

## The Night of the Necromancer

*A necromancer has set up a foul laboratory somewhere in Sandpoint. In and around the town, above ground and below, undead are plaguing the innocent and the church of Sarenrae has even discovered traces of a small cult. A priestess of Sarenrae instructs you to find a grimoire (Codex) that may tell of a weakness in the necromancer's undead creations. The heroes must stop this necromancer before his minions destroy the town.*

**Setup:** Remove all Human Cultists and set aside. They are only used as Henchmen.

Do not individually build the Monster and Item parts of Location Decks in this Scenario. Remove the specified items and pull random cards to reach the required number of cards for the number of players. Then shuffle and distribute the appropriate number to each Location. I've included tables to help.

### Monsters

Remove one Skeleton, one Ghost and one Spectre for a one or two player game. In addition to those cards, remove one Ghoul (3-4 players) and one Shadow (5-6 players).

Players	Remove
1-2	Skeleton, Ghost, Spectre
3-4	Ghoul
5-6	Shadow

Pool the monster cards required as shown in the table below. So, for a two player game, randomly select eight monsters, add the Skeleton, Ghost and Spectre cards removed before hand, shuffle and distribute the eleven monsters per the Location Cards.

Players	Total Monsters	Removed Monsters	Random Monsters
1	9	3	6
2	11	3	8
3	17	4	13
4	21	4	17
5	25	5	20
6	29	5	24

### Items

Remove one Codex. Randomly select the appropriate number of items, shuffle with the Codex and distribute Items per the Location Cards.

Players	Total Items	Removed Item	Random Items
1	4	1	3
2	6	1	5
3	7	1	6
4	9	1	8
5	10	1	9
6	11	1	11

### **Players: Location**

1: Sandpoint Cathedral

1: Glassworks

1: Woods

2: City Gate

3: Catacombs of Wrath

4: Desecrated Vault

5: The Old Light

6: Deeper Dungeons

**Villain:** Pillbug Podiker (the necromancer)

**Henchmen:** Human Cultist, Ancient Skeleton

Each time a henchman is needed, alternate between adding a Cultist and an Ancient Skeleton. So, for two players, add a Cultist; three players, an ancient Skeleton; four players, a Cultist, etc.

**During This Scenario:** Any player with the Codex in their hand adds one to their check to defeat a monster or henchman with the Undead trait. The Codex also adds the Divine trait to attacks made by that character. On a failed attempt to acquire the Codex, shuffle it back into the Location Deck.

For any monster with the undead trait, replace a Magic requirement with Divine.

Blessings do not add the Divine trait to encounters.

**Reward:** Each character chooses to select a blessing, item or weapon. Look through the appropriate deck from the box and take the first item found with the Divine trait as a gift from the Church of Sarenrae.

Misc: The Catacombs of Wrath significantly increases the difficulty from two to three players. It can be switched with The Desecrated Vault or The Old Light to make things a bit easier. Likewise, switching the Woods with the Farmhouse reduces the difficulty level.

Replace Poison with Negative Energy throughout (thematic only: does not affect game play).