

HERE WE STAND, AGAIN

The power of a forgotten artefact has disturbed the rest of the dead in the Necropolis of Huurash. Kings, Priests and Generals have risen from the graves and now they want their old power again, among them are also our PCs. Everyone is willing to do anything to succeed and be the true Undead Ruler ...

PCs and NPCs

D6	Rank and Bonus
1	King (+3 Diplomacy, +1 Bribe)
2	High Priest (1D6 Magic Items, +1 Diplomacy)
3	Chancellor (2D6 Gold Ingots, +1 Diplomacy)
4	General (1D6 Loyal Warriors)
5	Hero (1 Magic Item)
6	Noble (1D6 Gold Ingots)

Encounters

D6	A GREEN	B RED	C BLUE
1	Empty	Empty	Empty
2	Treasure	Treasure	Treasure
3	Friendly Faction	Friendly Faction	Orcs
4	Friendly Faction	Hostile Faction	Orcs
5	Friendly Faction	Hostile Faction	Orcs
6	Hostile Faction	Hostile Faction	Monsters

Treasure: 1D6 Gold Ingots.

Friendly Faction: 1D6 Loyal Warriors join your cause.

Hostile Faction: 3D6 Warriors attack you.

Monsters: 1D6 Living Horrors, they hate undead ...

Orc Clan: 3D6 Orcs, they will not surrender.

Rooms Description

D6	Rooms Description
1	Royal Tomb +2D6 Gold Ingots
2	Hero's Tomb
3	1D6 Magic Items Shrine Offers: 5 Gold Ingots = mass heal 20 Magic Items = raise a new Friendly NPC
4-6	Common Crypt

Treasures and Magic Items occur only the first time you visit the room.

Special Rooms

1: PCs start here.

2: Hostile Faction Den, Hostile Faction and 1D6 NPCs.

3: Hall of Heroes. Huard the Judge sits here with his dreadful Guards, this is a neutral area where factions meet and discuss.

4: The Temple of Warthak The Shaman. His personal guard of 4D6 Black Orcs is defending the Artefact, they fight to the death. Will the Artefact give you back your life?

Turns

Every turn every party can enter a close room. Roll for Encounter and Room Description. In a single turn you can roll both for Diplomacy and Bribe.

Respawn

After 3 turns that a Red/Blue room has been visited it respawns, an encounter roll is required if you back there. Green and Yellow rooms don't respawn.

Controlled Rooms

If you assign at least 5 Loyal Warriors to a room it is considered Controlled, and no respawn will occur. Every 5 turns roll 1D6 for

each Controlled Room, on 1 it has been attacked by 2D6 Warriors of an Hostile Faction.

Party

Kings, Priests, Chancellors and Nobles can control 1 Loyal Warrior in battle. Generals and Heroes 5, a party can have up to 10 members, including PCs, and must be lead by a PC. Diplomacy and Bribe bonus are cumulative in a party. No more than 2 parties can enter the same room in the same turn.

Diplomacy

Everytime you meet an Hostile Faction you can roll 1D10, if the result is equal or lower the number of your Controlled Rooms they are considered neutral and let you pass (it is possible to Bribe after a failure). NPCs can be affected by Diplomacy.

Bribe

You can use Gold Ingots to bribe Hostile Faction encounters. Pay 10 Gold Ingots and roll 1D6, if the result is 5+ they are considered Friendly Faction. NPCs are immune to Bribe.

Magic Items

Every Magic Item counts as 1 Loyal Warriors and can be equipped by PCs and Loyal Warriors, 1 Item for every party member.

Combat

Use the rules of your favourite RPG for stats and combat.

