

Ultima V Forsan



Once upon a time in Lucca

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ULTIMA FORSAN

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Ultima Forsan

Once upon a time in Lucca



nce upon a time in Lucca is a Plot Point Campaign for Ultima Forsan, which will take you to the very heart of the Italian Signorie in the Macabre Renaissance.

The year is 1514, the place is Lucca, and the hook is the Fair of the Dead and the Universal Council, scheduled to occur in this amazing town in Tuscany, a few miles from Florence and Pisa.

The campaign is ideal for putting together a group of heroes of all backgrounds, introducing them to the great political events of the Macabre Renaissance, putting them in the middle of a terrible act of war, and having them save the world, at least for a while...

The heroes will roam Lucca, Pisa and the Wilderness of Tuscany, fighting an Army of Dead, facing threats and conspiracies that might destroy Lucca and eliminate with one attack the rulers of the world, gathered together for the Universal Council.

It is a series of 7 connected Episodes, with some possible variations as some adventures can be played in any order without changing the plot.

Connections with the Setting Book and the Campaign 'The Secret of Marco Polo'

If you were wondering why there is a map of Lucca in the Setting Book and what the Universal Council mentioned in the chronology is, all will be explained in this campaign. The city of Lucca and the Council are two important elements of the setting, as will be seen below.

On the other hand, the events of the mini-campaign The Secret of Marco Polo are completely unrelated to those of this campaign and can take place at any time before or after it. If you want to use your characters from the previous adventure, take care to find a coherent hook and check the Rank of the Heroes.

Connections with Death and the Machine and The Monk

The events of the two free adventures already released are great to introduce this campaign (you can find *Death and the Machine* in the free sample *Ultima Forsan - A Taste of the Macabre*). Heroes and players who have played through these two scenarios may already be in Lucca at the start of the events of the campaign and may continue their business with Episode 1, without interruption. They will also have their little party and some extra resource, which never hurts.

INTRODUCTION

1 - THE COUNCIL OF LUCCA

At the dawn of the sixteenth century, after almost two hundred years of darkness, war and suffering, the New Kingdoms are ready to meet and give birth to the Renaissance, the rebirth of man on Earth.

In recent years, the new powers on Earth have been meeting to forge their alliances and, at times, to plot and scheme to advance their personal interests. The first place chosen for these meetings is Lucca – in the heart of Tuscany – the same town where every year merchants, curious onlookers, noblemen and inventors from all the New Kingdoms come to attend the Fair of the Dead.

The "Universal Council for the Rebirth of Man and the Peace between the New Kingdoms", better known as "The Council of Lucca" is the result of a decade of urgent diplomatic activities carried out by Florence, Pisa and Lucca, three of the most important Italian Signorie.

In particular, the organizers of this meeting are:

- * Ranieri della Gherardesca, Prince of Pisa, who has provided the port of his city for the use of the delegations arriving from farther away;
- * Niccolo Machiavelli, Ruler of Florence, a fine diplomat and strategist in charge of one of the most influential Fiefs of the West;
- * and Bartolomeo Forteguerra, Podesta of Lucca, a prominent member of a dynasty of wealthy bankers and leaders.

To avoid the impression of too prominent a position for Florence, which might offend or irritate the other participants, the Tuscan triumvirate has opted to organize

the Council in the small, opulent and independent city of Lucca, with an invincible wall and enough supplies, buildings, taverns and inns to comfortably accommodate all the invited delegations.

The first participants have already arrived and the triumvirate is now awaiting the larger players: the Pope King Constantine II, ruler of the French Holy Roman Empire, Soraya the Red Sultana of Granada, Suleiman the Magnificent, who heads the small but valiant Sultanate of Sevastopol, the Necropolitan of Memphis, supreme religious office of the Copt Kingdom of Egypt, the Voivode of Hungary, the Caliph of Sicily, the Queen of Aragon and Sigfrid of Sweden, Grand Master of the Teutonic Knights.

Contentions abound, enmity is often fierce, and the differences of faith, race and culture that have divided men for centuries are all on display.

But whatever happens in Lucca this year, the fate of mankind will be decided and the counterattack on the Hordes of the Dead will begin!

2 - LUCCA IN THE YEARS OF THE UNIVERSAL COUNCIL

Lucca is a stunning Tuscan city, 12 miles away from Pisa and 40 from Florence.

On the eve of the Wrath of God, Lucca was already a great and strategic city in Tuscany. The fortifications, wealth and trained corps of crossbowmen that the city had inherited from previous decades were crucial for dealing with the Dead and, after several years of campaigns, battles and sieges, the Plague was completely eradicated in the Fief and the safety of the small county ensured.

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The Lucchese family of Forteguerra, bold leaders and prosperous bankers, soon took control of the city and have kept it ever since, maintaining a strong, prosperous and secure lordship, like few other Italian Fiefs. Under the Forteguerra, Lucca has been supplied with an extraordinary wall, large enough to be used as a ring road, and gardens, orchards and wells that make the town practically self-sufficient, as well as watchtowers, prisons, barracks, sanitariums and many other facilities useful in the war against the Plague.

To the elite corps of crossbowmen, which now has hundreds of well trained and equipped troops, has been added the Guard, a corps of soldiers and warriors, well trained and devoted to the Forteguerra family, as well as a company of Knights, well trained in the Macabre War. The Guards act as city sentries, dead hunters and patrols for borders and roads, while the Knights do the harder duties, traveling to the neighboring

Fiefs and riding through the Signoria as a postal service. Both units are accompanied in all missions by detachments of elite crossbowmen, capable of hitting the heads of Husks and Furies, even from long distances.

The current Podestà of Lucca, and leading member of the family, is Bartolomeo Forteguerra, respected politician, skilled trader and civil and military strategist.

Thanks to this astute and farsighted ruler, Lucca can boast trade relations with many Italian cities, alliances and friendships with an even larger number of Fiefs, near and far, in addition to neutrality in all disputes among the greater nations. The town is also known far and wide for its Fair of the Dead, that takes place every year in early November. The fair is an event that attracts visitors and traders from all over Italy.

The organization of the Council, strongly backed by the Podestà, is a great opportunity to strike up new treaties and trade

Lucca's Fair of the Dead

The official name for this event is the Fair of All Saints and of the Day of the Dead, but soon everybody took to calling it simply the Fair of the Dead, with an intentional grotesque twist to the name.

The Fair is held in Lucca every year, between the end of October and early November, depending on when the Sunday falls in that period. It spreads throughout the city and offers all sorts of goods and merchandises, even if most of the stall owners, who come from near and far fiefs, bring only their most precious and desirable merchandise: illustrated and printed books, exotic gowns and costumes, extraordinary weapons, new models of bombards, arquebuses, prostheses and armor, odd contraptions and alchemical potions, scientific and medical discoveries, and all sorts of strange and new devices and prototypes.

Besides the ongoing demonstrations and the countless stalls, the fair also offers costume pageants, duels and jousting, performances by acrobats, jugglers and actors, private meetings, contests of skill, cleverness, or luck and games of cards and dice and even board games. Every night all the inns, taverns, gambling houses and houses of ill repute in the city fill up with the most colorful assortment of human beings, all bent on celebrating through the night their happiness at still being alive.

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agreements with all the New Kingdoms, and Bartolomeo has been planning this event for years, utilising all his influence and the renowned qualities of Lucca's neutrality, security and hospitality to convince the leaders to locate the council in his town. The Council of Lucca will coincide with the Fair of the Dead, and the two events will converge together in an exceptional occurrence, a great gathering the likes of which have not been seen since before the days of the Plague.

3 - GENERAL BACKGROUND OF THE CAMPAIGN

The Black Sultan of Jerusalem (see *Ultima Forsan: Setting Book*, p. 55) rules over the Holy Land and is a cunning and devilish schemer. When he learned that Florence, Lucca and Pisa were organizing the Universal Council to bring together the New Kingdoms of the West and create an Alliance of free peoples, he began to plan how he could frustrate their efforts and humiliate them once and for all ... if not destroy them! through years of plotting and subterfuge the Sultan has been able to achieve many goals:

- * Gain the alliance of Barbaros Hayreddin Pasha and his bloodthirsty marauders, who are willing to work with the Tyrants and transport the Dead on their ships, for a ton of gold (see *Ultima Forsan: Setting Book*, p. 53). With a few hundred pounds of silver in addition, the Sultan has also obtained the services of the bandit Mezzatesta ("Halfhead") and his men, who are perfectly familiar with the Tuscan region.
- * Subdue the perverse Necromancer Iachelinus and have him establish his laboratory and secret headquarters in the

Gorge of Botri, a wild ravine a few miles from Lucca.

- * Use as messengers and executors the heretics of the Holy Wheel, a sect professing Infection of untainted people as a form of terror and aspiring to unleash a Tainted Age.

- * Ally with the Emperor of Rome and his "Proconsuls", i.e. the Tyrants that really rule over that City (see *Ultima Forsan: Setting Book*, p. 53), asking them to set up a Horde of Carcasses for the onslaught of Lucca.

- * Bribe the mad prince of Pisa, Ranieri della Gherardesca, by promising him "eternal life" at the end of the assault (see *Ultima Forsan: Setting Book*, p. 22).

- * Get the support of the ambitious Duke of Milan, Ludovico Dal Verme, interested in weakening Lucca and Florence and seeing the death of the members of their rival ruling families, while he attends the Council in Lucca (see *Ultima Forsan: Setting Book*, p. 24).

Now the trap of the evil Sultan is set and ready to spring: the Universal Council is a meeting that might change the destiny of humanity, but it is also the time when all the powers of the New Kingdoms are gathered together, locked up by simple walls and defended only by a few thousand troops.

And the Sultan is ready to strike!

First of all, the Black Sultan has planned in detail the movements of the Horde, since its "creation" in the deepest catacombs of Rome, to the ship transport to Pisa using the Saracens ships; from the treachery of Pisa, orchestrated through Ranieri's foolish complicity, to the secret path that would lead the "Army of Bones" from Pisa to Lucca, masked by

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the diversions orchestrated by the fierce plunderer Mezzatesta.

The Sultan has carefully planned everything so that he should not be directly accused of the conspiracy, and many of his own accomplices and spies believe that the instigator of the plot is the Emperor of Rome.

The Sultan, however, knows well that a simple horde of Carcasses, however large, cannot constitute a real threat for the escorts of the delegations and the Tuscan armies present in Lucca.

For this reason, his army of Carcasses is backed by Abominations, Chimeras and other Plague Spawn, created in his laboratory by Iachelinus, bred and caged for the occasion, and groups of Infectors and Felons are ready to act from inside the city.

Only a few hours to the day of reckoning!

4 - CONTENTS OF THE CAMPAIGN

Episode 1 - If I were Dead, I would bite the world. The delegations participating in the Council of Lucca come to town. Heroes meet and must investigate a mysterious city outbreak, caused by an incident related to the plans of the Holy Wheel.

Episode 2 - Oh, when the Dead go marching in! Once the outbreak is contained and the investigation into the Infectors in the city continues, from the Wilderness comes a terrible horde of Dead sent by the Emperor, the "Army of Bones", which lays siege to the walls. Heroes will assist with the defenses of Lucca and investigate the hidden traitors within the city.

Episode 3 - The Tempest. While Lucca is still under siege, the heroes must help calm the panic and quarrels between the delegations and simultaneously investigate a series of mysterious kidnappings. This adventure is focused on diplomacy, investigations and combat. In the first act the Heroes will follow the traces of the terrible Caliban to the waterworks under the city, while in the second act they will unmask one of the heads of the conspiracy: Ludovico Dal Verme, Duke of Milan.

Episode 4: The Mandragora. While outside the city walls the Army of Bones is growing day by day, more outbreaks occur within the city and all are called upon to contain them. The Heroes must finally unravel the treachery of the Holy Wheel and of the mysterious poisonings that are eliminating the Tainted, turning them into terrifying weapons in support of the Plague.

Side Quests

One of the long-term goals of *Ultima Forsan* Heroes is to find the antidote for the Plague (see *Ultima Forsan: Setting Book*, p. 12). The recipe of the legendary Theriac cannot be obtained during this campaign, but the heroes may find several scattered clues that, taken together, will contribute one day to achieving this incredible goal. During the campaign there are Boxes like this one, dedicated to the Theriac. Whenever the heroes "obtain a Clue" according to the Boxes, grant 1 Experience Point more at the end of that session to the whole group or to the Heroes who have contributed.

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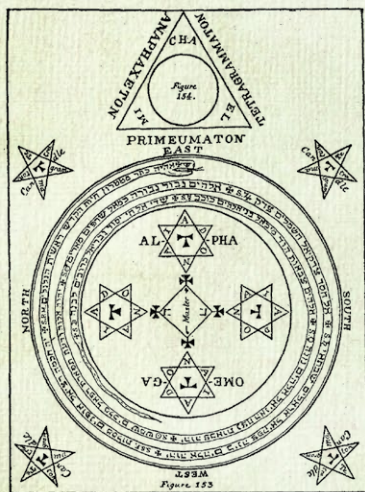
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Episode 5 - The Necromancer. As the siege continues, the Heroes must secretly leave Lucca and infiltrate the lair of the Necromancer Iachelinus, a few miles away from the city.

Episode 6 - Heroic Fury. Everything is ready for the final Battle of Lucca. The Heroes and other fighters have to face the Army of Bones, its Lictors and the monstrous Proconsuls who control them all.

Episode 7 - The Prince. The siege of Lucca is over, but the armies of the Emperor still occupy Pisa and infest the Tuscan Wilderness. The heroes must recapture Pisa, facing the last remnants of the Legions of the Dead and saving the last survivors in that city.

Throughout the campaign, you can use the Map of Lucca found in *Ultima Forsan: Setting Book* and at the end of this book to plot the Heroes movements.



EPISODE 1

IF I WERE DEAD, I WOULD BITE THE WORLD

Background: Someone is trying to sabotage the Council of Lucca. Taking advantage of the confusion and the arrival in town of thousands of foreigners, a group of Infectors has infiltrated the city and is just waiting for an order to strike. The Infectors are members of the Sect of the Holy Wheel and are controlled by a ruthless assassin named Kite, who also acts as a liaison with the Necromancers and the Army of Bones' Proconsuls. The members of this sect of heretics are all Tainted. Some are scum, others are fervent believers and some of them are Iachelinus' apprentices. Their plot is complex and directed personally by Kite. However, a few days before the appointed time for action, one of them accidentally causes an outbreak in the town. Heroes will find themselves in the middle of this "Pandemonium". They help to quell the threat and investigate its cause, discovering the first step of this terrifying conspiracy.

PANDEMONIUM AT THE FAIR

The Council of Lucca will begin in a few days, as soon as the last stragglers arrive, but the Fair of the Dead is already in full swing.

You arrived in town a few days ago, each with your own delegation. While the princes and nobles have started preliminary negotiations in the Augustean Fortress, most of the bodyguards, soldiers, minor diplomats and other travelers are free to roam the city. And you are among them.

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The Fair is certainly the most interesting event: an opportunity to buy all sorts of equipment and unique objects, to meet travelers from all over the world, to earn a few florins or to meddle in others' affairs.

The Fair of the Dead is at its peak (See the box on the Fair at page 4). Suddenly our Heroes hear shouting and noise... but it's just a jester dressed as a Carcass! The joker staggers through the crowd pretending to grope onlookers, and gets beaten on several occasions by brats with paper batons, a common sight at many festivals. A little farther on, a troubadour is performing a mundane song:

If I were Dead, I would bite the world;
If I were wind, I'd blow it down;
If I were water, I'd let it drown;
If I were God, I'd plunge it without a word.

If I were Pope, what would make me gay?
To ransack every Christian town.
If I were emperor, what would make
my day?
To see Tainted heads roll on the ground!

If I were Death, I'd run down my father;
If I were life, I'd flee from him.
As for dear mama, she gets the same.
If I were Cecco, and that is my name,
I'd take the Untainted young girls
to screw
and leave all the Morituri to you.

A successful Notice roll means that the character spots a very young beggar girl that takes advantage of the confusion to "accidentally" bump into the more distracted in the audience and rummage in their bags or cut their purses. The Heroes may decide to ignore her or to intervene, thus making the acquaintance of Donata the urchin (see below).

While the heroes are involved in introducing each other and looking around, one of the last delegations arrives in town. Choose one of the most important participants in the Council, but not one of the factions the heroes have traveled with, and let them proceed through Lucca with great fanfare. It could be the Pope King, flanked by two of his Archangels in powered armor and with his entourage of Paladins in white plate; or Soraya the Red Sultana, on a sedan chair surrounded by her bewitching odalisques; or a group of disquieting Teutonic Knights, accompanied by Inquisitors and Landsknechts; or the White Caliph of Sicily with his escort of al-Barsarkun, the blond, bare-chested giants tattooed with the suras of the Koran.

Whatever delegation it is, alongside them travels a tall and impressive janissary, dressed in black clothing. He carries a pair of scimitars, two pistols and a Misericorde hanging from a bandolier around his neck. He seems to be in the good graces of the head of the delegation that is passing. The man notices the Heroes and observes them while walking past. He is "Misericorde", a renegade mercenary who will have an important role throughout the campaign, especially as a motivator for the Heroes when they don't know how to proceed.

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As soon as the group disappears, the Heroes must make another Notice roll, because this time it seems that someone is trying to pickpocket them.

As soon as the victim of "pickpocketing" turns to stop the thief, the truth is clear: it is a Dead, ready to attack him!

The Husk comes as a surprise to the group (and bystanders), so only the Heroes who succeed in a Notice roll receive an action card for the first round.

Husk (1): This Dead is dressed in rags and proceeds in a typical fashion, moaning and trying to bite its victim. Around it the panic quickly spreads and all the bystanders nearby run away. If the fight lasts longer than 3 rounds, the city guards arrive and quickly dispatch the Dead, but then rush to rescue or remove

other victims of this outbreak, in the lane which the Husk came out of.

DONATA AND STENTERELLO

The Fair of the Dead is partially ruined. People are afraid of possible new Plague outbreaks in town and in the meantime, the Guards find at least half a dozen people killed, injured or fleeing through the alleys. Gravediggers, Friars of Death and Plague Doctors come in and try to contain the outbreak. Meanwhile, the street urchin who was prowling the square, whose name is Donata, does not hesitate to take advantage of this horrific event by trying to rob the Heroes, even when they are engaged in combat.

New weapons at the Fair of the Dead

At the Pavilion of Cipangu: One of the most discussed attractions is definitely the great Hall of the Bonzes arrived from distant Cipangu. These are mysterious, exotic warriors, merchants and wise men. Among the goods for sale there are refined fabrics, precious vases and curious dishes, but also deadly weapons:

WEAPON	DAMAGE	WEIGHT	COST	NOTES
Katana	Str+d6+2	6	1200	AP 2
Wakizashi	Str+d6+1	4	600	AP 1
Naginata	Str+d6+1	7	300	two hands, Parry +1, Reach 1

Beretta Foundries: The inventors of the Beretta family of Brescia offer, in addition to all the firearms available in the Gear Section in the *Ultima Forsan: Setting Book*, new experimental wonders:

WEAPON	RANGE	DAMAGE	ROF	COST	WEIGHT	NOTES
Light Musket	10/20/40	2d8	1	400	10	2 actions to reload
Long Petronel	10/20/40	2d8	1	450	16	2 actions to reload

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The victim may notice her attempted theft right away or when reaching for one of his possessions. In the latter case, remind the player about the beggar kid they saw earlier. At this point, you can start a chase, a negotiation or a search in the Slum, to catch Donata, because this is the best way to get on with the story (and possibly recover the stolen goods).

To avoid the Heroes' revenge or anger, Donata does not hesitate to tell them that she knew the Dead and knows where there might be others to destroy, or corpses to rob of all their goods (depending on what she thinks the Heroes might be more interested in). Obviously she does not intend to say a word to the Guards, and they are too busy to pay attention to such stories.

The Dead was a beggar, called "Stenterello", who used to spend the night at the "House of the Mutilated", along with other tramps, vagrants and ragamuffins.

THE HOUSE OF THE MUTILATED

At this point, the Heroes should dedicate themselves to the destruction of the Dead in this abandoned hospice, without calling the Guards or reporting the place to the authorities (see immediately below). This building was constructed during the Darkest Age as a sanctuary for the sick and the wounded, but was later abandoned, and now appears ruined. Donata knows that this old hospice is used as a shelter by vagrants and poor travelers, and knows a secret entrance (a door that seems barred but is not). Here are some incentives that can motivate the Heroes to deal with it personally:

- * Inside there might be innocent people still alive, that will be in danger if nothing is done immediately (and the Guards would not be able to deal with it for hours).

- * Each head of a Dead delivered to the authorities of Lucca is worth a 50 Florin bounty.

- * Knowing what happened or demonstrating the incompetence of the security in Lucca could be interesting for some of the Heroes' delegations.

- * Donata might say that there are children in danger (simply to have the Heroes kill the Dead and then grab the heads).

- * Misericorde appears out of nowhere, looks at the group, draws his guns and enters the secret passage.

The House of the Mutilated is a ruined, shadowy place, covered with rubble, garbage and weeds. As soon as they enter, the Heroes must face 3 Carrions and, in a second room, 4 Husks. Feel free to prepare the related combat scenarios, considering Dim Light (-1), possible difficult terrain (rubble, weeds, trash) and obstacles (pieces of furniture, intact or broken).

THE MYSTERY OF THE WHEEL

While our heroes face the Husks, during the second round of combat, a hooded figure emerges from a dark corner. It is a Possessed, and the last enemy of this adventure.

He was one of the Infectors of the Holy Wheel Sect, which none of the characters have ever heard about. Instead of waiting for the signal agreed on with Kite for "the big strike", this Infector changed his mind and decided to desert. He attempted to flee

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with some of the Kite's bags of florins and supplies for the journey. But among the supplies there was the poisoned wine with which the Kite is planning to get rid of all the members of the Sect, once their mission is accomplished.

This Infector, who occupied the abandoned hospice with other beggars and foreigners, was poisoned with Mandragora and died (see *Ultima Forsan: Setting Book*, p. 132). Being a Tainted, after the First Death he awakened as a Possessed and exterminated the beggars and vagrants who spent the night there. These poor unfortunates only managed to stick a few spears in his chest. Of those in the House of the Mutilated, only Stenterello managed to get out and cause panic in the streets.

Possessed (1): He wields a dagger (Str+d4) and wears leather armor (Armor +1) in all locations except the head, which is covered by a hood. Broken spears protrude from his chest, but do not seem to cause him any discomfort.

A search of the room reveals the Infector's property: three bags with 200 florins each and a jar of wine (poisoned with extract of Mandragora). The jar has a symbol imprinted on it (see page 20), along with the number "78". An examination of the body reveals that he was a Tainted before his death, and a circle is tattooed on his back, which recalls the brand of those who are subjected to the torture of the wheel. In many Italian Signorias, this practice is reserved for Tainted and Infectors.

EPISODE 2

OH, WHEN THE DEAD GO MARCHING IN!

Background: The outbreak that happened during the Fair is causing turmoil in Lucca, and the delegations begin to protest. They mock the authorities of Lucca for their inefficiency, and some threaten to leave the Council. Meanwhile, the city Guards secretly relay to the city leaders that a number of watchtowers in the Fief have failed to report in, and knights are sent to investigate. In fact, several garrisons have been attacked by Mezzatesta's henchmen and many messengers have been ambushed by the troops of the Prince of Pisa, traitor to the Council, to distract the city's defenders from the terrible impending attack.

On the night following the events of the first episode, at the very moment in which this adventure begins, a horde of Carcasses sent by the Emperor of Rome has been disembarked in Pisa from the Saracen pirate ships. Pisa itself is being devastated with the approval of its prince, and the garrisons along the way have already been wiped out by the best assassins of Barbaros and Mezzatesta. Now the "Army of Bones" is traveling to Lucca along a secret path, lead by Fellon explorers and vanguards, hidden by the cloudy autumn night.

The Heroes will face dissent and intrigues, and will take part in the city's defenses.

COMPULSORY TREATMENT

After acting together in the first Episode, and having cleared the House of the Mutilated from the Dead, the Heroes are taken to the Augustean Fortress and locked up in single cells, separate but close to one

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another, to be examined and interrogated by Gravediggers, Plague Doctors and Guards. This precaution is a common practice for those who fight the Dead, and the Heroes should not be surprised. If someone has contracted the Plague, it's time to bid farewell to the world: the Friars of the Death come and take care of her until she's ready for the executioner, who will terminate her with a Misericorde.

Time for a new character!

If someone has been injured but managed to amputate the damaged part in time, she is healed and offered the opportunity to receive a mechanical prosthesis, as further reward for her services (see *Ultima Forsan: Setting Book*, p. 101).

Even if they have avoided infection, the Heroes are forced to spend the night in jail, as a standard security precaution (to be certain that they have not contracted the Plague anyway), while the Guard investigates what really happened inside the abandoned hospice.

During their quarantine, the Heroes receive the following visits:

- * An important member of their own faction or delegation (if the Hero is an official member of a delegation). This delegate will serve from now on as a contact for the character in the course of this campaign. The delegate congratulates the hero for what happened and wants to know every detail. Since he suspects that there are plots and intrigues going on in town to hinder the council, he asks the character to keep her eyes open and inform him of whatever she finds out in the future.

- * The Podestà: This strong and charismatic man again questions the heroes, trying to get new details on what happened and asking them not to disclose any confidential

information. He is concerned that there might be a conspiracy going on, and says that all aid, especially if confidential, will be appreciated and well rewarded. A guard enters the cell and whispers something in his ear, and the two leave immediately.

- * Misericorde: Whether the Heroes have interacted with him or not, this man feels admiration for their acts, and brings bread, meat and wine to share with them. He spends the night drinking and chatting. Although Misericorde took part in the outbreak during Episode 1, thanks to his connections and proved experience, he was not put in jail.



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THE ARMY OF BONES

Just before dawn, the terrifying Army of Bones emerges from the Wilderness and races across the last part of open ground, before reaching the walls of Lucca. The Heroes are still in prison and are not immediately aware of the reason for the alarms they hear coming from the outside. The outer defenses of Lucca are soon vanquished and the Horde overwhelms the external garrisons and the few knights and guards hastily gathered to face them, then launches itself against the city. The gates are closed and the defenses raised, but the Army is facing thousands and thousands of Carcasses that completely surround Lucca.

The city cannot be conquered easily, but neither can the Horde be easily dispatched, as packs of Furies and Possessed in heavy armor, efficiently led by Tyrants, defeat all the troops that try to assault them outside the walls. So after the initial surprise, a sort of stalemate begins.

Everyone seems to have forgotten the Heroes until three hours after sunrise, when a Plague Doctor comes to visit and release them, explaining what happened.

The Heroes can now run to the walls and see the shocking situation with their own eyes: an endless Horde, still swarming to Lucca from Pisa.

The devilish mastermind behind this plan is the Black Sultan, who has been plotting this attack for years, ever since he learned that the New Kingdoms delegations were to meet at the Council. However, very few people know about him and this information should remain a secret for most of the campaign.

For the characteristics of the Legionaries and the Lictors see the Bestiary at the end of this book.

ACTION!

Before they fully realize what's going on, the Heroes find themselves in some heavy

I've never seen anything like that!

The composition and organization of the Army is something completely unheard of, and this, together with the surprise factor, determined the success of the assault. Never before has a rampaging Horde of Dead been seen to behave in this way, as a regular army, at least in the heart of Italy.

How is it possible? The Army was prepared for years in Rome, by the mysterious Emperor and his Proconsuls, dark Tyrants that have been sharing the control of that City of Sorrow and the surrounding Wilderness. Transport and landing of troops took place thanks to the ships of Barbaros. The lethal infiltration in Pisa and the journey to Lucca thanks to the treacherous prince Della Gherardesca, Barbaros' thugs and Mezzatesta's bandits. The Army counts tens of thousands of Legionaries: slow skeletal remains wearing rusty armor, guided and prodded by Lictors and Proconsuls like a slow herd, to within view of the walls of Lucca. Along with these troops, there are many other "special forces" kept in cages or controlled by Possessed: starving Furies, ready to bring doom everywhere, rudimentary war machines built and operated by Fellons, Fellbeasts and even monstrous Abominations. A real Army of Darkness!

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fighting. Choose how many and which of these threats they have to face:

- * Fell Bulls with red eyes, covered by leather armor (Armor +1) drag catapults loaded with Dead. These machines throw large nets full of Furies beyond the walls: after the impact, d4 Furies emerge intact from the tangles of rags in which are wrapped and start running in all directions.
- * Structures made of bone and leather are put against the walls and pulled up, to make a sort of ramp and allow Carcasses to swarm over the walls.
- * Flocks of Fell Crows are released from cages to attack the guards on the battlements.
- * Four Fell Bulls are directed against one of the gates. If no one stops them, they manage to break it down and the Dead enter the city.
- * A postern in the wall is opened and a vanguard composed of a Lictor and many Furies works its way inside.

PLOTS AND INTRIGUES

As soon as the Game Master thinks it is appropriate, the first assaults end. The city's defenses are restored and all the special attacks are vanquished, although with heavy losses. This is a good time to let some of the delegations show off their efficiency or ability: a platoon of Paladins might, for example, regain a smashed city gate, and hold off the Dead by their own sacrifice, until a new door is placed behind them. A band of Teutonic Knights armed with arquebuses might kill the Fell Crows or the Felons operating the war machines; a pair of deadly and silent Iscariots might attack the Furies inside the town and tear them down one after the other; a brilliant inventor might fly through the air with his

flying machine and bomb the Dead with alchemical potions, and so on...

Nevertheless, the endless Horde of Carcasses remains almost intact outside the walls, too vast to be addressed directly. The cannons cannot be used from the walls because of the steep angle down to the field and the defenders do not want to risk opening the door to shoot horizontally, so the bigger guns are useless. Inside, in the meantime, the Dead and Morituri are taken care of.

At this point, the Podestà of Lucca or Misericorde (depending on which character is more appropriate), compliments the Heroes on their participation in the city's defense and calls them aside for a private consultation.

Apparently, it's not yet clear how a group of Furies, led by a Lictor, were able to enter the city from the postern (see the final entry of the section Action!) and he suspects treachery from within. This very serious matter, combined with the events of Episode 1, seems to prove that there are conspirators inside the city, acting together with the mysterious enemy behind the Horde. The Heroes' help, discreet and decisive, is very welcome, to find out more about the mystery.

TO CATCH AN INFECTOR

If they accept this assignment, Heroes have several options to follow:

- * Ask Donata or use a Streetwise roll to find more information on the House of the Mutilated, the tramps who lived there and the mysterious Tainted with the mark of the wheel that had found refuge there. In this case, after a possible negotiation, tracking or shadowing, they will be directed towards

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"the Executioner", an ugly moneylender, well-known amongst the petty criminals in the slums of Lucca.

- * Investigate among the Tainted currently in the city, to see if any of them know something about the Tainted in the House of the Mutilated or the symbol on his back.
- * Investigate the postern by which the Dead entered the town.
- * Ask for help from the members of their own delegation. In this case, in one way or another, delegates will suggest that the Heroes tcontact the Executioner or one of the Tainted, or suggest that they begin to investigate at the postern. However, in return, the delegates will reaffirm the obligation of the Heroes to report any progress in their investigations.

THE EXECUTIONER OF LUCCA

"The Executioner" is not a hangman who works for the Podestà, but a feared criminal whose nickname derives from his several bad habits. The Executioner is a tall, fat man and always wears a large black leather collar

with studs. Among his many "enterprises", he runs the shelter for ragamuffins that is known as the House of the Mutilated. He accepts that the tramps go there to sleep and makes sure that the guards do not drive them out, for 1 florin per night.

Getting information from this hardened criminal won't be easy. As a Game Master you can orchestrate a brawl or an organized fight, or decide if a bribe, a beating, threats, blackmail or favors are enough to find out what the Heroes need.

If the Heroes manage to get his "collaboration", the Executioner of Lucca reveals that the hooded Tainted (the Possessed faced in Episode 1) came to town about twenty days ago and stayed at the House of the Mutilated, paying regularly. He knows nothing of the conspiracy, except that once one of his men shadowed the Tainted and saw him enter The Magician (see page 20) in the middle of the night.

The Executioner: See Rogue, Veteran. He is Greedy, Mean and Obese, with Vigor d8 and Intimidation d8, Taunt d8 and Iron Will.

Executioner's Henchmen (1 for each Hero): See Rogues. They have daggers and pistols.

The man with the arquebus

If the investigation slows down, have a man come in with an arquebus, making a dramatic appearance and threatening the Heroes. His name is Rutger Tauern, a fierce and ruthless mercenary Dead Hunter with a bandage on his face, previously accused of obtaining his "heads" in a manner not quite professional. Tauern tries to lure the Heroes into a lane or an abandoned mansion, where his henchmen are waiting, ready to kill them. If the Heroes manage to interrogate some of the attackers after the inevitable fight, they find that only Tauern knows the reason for the aggression. The Dead Hunter, when pressed, reveals that he was hired to kill them by a Tainted called Fiorenzo, at the entrance of The Magician (see page 20).

▣ **Rutger Tauern:** See Dead Hunter, Veteran. He has an arquebus and a long sword.

Tauern's Henchmen (1 for every Hero): See Rogues. They have axes and/or maces (Str + d6).

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THE TAINTED CONNECTION

Lucca does not have a community of Tainted, because local law requires a ban on every adult Tainted and the custody of every newborn by the Sisterhood of Consolation, which has its convent outside the city. However, during the Fair of the Dead and the Council, the ban is temporarily suspended, to allow all delegations to participate. The Tainted the Heroes might decide to talk to are:

Ecaterina Batoriova - Hungarian noblewoman in the party of the voivode Draculesti. The delegation of the Kingdom of Hungary is composed of many Tainted, and Princess Batoriova might be the only one who agrees to meet the Heroes. Ecaterina, like many other delegates from her Kingdom, is a persuasive and mischievous aristocrat, a sensual and pale beauty. Her lascivious charm is undeniable, but she is also scared of the Horde and the assault on Lucca. She denies knowing any information on the conspiracy (which is true) and announces that vast armies will come to save them, as soon as the news of the siege reach the nobles of Benevento. If the Heroes manage to be very persuasive, she reveals that two (Tainted) maids of her delegation disappeared a few days ago. No official investigation has been made yet, but the brief research made by the Hungarians led to The Magician, an inn for Tainted, that the two girls had been visiting.

Brother Samael - this monk belongs to the Egyptian Delegation, led by the Necropolitan of Memphis Esdras IV, and composed of several members of the Tainted Coptic clergy. Samael is willing to cooperate with the Heroes on behalf of his delegation, but doesn't know much about the conspiracy, and prefers to speak of mystical

and philosophical topics such as death, corruption and the Plague. Eventually, however, he says something useful, Samael knows of a sect of heretics who mark the sign of the wheel on their back! The Brotherhood of the Holy Wheel was a separatist religious order that some years ago attained a certain influence among the Tainted, even in Egypt. The practices of its members were excessive and included the horrific practice of Infection, with the purpose of infecting all the Untainted and then finding out which of them would be awakened as a Tainted and therefore "chosen by God" to continue to inhabit the Earth. The members of the sect used to brand their backs with fire and imprint the indelible symbol of a wheel. In their distorted faith, this served to recall the torture of the wheel, the punishment which is inflicted on Tainted in many kingdoms and signorie (even in Lucca). Because of their aberrant beliefs and rites, the Holy Wheel was expelled from Egypt. Samael has no idea what happened to this sect later (and no one else knows any more about them).

Ahmed "The Heron" - this Plague Doctor came to town with the delegation of Aragon and is an intelligent and wise physician, who often wears the silver mask that earned him his nickname. He may be helpful in explaining to the Heroes the details of the physiology of the Tainted or the secrets of the Plague, Atrament and the Theriac, if needed, but he doesn't know anything about the conspiracy. Moreover, he can reveal the existence of the inn of The Magician, the current gathering place for the Tainted in Lucca.

Bacchus - this fat and drunken beggar came to Lucca following the "Archduke of all Charlatans", Cesare Carlomagno von Wittgenstein, Lord of Spoleto, and claims to

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be "His Magnificence's butler". He pretends to be perpetually drunk, but he actually is a smart and sober schemer, who flaunts a feigned madness and recites classic verses to raise florins in the streets. If cornered, he will reveal that there are very suspicious people in the city who often dress in gray and hide in different locations in Lucca. Apparently they belong to some sect of heretics, and often meet at The Magician.

TREASON AT THE POSTERN

The walls of Lucca have several back doors and posterns, more or less secret, created to allow the defenders to enter and leave the city unmolested in case sieges like the one currently underway. They are all small openings in the walls, suitable to let pass just one man at a time, through a constantly manned guardroom. During the early hours of the siege, the Dead somehow managed to find and open one of these passages and break into the city.

The guards were overpowered and the Dead caused havoc, then left the guard post, and it isn't yet clear how this happened.

Here's what the Heroes may find:

- * The postern door is solid wood, covered on the outside by a layer of false bricks. There is no lock outside and no sign of tampering inside (because it was opened from the inside without damaging the lock).

- * Among the mess of the gateroom, the remains of the guards' dinner and a jar for wine are scattered on the floor. A successful roll of Knowledge (Science), Alchemy or Witchcraft means that the characters understand that there was poison in the wine (Mandragora). The jar has a logo imprinted on it (see below, Investigating the jars), along with the number 85.

- * The dead guards at the postern haven't (yet) passed into their Second Death. Most have already been destroyed with fire, but there still remains one. If the heroes are quick to deal with the Gravediggers, they are allowed to quickly examine the last body. As they do, the body starts to shake and Heroes have to hurry up or face a Fury, revived and ready to bring death to them all. The body of this guard shows bites on the left arm, and the complete eradication of the other arm, but there aren't any other marks. A successful Knowledge (Plague or Medicine) or Healing roll means that characters understand that the body was already dead before the bites were inflicted. An Alchemy, Healing or Knowledge (Medicine) roll reveals that death was due to some kind of poison, and a raise indicates that the poison is Mandragora.

The Heron and the Theriac

Ahmed could be the right scholar to whom the Heroes may report the various clues on the Theriac (see page 7). "The Heron" will prove to be a careful and reliable scholar to work with. He reveals everything the Heroes need to know about the subject, and helps them as much as possible. If the Heroes manage to engage this Plague Doctor (or another trusted scholar) in their quest, grant them experience points as if they had found a clue.

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INVESTIGATING THE MANDRAGORA

Asking around among the city's alchemists, physicians and witches, the Heroes will quickly find that the Mandragora is a plant quite familiar to every practitioner of herbal medicine. It is not difficult to make the poison, but this is obviously illegal and therefore the raw material is not very common. The effects of the poison include drowsiness that leads to a swift and painless death.

This trail is a dead end (!).

INVESTIGATING THE JARS

The wine jar found in the House of the Mutilated and the one used to poison the guards at the postern are identical and the brand imprinted above them is that of a man standing behind a counter, playing with cards and vials. A successful Common Knowledge roll lets the Heroes identify the figure as "The Magician", the first trump or Major Arcana card in Tarot decks. Sooner or later, the heroes may find that the jars come from the inn run by Lucius Alexander (see The Magician, below).

THE MAGICIAN

Sooner or later, following one of the many clue trails available to them, the Heroes will end up at "The Magician", a gathering place for the Tainted, created by a smart man called Lucius Alexander, precisely for the Fair and the Council. Lucius has leased an entire building and set it up in a few days as a tavern / inn / gambling den / brothel for Tainted. The Magician is full of smoke from Levantine drugs and filled with all sorts of entertainment and degradation. Lucius has two huge Tainted Nubian eunuchs as

bouncers and several Tainted girls as maids and employees. Lucius is not ill-disposed to the Heroes' questions. He knows that, to maintain his activities in the city, he has to be friendly and cooperative with all forms of Untainted authority. However, he will not say anything more than is the bare minimum necessary and only if expressly asked:

- * the two Hungarian maidservants were often at his inn, but he does not know what happened to them.

- * some quite suspicious people frequent The Magician: men dressed in gray, shadowy and reserved, who gather on certain days and only converse among themselves. The only one who Lucius knows is Fiorenzo delle Rocche.

- * Lucius usually buys expensive barrels of wine from Granada, which he then sells in jars, numbered and marked with the brand of The Magician. The jars numbered 70-90 were sold to Fiorenzo delle Rocche.

- * Fiorenzo lives on the top floor of the inn, in a room in the attic; he is a shady person and speaks little to those who are not his "friends".

Beatrix, one of the Tainted maids at The Magician, is more talkative, especially when she sees that the Heroes are already well advanced in their investigations, and Lucius is helping them (Beatrix is part of the Holy Wheel, see page 18):

- * the two Hungarian maidservants frequented The Magician as "occasional courtesans" for the best customers, but she does not know what happened to them.

- * Fiorenzo lives on the top floor of the inn. He seems at times a sort of fanatic. According to "the girls" who he spent some time with him, he has a strange circular mark on his back.

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FIorenzo's LAST SURPRISE

Lucius is happy to tell the Heroes about Fiorenzo's room and even give them a copy of the keys. Should they investigate, the Heroes find a dark attic with a few doors, including that of the room they are looking for. If they eavesdrop before entering, they can listen to the end of a conversation.

"... We couldn't have foreseen that he had decided to run away and steal the money and the wine that I had prepared... or that he drank it himself" a snooty voice says.

"For Setebos!" Replies a second voice, deep and cavernous. "My master will not be pleased. It is not a simple matter to find Mandragora, now that the siege has begun."

"What we have will be enough, do not be afraid", answers the first voice.

"I AM NOT AFRAID. YOU SHOULD BE! No more mistakes! Soon we will strike simultaneously and there must be no other problems. "

"We are ready, just waiting for the Kite to give the signal... the Last Hour is coming!"

"We're almost ready too. One more thing... I have heard of some meddlers who are on our trail. The Podestà suspects something ... "

"I'll take care of them, personally ..."

The man with the snooty voice is none other than Fiorenzo, while the other mysterious individual is Caliban (see Episode 3), who has come here to coordinate with the Holy Wheel in preparation for future strikes. If the

heroes immediately break into the room, Caliban, completely shrouded in its large red cloak, jumps through the window and escapes over the rooftops in a chase that our heroes cannot win (he moves and jumps nimbly and swiftly in a way that reminds the heroes of a primate).

If they let more time pass before opening the door, here's what happens:

As you enter, you see a figure in front of you, from behind, intent on observing the outside through a large window. The man is naked down to the waist and you clearly distinguish a tattoo of a wheel on his back. Slowly, he turns and looks at you for a moment, then takes a dagger from his belt and brings it to his throat.

"For the greater glory of God," he says. Then he cuts his throat and falls to the ground at your feet.

At that very moment, two horrifying sounds come from the dark corners of the room. A mechanism connected to the room's door has just opened the doors of two heavy wardrobes. Inside them, Fiorenzo had penned the two missing Hungarian maidservants, that he had kidnapped and poisoned with Mandragora a few days ago. Now, they are free and throw themselves against the Heroes. By the third round of combat, Fiorenzo, who has become a Possessed, gets up and assaults the Heroes.

Possessed (3): They do not wear armor, but the corpse of Fiorenzo still wields his dagger (contaminated with the Plague) and uses it for the fight.

After the battle, the Heroes can find a jar of wine poisoned with Mandragora, half empty, a bag containing 60 florins, a Breviary with inscriptions in Coptic and little else.

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EPILOGUE

The Podestà of Lucca will be very happy to know the results of this investigation. He will compliment the Heroes and will consider them from now on as a sort of special team, keeping them working on is the events happening in town. He will also ensure that from now on he favors them and provides any assistance necessary to help with the prosecution of their investigations. At the same time, he will provide them with new information on what is happening. Misericorde, if present, will also compliment the Heroes.

INTERLUDE: ON PODESTÀ'S SECRET SERVICE

As the siege continues, there is the possibility of undertaking some occasional quests on behalf of the Podestà of Lucca, in the area around the city. Bartolomeo Forteguerra needs people who can accomplish quick and confidential missions, including searching for information about what is happening, actions useful for the defenses of the city, or the rescue of important people hidden in the country.

He can grant the Heroes various forms of aid for these missions, limited by what can reasonably be offered in a city under siege.

If you want your Heroes to play out these kinds of quests, go to Chapter 7 of *Ultima Forsan: Setting Book* and follow the instructions there. You can also prepare specific adventures that revolve around the Heroes' backgrounds.

You can play these adventures before, during and after episodes 3, 4 and 5.

Episode 6 assumes that this part of the campaign is completed, so start it only when you are ready to move on to the next stage of the story.

The Theriac: Clue One

Fiorenzo's Breviary contains the first clue to the Theriac recipe (see page 7). This little book is written in Coptic (see *Ultima Forsan: Setting Book*, p. 124) and contains the prayers and rituals of the Holy Wheel. Hidden among them, however, there are special notes concerning the Mandragora and its effect on the Tainted (see *Ultima Forsan: Setting Book*, p. 132). After translating the text from Coptic, a successful Smarts roll (-2) allows the reader to acquire information about the effects of this poison. If the Heroes decipher these instructions, they get Clue 1 and 1 extra experience point.

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EPISODE 3 THE TEMPEST (ACT 1)

Background: As the siege of the Army of Bones goes on, the Duke of Milan, Ludovico Dal Verme is going to act, planning the worst kind of Infection: poisoning the wells of the city with Atrament and letting the outbreak spread everywhere, dooming Lucca. His allies are the Necromancer Prospero and his faithful servant Caliban, an apelike monster of unknown origin, likely the result of vivisection experiments and necromancy.

Through his inhuman and shameful alliance with the Black Sultan, Ludovico hopes to obtain a number of decisive advantages toward his ambitions: Lucca and Pisa will finally be destroyed, Florence badly weakened, all the European powers shaken, and his political opponents in Milan (the other two families attending the Council) deprived of their most important representatives. In one shot, the Dal Verme will gain immense power and the Duchy of Milan itself will no longer have to fear the economic and technological competition of the Tuscan cities.

The Heroes' task will be to discover and thwart this traitor before he poisons the waters of Lucca. Participating in this adventure is not vital for the completion of the campaign and you can

play it at any time between Episode 2 and Episode 6. The events described can occur before, during or after Episodes 4 and 5.

If you decide not to play this scenario, make sure that Misericorde or another NPC unravels the conspiracy and reports the results to the heroes the next time they meet the Podestà and use the events as the premise to the following Episode.

ACT 1 - A STORM IS COMING

Lucca is besieged by the Dead! The delegations in the city are in complete confusion and the Council has been formally suspended. Many have come to think that the Army of Bones was put together by dark forces who must have been planning these events for years, and what everyone considered just a frightening legend, the Emperor of Rome, now seems a terrible reality. Everyone is suspected of being a conspirator or a traitor, and the foreign delegations accuse Machiavelli and Forteguerra of being two incompetent idiots who have failed to stop, or even anticipate, the arrival of the Army.

On the street there is a fragile armed peace, and everyone looks askance at strangers, although the overall authority still remains in the hands of the Podestà of Lucca and his Guards.

Side quests and the Theriac

If you are interested in advancing the secondary goal of the search for the Theriac while playing these side quests, you can insert some clues to it into the ongoing campaign: scholars to save, abandoned laboratories to explore, old tomes to find, and alchemical substances to recover. Reward each of these Clues with one experience point, as explained on page 7.

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SCUFFLES!

First, the heroes find themselves involved in a fight. The attackers may be members of a faction adverse to that of one of the Heroes, or simple troublemakers.

These hotheads are not strictly evil, but factious, nervous and scared... and they are looking for someone to blame for the situation. The Heroes are just in the wrong place, at the wrong moment. Being just a brawl, even if weapons are drawn, it would be appropriate to avoid deaths on either side. The attackers are not involved in the conspiracy and, if the heroes are in trouble, the Guards may assist them in the fight. Insert this fight whenever you like, for example on the way to the Extraordinary Gathering (see the next scene).

Even better, if the Heroes have a good diplomatic approach, they might be able to calm the provocators with successful Intimidation or Persuasion rolls. In any event, the leader of the troublemakers is a Wild Card and he will return later: write down his name and characteristics for the future. You can use the traits of any kind of man-at-arms from those presented in the Bestiary of the *Ultima Forsan* core book.

If you are in doubt about which faction to use, use five Ordered Knights (without horses for this scene) or soldiers, belonging to a minor delegation such as Pavia or Ferrara.

EXTRAORDINARY GATHERING

The Podestà has organized an Extraordinary Gathering at the Augustean Fortress, to talk to the most eminent citizens and delegations. Depending on what has gone on in previous Episodes, the Heroes

may be invited by the Podestà, or might gain entry as members of their delegations, or in some way infiltrate the gathering (for example through Donata or Misericorde).

At the meeting, everyone is talking, raising their voice and losing their temper. Many wonder where Ranieri della Gherardesca, Prince of Pisa, is and where are the armed forces of that city. Others scoff at the inability of the Guards and Bande Grigie, the pride of Lucca and Florence, to deal with the threat or ask when reinforcements will arrive.

Panic, anger and hysteria fill the room, but some shout louder than the others:

- * Delegates from the Holy Roman Empire and the Caliphate of Sicily say that the Tainted are to blame, as they should have never been allowed within the town;
- * Delegates from the Teutonic Principalities believe that behind all this there are witches and necromancers, the only possible explanation for the Army of Bones;
- * Delegates from Egypt and the Kingdom of Hungary argue that the situation is caused by fools and crazed religious fanatics;
- * Representatives of Italian Signorie accuse each other of collaboration.

Among the others, the “Archduke of all Charlatans” insists on having a palace worthy of himself and his courtiers (the ragamuffins, vagrants and beggars who traveled with him from Spoleto), because many of his people have already been badly driven out, beaten or even disappeared. The members of the delegation of Ferrara, instead, declare they are going to leave Lucca on their own aircraft. After all, they came flying and they can leave the same way... To seek help, of course!

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This might be a great occasion for the heroes (called by the Podestà or on their own) to try to calm "the Earth's major powers" and tell them what they have discovered so far.

Heroes can calm things down, offer a line of action, speak in favor or in defense of this or that group, or appease their delegations. In any case, this may be an opportunity to use the rules for Social Conflicts to see if they achieve any result.

If the Heroes get involved, they are noticed by Ludovico Dal Verme, who supports them in all their arguments and even tries to help them in their efforts with all the means at his disposal.

THE MURDERS IN THE RUE FILLUNGO

After the Gathering, the Heroes might be engaged in private talks, negotiations, conversations and intrigues with the various factions and/or on behalf of the Podestà. Let them make their moves and make sure that, if needed, Ludovico always seems plausibly warm and friendly.

They could promise the Archduke of Spoleto to investigate the disappearance of his "associates" or try to calm the delegates of Ferrara, so that they will not fly away too soon.

When things get slow, or if the Heroes prefer to remain neutral in the talks, they are joined by Donata (or Misericorde or Bacchus, depending on which of the NPCs has previously had more contacts with the Heroes). This character approaches the Heroes because, as was also mentioned by the Archduke, several people have mysteriously gone missing. Victims are usually vagrants, beggars and humble people working in the fair. No one knows exactly how many people

have vanished, because of the recent events and the nature of the "victims", but one of them is a friend of the NPC (Donata or one of the others), and disappeared last night without a clue.

The poor individual has vanished from his or her room at Mazzoni's - a hospice for poor travellers. Asking at the hospice, the Heroes find someone who saw the NPC going upstairs, but no one saw them leaving nor visited them.

All the vanished people have the following characteristics, that the Heroes can verify with Streetwise rolls, or simply asking the right people: foreign travelers or lonely people, living alone in rooms on the top floors of houses, hospices, towers and taverns. The windows are found open, but it is almost impossible to get in and out there, for a normal man, because of the height. All of them have disappeared at night.

If the Heroes decide to investigate the room of the last of the missing, with a successful Notice roll they can work out that the windows have been forced from the outside and they also detect traces of water on the boards of the room, like raindrops. But it has not rained for days!

On a raise, they find a singularly large handprint on the floor of the room, near the window, made of mud and water. Other similar tracks can then be found among the rooftops and terraces visible from the window, as well as cracked tiles and gutters, recently bent by a great weight.

Coincidentally, in the vicinity of the locations of the kidnappings there are always wells and springs. Looking carefully around them, the Heroes can find other imprints of that enormous hand in the mud near the entrance grille of an aqueduct. The grille is closed, but on closer inspection they may find that it has been recently used.

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AMBUSH!

If the Heroes fail to discover the traces and or the link with the old aqueduct, some shady characters will help put them on the right trial.

During their investigations, they meet once again the hotheads' leader that assaulted them at the beginning of this Episode, now drunk and angry, and with new minions. The ambush this time is likely to be deadly. One of the "henchmen" seems to push the leader to violence, and it's actually him who paid for and plotted the ambush of the group. If the Heroes are going to be defeated, Guards can always save them, otherwise they will arrive at the end of the fight.

The troublemakers' leader has been paid or persuaded to attack the group, while the man who hired him is far more interesting. If the Heroes look at him, they discover that:

- * He is a Tainted, who used makeup to look like an Untainted;
- * He has the symbol of the wheel branded on his back and belongs to the Holy Wheel;
- * He has a large iron key.

 **Troublemakers' Leader:** the Wild Card already met by the group.

Troublemakers (1 for each Hero): Knights or soldiers.

MORE INVESTIGATIONS AND DIPLOMACY

Investigating, looking around and inquiring, or questioning the attackers who survived, it is possible to find out some things about this ambush:

- * The Tainted's name is Luchino and he came from Milan, but nobody knew he was

a Tainted. He belonged to the delegation of the Della Torre family.

- * The key opens and closes the gates of the old aqueduct. It has a symbol of the city of Lucca and any municipal magistrate can identify its function. There are several entrances to the aqueduct in the city.

"Go on investigating... and keep me updated!" says the Podestà.

If our heroes begin to press the delegation from Milan, entirely housed at the Guinigi Tower, they must be very careful when dealing with these rich, powerful and haughty aristocrats. Both the Visconti and the Della Torre families are eager to find evidence of conspiracy against each other, and obviously against the Dal Verme. The devious Ludovico Dal Verme, instead, does everything to appear friendly with the characters. Luchino himself has been inserted by Ludovico into the Della Torre delegation, but only long interrogations and investigations should provide this clue, which Ludovico will strongly deny. In other words, by interacting with the Milanese (too powerful to be pressured by the Podesta of Lucca), the Heroes will find themselves in a nest of conspiracy, corruption and betrayal.

Trusting Ludovico may seem the easier option, but he only seeks to manipulate the Heroes to accomplish his plan and could even provide them false clues and indications to incriminate his fellow countrymen. As the Game Master, try to be as diabolical as this character is, and to manipulate the Heroes.

In the meantime, dark and stormy clouds begin to gather in the sky above Lucca.

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If our heroes begin to press the delegation from Milan, entirely housed at the Guinigi Tower, they must be very careful when dealing with these rich, powerful and haughty aristocrats. Both the Visconti and the Della Torre families are eager to find evidence of conspiracy against each other, and obviously against the Dal Verme. The devious Ludovico Dal Verme, instead, does everything to appear friendly with the characters. Luchino himself has been inserted by Ludovico into the Della Torre delegation, but only long interrogations and investigations should provide this clue, which Ludovico will strongly deny. In other words, by interacting with the Milanese (too powerful to be pressured by the Podesta of Lucca), the Heroes will find themselves in a nest of conspiracy, corruption and betrayal.

Trusting Ludovico may seem the easier option, but he only seeks to manipulate the Heroes to accomplish his plan and could even provide them false clues and indications to incriminate his fellow countrymen. As the Game Master, try to be as diabolical as this character is, and to manipulate the Heroes.

In the meantime, dark and stormy clouds begin to gather in the sky above Lucca.

THE OLD AQUEDUCT

Ludovico wants to poison the water sources of the city. On the surface, as is common during a siege, all the wells are manned by the Guards of Lucca. But there is an ancient abandoned aqueduct that still brings water to tens of fountains in town. Its accesses are scattered throughout the city, locked and protected by iron gates... and nobody has thought of the possibility that the conspirators could have the keys. It's through these passages that Caliban moves unseen and abducts his victims. He does not pass through the wells, nor through the fountains that he intends to poison (as it would be physically impossible), but through the access gates of this underground structure. Here he collects the bodies, contaminates them with the Atrament and keeps them hidden, waiting to drop them all together in the water and thus infect the fountains of Lucca.

His plan is almost complete and, since the heroes seem to be on his trail, Caliban has decided to act this very night.

Let the Heroes enter the aqueduct from any access point in the town. They must have one of the keys taken from the conspirators or force the lock. As soon as they enter, thunder roars in the distance and it begins to rain.

Avoiding investigations and diplomarv

If the Heroes fail to gather enough clues pointing to the aqueduct, or if you want to avoid the more investigative and diplomatic scenes of this Episode, things can begin directly in media res: Misericorde contacts the Heroes because he noticed them in the past few days, and needs their help. This mysterious man is investigating the kidnappings and the clues he has gathered lead toward the ancient aqueduct: it is time to take a look and he needs trusted friends to come with him!

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The aqueduct is narrow, dark and labyrinthine. After some time, the Heroes are walking in water up to their knees. If you think a bit more tension is needed, add here and there in the dark passages some **Husks** or **Carrions** who just escaped the cistern (see below). Otherwise, after a quick look around, the Heroes hear a macabre moaning and find a metal door, which seems to be ajar.

Beyond the door, in the dim light of your lanterns, you see a vast and damp chamber. There are several columns holding aloft the large arched ceiling, and lots of chains and metal supports between the vaults and the walls. From the bottom of this old dry cistern comes a ghastly and familiar moaning: the sounds of half a dozen Dead, trying to climb the tank towards you as soon as they perceive your presence.

Fortunately you are on an iron walkway, well fixed to the walls with tie-rods and chains: a maintenance passage that runs all around the cistern. The Dead cannot reach you because you are about 20 feet above them.

CALIBAN'S DEN

Caliban has already collected six corpses and has turned them into Carrions. As soon as the heroes discover this terrible secret, the monster appears. He was hiding right below the ceiling, between the supports and the chains. Caliban closes the door with a complex system of gears and chains and attacks the Heroes, jumping and swinging between chains, columns and supports.

Caliban is a twisted Spawn and his appearance causes Fear. With a successful Notice roll, the Heroes understand he was the creature they

discussed with Fiorenzo in Episode 2. He jumps and moves like a giant ape and, at the beginning, he still has his red cloak wrapped around him, partly soaked with water.

CALIBAN

Caliban is a disturbing creature. He has the features of a tall and malformed Tainted, but his body is unnaturally strong and tough, and in place of his feet he has another pair of hands. For this reason, he doesn't wear shoes. He is probably the result of some horrific experiment of vivisection and necromancy combined.

Race: Tainted

Racial Abilities: Doomed to the Affliction, Contagious, Outsider, Plague Immune

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12, Vigor d12

Skills: Climbing d12, Fighting d10, Intimidation d8, Notice d6, Stealth d8, Throwing d10

Charisma: -2; **Pace:** 8; **Parry:** 8; **Toughness:** 8

Edges: Acrobat, Brawler, Improved Dodge, Improved Frenzy, Improved Nerves of Steel

Gear: Claws (Str+d6) or hurled objects (Str+d4).

Special Abilities:

* **Claws:** Str+d6.

* **Fear:** His unnatural appearance causes fear.

* **Four Prehensile Limbs:** Caliban has, in place of his feet, another pair of hands, which can be used to attack, move, hold weapons, and the like.

* **Brachiation:** Caliban can move through the chains and columns at a Pace of 6".

* **Fleet Footed:** Caliban moves very quickly. He has a Pace of 8 and rolls a d8 for running.

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* **Low-light Vision:** He ignores Dim and Dark lighting penalties.

Fearless: Caliban is immune to Fear, and cannot be Intimidated or Taunted.

Strategy: Caliban moves through the chains and columns that support the vault above the cistern, thanks to his four prehensile limbs, and can attack any character on the catwalk. During his round, he swings on a chain toward one of the characters, attacks and then swings away again from the Heroes. Attacking him in melee is only possible for characters who were on Pause, or to those who have the First Strike Edge. Characters may also try to imitate him by grasping the chains and trying to reach him. This requires an Agility roll, and the Hero can use only one hand; if the Hero rolls 1 on the Agility die, he loses his grip and falls down to the bottom of the tank.

Caliban tries to push one character after the other down into the cistern. The fall is about 20 feet, and inflicts 2d6+2 damage.

Carrions (6): the six Dead at the bottom of the cistern become a threat only if Caliban manages to throw down one of the characters, or if someone falls down.

DURING THE FIGHT

For being a sort of giant, malformed, apelike Tainted, Caliban is surprisingly talkative. "For Setebos! I will add your bodies to those already infected by the

Plague, before throwing them all together in the aqueduct. Lucca will fall from the inside as a rotten apple full of worms. I serve Milan and from Milan I came to bring doom this rich and fertile land. Did you think you could stem the tide? Well, you can't. This world is no longer yours, human scum...

You have been very smart to get here, but also blind. You have followed me, but others are scattered among you, hidden and ready to strike. You will not be able to do anything. The Age of Man is waning ... Haven't you realized this yet?

If you want, you can also let the monster run away wounded, just to have him show up again once the Heroes are on board the Ariel (see next Act).

ACT I - CURTAIN FALLS!

On the walkways of the cistern the Heroes can find Caliban's unmistakable footprints, which lead to an alcove hidden in the aqueduct. This is Caliban's "accommodation", where the heroes can find a bag with 1000 florins and an envelope with some anatomical drawings.

At this point, the Heroes can continue the adventure directly by following the traces of the monster inside the aqueduct, or return to the Podestà or their own delegation to report what has happened.

The Theriac: Clue Two

The envelope found in Caliban's hideout is full of drawings and anatomical diagrams made by the monster himself. Paradoxically, this hulk is really talented at drawing. He was studying his unnatural physiology and the mysteries of his nature. Among the drawings there are many sketches that depict herbs, alembics and medical tools, with formulas and symbols all around. If the heroes make a successful Healing roll, they can learn anatomical and pharmacological secrets and achieve Clue 2 for the Theriac (see page 7).

EPISODE 3 THE TEMPEST (ACT 2)

Once the twisted Caliban is defeated and his plan thwarted, it is now time to figure out who is behind this insane plot. The Heroes can follow Caliban's trail to the Guinigi Tower or take a break to recover their strength and gather allies against their enemy.

FOLLOWING CALIBAN'S TRAIL

A successful Tracking roll reveals that, of all the gates into the aqueduct, only one seems to be used very often and has lots of prints all around.

This passage leads to an underground chamber full of basins and sinks, in the basement of the Guinigi Tower, which has been assigned by the Podestà to the delegation from Milan. If the Heroes go this way, they easily enter the tower from its dungeon and encounter some of the people living there (roll on the following table), until they understand that their target is Ludovico, at the top of the tower. Roll a d6:

* **1 - Soldiers (5):** The Heroes are uninvited intruders, but can nevertheless attempt a Persuasion roll to convince the Milanese soldiers to let them pass... otherwise a fight is unavoidable. Use the stats for Soldiers in the *Ultima Forsan: Setting Book*. Note that the soldiers attempt to inflict nonlethal damage.

* **2 - Delegates (1d6):** the delegates of the three noblest Milanese families do not appreciate the uninvited intruders in their living space. With a successful Persuasion roll, they can be convinced to

cooperate and reveal that Ludovico Dal Verme is a shady and cynical nobleman, often accompanied by the questionable Prospero, a physician suspected of Necromancy. Otherwise, they raise the alarm and 1d6 Soldiers come for the Heroes in 3 rounds. For Delegates use the stats of the Common People in the *Ultima Forsan: Setting Book*.

* **3 - Servants (1d6):** These men and women only want to avoid harm, so they raise the alarm only if the Heroes openly threaten them. For Servants use the stats of the Common People in the *Ultima Forsan: Setting Book*.

* **4 - Antonio de' Severi:** The well-known Milanese inventor is in his rooms, working on his next project. With a successful Persuasion roll, he reveals that Ludovico Dal Verme seems to be becoming more and more ruthless and crazy. He also suspects Ludovico's counselor, Prospero, of being a necromancer. If threatened, Antonio could attack the heroes or raise the alarm. See the *Ultima Forsan: Setting Book* for his stats.

* **5 - Prospero's Apprentice:** A shady man (a Tainted) that runs away and up the stairs as soon as he sees the Heroes. If caught (with a successful Agility roll), he betrays his master and reveals that Ludovico and Prospero are at the top of the tower and are about to leave the city. Use the stats of the Necromancer in the *Ultima Forsan: Setting Book*. The apprentice carries a dagger and an Alchemist's bag.

* **6 - Homunculus:** A horrible creature crawls in the dark and hastily climbs the stairs dragging a large bag that contains alchemical ingredients worth 50 florins. See the Bestiary in this book.

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GATHERING ALLIES

If the Heroes decide to leave the aqueduct and gather allies before the final attack, let them speak with whomever they wish, and let them receive a little help. Three to five Extras should be fine. If they lose too much time, an alarm is raised and everybody run out to see what is happening. The top floors of the tower reserved to the Delegation of Ferrara are in flames! The Heroes can hear the screams coming from the top, where the aircraft of the delegation are moored.

One of them, the Ariel, has just left the dock and is moving toward the top of the Guinigi Tower. It's time to get back into action!

In any case, the Heroes succeed in obtaining a maximum of five men-at-arms as allies (Guards, Crossbowmen or other types of soldiers).

ON BOARD THE ARIEL

If the Heroes explored the Guinigi Tower straight away in search of Ludovico, they reach the terrace at the top just as Duke Ludovico is about to jump on board the Ariel, and it is time to draw cards for initiative. The aircraft is stationary over the parapet of the terrace and Prospero, his attendants and one Homunculus are already on board. The aircraft is parallel to the parapet and, if Ludovico manages to climb aboard, Prospero starts the flying ship, moving parallel to the parapet and accelerating as much as he can.

If the Heroes tried to recruit reinforcements instead, and are now rushing to the tower because they have seen the airship in motion, they manage to reach the top of the

The Ariel and other aircraft

The aircraft built in Ferrara are three prototypes of flying ships. They consist of a wooden hull similar to that of a small barge (allowing the vessel to land on flat surfaces), surmounted by an oblong balloon, filled with hot air and alchemical vapors, pumped out by a large boiler.

The Ariel is the "flagship" of the small fleet, larger and stronger than the others, but slower.

Ariel: Acc/MaxSpeed: 1/8; **Toughness:** 10 (2); **Crew:** 2+10; **Climb:** -2.

The other two aircraft: Acc/MaxSpeed: 1/10; **Toughness:** 8 (2); **Crew:** 2+8; **Climb:** -2.

Piloting the ship: The aircraft is piloted by a tiller and requires an additional attendant that regulates the boiler and the balloon. All command posts are on the main deck. Piloting the aircraft requires Weird Science rolls, or Boating at -2. In addition to the rules for vehicles in Savage Worlds Deluxe, the airship is very delicate and difficult to pilot. If the crew rolls a double 1, the ship suffers a "wound" and the pilot must make a successful roll or the ship goes out of control, causing a critical hit.

In Combat: Every time a character that attacks from the ship or against someone on the ship rolls 1 on a Trait Die he hits the ship!

Destroyed or out of control: If the airship suffers four "wounds", the pilot can attempt an emergency landing with a Weird Science roll (Boating will not work to land the airship!). If the roll is failed, the ship and all those aboard suffer 2d6 damage. Characters may attempt to jump off the ship before the impact. If they succeed in an Agility roll, they halve the damage.

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tower in time (i.e. as Ludovico is about to climb aboard) only if they obtain a success in an Agility roll. Otherwise, the only option left is to reach another aircraft and embark on a flying ship Chase!

If Ludovico manages to flee from Lucca, the only way to defeat him will be to defeat the Army of Bones and search for him in Milan. But that is another story...

If the heroes manage to jump onto the deck of the aircraft, they find Ludovico, Prospero, a handful of Prospero's assistants and a swarm of his Homunculi, twisted monsters artificially created by the Necromancer.

THE SKY OVER LUCCA

If the heroes manage to get aboard the Ariel, it is time for a great aerial fight. Prospero and his attendants are busy with keeping the ship going, Ludovico screams orders and is ready to fight, and the Homunculi assault the Heroes all together, while all around a terrifying tempest is raging!

As Game Master, manage this scene in the most cinematic manner you can and do not forget the effects of lightning, explosions, fires on board, rain, jumps from the rigging, ghoulis laughter and long monologues from the traitor Ludovico.

"Only the Devil knows how you discovered my plans and got up here" screams Ludovico in the middle of the storm. "But it is too late. The city is doomed and there is no escape from the Army sent by the Emperor!"

Pisa has already fallen, Lucca is going to follow suit shortly and the decline of Florence will be unstoppable, after the fiasco of Machiavelli's Council. From the fall of the Italian Signorie, Milan will rise sovereign, and the Worm that lies

under the city will be the symbol of a new order. But you will not be there to see this happen! Prepare to die, you scum!"

LUDOVICO DAL VERME

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8


Skills: Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d6, Taunt d8

Charisma: -; **Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

Edges: Level Headed, Strong Willed

Hindrances: Greedy

Gear: reinforced waistcoat (+2 Armor to torso), rapier (Strength+d4, Parry +1), flintlock pistol (5/10/20; damage:2d6+1; CdT: 1; 2 actions to reload)

 **Prospero:** See Expert Necromancer, in the *Ultima Forsan: Setting Book*. Prospero has three Alchemist powers (blind, burst and confusion) and has Boating d8, with which he hopes to be able to pilot the Ariel.

Prospero's Apprentices (4): Necromancer, in the *Ultima Forsan: Setting Book*, p. 197. The Apprentices carry a dagger and an Alchemist's bag.

Homunculi (4): See page XX Bestiary. Prospero's Homunculi fight with creepy rusty knives (Str+d4).

ACT II - CURTAIN FALLS!

Depending on how the battle against Ludovico Dal Verme goes, the Heroes can obtain the following benefits and clues:

* Alliance and support from the Podestà, if they haven't achieved this yet.

* Alliance with the other Milanese families (one or both of them). Other Dal Verme family members of Ludovico's delegation, albeit unaware of his devious plans (and actually brought to Lucca only to be

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sacrificed), fall in disgrace and one of the two other families could become the future ruling lineage of that Duchy.

* Discovering among Prospero's papers Clue 3 for the Theriac (see box).

* Antonio de' Severi's friendship. Antonio is the brilliant Milanese inventor at the head of the Severian Factories. He might offer help or some of his prototypes.

* Calming down the delegates and obtaining new collaboration for the Council. After all, the betrayal was perpetrated by the aristocratic Ludovico from Milan, not by crazy Infectors and Tainted heretics.

EPISODE 4

THE MANDRAGORA

Background: While the siege of the Army of Bones goes on, more outbreaks start in the city and everyone is called on to contain them. The Holy Wheel is back in action. These heretic Infectors are poisoning other Tainted with Mandragora, to turn them into Possessed and starting many outbreaks throughout Lucca.

Once they hit their designated victims, their plan is to poison all the customers of The Magician's Inn and then escape through a postern located near Saint Francis' Church.

The mastermind behind this entire

operation is the Kite, a ruthless Tainted mercenary under the direct orders of Iachelinus and the Proconsuls. Except that, the Kite has no intention of letting the members of the Holy Wheel flee after the outbreaks begin. He plans to slay them all at the Church and to unleash them as well against the city as Possessed, before fleeing from Lucca alone.

The Heroes' task will be to discover and thwart this plot and stop the Kite.

Participating in this adventure is not vital for the completion of the campaign and you can play it at any time between Episode 2 and Episode 6. The events described can occur before, during or after the adventures in episodes 3 and 5.

If you decide to skip this scenario, make sure that Misericorde or another NPC unravels the conspiracy, that he reports the results to the Heroes the next time they meet the Podestà and make sure that these events are the premise of the Episode they are about to play.

THE LAST HOUR

Lucca is besieged by the Dead, but the defenses are strong. Suddenly, a strong explosion comes from one of the towers in the city center: it is the Clock Tower of Lucca, a building with the great inscription "*Ultima Forsan*" over its quadrants. The

The Theriac: Clue Three

Prospero is an expert necromancer and among the bags and trunks he hurriedly put onboard the Ariel there are some important notes on his degenerate studies. The nature of his research is horrible, but some of his notes describe the physiology of the Dead and could be of help in the quest for the Theriac. If the Heroes can decipher these instructions, with a successful Knowledge (Plague) roll, they obtain Clue 3 and 1 additional experience point.

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internal mechanism has just been destroyed by a device placed by the Kite. If the Heroes come to check, they find the remains of a clockwork machinery connected to a large amount of gunpowder, together with the burned corpse of one of the tower guardians (stabbed in the back). Now the great Clock is stopped and its Last Hour is arrived. The Kite has struck and this is the signal for the Holy Wheel to attack!

THE HOLY WHEEL IN ACTION!

The destruction of the Clock Tower is the agreed upon signal for the cult. Shortly after, all the "sleeping" members of this confraternity of insane heretics move into action, each of them poisoning one or more Tainted members of the delegations in the city.

If possible, choose one of the factions closest to the Heroes. Remember that there are no Tainted among the delegations of the Pope or the Caliph. The Infectors could strike for example, the members of the Hungarian or Egyptian delegations, or travelers coming from Granada, Aragon and Salerno or even the Teutonic Principalities or of Sevastopol ... and why not? Even one of the Heroes!

The next three paragraphs provide some possible means of involving the characters. Use them to get the Heroes involved personally!

WHAT IF IT'S YOU?

If one of the Heroes is a Tainted, then he also will suffer an attempted poisoning. As soon as he or she eats or drinks something in a suitable situation such as at an inn, one of the members of the Holy Wheel will contaminate his food or his cup with Mandragora.

In this case, the Hero has the possibility of realizing what is happening, noting something strange in who is serving the food with a successful Notice roll, or by detecting the presence of the poison at the first sip or taste, with another Notice roll (-2).

Be careful with this option. For a Tainted, Mandragora is highly dangerous! See the *Ultima Forsan: Setting Book*, page 132.

AN OLD ACQUAINTANCE

If the Heroes have already met Ecaterina Batoriova, Brother Samael or Bacchus, it is time to have them return to the story. The Heroes are called by one of these NPCs, who apparently knows something about the plot and wants to speak to them alone.

But when the Heroes are introduced to the presence of the one who called them, something seems wrong.

A shaky inscription on the ground, drawn in blood, simply says: Mandragora. Then, their contact appears, poisoned and now turned into a Possessed, hungering for flesh and blood.

Look for those damned infectors!

Any time after the rendezvous with Fiorenzo in Episode 2, the Heroes may have had the idea to check all the Tainted in the city or to suggest that the Podestà arrest and imprison them, in search of the mark of the Wheel on their backs. And it is indeed a great idea! If this "Tainted Hunting" begins, however, the Kite understands that it is time to act and starts his final plan immediately by blowing up the Clock Tower, which leads to the events of this episode.

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Possessed (1): This monster should not be too difficult to overcome, but only a nasty surprise. It does not wield weapons, nor wear armor.

In his/her room there is a cup poisoned with Mandragora. Investigating who served it, the Heroes might discover a Tainted attendant, who has just escaped. And who, obviously, was a member of the cult.

A DOCTOR! CALL A DOCTOR!

Poisonings in the city continue and at least three outbreaks burst inside the walls. If you want a fight, involve the Heroes in one or more of the outbreaks. Whether the Heroes fight the Dead or simply arrive to investigate the aftermath, Ahmed the Heron arrives (see p. 18) to help the injured and Morituri. This Plague Doctor greets the Heroes and proves to be very cooperative. After putting on his silver mask, he begins to examine the corpses, until he reconstructs the events. The outbreak was caused by a Tainted who became a Possessed. He asks the Heroes to help him bring the body to a quieter place to further examine it and determine the cause of death. If they help him, Ahmed makes them wait for a long time behind the door of his laboratory. Too long, actually.

When the Heroes have had enough of waiting and decide to open the door, Ahmed is still wearing his mask and it is not easy to detect that he too is now a Possessed... at least until he assaults them.

Possessed (1): Ahmed might be a dangerous opponent because the sharp scalpel (Str+d4) he wields is contaminated with Atrament; however he doesn't wear any protection but his mask, which has a 50% chance of protecting the head with Armor +1.

In the room there is a cup poisoned with Mandragora. Investigating who served it, the Heroes discover that it was a Tainted attendant, who has just escaped. And, obviously, was a member of the cult.

CATCHING THE INFECTOR

The Heroes can chase and capture one of the Infectors of the Holy Wheel, Liguria. If you want to speed up the action or if the Heroes don't take part directly to these events (or can't find any clues), the Podestà contacts them after some time, asking for their advice. One of the members of the sect has been caught!

Once caught, Liguria can be interrogated by the Heroes. He is quite talkative, and not exactly smart. He can be tricked or intimidated into spilling the beans, revealing the ideals of their twisted sect, the meaning of the Wheel marked on their back, the use of Mandragora and the idea that all Untainted must fall and accept "purification" (for the ideals of the sect, see page 18). At the end of his crazy speech, he adds with a laugh: "The Holy wheel is going to have its first trump on you".

The "First Trump" is another name for the Tarot Card called "The Magician", and it's obviously a hint about the famous inn for Tainted run by Lucius Alexander. It is there that the sect is about to strike! If the players get the clue by themselves, they deserve a Benny. If they don't, a Common Knowledge roll lets them figure it out.

THE FIRST TRUMP

As soon as the Heroes realize that the Infectors are planning the poisoning of all the patrons of the Magician's Inn, they should run there as quickly as possible.

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The Magician's Inn is half empty, but this tavern won't close even during the terrible events of the last few hours, because it is also the hostel for about thirty Tainted.

Lucius Alexander is absolutely innocent and completely unaware of the sect's plans. The Infector is his beautiful waitress, Beatrix. She has the task of poisoning all the patrons and has been very successful so far.

When the Heroes arrive, she is wearing a very low-necked dress and has no problems showing her back (Beatrix has never received the mark, both for obvious reasons of secrecy and because her "initiation" is this very mission). In the meantime, some of Tainted present have already fallen asleep and are about to fall prey to the effects of the poison. If the Heroes arrive at the Magician's Inn with Guards or other Allies, then many patrons are already Possessed and charge against the Allies of the characters, putting up a fierce battle. In this case, Beatrix has hidden in a safe corner and pretends to be unaware of what is happening.

Possessed (1 per Hero, plus 1 per 2 Allies).

In any case, Beatrix, says that Lucius ordered her to serve the wine from some particular jars to everyone present, "as an offering of the house to entice the patrons" and, after a quick analysis, that wine appears to be poisoned.

The girl says that Lucius fled to his private room a few minutes ago. If the Heroes follow her indication, they find a private lounge where two huge guardian eunuchs guard the door of Lucius' office. The only problem is that the two guards are now Possessed!

Possessed (2). These enormous opponents are unarmed and don't wear protections, but their size is really impressive: increase their Toughness by 1.

Once the Heroes defeat the two Possessed Eunuchs, they can meet Lucius, who denies having anything to do with what is happening. In the meantime, Beatrix has finished poisoning the patrons and tries to flee upstairs, escaping through a window in a mansard and finally jumping onto the roofs of the city.

LOOK FOR THE WOMAN!

The smartest thing the Heroes can do now is probably following Beatrix at a distance and seeing where she goes. If they kill, capture or lose her, the same thing could be done with the fool Ligurio.

If the Heroes don't know what to do, the Podestà or Misericorde may suggest such a plan, otherwise it will be necessary to have Ligurio reveal where all the conspirators are about to meet.

Mandragora and the Tainted

A part from what is commonly known about it (see the *Ultima Forsan: Setting Book*, p. 132), Mandragora also has another feature. If ingested by a Tainted and not ejected within a few rounds, this poison is extremely dangerous and can quickly cause the First Death. Furthermore, it causes the return of the Tainted in a few moments, as a fierce and insane Possessed. This effect of Mandragora was discovered by Iachelinus and also provides an interesting "contraindication": see *Ultima Forsan: Setting Book*, p. 132.

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Beatrix and all the Infectors of the sect still in town are trying to reach Saint Francis' Church, where they agreed to meet at the end of their mission, to escape together from the city.

THE LAST SUPPER

The place of the last meeting of the sect is located inside one of the buildings connected to Saint Francis' Church, in the area currently assigned to the Delegation from Cipangu (otherwise known as Japan). The conspirators plan to pass through a secondary entrance and reach a room called "of the Last Supper", and once gathered, to escape from the city through a secret postern known only to the Kite.

When the Heroes arrive, after the events of the Magician's Inn, it is too late. The room of the Last Supper is prepared, with a table full of wine, water and food for the members of the sect, so that they can drink and eat before fleeing. But the Kite's plan is different from the one imagined by the other Infectors. All the drinks and food were poisoned with Mandragora (again). When the Heroes enter the room, all the Tainted of the Holy Wheel lie collapsed on the chairs and the table, unconscious or already dead.

And they are going to awaken as Possessed soon!

Depending on what you think is more appropriate for your game, you can decide how many Possessed are in the room. If you want a big battle, the Heroes might receive reinforcements, from the Guards of the Podestà or the brave Bonzes from Cipangu, whose headquarters are very close.

Stopping here and fighting does however mean risking letting the Kite escape. Just as they enter the room of the last supper,

Heroes can see an underground passage that opens from inside the room (opened by manipulating the fresco that gives the name to the refectory). In the passage a light moves away. Someone is trying to flee from Lucca!

Possessed (1 per Hero, plus 1 per 2 Allies): See *Ultima Forsan*.

Possible allies: Podestà's Guards (1 per Hero): See City Guards in *Ultima Forsan*.

Possible allies: Bonzes (1 per Hero)

BONZE

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Edges: Martial Artist.

Gear: Fist (Str+d4), leather corselet, arms and gloves.

The Kite and the cunning Beatrix are the only two conspirators who are still alive. They flee the scene as soon as the Heroes enter the room of the Last Supper, through a passage that leads out of the city, underground and into an old barn more than six hundred feet away from the walls.

If the heroes give chase, play a standard 5 round chase.

CHASING THE KITE AND BEATRIX

The first and second round of the Chase take place inside a narrow underground passage. All attack rolls with two-handed melee weapons suffer a -1 modifier, and the passage is quite dark, so unless the Heroes have a source of light they suffer the penalty for Dim Lighting (-2) to their Trait roll

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for the Chase. The Kite and Beatrix have torches, so ranged attacks against them are unaffected by lighting.

The third round is inside the old barn, while the fourth and fifth are outdoors and dangerously close to the Army of Dead, even if behind their main lines.

If Beatrix and the Kite escape the Heroes, they can hide in Pisa or in the Gorge of Botri (your choice, see the following episodes).

The Heroes can also choose not to return to Lucca and follow the fugitives, starting Episode 5 straight away.

THE KITE

The ruthless mercenary known as the Kite is an expert fighter and a coldblooded schemer. He was hired by Iachelinus and the Proconsuls to coordinate the conspiracy in the city. Now he is trying to escape, but he is also determined to complete his task... killing his pursuers!

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d10, Notice d6, Stealth d8, Streetwise d6, Taunt d6

Charisma: -2; **Pace** 6; **Parry:** 8; **Toughness:** 7 (1)

Edges: Ambidextrous, Two-fisted, Florentine, Combat Reflexes

Hindrances: Vow (Accomplish his mission), Mean

Gear: longsword (Str+d8), rapier (Str+d4, Parry +1), reinforced leather jacket (+1 Armor to torso).

BEATRIX

Beatrix is the only female member of the sect in Lucca and, for the secrecy of her personal task, she hasn't been marked with the wheel yet, and her affiliation has been made known to only a few members of the sect. Beatrix is smart, subtle and determined. She hates the Untainted with all her soul, for what they have done to her and her family in the past, and she has joined the Holy Wheel to punish them for their sins. She has a strong instinct for self-preservation and will not sacrifice herself for abstract ideals or for revenge.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Throwing d6

Charisma: +2; **Pace** 8; **Parry:** 5; **Toughness:** 5

Hindrances: Vow (Serve the Holy Wheel)

Edges: Attractive, Fleet-footed, Level Headed, Quick Draw

Gear: Short sword (Str+d6), 5 throwing daggers (Str+d4).

Once they stop one or both of the fugitives, the Heroes can return to Lucca through the same passage and lock the postern from the inside to prevent incursions.

For thwarting the conspiracy, the Podestà and delegations sumptuously thank the Heroes.

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EPISODE 5 THE NECROMANCER

Background: One of the key figures of the plan to destroy Lucca is Iachelinus, a Tainted necromancer turned into a Strige many years ago. Iachelinus has been hiding for months in the Gorge of Botri, where he has installed his underground laboratory, gathered other Necromancers and created terrible abominations.

He has had many tasks to accomplish: coordinate, through the Kite, the assault and the siege of the city; support the machinations of the Holy Wheel and provide Fellbeasts and Chimeras to the Proconsuls to use during the attack on the city.

But Iachelinus has many other horrendous creatures ready to be unleashed against Lucca... and he can't wait to free them.

The task of the Heroes will be to reach his hideout and destroy every monster and Necromancer they find. Participating in this adventure is not vital for the completion of the campaign and you can play it at any time between Episode 2 and Episode 6. The events described can occur before, during or after the adventures in Episodes 3 and 4.

If you decide to skip this scenario, make sure that Misericorde or another NPC deals with Iachelinus and then reports the results to the heroes the next time they meet the Podestà, and make sure that these events are the premise for the subsequent Episode.

GERYON STRIKES!

While the siege of Lucca goes on, Iachelinus decides to send one of his "secret weapons" against the city. Iachelinus' Apprentices take an iron wagon from the Gorge of Botri up to one mile from the city walls and then

release the creature caged in it: a winged Spawn created in their laboratory and called Geryon.

Geryon flies to Lucca, passes over the walls and assaults citizens and defenders in the streets, causing panic everywhere.

And all of this, obviously, very close to the Heroes!

Fighting Geryon: This horrible Chimera flies between the towers and buildings of Lucca and is really difficult to strike from the streets, due to the palaces and because the Spawn grabs or strikes its victims and then returns up into the sky, maneuvering behind the buildings. The Heroes have better options to deal with the creature if they reach the rooftops or even better if they decide to use an aircraft from Ferrara (see previous Episode).

The combat is played as a Dogfight, as explained in the Chase rules of Savage Worlds Deluxe, at least until the Heroes succeed in getting the creature down (see "Wings" Special Ability) or force it to land with a raise on a Taunt roll. Whenever Geryon receives too low an Action Card to attack the Heroes, it attacks random helpless citizens.

DOGFIGHT CHASE

Geryon: Has Pace 25 and Climb 0 when flying.

Terrain: The battle takes place between towers, buildings and crowded streets: these count as difficult terrain and all participants suffer a -2 modifier to the Trait rolls for the Chase.

The Heroes: If the Heroes use the Ariel (Max Speed 20, Climb -2), Geryon gets +4 to his maneuver rolls. If the Heroes use one of the other two aircraft (Max Speed 25, Climb -2) Geryon gets +2. In both cases, the Heroes must use Weird Science or Boating (-2) for their maneuver rolls.

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If the heroes are walking, Geryon is much faster and has the advantage of flying between the buildings, so he adds +6 to his maneuver rolls. The Heroes roll Agility, and those with the Acrobat Edge can apply the associated +2.

If the heroes give chase on horseback, they are actually faster than Geryon, but it retains the advantage of flying and still adds +2 to his maneuver rolls. Heroes on horseback use Riding rolls.

Attacks: Remember that characters on horseback must use the lower skill between Fighting and Riding for melee attacks, and that, on horseback or on an aircraft, ranged attacks suffer a -2 modifier for an Unstable Platform.

GERYON

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d6, Notice d6


Pace: 6; **Parry:** 5; **Toughness:** 9

Special Abilities:

- * **Claws/Bite:** Str+d6.
- * **Dead:** The creature has all the special abilities of the Dead.
- * **Flight:** When flying, Geryon has Pace 10 and Climb 0. When flying, it cannot "run".
- * **Size +1:** Geryon is bulkier than a man.
- * **Wings:** If Geryon receives a hit to its arms, there is a 50% chance that a wing is hit instead. If Geryon suffers a wound this way, it can no longer fly and, if flying, it crashes down, suffering 2d6+2 falling damage (which can be halved with a successful Agility roll). A called shot to a wing suffers a -2 modifier.

ALLIES:

Crossbowmen of Lucca (5): Starting on the third round of the fight, the defenders of the city come to face the threat together with the Heroes. Different groups of crossbowmen will try to slay the Chimera, but each round only one group of 5 is potentially close enough to be effective, and receives a card. See City Guard Crossbowmen in *Ultima Forsan*.

 **Antonio de' Severi:** On the fifth round, if Geryon is still a threat, the Heroes are flanked by Antonio de' Severi with his power armor (see *Ultima Forsan*).

FOLLOW THE TRACES

After slaying Geryon, the Podestà asks the Heroes to investigate the attack and discover where the monster came from. It still has shackles and chains hanging from its ankles, and it seems to have been "raised and reared" by someone and then released.

The Guards who were on the walls when the attack began, report to the Podestà that they saw the carriage from which the monster was released.

If the Heroes accept this mission, they receive the necessary support and equipment. They can leave Lucca via a secret postern and move to the point of Geryon's first sighting, where the Necromancers' iron wagon can still be found.

If you want, you can insert an encounter with some of the Dead of the Army of Bones, but do not make it too challenging... there will be many opportunities to face mortal dangers soon.

The trail of the wagon can be followed back towards the dark forest.

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THE DEVIL'S BRIDGE

The Devil's Bridge once marked the northern border of the Fief of Lucca, and the limit of the Wilderness. Since the arrival of the Army of Bones, things have changed and the twenty miles necessary to get to the bridge may offer some unpleasant encounters. A successful Tracking roll is needed to follow the traces of the wagon from Lucca to the bridge. Until the Heroes roll a success, every failure causes a random encounter to be rolled on the Wilderness encounter table (see the *Ultima Forsan: Setting Book*, page 116).

WITHIN A FOREST DARK

Just outside the northern boundaries of what was once the Fief of Lucca, there is a dark forest, a stretch of wild and abandoned land that Iachelinus has made even more dangerous. A new successful Tracking roll is needed to follow the trail of the wagon from the Devil's Bridge to the Gorge. If the Heroes fail, they attract the attention of the three "watch dogs" of Iachelinus: a Fell Lioness, a Fell She-wolf and a Fell Lynx created by the corrupted arts of the Necromancer. The Heroes may encounter them and deal with them one after the other or together, as you wish. The path from the Bridge of the Devil to the ravine is about twenty miles and takes about 6-8 hours of walking.

THE THREE FELL BEASTS

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6

Pace 8; Parry: 4; Toughness: 7

Special Abilities:

* **Bite:** Str+d6.

* **Fell Beast:** These three creatures have all the special abilities of Fell Beasts.

* **Fleet Footed:** Roll a d10 instead of a d6 when running.

* **Go For The Throat:** With a raise on its attack roll, the beast hits the least armored location of the opponent.

THE GORGE

In the heart of the dark forest lies the Gorge of Botri, a ravine with a sulfurous stream that drags along in its fetid waters the grisly sewage coming from Iachelinus' laboratories. Should a Hero have the unfortunate idea of diving into its waters, he would suffer the same effects as exposure to Miasma (see *Ultima Forsan*, page 114). The trail leads to the bottom of the gorge where the gaping entrance to the Necromancers' secret hideout splits a rocky wall.

Following the Kite or Beatrix

If the Heroes have concluded Episode 4 chasing the Kite or Beatrix away from Lucca, the fugitives could be heading precisely to the ravine of Iachelinus' haunt. Forget Geryon (for now) and start this Episode with the Heroes following the trail of their opponents in the dark forest. The encounter with Geryon can always happen in the recesses of Iachelinus' haunt.

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DUNGEONS AND NECROMANCERS

Iachelinus' secret laboratory is a network of natural caves, galleries and rooms dug into the rock and vast crypts with vaulted ceilings. Iachelinus has a twisted imagination and his research on vivisection and necromancy has generated all kinds of Abominations, not to mention the normal "damned" imprisoned here, to be studied and tortured: Carrions, Husks, Carcasses and Furies... or his faithful servants and apprentice necromancers!

Don't forget that Beatrix and the Kite might be here too, if they fled in this direction at the end of the previous Episode.

The Heroes can explore the Dungeon with Notice rolls (and Stealth, if they want). The Dungeon is dimly lit with oil lamps. All Notice rolls and ranged attacks are at -2. If the Heroes use torches, lanterns or the like, they are not affected, but suffer a -2 modifier to Stealth rolls.

To reach the bottom of the dungeon they must succeed in three Notice rolls.

Each time that the group fails a Notice roll, an encounter happens. Roll a d12 and consult the table below. If the Stealth roll is successful, the group has Surprise on the enemies.

DUNGEON ENCOUNTERS

1 - Kite and/or Beatrix: If one or both are still alive (see their stats at page 41), otherwise 1d6 Carcasses.

2 - Furypede: If you get this result a second time, the encounter is 1d6 Husks instead.

3 - Hellish Cerberus: If you get this result a second time, the encounter is 1d6 Husks instead.

4 - Arachnoid (2): A male and a female. If you get this result a second time, the encounter is 1d6 Furies instead.

5 - Trap: A hidden pit, 18 feet deep. A successful Notice roll is required, or the Heroes suffer 2d6+2 damage.

6 - Necromancers (1d6): Iachelinus' Assistants (Necromancer). If you get this result a second time, the encounter is 1d6 Carrions instead.

7 - The Pit of Horror: A Hecatonchir, at the bottom of a 30 foot pit. If you get this result a second time, the encounter is a Dead End (see below).

8 - Laboratory: A room with alchemical ingredients (80 florins), empty cages, tools and operating tables.

9 - Geryon: See page 44. If already defeated (here or in Lucca), 1d4 Possessed.

10 - Dead End: No encounter, but the Heroes must backtrack, losing time.

11 - Common room: Beds, cupboards and cabinets, a well, 200 florins, a Grimoire (see *Ultima Forsan* page 123). If you get this result a second time, the encounter is 1d6 Husks instead.

12 - Prisoners (1d6): men and women imprisoned in a cell, terrified. See Common people in *Ultima Forsan*. They know that the Necromancer Iachelinus is the creepy ruler of this underground haunt. A successful Persuasion roll can convince them to come with the Heroes and fight as allies, otherwise they ask to be freed outside or flee alone. In this last case, the Heroes will meet them again as Husks, before leaving the dungeon.

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If the heroes want to flee from an encounter, use the standard Chase rules, with a duration of 5 rounds.

With the third successful Notice roll, the Heroes arrive at the final showdown.

Alternatively, if you prefer, you can draw a detailed map of the dungeon and let the players explore it. You can still use the encounters from the table as ideas for detailing this hideout.

SHOWDOWN!

As soon as Iachelinus realizes that a group of invaders is storming his laboratory, he flees to the dark and desolate bottom of his dungeon.

In the lowest recess of a wide, horrid and steep cave, Iachelinus has just completed his most formidable creation: a "devil" composed of three Possessed corpses, which he calls Lucifer.

While the Heroes fight this horrible monster, Iachelinus reveals to the Heroes a large part of the plot and mentions who orchestrated all this: the Emperor of Rome and his Proconsuls, the Tyrants of Rome.

IACHELINUS

Iachelinus is a horrid and wilted creature, resembling a mummy, with wizened skin. Once he was a Tainted and long ago he became a Strige, a dark and inhuman Spawn, but still intelligent and ambitious. Years of forbidden experiments and secret consumption of forbidden elixirs gave him Control over the Spawn, as a Tyrant.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Necromancy d10, Notice d8, Persuasion d6 Streetwise d6

Charisma: -4; **Pace** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Contagious, Emaciated, Mean, Outsider

Edges: Arcane Background (Necromancy), Baffle the Dead, Plague Immune, Beyond the Threshold (Iachelinus is a Strige), Iron Will

Gear: Dagger (Str+d4), poisoned with Atrament!

Special Abilities:

* **Control over the Spawn:** Iachelinus can exert a form of mental control over the other Plague Spawn. As a free action, he can force his will on all creatures infected by the Plague with (A) or (D) Smarts within sight, using them as puppets at his command.

He can also impart simple orders that the creatures will perform to the best of their abilities, for limited periods of time, even if the visual contact should break.

If two (or more) creatures with this ability wish to control a nearby Spawn, they must make an opposed Spirit roll.

* **Fiend:** Iachelinus possesses all the Special Abilities of the Dead, except Blind Hunger and Brain Death.

* **Powers:** Iachelinus has 4 potions ready: *confusion, burst, fear, puppet.*

LUCIFER

This twisted and disturbing Abomination is the union of three Possessed, sewn together back-to-back.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d10

Pace: 6; **Parry:** 6; **Toughness:** 10

Special Abilities:

* **Claws/Bite:** Str+d6.

* **Dead:** The Possessed have all the special abilities of the Dead.

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- * **Fleet Footed:** Lucifer rolls a d10 instead of a d6 when it runs.
- * **Go for the Throat:** When fighting without weapons, the Possessed instinctively attack the opponent's soft spot. With a raise on the attack roll, the creature hits the target's least armored location.
- * **Multiple Limbs:** Lucifer can attack up to four times, against different adjacent enemies, or may attack one enemy three times.
- * **Size +2:** The mass of its three bodies makes Lucifer significantly larger than a man.
- * **Three Heads:** Destroying one of its heads doesn't kill it: all three must be destroyed.
- * Four tomes of alchemy in Latin that allow the reader to learn, with a successful Alchemy roll, Iachelinus' powers;
- * A pile of parchments detailing herbs, animal essences, rare beasts, drugs and medical practices (see the box below);
- * A relic, that Iachelinus intended to use in some mischievous way, and that you can determine randomly with the table in the *Ultima Forsan: Setting Book*, p. 119;
- * Alchemical ingredients worth 200 florins, together with a complete alchemical lab;
- * An essay on the Plague, in Greek: a character studying it for a day and succeeding in a Smarts roll (-2) increases by one die type his Knowledge (Plague) skill, or gains a d4 if he doesn't have this Skill.

IN THE CAVE

At the bottom of the last cave the heroes find:

- * A big bag full of florins (3000);
- * A small box containing crucifixes, chandeliers and the like, in gold and silver (2000 florins);

THE HEROES RETURN

If the Heroes survive this mission, let them receive, thanks to the Podestà's gratitude, benefits and money in abundance for future missions: at least 500 florins each plus weapons and armor of their choice.

The Theriac: Clue Four

The parchments in Iachelinus' laboratory are the result of the accumulation of an unnaturally long life. If the Heroes look for something concerning the Theriac and make a successful Investigation roll, they find interesting results on Mandragora and Ambrosia and obtain Clue 4 and related additional experience points.

EPISODE 6 HEROIC FURY

Background: After having thwarted the conspiracies inside Lucca and defeated the Infectors of the Holy Wheel and Iachelinus' Necromancers, it is time to face the Army of Bones.

The Bande Grigie and other armies coming from all over Italy to save the members of the Council are gathering outside the city, while the Hospitallers are trying to regain Pisa, now invaded by the Army.

The Proconsuls that lead the legions are well aware of this, and they have one last objective: to break through the defenses of Lucca and enter the city to eliminate their enemies and "recruit" new Dead for their own army, before their legions are defeated.

Once again, in the darkest hour, the Heroes will be called on to fight for the salvation of everyone.

A RED NIGHT

As soon as you think that the time has come, the Proconsuls of the Army of Bones start their last offensive.

Dozens of Carcasses and some Hecatonchirs are ignited and thrown against the city gates, which soon begin to burn. Despite the efforts of the defenders, some of the portals fall and the Dead begin to swarm inside.

OPENED SEPULCHRES

The Tyrants of the Army also have another plan. For weeks, some Felons have dug a tunnel under the walls and have finally arrived under the catacombs of Saint

Martin's Cathedral. Now they have fled away and the tunnel is already full of Carcasses and Lictors, ready to break out into the streets of the city from below its most sacred site.

ASSAULT ON THE WALLS

Immediately following the first attack, the same Tyrants will assault the walls and the ramparts. Thanks to their unnatural agility, climbing the wall and defeating the common Guards is a "piece of meat cake". The fight with the Roman Proconsuls will be lethal for many soldiers, and after a few minutes many of the fallen rise as Husks... and so on...

HEROES-AT-ARMS!

Choose how many and which of the events described above will occur in your campaign and decide or let the players decide where the Heroes will be during the final assault. If the previous quests have been fully accomplished and the Heroes have received rewards, diplomatic ties and tangible results, emphasize that, thanks to their deeds, the town and the delegations are now fully united and everyone looks up to them as the real heroes of the war.

Streets, walls, churches, towers or palaces: choose where to start the heroic deeds of the characters and select their opponents with care. You have whole legions of Carcasses, hundreds of Lictors and a dozen Proconsuls to choose from for a fight! Furthermore, many of the first victims of this final assault will probably awake as Furies or Husks elsewhere in the city.

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THE BATTLE OF LUCCA

This is a Mass Battle following the standard rules (see Savage Worlds).

Here are all the statistics and information you need to run it.

The Army of Bones is composed of 10,000 dead!

The forces of Lucca count 2,000 men ready to fight: guards, crossbowmen, knights and soldiers of all delegations. Adding to these, 3,000 citizens able to fight to a limited extent, that are forced to defend themselves house by house and street by street.

Considering the proportion between the two forces, the Dead begin with 10 tokens, while the living have 7 (real soldiers count twice in comparison to most of the Dead).

Cornelius, the commander in chief of the Army of the Dead, rolls Knowledge (Battle) d8.

The Podestà of Lucca coordinates the defense and rolls Knowledge (Battle) d8, but the Heroes can contribute to his roll with a cooperative roll if they have this skill.

Both commanders are Wild Cards and therefore have 2 Bennies and the Wild Die.

BATTLE MODIFIERS:

Forces: Every round, the side with more tokens adds +1 for every token they have more than their opponents.

Terrain: The living are defending a fortified area, know the terrain and can use ranged weapons: add +2.

Artillery: Lucca has cannons and catapults and adds +1, but only for the first three rounds of battle: after that, the ammunition is gone!

Air Support: If at least one of the aircraft from Ferrara is still available, Lucca adds +1.

MORALE MODIFIERS:

Losses: -1 for each counter lost up to that moment.

For the Dead: +2, as the dead do not fear anything. If the Dead fail their roll, it means that Cornelius has decided to withdraw and the Dead are dispersed, or are easily dispatched since without a commander their Battle roll becomes D4-2 with no Wild Die.

For the living: +2, the dead do not give respite and retreat is extremely dangerous.

THE HEROES IN THE BATTLE:

The characters can participate in the battle as per standard rules.

Contagion: after each round of battle, 50% of the fallen among the living must be added to the Army of the Dead, which should recalculate its tokens: the fallen that are not devoured by the Dead are ready to fight! In this battle, the dead get a token (corresponding to 1,000 dead) for every 2,000 living killed (i.e., in this battle, every 3 tokens).

Time: For this battle, each round represents about one hour.

HERE COME OUR MEN!

The Heroes and the city must resist and keep the Army of Bones at bay for 6 hours (i.e. 6 rounds).

At dawn, i.e. at round 7, an immense company of knights and soldiers arrives from the Wilderness and assault the Dead. The banners this force carries, with the Head of the Dead and the motto “Requiescant”, are easily recognized. It is the famous Bande Grigie of Florence, one of the finest Companies of Fortune in Europe, with additional knights and soldiers from

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other Fiefs in support. Squires, Knights and soldiers engage the Dead with rapid charges and then withdraw, in a series of small encounters. This new army adds 3 tokens to those of the living. Moreover, their arrival at the rear of the Dead divides the front and allows the besieged to add +2 to their Battle roll for the next 2 rounds.

Unless they are exhausted and in difficulty, the Heroes can take part in the last charge of the troops against the army of the dead, now collapsing.

CORNELIUS, ARCADIOS AND THE BASILISK

At the end of the battle, if the Heroes are still on their feet and ready to fight, you can set the scene for the final confrontation with one of the remaining Tyrants. Here are three of the most terrible of these opponents.

CORNELIUS

TYRANT COMMANDER

Cornelius is the captain of the Army and rides a Nightmare. His head is a corrupted skull with strange bone excrescences, resembling a sort of crown. He awaits the outcome of the battle outside Lucca and doesn't fight for the whole night, except against those who assault him. When everything is lost, he decides not to withdraw and launches a ferocious attack against the champions that have ruined his plans.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Knowledge (Battle) d8, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 8; **Toughness:** 11 (2)

Gear: Lance (Str+d8, PA 2 when in charge, Reach 2), longsword (Str+d8), medium

shield, full chain mail (armor +2 to body, legs and arms), pot helm (+3, 50% to protect the head).

Special Abilities:

* **Claws/Bite:** Str

* **Control over the Spawn:** Tyrants can exert a form of mental control over the other Plague Spawn. As a free action, they can force their will on any creature infected by the Plague with (A) or (D) Smarts in sight, using them as out-and-out puppets at their command. They can also impart simple orders to those creatures, which will obey as best as they can, for a limited span of time, even if the visual contact should break. If two (or more) creatures with this ability want to control a nearby Spawn, they must make an opposed Spirits roll.

* **Fast Regeneration:** Tyrants can make a natural Healing roll per round, unless they have been maimed or wounded by fire or flames. If Incapacitated, they can be killed with an action (destroying the head) before they regenerate.

* **Fiend:** This creature has all the Special Abilities of common Dead, except Blind Hunger and Brain Death.

* **Resistance to Damage:** Tyrants suffer no wound penalty.

CORNELIUS' NIGHTMARE

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8, Notice d4

Pace: 8; **Parry:** 5; **Toughness:** 13 (3)

Gear: Plate barding (Armor +3).

Special Abilities:

* **Bite:** Str+d6.

* **Size +2:** Nightmares are as large as a horse.

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* **Dead:** The creature possesses all the special abilities of the Dead.

BASILISK

BESTIAL CHAMPION

The Basilisk is a champion and a fierce warrior, the leader of one of the most terrible assaults against the city during the Red Night. His shape is monstrous: a bent, malformed man that runs on all fours, climbs very quickly and possesses a long appendage instead of a tongue, capable of paralyzing his victims.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Climbing d10, Fighting d10, Knowledge (battle) d8, Intimidation d8, Notice d8, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 10 (1)

Gear: leather armor (Armor +1, protects the body, arms and legs)

Special Abilities:

* **Claws/Bite:** Str+d4.

* **Control over the Spawn:** Tyrants can exert a form of mental control over the other Plague Spawn. As a free action, they can force their will on any creature infected by the Plague with (A) or (D) Smarts in sight, using them as out-and-out puppets at their command. They can also impart simple orders to those creatures, which will obey as best as they can, for a limited span of time, even if the visual contact should break. If two (or more) creatures with this ability want to control a nearby Spawn, they must make an opposed Spirits roll.

* **Fast Regeneration:** Tyrants can make a natural Healing roll per round, unless they have been maimed or wounded by fire or flames. If Incapacitated, they can be killed with an action (destroying the head) before they regenerate.

* **Fiend:** This creature has all the Special Abilities of common Dead, except Blind Hunger and Brain Death.

* **Fleet Footed:** The Basilisk rolls d10 when running instead of d6.

* **Paralyzing Tongue:** The Basilisk can attack with his tongue. If it hits, damage is agility+d6. This attack does not cause wounds, but if the target is shaken, he must succeed in a Vigor roll or be paralyzed for 2d6 rounds during which he cannot take any action (not even talking).

* **Resistance to Damage:** Tyrants suffer no wound penalty.

* **Size +1:** The Basilisk is larger than a common man.

ARCADIOS

TYRANT COMMANDER

Arcadios is a shrewd and sneaky Tyrant, whose only priorities are his own survival and personal gain. Arcadios will not stay to watch the defeat of the Army of Bones and will flee away to the Wilderness if things go badly. He appears to be a common man, being crafty, fascinating and as treacherous as a snake.

If the Heroes decide to face him, they'll have to pursue him into the Wilderness, with a standard five rounds Chase.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Knowledge (battle) d8, Notice d8, Persuasion d6, Stealth d8, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (2)

Gear: longsword (Str+d8), medium shield, full chain mail (Armor +2 on body, legs and arms), pot helm (+3, 50% to protect the head).

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Special Abilities:

- * **Claws/Bite:** Strength.
- * **Charismatic:** +2 to Charisma.
- * **Control over the Spawn:** Tyrants can exert a form of mental control over the other Plague Spawn. As a free action, they can force their will on any creature infected by the Plague with (A) or (D) Smarts in sight, using them as out-and-out puppets at their command. They can also impart simple orders to those creatures, which will obey as best as they can, for a limited span of time, even if the visual contact should break. If two (or more) creatures with this ability want to control a nearby Spawn, they must make an opposed Spirits roll.
- * **Fast Regeneration:** Tyrants can make a natural Healing roll per round, unless they have been maimed or wounded by fire or flames. If Incapacitated, they can be killed with an action (destroying the head) before they regenerate.
- * **Fiend:** This creature has all the Special Abilities of common Dead, except Blind Hunger and Brain Death.
- * **Resistance to Damage:** Tyrants suffer no wound penalty.

THE END OF THE SIEGE

You made it! Lucca is safe!

The new day sees the Reconquest of the Fief and the beginning of the following Remediation. But Pisa is still under attack and the Heroes must hurry in that direction without rest, before the withdrawing Dead destroy the last survivors.

AND IF LUCCA SHOULD FALL?

If its defenders are defeated, Lucca is lost! The "Powers" of the Council flee away from the town and the battlefield, together with their best soldiers. Feel free to decimate them. It is impossible that everyone escapes without losses. The civilian population suffers terrible losses, but those who manage to reach the open country around the city have a good chance of escaping. After all, the Carcasses are too slow to catch the fugitives and the Furies are directed against the most important targets, the political leaders of the Council.

The armies that arrive in the subsequent hours can escort the fugitives to Florence. Even if the Army of Bones is still in full force (and with fresh Dead from the battlefield), there is no way for the Proconsuls to conquer the city of Machiavelli, and they know it well. In a few days, other armies coming from the Principality of Benevento and from other Fiefs join with the Tuscan troops and disperse the legions of Rome, starting a new, great outbreak in Tuscany. Which was exactly the objective the Proconsuls wanted to accomplish.

The Council will move to Florence. In the meantime, Lucca becomes a City of Sorrow and sooner or later someone will be called to reclaim it...In any event, however, Pisa is still under attack and Ranieri della Gherardesca still a "prisoner" in that city. Before the Heroes can think of the future, they are called to fight the last battle of this war.

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EPISODE 7 THE PRINCE

Background: Ranieri della Gherardesca, Prince of Pisa, betrayed the Council and humanity long ago, choosing to ally with the Emperor, in exchange for the promise of becoming immortal through a vial of powerful Ambrosia, provided by his new "friends". Ranieri is a coward, at the head of a city, control of which he is losing day by day, besieged by conspiracies and enemies. And he is at the last stage of a lethal disease, so that the promised immortality is his only hope.

For these reasons, he chose to become a Felon and obey the orders of the terrifying sovereign of Rome, in exchange for a "cure" for all his ills and a certain form of immortality. Nobody in Lucca or Pisa knows this secret...

Ranieri was one of the key conspirators involved in planning the attack on Lucca. With the help of Roman Proconsuls, of Barbaros' plunderers and of Mezzatesta's bandits, the Prince has allowed the ships full of Dead to dock in his city, and has allowed Pisa to become a huge charnel house. He has organized the destruction of guard towers and villages along the secret road to Lucca and has rendered inefficient his own troops. All of this in order to open a secret route for the legions of the Army of Bones to reach Lucca.

Now Pisa is a City of Sorrow and the last survivors are desperately trying to escape and reach a safe Fief. In the city there is only one Proconsul, Caius, and several Lictors. After the conclusion of the siege of Lucca (however it ended), Caius is gathering the Dead in Pisa, putting together the last "shipments" of Carcasses from Rome and

"enlisting" fresh Dead from Pisa in the ranks of his own legion. The last survivors of the living are barricaded in Piazza dei Miracoli ("Square of Miracles"), at the very heart of the city. These innocents should not be left on their own, both for humanitarian reasons, as well as practical: preventing the enemy from obtaining one thousand more new fresh Dead with which to continue destroying Tuscany.

The task of the Heroes will be to reach Pisa and try to save Ranieri, bringing him back to Lucca. At the same time, they must support the Bande Grigie and contribute to destroying Mezzatesta, Caius and all the Dead they will find in Pisa.

GIOVANNI DALLE BANDE GRIGIE

At the end of the siege of Lucca, the Heroes are summoned by the Podestà Forteguerra. If the Heroes are not in the Podestà's good graces and a meeting would be stretch credibility, for the last time, it is Misericorde who is summoned and he chooses the Heroes as his "henchmen".

At the meeting there is also a tall and handsome man, with long black hair. He is Giovanni Machiavelli, called "dalle Bande Grigie" ("of the Gray Bands"), the astute and skillful strategist at the head of the mercenaries who fought during the last phase of the siege of Lucca, as well as the half-brother of the lord of Florence Niccolò Machiavelli. Giovanni reports the movements of the Packs still scattered throughout the Tuscan Wilderness, the fact that all around there are bandits and robbers, and what is happening in Pisa. According to his scouts, Ranieri della Gherardesca, his family and some nobles are still imprisoned

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in Piazza dei Miracoli, together with the last Pisan survivors.

He also announces that he plans to assault Pisa to save the survivors and destroy Caius, the Proconsul who seems to be at the head of the Dead in that city.

And while most of the troops are charged with destroying all the Dead in a radius of some miles, a small number of brave Heroes are required, to sneak into Pisa and save Ranieri and the other survivors.

Everybody turn towards the Heroes...

THE CAMPSITE OF THE BANDE GRIGIE

The Bande Grigie are headquartered in several fortresses scattered between Lucca and Pisa, strategically chosen to assault the Army of Bones or what remains of it. The campsite of their leader Giovanni Machiavelli is in the ruins of an old castle in the midst of the Wilderness.

Giovanni sends the Heroes with 5 Knights to strengthen the garrison there, while he gathers more troops. Soon they arrive and prepare for the night.

Night fight Mezzatesta's bandits have another plan and are going to assault the fortress at that very moment, trying to capture the leader of the Bande Grigie. The soldiers are more skillful in battle, but the bandits are more numerous, they know the territory and are accustomed to fighting at night and in the forest.

The same Mezzatesta participates in the assault and so this is the perfect opportunity to eliminate him. If you wish, in case of defeat you can instead have him try to escape (or keep him away from the assault altogether) and organize other missions for the Heroes

against the leader of the bandits and their fortresses. A "mini-campaign" of these strategic operations of exploration, assault and ambush in the Wilderness between Lucca and Pisa could be played until a final showdown would take place in an occupied castle or in an abandoned village.

Once the bandit leader is killed, the rest of the band dissolves and another important strategic goal is achieved.

Bandits (4 per Hero): See *Ultima Forsan*. They are armed with swords and axes (Str+d6) and half of them also have short bows (2d6).

MEZZATESTA

This rogue is a mighty cutthroat and a Felon willing to sell his services even to the Dead for a little bit of silver. He owes his name to the time a Dead bit his head: he had to tear away his scalp and a piece of his skull to avoid the infection, replacing it with metal bands and plates.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Knowledge (Battle) d6, Intimidation d8, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Survival d6, Taunt d8, Throwing d8, Tracking d6

Charisma: -2; **Pace** 6; **Parry:** 7; **Toughness:** 7 (1)

Edges: Command, Level Headed, Woodsman

Hindrances: Greedy, Mean

Gear: longsword (Str+d8), leather armor (Armor +1 on torso, legs and arms), metal plates in the head (Armor +2, 50% to protect the head).

Allies:

Knights (5): See *Ultima Forsan*.

Soldiers (2 per Hero): See *Ultima Forsan*. Armed with spears or longswords (Str+d8)

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and medium shields (Parry +1, +2 Armor against ranged attacks).

You can let the players organize the whole battle, giving them control of soldiers and knights, or you can leave the battle in the background and only take care of the fighting that affects the Heroes directly. In this case, have them fight Mezzatesta and 2 Bandits per Hero.

PISA

While some of his troops continue the guerrilla attacks against Mezzatesta's Felons, Giovanni dalle Bande Grigie and his Captains plan the assault on Pisa with a series of operations from several fronts, aimed at attracting the larger Packs outside the city, in order to strike them at a distance. While these tactics are put into operation, the Heroes will have to sneak into Pisa and to the Square of Miracles, where Ranieri and the other survivors are barricaded.

Pisa is now a City of Sorrow: the screamings of the Dead can be heard for miles and the sky above the city is darkened by the smoke of the burning pyres that rise from its many palaces and towers. Packs of Dead and groups of fugitives are running away from its walls, and yet ships still arrive and depart from the city's river port.

While the Heroes advance, you can insert different events, depending on the choices the players make: breathtaking chases among the ruins of the ancient city, rescuing of survivors and fugitives, fighting along the streets, diving along the canals...

THE HARBOR

The terrifying Caius, one of the Roman Proconsuls that came to Tuscany as a commander of the Army of Bones, is controlling the river ports of Pisa and ensuring that the latest shipments of Carcasses are delivered correctly, without creating problems to the Felon corsairs transporting them.

Visiting this area is extremely dangerous: the hundreds of pirates and Dead, as well as the presence of Caius, would mean certain death for most Heroes. However, when the Heroes or the Bande Grigie manage to penetrate into the city and move toward the survivors of Squares of Miracles, Caius takes command of his troops and charges against them.

PIAZZA DEI MIRACOLI

Decades ago, due to several episodes in the Macabre War, the entire area of Piazza dei Miracoli was enclosed by a perimeter wall and fortified against the Dead. In recent days, since the fall of the outer walls and the real defenses of Pisa, the square and its inner walls have become the last barricade of the city survivors. Entering into this last fortified area is not easy because the guards won't let anyone pass, and will target anyone and anything approaching with the last arrows available. This area is destined to fall anyway, shortly before or after the entrance of the Heroes. Perhaps, they open a passage through which the Dead will pass as well, or perhaps Caius simply decides to put an end to this farce, thwarting the plans of his enemies.

The monstrous Proconsul is in fact just waiting to disembark the last legions for the Army and then plans to devote himself

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personally to the massacre and the capture of the last survivors. After all, such a reserve of fresh meat could be useful in many ways.

In the meantime, Giovanni dalle Bande Grigie and his troops are conquering the battlefields and are ready to enter the city to save its last survivors.

Whatever happens, Piazza dei Miracoli is the location of the final battle between Caius and the Bande Grigie. Set up a final mass battle and let the Heroes participate in the way they prefer, as leaders or as champions of the living.

BATTLE FOR PIAZZA DEI MIRACOLI

This is a mass battle, following the standard rules of Savage Worlds Deluxe.

Here are all the statistics and information you need.

The Dead commanded by Caius are 2000.

The Bande Grigie are 600 knights and soldiers, well trained and equipped, and the survivors of Pisa still capable of fighting are, in all, 600.

From the proportion between the two forces, the Dead begin with 10 tokens, while the living have 8 (the Band Grigie count double in comparison to the Dead).

Caius rolls Knowledge (Battle) d6.

Giovanni delle Bande Grigie rolls Knowledge (Battle) D10, but the Heroes can contribute to his roll with a cooperative roll if they have this skill.

Both commanders are Wild Cards and have 2 Bennies and the Wild Die.

BATTLE MODIFIERS:

Forces in the field: the side with more tokens adds +1 for each token they have more than their opponents.

Terrain: the living defend a partially fortified area and can use ranged weapons: add +2.

MORALE MODIFIERS:

Losses: -1 for each token lost up to that moment.

For the Dead: +2, as the dead do not fear anything. If the Dead fail their roll, it means that Caius has decided to withdraw and the Dead are dispersed, or are easily dispatched since without a commander their Battle roll becomes D4-2 with no Wild Die.

For the living: +2, the dead do not give respite and retreat is extremely dangerous.

THE HEROES IN THE BATTLE:

As per the standard rules, characters can take part in the confrontation.

The contagion: After each round of battle 50% of the fallen among the living must be added to the forces of the Dead, which should recalculate its tokens: the fallen that are not devoured by the Dead are ready to fight! In this battle, the Dead receive a token (corresponding to 200 Dead) for every 400 living killed (i.e., in this battle, every 2 tokens).

Time: For this battle, each round represents about one hour.

THE LEANING TOWER

While the battle is at its climax, after 3 rounds of clashes, some Pisan survivors flee toward the Leaning Tower, chased by a Pack of Furies, and among them is the Prince of Pisa, Ranieri della Gherardesca.

The only way to save them is to follow them inside the Tower, defeat the Dead and reach the last floor, where these final defenders are barricaded.

This is a Chase that follows the normal rules, with the following tweaks. Because of

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the shape of the tower, it is possible to use attacks at a distance only at short range. At the sides of the spiral stairs that climb up to the top, wide arcs open to the outside, and through them it is possible to hurl down an enemy with a Push maneuver. The Chase lasts 5 rounds. At the end, Furies and Heroes reach the terrace at the top of the Leaning Tower and the prince of Pisa.

Furies (2 for each Hero): divided into groups of 2.

THE PRINCE OF PISA

Finally in front of Ranieri, it is time for the truth to be revealed.

Ranieri is not a victim of the events, he is the one who set them in motion!

The Heroes might come to this revelation as the fool Prince tries to kill them with a trick, or from his very words, as he obviously lies to them, or as he tries to bribe them by offering them the same "immortality" that was promised to him.

Ranieri still has with him the vial containing the Ambrosia (from the Black Sultan) given to him by Iachelinus and the Kite, even if he has already drunk it. Develop this scene as you prefer. Decide what happens to the last drops of Ambrosia still inside the vial. The Ambrosia is an extremely powerful

substance (see the *Ultima Forsan: Setting Book*, p. 131) and could be a very good clue in the search for the Theriac (see box).

This is also the moment in which the Heroes may fully realize that the Emperor of Rome is just another pawn in the hands of the Black Sultan, and that the Sultan is the real mastermind behind the entire conspiracy. After all, Ambrosia can be produced only by a Progenitor, not a "common" Tyrant or Abomination.

At any case, at the top of the Leaning Tower of Pisa there will be the final fight of this campaign and the Heroes will soon face a new, monstrous enemy. A few minutes after having been "rescued", the Ambrosia that he drank begins to affect his body in horrible ways, and Ranieri starts convulsing and transforming right in front of Heroes, becoming a Chimera in a few disgusting moments.

📖 **Ranieri turned into a Chimera:** Uses the characteristics of a Fury, but add 3 random alterations from those of the Chimeras (See the *Ultima Forsan: Setting Book*, p. 192).

RETURN FROM PISA

If the Heroes finally win their last battle, Giovanni dalle Bande Grigie comes to their aid and defeats the last packs of the

The Theriac: Clue Five

The Ambrosia is an unknown and mysterious substance and no common scholar knows what it really is (an enhanced version of Atrament produced by the body of the Progenitors). Retrieving the vial intact and examining it in safety with suitable instruments represents Clue 5 and provides 1 additional experience point (see p. 7).

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Army of Bones. Then he remains in Pisa to reorganize the city, eliminate the stray Dead, resume control of the ports and await reinforcements to reopen communications with the rest of the Mediterranean Sea.

The Heroes can return to Lucca (or Florence) or stay with the commander in Pisa, performing other missions.

Sooner or later, however, the moment will come to meet the delegates of the Council and tell them about the last secret of the Prince of Pisa.

And while the Great Ones of the Earth discuss these weighty issues, the Heroes can finally enjoy their well deserved rewards and celebrate the memory of their fallen comrades...

If you liked this campaign and want to continue playing the Heroes of Lucca and the events that are coming, do not miss the next campaign: *The Crusade of the Dead*.

EPILOGUE

After the few days needed to Remediate the rest of Tuscany from the last Packs and Strays, outbreaks and hiding bandits, the surviving delegates of the Universal Council come together to recount the tragic situation.

After the latest news from Pisa, the delegates agree that it is really time to unite, to clean up the Wilderness and the last Cities of Sorrow in the West.

While many Italian Signorie are gathering in the League of Canossa with the purpose of regaining the North of Italy, the Pope King gets up and asks in a loud voice for an even bigger effort.

"A crusade! A crusade to free Rome from the demon who governs it: the abomination called the Emperor, who has turned the Eternal City into an Undead City. And if it is true that in the Holy Land there is an even larger and more powerful enemy, then our Crusade of the Dead must also reach Jerusalem and demolish the throne of the Black Sultan and his kingdom of horror. A Crusade is what we must discuss now!"

BESTIARY

THE DEAD

CARCASS, LEGIONARY

Legionaries have pieces of ancient armor nailed to their bones to protect them, and have helms fastened onto their heads.

Use the same characteristics of normal Carcasses, and add the following:

Gear: Ancient armor (+2 Armor), pot helm (+3 Armor, 50% chance to protect the head).

POSSESSED, LICTOR

Lictors are the “pack leaders” of the Army of Bones, chosen by the Proconsuls from among the most intelligent and skillful Possessed. They are usually equipped with short swords and spears covered in Atrament, and ancient armor.

Use the same characteristics as normal Possessed, and add the following:

Gear: Short sword covered in Atrament (Str+d6) or spear covered in Atrament (Str+d6, Two handed, Parry +1, Reach 1); ancient armor (+2 Armor), pot helm (+3 Armor, 50% chance to protect the head).

make them more docile than a common Dead, but also make them less capable of controlling their bodies, and for this reason the body and limbs are shortened and “simplified”. Only hands and feet are usually left untouched, thus appearing grotesquely large in comparison to the twisted, sewn up body and head.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d4, Vigor d4

Skills: Climb d4, Fighting d4, Notice d4, Stealth d8

Pace: 4; **Parry:** 3; **Toughness:** 5

Special Abilities:

Bite: Str+d6.

Claws: Str+d4.

Dead: The creature has all the Special Abilities of the Dead (but see Docile).

Docile: Homunculi obey their creator in much the same way as a trained animal. Some rare specimens may be smarter and capable of more complex tasks.

Size -1: Homunculi are smaller than a man.

ABOMINATIONS

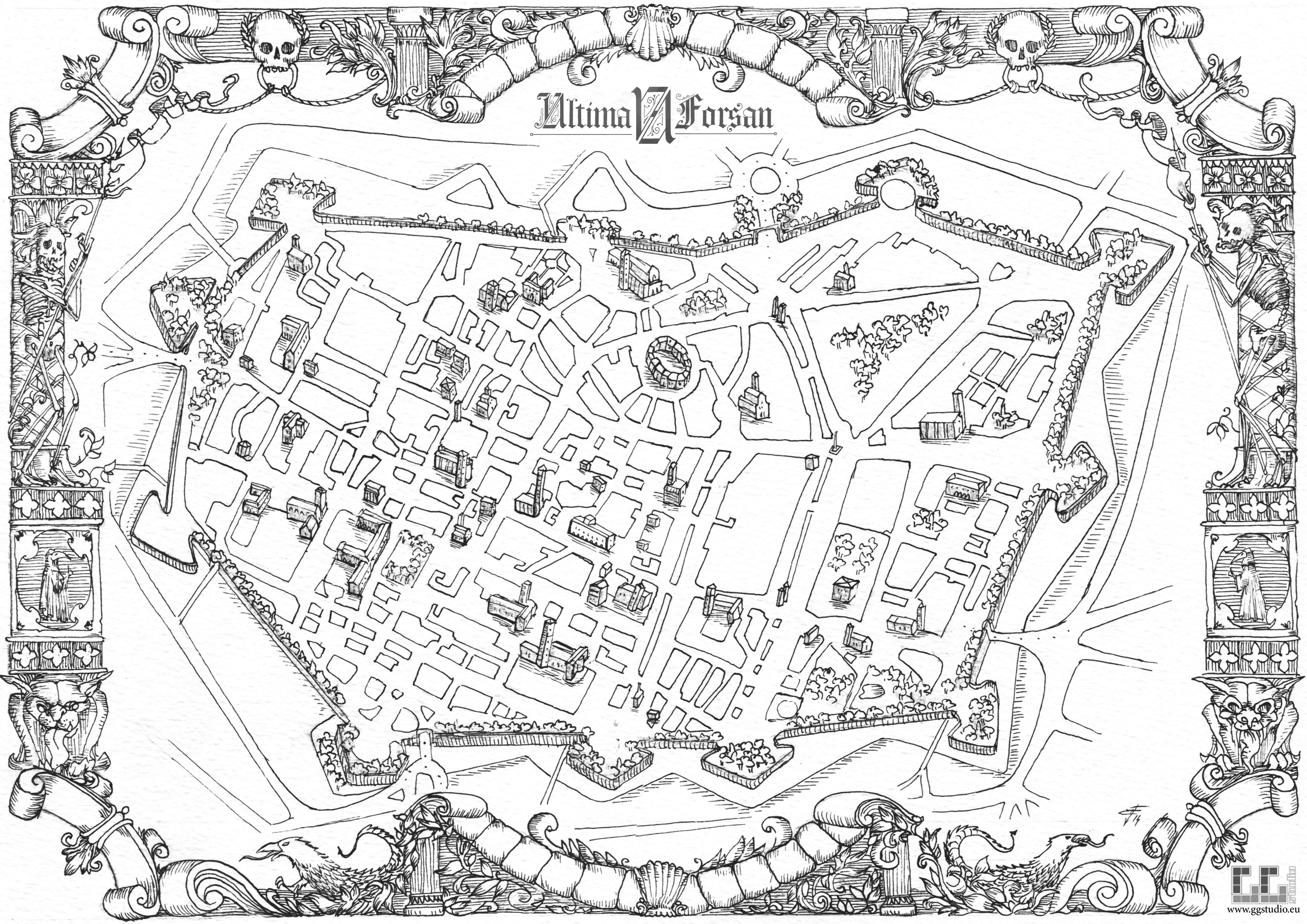
HOMUNCULUS

Homunculi are created through a disgusting process that many a necromancer seems to know well. The most common theory is that these grotesque creatures, less than three feet tall, are corpses whose limbs and torso are surgically reduced, and even their heads appear deformed and revolting, as if compressed. The result of the modifications to the head and brains

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Lucca and the Fair of the Dead

1. Via Fillungo – Lucca's Main Street
2. Guinigi Tower, home of the powerful Guinigi family.
3. Fair of the Dead: Weapons and War Machines Exposition
4. Augustean Fortress – Lucca Citadel
5. Saint Francis Church
6. The Clock Tower
7. House of the Mutilated
8. House of Lucca's "Executioner"
9. Postern
10. The Magician's Inn
11. Slums
12. Mazzoni's – a famous poors' hostel
13. Mansion of Ferrara's delegation
14. Amphitheatre Square, built on an ancient Roman Amphitheatre
15. Saint Martin's Cathedral
16. Confraternity of Death's Monastery
17. Plague Doctors' Guild
18. Gravediggers' Guild
19. Urban Orchards
20. Fair of the Dead: Inventions and Marvels Exposition
21. Alchemists' Guild
22. Fair of the Dead: Books and Games Exposition

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Name _____
Race _____

Hindrances

Wild Arcane

Agility



Boating — Shooting —
Fighting — Stealth —
Lockpicking — Swimming —
Riding — Throwing —

Smarts



Gambling — Notice —
Healing — Repair —
Investigation — Streetwise —
Knowl. — Survival —
Knowl. — Taunt —
Knowl. — Tracking —

Spirit



Intimidation — Persuasion —

Strength



Climbing —

Uigor



Charisma _____
Parry _____
Pace _____
Toughness _____

Background

Languages

Permanent Injuries

Edges

V

X

XV

Seasoned

XXV

XXX

XXXV

Veteran

XLV

L

LV

Heroic

LXV

LXX

LXXXV

Legendary

XC

C

CX

Weapon	Range	Damage	Wt.	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Power	Cost	Range	Damage/Effect
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Gear

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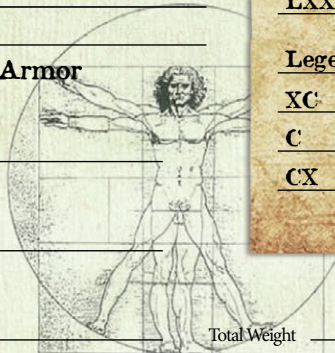
Armor

Head

Arms

Torso

Legs



Total Weight _____ Florins _____

Weight limit _____ Encumbrance Penalty _____

Fatigue -I -II INC -III -II -I Wounds