

Ultima ~~V~~A Forsan



The Iron Crown

Ultima V Forsan

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ULTIMA FORSAN

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Ultima Forsan The Iron Crown



n Ultima Forsan short campaign in three Episodes for three to six Novice or Seasoned characters.

The Heroes are recruited to find an ancient relic of great political and symbolic value: The Iron Crown. This ancient crown is said to contain one of the nails of Christ's Cross. Due to its history, it also represents the ideal of a unified kingdom of Italy. If the characters have already played the free adventure *The Confessional of the Black Penitents*, this campaign could be played as a sequel, and the Podestà of Modena happily entrusts them with the task.

You can download some **pre-generated character** or create your own.

INTRODUCTION FOR THE PLAYERS

In the fourth century AD, the Emperor Constantine I ordered that the entire area of Golgotha be unearthed and a basilica erected there. According to tradition, during the excavations, the "true" cross of Christ was found. Constantine's mother, Helena, brought the nails from the cross to Rome, and ordered that one of them be embedded into her son's helmet, to protect him in battle. After the fall of the Western Roman Empire, the Helm of Constantine was brought to Constantinople, and later

passed into the hands of Theodoric the Great, king of Italy, who made a Crown out of it.

The presence of the nail of the Crucifixion and the history of the Helm of Constantine, the first Christian emperor, make the Iron Crown an object of very strong symbolic value, linked to the divine and to continuity with the Roman Empire. That is why the Crown was used by the Lombard kings, and then by Charlemagne and his descendants, for the coronation of the King of Italy.

After many vicissitudes, just before the Dies Iraes, the Crown was stolen by Bertrand du Pouget, Cardinal of the Cathedral of Monza, and sent to Pope John XXII in Avignon, where it has remained for two centuries.

A few weeks ago a thief belonging to the Guild of the Guiscards, Jenò de Jambelen, stole the Crown from Avignon and has vanished, perhaps headed toward Italy.

Your mission is to find Jenò and bring the Crown to Francesco Guicciardini, the Podestà of Modena.

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BACKGROUND FOR THE GAME MASTER

The Crown is and remains a relic of powerful symbolic value, and many aspire to own it. The Pope King Constantine II is eager to have it back in Avignon, but in Italy there are many who understand that his determination is not dictated solely by devotion. Possession of the Crown allows Constantine II to further justify his ambitions to extend the imperial dominion over the Italian peninsula. This is a project that he has long cultivated and which he is determined to carry on in the coming years. The very name he chose when he ascended to the papal throne, "Constantine", was chosen precisely for this reason. Now, the entire mosaic has lost its most important piece ...

For this reason, the Pope King has sent the Bishop Captain Stéphane of Navarre to retrieve the artifact. He is one of Constantine II's most trusted servants, and has already started a terrible manhunt.

At the same time, the news of the theft has spread from Avignon and has reached many Italian lords and Teutonic princes, some of whom have sent emissaries in search of the thief as well.

Francesco Guicciardini, lord of Modena and promoter of the League of Canossa, is among those who have come to know of the crime and he is not about to let Constantine II get his hands on the crown again. He intends to keep the relic for himself and, after concluding the Macabre War in the north, to crown himself or one of his trusted allies as the new King of Italy. For this reason, he sends the Heroes to find the crown.

But there is more to the Podesta's schemes than meets the eye. It was Francesco Guicciardini himself who ordered and planned the theft. He sent Jenò de Jambelen to Avignon with the means and information necessary to accomplish the task. But Guicciardini does not want to become famous as "the one who stole the Crown." He would rather be famous as "the one who recovered it from the thieves." For this reason, he gave Jenò clear instructions on how to proceed after the theft, so that he could send some impartial witnesses (the Heroes) to intercept him and recover the artifact. Even if the Heroes should fail, Guicciardini's fallback plan would remain viable. Jenò will take the Crown to Venice to sell it to an intermediary who will deliver it to Modena.

HOW TO INVOLVE THE HEROES

The PCs can become involved in the mission in various ways. You can use one of these hooks for the whole group, or combine them according to their inclinations and background stories.

- * If the Heroes played the free adventure *The Confessional of the Black Penitents*, the job is already done. Guicciardini calls them straight away.

- * If they completed the campaign *Once upon a time in Lucca*, Guicciardini may request the help of the Heroes of Lucca, and the players' characters are those who answer the call.

- * Alternatively, the Heroes can be among the representatives, delegates and ambassadors of the Fiefs that are part of the League of Canossa, and therefore, for all practical purposes, already be "at the Podesta's service". In this case, keep in mind that the League involves only some

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of the Italian cities and Feifs, but more exotic characters may still be present as ambassadors of foreign powers.

* A fourth alternative can be through the contacts of Pico della Mirandola, traveler, scholar and head of the Corporation of Artificers of Modena. He leads this organization with great passion for science, cabal and alchemy. This incredible character has contacts in all the New Kingdoms, and often inventors, witches and alchemists converge on the libraries of the Corporation.

* Another possibility is that the Heroes are recruited by the Guiscards. The Guild has been heavily under fire because the thief was one of their members (renegade or not), so the Guild Masters hire a small band of adventurers (the Heroes) to help Guicciardini and prove their goodwill.

* Finally, some of the Heroes might also be convicts (thieves, crooks, heretics, assassins, political prisoners) who are offered a mission that they can not refuse. Besides the large reward offered, their loyalty might be ensured by relatives who are held captive.

Imperial Knights, Inquisitors and Teutonic Knights and other characters connected

directly to the authorities of the Holy Roman Empire of France or the Teutonic Principalities (or even other kingdoms) are a special case. Guiccardini would not normally contact them (unless they can be blackmailed, as above). If the characters fall into one of these types, the only way to involve them from the beginning is to get them to act in disguise. Evidently, they found something strange about the whole incident and hurry, in disguise, to help Guicciardini, but in reality acting for their own purposes. This situation may lead to further conflict between the characters, of course.

CAMPAIGN OVERVIEW

Episode 1: Inglorious Guiscards

Guicciardini assembles the Heroes and sends them to Milan, on the trail of the thief who stole the Crown.

Episode 2: The Tragical History of Romero and Ghoullet

The Heroes are involved in a story of love, death, poison and family feuds.

Episode 3: The Name of the Rot

The Heroes catch up to the thief in the Abbey of Praglia, but Jenö is not going to let them win easily.

The Guiscards

Due to its location and extraordinary political and commercial importance, Milan attracts a large number of adventurers, rogues, scoundrels, mercenaries and bounty hunters, eagerly seeking employment with one of the city's gangs or political factions, or one of the many bankers, merchants and businessmen of the region.

One of the most distinctive presences in town is that of the Guiscards. Adventurers, grifters and witches, to be part of this Guild, an individual must be skilled and experienced in tricks, scams and gimmicks of many kinds. The Guild itself is a direct extension of those in northern Europe, where their order is very prevalent. The Guiscards have many constraints and obligations to their Guild, but once they have established their loyalty, members often work alone or in small groups, and can follow their own interests, quests, expeditions and explorations.

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EPISODE 1: INGLORIOUS GUISCARDS

SCENE 1 THE GREAT CROWN ROBBERY

In Modena, Francesco Guicciardini summons the Heroes to his private residence.

The Podestà explains in detail what has happened (except for the fact that he was the mastermind behind the theft) and tells them that he wants to be the man who gives the Crown back to the Pope King.

After a night of discussions and negotiations on remuneration, equipment and necessary resources, he sends the Heroes north with sufficient horses (riding horses, see the Savage Worlds Bestiary). Guicciardini promises a reward of up to 30,000 florins, but of course he starts with a much lower offer, for example 2,000 florins each.

The first destination of the Heroes is Milan. Jenò was one of the Guiscards of that city and left from there when he set out for Avignon, so it seems logical that he might return there to sell the stolen goods to the highest bidder.

Right now there is a column of soldiers and well protected supplies traveling between Modena and Mantua. The city of Mantua was destroyed by the Dead years ago, but its fortresses have recently been re-occupied by soldiers of the League, as an outpost of the Macabre War. The heroes can travel there with a contingent of soldiers of the League of Canossa. They have universal passes and letters of introduction



for the head of operations in Mantua, the Constable of Bourbon, for the lord of Cremona and for the head of the Guild of Guiscards in Milan. Of course, the route chosen is the one that allows for maximum privacy and Guicciardini emphasizes that the Heroes understand the importance of confidentiality while on their mission. There may be many others interested in the thief and the Crown.

SCENE 2 TOWARD MANTUA

Along the way, you can introduce the Heroes to some of the armies marching to Mantua and characterize them according to the interests of the players. The arrogant pikemen of Parma, the Gray Bands of Florence, the mechanized armies of Bologna, and mercenary and knightly orders of all kinds.

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The journey is free from surprises until they reach the river Po. On the river, however, are the first signs of the presence of the Dead, in the form of some transport barges assaulted by Drowned Ones, which the Heroes see driven back down into the dark waters without too much trouble.

Once on the north bank of the Po, the destination is only a few miles away. The journey of the troops continues in the mud and mist, with continuous delays and detours around lakes, ponds and swampy areas.

Make sure that the Heroes experience the worst discomforts: food supplies damaged by flies and sudden rain, carts of mechanical machinery bogged down in the mud, camps of bored and hot-tempered soldiers...

If the heroes want to reach Mantua and then Milan sooner, they must leave behind the League platoons and travel on their own for the final stretch.

This, however, exposes them to several additional drawbacks. If they choose this option, at least one battle against Morgens hidden in puddles or against a Pack of Husks that appear out of the fog should occur.

Morgens (one for each two heroes): See Bestiary appendix.

Husks (one for each hero, plus one): See the *Ultima Forsan: Setting Book* Bestiary.

The Fight: Muddy and silty soil halves all movement, while pools and shallow waters allow Morgens to swim. In any case, since the Dead emerge from the water or the mist, only characters succeeding in a Notice roll get an Action Card during the first round of the combat.

Further Complications: If you wish to extend the journey, draw cards to determine encounters and random events in the forest,

using the Table of Journeys and Encounters in the *Ultima Forsan: Setting Book*.

Just when the heroes come within sight of Mantua, they find themselves in the midst of a battle. A slow and faltering Horde of the Dead is swarming toward the city from the north.

The defenders were ready and waiting for the Dead, but a sudden rain starts pounding furiously at the last moment, and the use of horses and war machines becomes impossible.

If the Heroes want to act like... heroes, and help the defenders against the Horde, do not play the scene as a mass battle, but put the group in the middle of one of the following situations:

- * a Rescue
- * Securing a position
- * a Charge

For example, the Heroes could get into melee while some horses are trudging through the mud without their own knights, a huge Armillary Armor was just "emptied" of its pilot by the Dead and left "with the engine running", or a defensive wall is going to fall under the weight of a crowd of Husks.

Then, arriving in the middle of the battle, the characters may reactivate the war device, start a charge with the horses or restore the defenses of the trench, vanquishing some small Packs of the Dead.

Husk (three for each hero): See the *Ultima Forsan: Setting Book* Bestiary.

Allies: Up to five warriors of the League may take part in the battle, under the command of the Heroes. See the soldier in the *Ultima Forsan: Setting Book* Bestiary.

After this scene, and a few hours of fighting later, the armies of the League win the

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battle, albeit with heavy losses, and all of the characters can rest in makeshift shelters set up in the ruins of Mantua, among the encampments of the League forces.

ABANDONED ARMILLARY ARMOR:

Attributes: Agility d4**, Smarts*, Spirit*, Strength d12, Vigor d12.

Skills: Climbing d4**, Fighting d10**, Throwing d6**

Pace: 4; **Parry:** 2+Weird Science/2 of the pilot; **Toughness:** 14 (2)

Special Abilities:

* **Armor +2:** Overlaid in hard metal plates.

* **Construct:** +2 to recover from Shaken; ignores wounds penalties; immune to poison and disease; no extra damage from called shots.

* **Experimental Contraption:** If the pilot gets 1 in a Trait roll (regardless of the Wild Die), the Contraption suffers a Wound (see Vehicle, below). In case of a critical failure, the Contraption is damaged beyond repair and cannot be used again until repaired through a Weird Science roll. Repairing it requires 3d6 hours, but this time can be halved with a raise on the roll.

* **Melee weapons:** Str+d8

* **Size +4:** It is a 10 foot tall anthropomorphous war machine, and it can accommodate a man inside its torso.

* **Piloted Automaton:** Since the automaton is not a living creature, the Traits marked with an asterisk (*) use the Traits of whoever is piloting it. In the case of those Traits marked with two asterisks (**), the driver will have to use the lowest value die between the automaton's Trait and their own Weird Science die.

* **Vehicle:** As a vehicle, the Armillar Armor has three wounds; when wounded, it makes a roll on the vehicle damage table.

SCENE 3: BEHIND ENEMY LINES

Once back on track, the Heroes must leave Mantua and head to the border of the Duchy of Milan. The next Fief along the way is Cremona, after a trip of forty miles in the midst of a Wilderness infested with foes.

During this leg of the journey, play up the gloomy, misty landscape of the swampy, forested plains. Try to set the scene for a creepy encounter, for example with Ladislao Jasen (see below). But above all, if the group has obtained from the Constable of Bourbon or Guicciardini any oversized equipment (armored mounts, mechanical marvels, flying machines and the like), feel free to have the horrible weather or terrain cause the loss of it, so that the Heroes return to the road as common adventurers.

❏ **Ladislao Jasen, Malandante:** Ladislao is one of the “Malandanti” “the Evil Walkers”, a coven of Tainted Necromancers spread throughout that abandoned region. He wanders between the Wilderness and the Cities of Sorrow in search of corpses on which to experiment.

See Necromancer, Expert from the *Ultima Forsan: Setting Book* Bestiary and add the *Lame Hindrance*. Ladislao has the following Powers: *Boost/Lower Trait*, *Disguise*, *Fear* and *Sleep*, as a Witch.

He is accompanied by a Chimera of his creation, called Vuk, which he takes on a leash (a long rope) and that in fact behaves like a ferocious watchdog.

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Vuk, Chimera: A Possessed with Extended and Multiple limbs (Reach 1, +1 Attack, +2 to its Pace) and Bone Plates (shrunk skulls sewn on it, +2 Armor). It causes Fear.

SCENE 4 THE GOTHIC BABYLON

With more than 100,000 inhabitants, Milan is the most populous city in Europe and also one of the strangest. Once in Milan, the heroes should be very impressed with the sense of wonder and danger that this metropolis conveys. Its immense fortifications, which can be seen from miles away, make the whole city resemble a colossal cathedral structured on different levels... and the threats of its underworld may be something they have never seen before.

If the heroes seek information on the thief at the Guild of the Guiscards, the Guild Master reveals that Jenò de Jambelen, also known as "the Magician", used to spend time in the deepest of the underground levels of the city, and was often seen together with the Du Bois, a dangerous family of gypsies who run the betting on illegal fights in the slums. But the Du Bois are so tough that even the Guiscards haven't been able to obtain any information from them, and a couple of Guild members have ended their days devoured by fighting dogs.

To proceed with their mission, the Heroes must make their way into the underworld of Milan (in one way or another) and thus gain the trust of the Du Bois to discover a part of the truth about Jenò.

Let the characters come up with a good way to contact the Du Bois and gain their trust. If needed, though, the Guild Master may give some suggestions: the Du Bois always look for wrestlers for their matches and the Octagon Tournament will soon be held in the city; the White Hand, a Tainted mob, or the Slick, another gang in the underground, are eager to help someone annoy the gypsies and might prove useful allies; they could also go to talk with the De la Garenne, another powerful gypsy family, which always have reason to thwart the more violent and ferocious Du Bois.

Du Bois, White Hand, Slick and De la Garenne: See Rogue and Rogue, Veteran from the *Ultima Forsan: Setting Book* Bestiary

Eventually, Barbazan Du Bois, the stubby and ferocious head of the family in Milan, reveals that Jenò fled from France with the aid of the La Fleur, another gypsy clan that knows all the secret ways and paths of Northern Italy. All he knows is that Jenò avoided Milan and that the La Fleur left him a few days ago in Verona.

It's time to leave for Verona!

EPISODE 2: THE TRAGICAL HISTORY OF ROMERO AND GHOULET

SCENE 1: ENTER NEW PLAYERS

After leaving Milan, the Heroes can decide the route they wish to follow to reach Verona. A portion of the trip will take place within the Duchy of Milan and for this reason the Heroes may believe that they have nothing to fear.

However, the opposite is true. It's time to put into play more pawns. A troop of Knights of Saint Galgano sent ahead by the Bishop Captain Stéphane of Navarre, a band of bounty hunters, and a Teutonic Inquisitor accompanied by his Landsknechts.

They are all in search of the thief, and in pursuit of those who seem to possess more information: the Heroes!

Choose the encounter that best suits your group.

Knights of Saint Galgano (one for each hero, minus one): Use the Knight in the *Ultima Forsan: Setting Book* Bestiary. All have an Augmented Arm (Armor +3 to the right arm, +1 to Strength rolls and melee damage). If there are other ordered knights in the players' group, they invoke honor and the common oath to request all information held by the group. With other types of characters they will certainly be less friendly.

Bounty Hunters (one for each hero, plus one): Use the Bandit in the *Ultima Forsan: Setting Book* Bestiary. They are not so clever. Their plan is simply to catch the Heroes and

extort any information they have that will help them to get their hands on the crown, which must be worth a fortune!

HANS KELLER

TEUTONIC INQUISITOR

Hans is as bad as a Teutonic Inquisitor can be: thin, severe, lacking any sort of human compassion or benevolence, always dressed in black and disquieting even to his own followers. Hans aims to get his hands on the Crown, to take it to the Teutonic Principalities and to his superiors of the Sacra Vehme, the organization he belongs to.

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

Skills: Fighting d4, Knowledge (Plague) d6, Intimidation d8, Investigation d6, Notice d6, Streetwise d6

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

Hindrances: Ugly, Lame

Edges: Teutonic Inquisitor

Gear: Flintlock pistol (range 5/10/20; damage 2d6+1; 2 actions to reload), 10 shots, Rapier (Str+d4, Parry +1), torture tools.

Landsknechts (one for each hero): Keller's trusted henchmen are Soldiers (see the *Ultima Forsan: Setting Book* Bestiary), but without shield and with bastard swords (Str+d8; Parry -1; +1 damage if used with two hands).

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SCENE 2: THE BALL

*Two Households, Both Alike in
Dignity, in Fair Verona, where We
Lay Our Scene, from Ancient Grudge
Break to New Mutiny, where Civil
Blood Makes Civil Hands Unclean*

Once in Verona, the Heroes witness a brawl in the streets. The fighters are the servants and junior members of the two most important families of the city, the Counts d'Erlette, Tainted, and the De Lorca, Untainted, who have been feuding for many years. The situation is tense in the city and the Heroes could become embroiled in quarrels, which are experiencing a resurgence because of the recent love affair between Ghoulet d'Erlette and Romero de Lorca, scions of the two families. In the

city, the only La Fleur present is Mercutio, a friend of Romero's, who promises to help the Heroes if they help him.

Romero has obtained from Friar Lorenzo, a Tainted monk from Venice, a deadly poison called Vartanush that could cause the boy to fall in Agony and then turn him almost certainly into a Tainted. Romero wants to take this lethal substance to become like Ghoulet and stay forever beside her, but someone has to tell Ghoulet before she decides to kill herself because of her lover's death!

The Ball at the d'Erlette Palace may be the perfect time to approach the young Ghoulet, but the celebration actually serves to announce the engagement of Ghoulet to a rich scion of the Iustiniani family. Furthermore Ramiro de Lorca, Romero's father, is known for being the leader of a gang of hothead fighters.

The Vartanush

According to rumors, the monks of the Abbey of San Lazzaro in Venice secretly grow in their gardens a lethal species of black rose, created by the contamination of a dog rose bush with the Atrament that soaks the ground of that corner of the island. The thorns of these roses can transmit the Plague (which does not matter to the monks, since they are all Tainted), but their greatest peculiarity is the fact that from the petals, if properly treated, the monks get a black and sweetish marmalade called Vartanush. If ingested by a man about to die due to the Plague, the Vartanush causes a particular effect on his Agony, relieving his pain and increasing his chances of becoming a Tainted, instead of dying. In game terms, the Vartanush allows Morituri to turn into Tainted even if they draw an ace or face card (not only with the Joker) when they draw cards to try to avoid the First Death due to the Plague.

The Vartanush has no effect on Tainted (does not increase their chances of getting the Beyond the Threshold Edge), and in any case the monks do not sell or otherwise allow its use outside the Abbey, only using it for the needy who knock on their door. It is said that, if it is given to a healthy Untainted, the Vartanush could make him a Tainted with absolute certainty. This use, however, is strictly forbidden by the Abbot and considered abominable, so it is not clear if it really works.

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Will our heroes succeed in preventing the tragedy, helping the two lovers escape the city and getting information about Jenó from Mercutio, before he gets into trouble and tragedy?

Sneak into the Ball: The Heroes can try to use Francesco Guicciardini's passes to be admitted to the Ball, an action that will require a successful Persuasion roll. Alternatively, they can leverage their status (if they are knights, nobles or the like) to try Persuasion rolls to gain entry. They can also, of course, simply pretend to be someone they are not, perhaps at the suggestion of Mercutio. In this case the Persuasion rolls have a -2 penalty. As another option, they may try to sneak into the Ball from a secondary entrance and reach Ghoullet with Stealth rolls.

Once reached, Ghoullet is very pleased to follow the Heroes and rejoin Romero, who lays in Agony in the family crypt. At this point it's time to test the effectiveness of the weird poison. Draw one card for Romero. On a face card, ace or Joker, he becomes Tainted. On any other card, he opens his eyes again as a hungering, Wild Card Husk!

If Romero does not wake up as Tainted, his father Ramiro, who was watching the scene, curses Ghoullet, the d'Erlettes and especially the Heroes, who have caused the death of his son with their machinations. Only their death can make amends!

If Romero awakens as a Tainted, his father Ramiro, who was watching the scene, blesses the young lovers and lets them run away... Unfortunately, Count Paris Iustiniani, Ghoullet's betrothed, along with his minions arrives just at that moment and he is not going to give up his future bride that easily...

Ramiro de Lorca: Use the Rogue, Veteran in the *Ultima Forsan: Setting Book* Bestiary.

Ramiro's Henchmen (one for each hero): Use the Rogue in the *Ultima Forsan: Setting Book* Bestiary.

Count Paris Iustiniani: Use the Rogue, Veteran in the *Ultima Forsan: Setting Book* Bestiary. He also has a rapier (Str+d4, Parry +1).

Paris' Henchmen (one for each hero): Use the Soldier in the *Ultima Forsan: Setting Book* Bestiary, but without the shield.

Mercutio: Mercutio does not fight with Ramiro, but he will surely be attacked by Paris. Use the Rogue in the *Ultima Forsan: Setting Book* Bestiary, but he is only equipped with a Rapier (Str+d4, Parry +1).

If the Heroes manage to survive this tragic adventure, Mercutio reveals what he knows (with his dying breath, if necessary, in the event that Paris or his henchmen manage to kill him.) Jenó left Verona four days ago heading to Montagnana, an outpost to the east, on the way to Old Venice and the Adriatic Sea.

EPISODE 3: THE NAME OF THE ROT

SCENE 1 THE TRAP

Armed with the knowledge of the next stage of the thief's flight, the heroes can try to reach him in Montagnana.

Jenó is some days ahead, but on his trail (and the Heroes') there are bounty hunters, mercenaries, special envoys and the notorious Bishop Captain Stéphane of Navarre.

Knowing he has too many hounds at his heels, Jenó has hatched a couple of tricks to distract his pursuers and throw them off his trail.

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First, Jenó has paid the lord of Montagnana, a merciless rogue at the head of an outpost populated only by outcasts, adventurers, necromancers and monster hunters, to slay anyone asking about him.

The loyalty of the "Podestà" of Montagnana is dubious at best, but the villain will send his minions at least once to try to cut the throats of those seeking Jenó.

As soon as the Heroes begin asking questions about Jenó around Montagnana, they will be attacked in an alley by a group of scoundrels, who call them "strangers who must depart from Montagnana, or die in it."

Montagnana Cutthroats (one for each hero, plus one): Use the Rogue in the *Ultima Forsan: Setting Book* Bestiary. They have short swords (Str+d6). The cutthroats spring a real ambush. The Heroes are Surprised in the first round and receive an Action Card only if they succeed in a Notice roll, while their enemies are already in Pause.

If asked, the cutthroats confess that they have been sent by the "Podestà", who, in turn, if cornered, quickly reveals all he knows. "The Magician" left the city three days ago, headed to the Praglia Abbey. The Abbey is about two days northeast of Montagnana, and is one of the few other settlements in the Wilderness between Verona and Old Venice.

If the cutthroats cannot be questioned, the Heroes can also find out that the one who ordered the attack is the "Podestà" with a successful Streetwise roll, or they can find out where Jenó has fled directly, but only if they succeed in a Streetwise roll (-6).

SCENE 2: *PENITENZIAGITE!*

The Abbey is a fortified monastery, not closely connected to the Church of France, but inhabited by a mendicant order of cenobitic monks who have decided to live amidst the abandoned lands of the Venetian hinterland, studying and compiling the texts of the past.

It is here that the real trap of the thief is about to spring on the pursuers.

Upon arriving at the Abbey, Jenó gifted to the monks, as a sign of respect, a copy of the second book of the Poetics of Aristotle. It was only the first book he had found in a City of Sorrow, but the monks were very happy for the gift and quickly started to browse, study and copy it.



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Jeno's plan is worthy of the worst Infector. He has infused the pages of the book with Atrament, and the monks reading it are falling into Agony one after another. When the Heroes arrive at the monastery, Jeno is still there and pretending to be one of the monks, Remigius of Varagine. It is "Remigius" himself who welcomes the Heroes, while causing the First Death to the monks and their awakening as Dead, who lash out against the heroes one after the other, announced by clamor and shouts in the otherwise quiet monastery.

Venancius: See Husk in the *Ultima Forsan: Setting Book Bestiary*. He fell inside a barrel of pork blood, and is now creepy and slippery. He causes Fear, and Agility tricks, Grapple and similar effects suffer a -2 penalty against him.

Berengarius the Librarian: See Fury in the *Ultima Forsan: Setting Book Bestiary*.

Venerable Jorge: See Possessed in the *Ultima Forsan: Setting Book Bestiary*. Luckily, he was and still is Blind: -6 to all attack rolls. For this reason, he tries to Grapple his enemies. If he succeeds, he inflicts damage without the -6 modifier.

Note: Feel free to play the Dead monks as Wild Cards, if you want each fight to be more of a challenge, or to prepare a room in the library filled with a dozen husks.

In the meantime, the Bishop Captain sent by the Pope King, and his last Knights, finally arrive at the Abbey and start to search for the thief, in a kind of competition/collaboration with the heroes.

 **Bishop Captain Stéphane of Navarre:** See the Bestiary appendix.

Knights of Saint Galgano (3): Use the Knight in the *Ultima Forsan: Setting Book Bestiary*. They have an Augmented Arm (Armor +3 to the right arm, +1 to Strength rolls and melee damage).

While the monks raise one after the other, Jeno enjoys the company of the Heroes who are looking for him. "Remigius" argues that Jeno must still be hiding in the monastery, because his horse is still in the stables, and says that the stranger was looking for something in the labyrinthine library of the Abbey.

As soon as the heroes start searching for secret passages between the shelves, Jeno/Remigius locks them inside, together with the gigantic Salvatore, a not particularly bright monk, who speaks an incomprehensible language and becomes a Possessed shortly after they are trapped inside. Before his Second Death takes place, Salvatore shows the Heroes the book, muttering incoherently and pronounces the name "Jeno". The Heroes can discover the secret of the contaminated book with a Knowledge (Plague) roll (-2) or a Notice roll (-4). In any case, having shown them the book, Salvatore begins to drool and goes pale, until he dies and wakes up as a Possessed.

 **Salvatore:** See Possessed in the *Ultima Forsan: Setting Book Bestiary*, but add Strength d10 and Vigor d10, so he also has Toughness 10. The pain of the Agony and his naive nature make him flee, and in his crazed flight (you can play it as a standard Chase) he knocks over candles and lamps, which ignite the books and cause a huge fire.

Ultima Forsan The Iron Crown

SCENE 3: FURTHER DEVELOPMENTS

In one way or another, Jenö should be confronted and defeated here, unless you want to stretch the campaign out a little more and have Jenö escape (maybe up to Old Venice, where the thief was ordered to sell the Iron Crown to Hilaire Von Aschenbach, a famous smuggler and relic trafficker) If the heroes fail miserably to recognize and capture their enemy, Jenö will flee in this manner.

If captured and questioned, he only reveals that he had dealt with a "man with a golden eye", who was said to be working for Hilaire Von Aschenbach, the famous receiver of Old Venice. After giving him many instructions on how to carry out the theft, the man ordered him to take the stolen goods to Venice where he would receive his pay from Hilaire.

If the Heroes were wounded by the Dead in the last battle, remember that the Crown holds a Relic of great power, which produces 1d4 doses of Manna, in the form of a whitish mold growing on the inside of the artifact.

EPILOGUE

If the Heroes proceed to Venice to interrogate the leader of Lazzaretti, they don't achieve much. Hilaire does not intend to talk about her business with anyone. Even if the Heroes manage to penetrate her floating palace, defeating her pirates and her right arm, the gigantic Othello, Hilaire will simply confess that "the man with a Golden Eye" also tricked her. He is the client and certainly not one of her servants. It was up to him to show up after the operation and Hilaire has not the slightest idea where to

find him.

All that remains is to go back to Modena, with the Iron Crown for Guicciardini (hopefully).

But beware ... If still alive, the Bishop Captain of Navarre will certainly not go along with the Heroes' plan. Even if defeated, he would move heaven and earth to ensure that the Crown returns to France, and tries to raise moral doubts in the heads of the Heroes. After all, the Crown really belongs to the Pope King!

If the Heroes finally manage to get back to Modena with the Relic, Guicciardini sincerely thanks them and rewards them even more handsomely than what was agreed upon, especially if everything has been done as he wished.

The astute politician eventually dismisses the heroes and reassures them that the Crown has finally returned to the proper hands. Then, as our heroes are escorted from his apartments by the guards, he gives the Crown to one of his attendants, who will examine and validate its authenticity.

In place of his right eye, the man has a mechanical eyepiece made of solid gold, with jeweler's lenses...

BESTIARY

FURY, MORGEN

Also called Anguanas, Melusines and many other names, these monsters of the swamps are fortunately very rare. They are, in fact, Furies that have adapted to lakes, abandoned wells and marshes. For some reason, their flesh is not decayed despite the unhealthy environment and so they are more insidious than a common Drowned One.

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

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

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- * **Aquatic:** Swimming Pace 4.
- * **Claws/Bite:** Str+d6.
- * **Dead:** These creatures have all the Special Abilities of the Dead.
- * **Improved Frenzy:** Morgens may make two Fighting attacks with no penalty.

JENO DE JAMBELÉN,

“THE MAGICIAN”, “REMIGIUS”

Jeno de Jambelen is a scoundrel, well-known in the Milieu of Milan, and one of the most skilled thieves in Italy. A thief, acrobat, witch, and guiscard, he is a resourceful man, with contacts among the criminals of Piedmont and Marseille. Jeno was chosen by Guicciardini especially for his reliability. They say that once Jeno accepts a commission, he always carries it out, whatever the cost.

In any case, Jeno has no plans to fight to the death. He would rather use his powers, acrobatic skills and stealth to leave the

Heroes behind. If cornered, he prefers to give up the Crown and save his life.

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

Skills: Climb d8, Fighting d8, Knowledge (Plague) d4, Lockpicking d8, Notice d6, Persuasion d8, Riding d4, Shooting d6, Stealth d8, Streetwise d6, Survival d4, Witchcraft d6

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

Hindrances: Greedy (Minor), Code of Honor

Edges: Acrobat, Arcane Background (Withcraft), Luck, Thief

Powers: *Blind, Confusion, Disguise, Sleep*

Equipment: Leather corselet (1 Armor on the chest), black coral dagger (Str+d4; if stabbed into a human corpse and left inside the wound, the coral blade dissolves and raises the victim in 1d6-1 minutes as a Fury). Iron Crown (Relic with Manna).



BISHOP CAPTAIN STÉPHANE OF NAVARRE

Stéphane of Navarre, Bishop of Aguilon and Captain of the Imperial Army, is a noble of ancient lineage, a man of action and a skillful commander, capable of leading his men to victory, or at least to the best result. Already known for having vanquished in a few years the Alsatian bandits, Constantine II had no hesitation in sending him to chase the burglar.

He is also sincerely devoted to the Church of France and the Pope King, and he will never betray his honor, even at the cost of his own life, his men's or other innocents'.

Navarre wields his family's great sword, which he uses to perfection, and holds on his arm his hawk Isabeau, which he uses to hunt down foes, raise the alarm and annoy melee opponents.

The Bishop is not interested in killing the heroes, but simply in retrieving the Crown, and he is not a fool. Should he come to a direct confrontation and be defeated, he would surrender, recognizing the superiority of the opponents. In this case, he will remind them that the Crown is the legitimate property of the Pope King of Avignon, and that now they are the thieves.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Knowledge (Plague) d4, Intimidation d6, Notice d6, Persuasion d6, Riding d8, Shooting d4, Streetwise d4, Survival d4

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

Hindrances: Code of Honor, Loyal, Quirk (Does not use Augmented Armor)

Edges: Beast Bond, Command, Counterattack, Knight, Trademark Weapon (great sword)

Equipment: Great sword (Str+d10, two handed, -1 Parry), Chain corselet, arms and leggings, pot helmet (Armor 3, 50% vs head shot). Riding horse.

ISABEAU, STÉPHANE'S HAWK

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d8, Notice d12, Stealth d4

Pace: -; **Parry:** 6; **Toughness:** 3

Special Abilities:

* **Blind:** If Isabeau scores a raise on a Fighting roll, she has hit the victim's face. The opponent must succeed in an Agility roll or suffer the One Eye Hindrance until his wounds are healed. If the victim rolls 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.

* **Claws:** Str+d4.

* **Flying:** Flying Pace 8.

* **Size -2:** Hawks are small creatures.

* **Small:** Attacks against Isabeau suffer a -2 modifier.

Ultima V Forgan

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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_____	_____

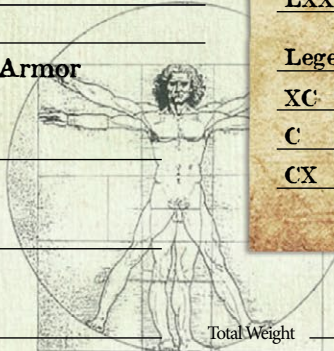
Armor

Head

Arms

Torso

Legs



Total Weight _____ Florins _____

Weight limit _____ Encumbrance Penalty _____

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