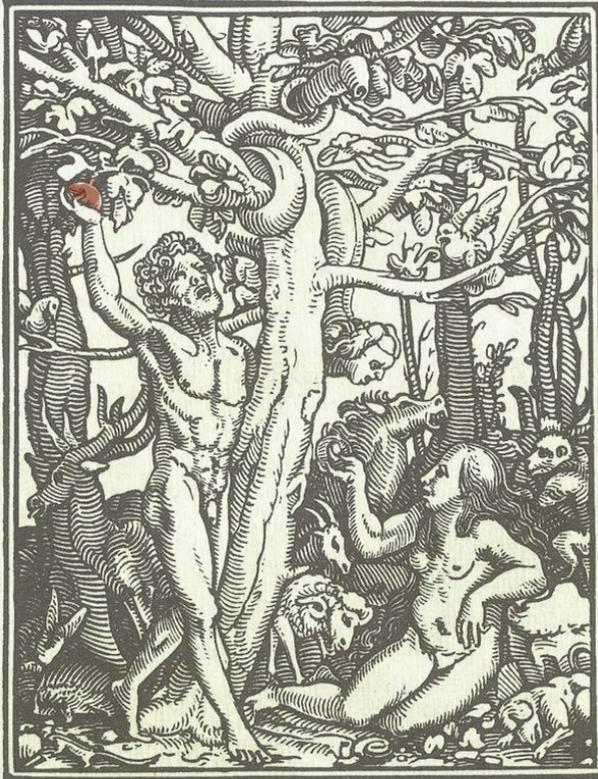




by MAURO LONGO AND GIUSEPPE ROTONDO

Ultima ~~V~~ Forsan



The Monk





Ultima Forsan The Monk



n introductory Ultima Forsan adventure for three to five Novice heroes, who are asked to find and escort a wise monk, an expert on the Plague. While set in the Fief of Lucca in Italy, the adventure can easily be adapted to be played almost anywhere.

BACKGROUND INFORMATION

The monk Guernardo is an expert on the Plague and is investigating a medication that might increase the chances of surviving the contagion and not becoming a Tainted. For this reason, he has been summoned to the manor of a local landowner, whose daughter has been bitten by a Stray dead. It was the young girl's family's hope that Guernardo might at least help her in her transition to the condition of Tainted and to survive the contagion, but all his efforts have been useless. The girl has become a Fury, and the whole manor is now full of shambling Dead.

The heroes know nothing of this, since their task is simply to find Guernardo and take him to Lucca.

I - ON A MISSION FROM THE PODESTÀ

The heroes have recently arrived in Lucca. Some of them might be part of a political delegation visiting the city, or they might be there to visit the Fair of the Dead, which is about to begin.

The Podestà of Lucca, Bartolomeo Forteguerra, has summoned the heroes via his political allies or has been advised to contact them by one of his assistants:

"Your names, honourable ladies and gentlemen, have been put forward to me by your superiors and, for those of you without an obligation of obedience, by my advisors.

"The Fair of the Dead will begin soon, and I should like to host the most knowledgeable men of the New Kingdoms to help spread the study and understanding of the Plague and its possible cure.

"I have been told that an old, humble monk has been studying the effects of the Plague and the suffering of the Morituri for many decades, as thoroughly and in as much detail as the most skilled of the Plague Doctors.

"I deem his presence at the Fair to be very significant, which is why I have summoned you. Since the city guards and knights have to stay here to protect the citizens and the many visitors, I request you to go to the Basilian Abbey to hand my invitation to the monk Guernardo and escort him safely through the Fief and the Wilderness back to Lucca. For each of you, I have secured a just reward of 500 florins as a reward for your efforts.

"In order to hasten your journey and make your mission easier, I have arranged for a young Basilian cleric to accompany you to show you the way and introduce you to the Abbey. His name is Stefano, and he will be waiting for you at the East Door of the city, tomorrow at dawn, with enough steeds so that you can leave at the first light of day."

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The young cleric Stefano awaits the heroes already on horseback with enough horses for the characters, plus one for Guernardo. Each steed has a saddle and saddlebags with rations for five days.

The journey through the Fief takes one day and is uneventful: the roads and fields are patrolled, and strong walls protect the farms and manors along the road.

Stefano is a quiet young monk, who has never faced the dangers of the Plague.

2- AT THE ABBEY

The Basilian monks welcome the group to the Abbey's cloister, but point out that Guernardo, the monk they seek, is not there: two days ago, Filippo Terni, of the great Terni manor farm, came and implored Guernardo to visit his daughter, Lisabetta, who is ill, and so the monk Guernardo is at the Terni farm now. The Terni farm is near the Fief's borders, close to the mountains and the Wilderness, one day's ride from the Abbey.

3- AT THE TERNI FARM

The group reaches the farm shortly before dusk. A six-foot-tall wall encircles the farm. Two strong wooden doors seem to be the only entrances, and one of them is open. Inside the walls, the heroes can see an orchard, a well, two stables, a garden and the farmhouse: a two-storey building made of bricks and wood.

Everything is dark, silent and still, except for three cows grazing freely in the vegetable garden. Under the trees in the orchard lie the poor, bloody remains of a large dog.

INSIDE THE STABLES

Inside the stables there are: a wagon, a cart, hens, rabbits, pigs and two horses. The troughs are empty and the animals look nervous.

Spades, picks, buckets and a selection of tools line the walls.

INSIDE THE FARMHOUSE

The farmhouse is a two-storey rambling building made of bricks and wood.

The main entrance is closed (but not locked). Behind the windows, everything is dark and silent.

On the ground floor, there are several rooms: a kitchen with a large oven, a dining room, a store for seeds and dried food, and several rooms for the servants. A large staircase leads to the first floor. The upper floor is smaller and includes the Terni family's rooms.

FIRST BLOOD

Whichever the way the group enters the farmhouse, whether through the door or a window, the first character to get inside can make a Notice roll to spot the back of a woman, standing with her face to the wall. She wears humble farming clothes, with a black headscarf on her head. She is a **Husk**. As soon as she notices the group, she turns and her condition becomes clear. She attacks immediately, and at the end of the first round, **three more Husks** exit the other rooms: a young boy, a middle-aged man and woman. Their clothes, now torn and blood-stained, must have been expensive.

THE LIVING AND THE DEAD

After the fight, the Heroes only have a few minutes to explore the surroundings or bandage their wounds, as **more**

Husks appear! These were the workers and servants of the farmhouse (Number of the Heroes +3).

When all the Dead are dealt with, the Heroes can hear a muffled sound coming from the depository: someone is peeping under a partially open trapdoor in the floor. It is one of the servants of the Terni family, who barricaded himself in the cellar with two more servants and Guernardo. The four are very happy to see the Heroes and to be free, and tell them what happened in the house.

4- A FAMILY TRAGEDY

The tragedy occurred four days before when young Lisabetta came back home with a nasty wound on her calf. While playing in the countryside, she had been bitten by a Stray Dead but had managed to escape. Despite her caring family and Guernardo's efforts, the girl died. Her

mother, overcome with grief, ignored the usual cautions and wanted to keep vigil by her remains...for too long. This brought about the ruin and death of many innocents.

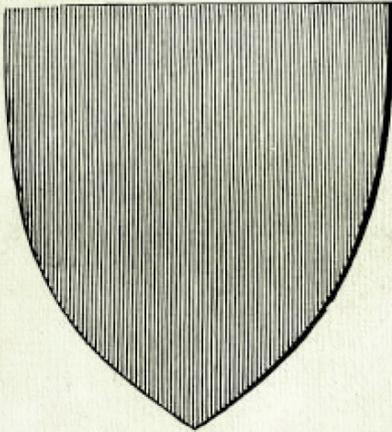
Now, says Guernardo, it is time to take proper care of their remains, burning them so that their Atrament will not cause further harm, and then leave the manor.

LISABETTA!

After Guernardo's explanation, when the Heroes least expect it, young Lisabetta runs downstairs from the first floor together with two Husks (her parents). It is the final confrontation!

5- EPILOGUE

After Lisabetta is vanquished and all the contaminated remains are dealt with, the (surviving) Heroes can return to Lucca and be rewarded, if Guernardo is still alive.



NPCs

COMMON PEOPLE

Use these stats for Guernardo, Stefano and the surviving servants of the farm.

Attributes: Agility d6, Strength d6, Smarts d6, Spirits d6, Vigor d6

Skills: Fighting d4, Knowledge (Trade) d6, Notice d6

Pace 6; Parry: 4; Toughness: 5

Gear: Dagger (Str+d4), Club (Str+d4) or other weapons, or improvised weapons.

ENEMIES

HUSK

Slow, staggering and often uttering a characteristic moan, Husks are Dead with lifeless eyes, their hands always reaching out to grab, and have a shuffling gait. They always move in a straight line towards their target to bite and throw it to the ground (and then devour it), regardless of any spears, fire or pits that may be in their way. They cannot climb or plan any kind of strategy, or swim; they have difficulty in climbing stairs and opening doors (for example, they have to make a successful Agility roll), but on the other hand they will never stop until they reach their prey.

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

Skills: Fighting d6, Notice d4 **Pace:** 4; **Parry:** 4; **Toughness:** 7 **Special abilities:**

Claws: Str+d4.

Bite: Str+d6.

Dead: These creatures have all the Special Abilities of the Dead.

Shuffling Gait: Husks cannot run.

LISABETTA, THE LITTLE FURY

Unlike Husks, Furies are Dead who still are as strong, agile and perceptive as a common human being. They have the same intelligence and ability to plan hunting strategies as Husks do (which means none), but they can cross bodies of water, climb, open doors and break through or work their way around any kind of barrier more easily than Husks can. Their irrational ferocity makes them fearful foes in a melee.

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

Skills: Climbing d4, Fighting d10, Intimidation d6, Notice d6

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

Special Abilities: Claws/Bite: Str+d6.

Dead: This creature has all the Special Abilities of the Dead.

Improved Frenzy: Lisabetta may make two Fighting attacks with no penalty.

Size -1: Lisabetta was only nine.

Ultima Forsan

Name _____
Race _____

Hindrances

Wild Arcane



Charisma



Parry



Face



Toughness

Background

Languages

Permanent Injuries

Agility



- Boating _____ Shooting _____
- Fighting _____ Stealth _____
- Lockpicking _____ Swimming _____
- Riding _____ Throwing _____

Smarts



- Gambling _____ Notice _____
- Healing _____ Repair _____
- Investigation _____ Streetwise _____
- Knowl. _____ Survival _____
- Knowl. _____ Taunt _____
- Knowl. _____ Tracking _____

Strength



- Climbing _____

Spirit



- Intimidation _____ Persuasion _____

Uigor



Weapon _____ Range _____ Damage _____ Wt. _____ Notes _____

Power _____ Cost _____ Range _____ Damage/Effect _____

Gear

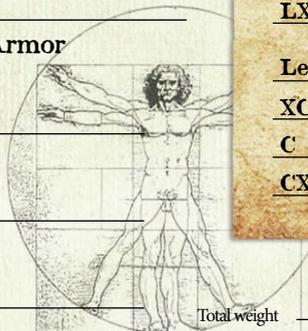
Armor

Head

Arms

Torso

Legs



Total weight _____ Florins _____

Weight limit _____ Encumbrance Penalty _____

Fatigue -I

-II

INC

-III

-II

-I

Wounds