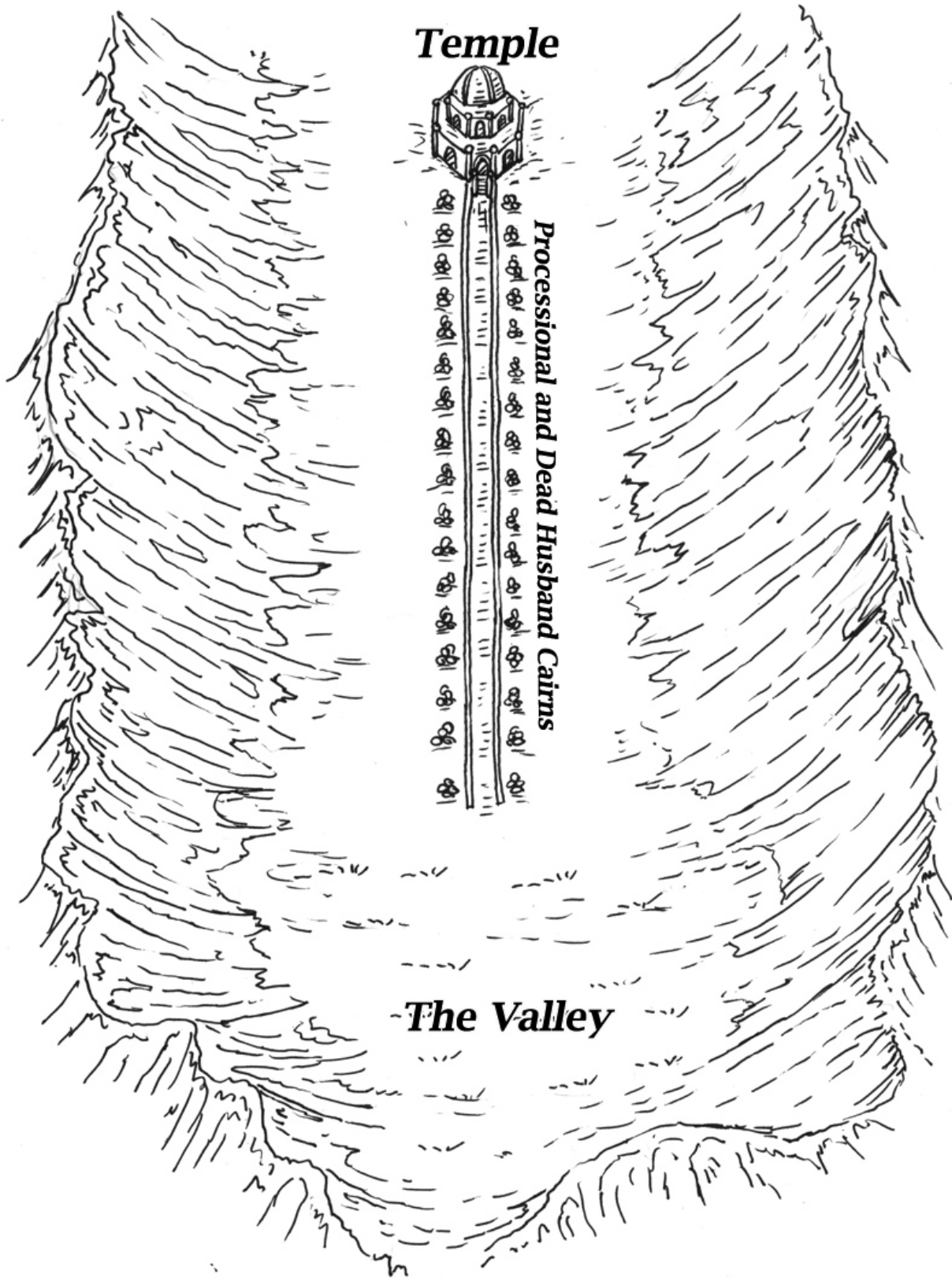
The Day of the Dead is upon the world.

Unless the Adventurers can somehow stop it...

Map 1
Location of the Valley
and main Encounters



Map 2
The Valley of the Temple
of the Sisters of Mercy



Map 3
The Temple

**Temple of the
Sisters of Mercy**

