

Bonemancer Adventure Download

“With regards to the un-dead, one truly does not know the finality of such creatures’ demise. Death for such creatures is not an end but one more step in the evil thing’s evolution into a greater horror.”

BACKGROUND

The adventure presented here will situate the game players’ characters into a war that has raged on for centuries between the forces of nature and magic. These two forces have struggled for dominance forever against one another in order to attain balance. This struggle for dominance has recently been settled by a battle between the goblin Yassif and the Bonemancer, who is now no longer a threat.

By now the players’ characters would have heard the cries of the frogs across the land, the croaks of millions of amphibians issuing out as one voice triumphant. The players may have even heard the rumors that evil was pitted against evil to win such a battle and that this brought an end to the once endless war.

As the game moderator, you will devise your own way of introducing the players’ characters to the game. One recommendation is to use the rumors based on the three challenges that the players’ characters will have to overcome to complete this adventure.

1) Finding the Bonemancer’s lair.

RUMORS:

- *The home of the Bonemancer is an ancient burial ground. The center of which is the buried Mausoleum he calls home.*
- *The Bonemancer is a priest of a long lost sect. Look for the frogs. Only the frogs know.*
- *Dixie is said to be the largest gravesite in the south. Strange things happen there; too many to discuss or explain. Many mourners are found dead near their loved ones.*

2) Purge any remaining undead from the Necromancer’s lair.

RUMORS:

- *Local worshipers want the remains of the dead returned for proper consecration and burial.*
- *A revitalized holy war has begun with zealots leading the way. Locals say they are causing more harm than good with fanatical aggression.*

3) Historians and scholars have wanted to study ancient cultures of the area for a long time but it was never safe to do so before. Now they can recover artifacts and treasures long lost or forgotten.

RUMORS:

- *Researchers believe that the science to a longer life and better health can be attained by scientific means if the players' characters recover the contents of the Bonemancer's home.*
- *Discovery of the site would give the players' characters notoriety as great treasure hunters and possibly lead to an honorary degree if they continue to assist with the site work.*

DRAW TO THE GAME

If players' characters are in a village, city or major center with a large population, an advocate of nature will be spotted in the streets praising the success of the amphibians of the world; often singling out the Frog Kingdom. This lover of nature will be wearing a sandwich board made of cardboard, which has written on it, "*Life is to be lived! Nature preserved! Love conquers all!*"

While ranting, his tin cup will be slowly filling up with offered coins or clinked on a near by light post for attention.

Most people are giving the ranting loon a wide berth, while others are enjoying the entertaining speech. This loon is the players' characters first clue to the events that are about to draw them in.

If the players' characters are in the wild away from a large number of people, perhaps even returning from a previous adventure, they will find the night to be very unsettling. The insects and frogs are unusually loud. The chirps and croaks are deafening, which are preventing anyone from sleeping. More than once it seemed that the frogs were dancing, or was it moshing as the wet amphibian bodies slapped against tents and vehicles and chirped out their melodies. A major shift has happened in the world of DuCon. The players' characters are tired and irritable and are soon to find out what the fuss is all about.

How you, the game moderator, choose to integrate this game into your campaign is based on your past events. What is important is that the rumors are incorporated into the game so that your players will have the ability to reach the Bonemancer's home, which is located on the opposite shore across from Dixie.

THE GAME

www.14ucomics.net supplies everything you need to play the adventure in the comic book. This adventure guide will provide you with the material to complete your game. The Bonemancer comic will give you the story and the maps that your players may want to use to explore the area further. The Western World map is online for free to download to assist you with your game. The Bonemancer's home map is in the comic as well as the layout of the Frog kingdom's ruins. For those using the Western World Map, the Frog Kingdom sits between Valley Vale and Grand Ayer in the southeast. This is a nasty bit of coast that is prone to severe rainforest conditions at peak times. Heat, humidity and the constant influx of rainstorms leave most people miserable. This environment is perfect for amphibians and the un-dead, yet it is extra difficult for those in armor or power armor, which does not have environmental controls. Enclosed vehicles also encounter stuffy conditions provided by the rainforest environment as well.

The Bonemancer is not dead. Yassif believes that the threat is gone. He is a goblin after all. Even the most experienced spell weavers would be fooled by necromancy and bone magic as it is a feared and mainly unknown form of magic. If truth is told, the Bonemancer is badly injured and would not battle the goblin again should the choice be offered. He has been defeated in the field by the goblin and now personally. That is not a lesson one forgets easily. Should the players' characters attack or invade the sanctuary the Bonemancer will not hold back as he will be thinking that it is the goblin Yassif returning to finish the job.

The Bonemancer will employ the following tactics to put up a final aggressive defence as a last ditch effort:

- 1) His guardian in the main tunnel, if not defeated, will be summoned to the main chamber to buy the Bonemancer more time for his counter attack. The Guardian will hold off any of the players' characters that enter the main chamber.
- 2) The tiles in the circular area of the floor are skulls of buried un-dead. He will summon them to rise up to serve him. 190 skeletal warriors will be at his beck and call and will destroy all living things in the area, grabbing and pinning and beating down the players' characters.
- 3) The giant bone dinosaur will also join in the attack against the players' characters.
- 4) The Bonemancer will try to trap and slow the players' characters with spells that will aid his un-dead horde as they push the players' characters back.
- 5) He will unleash offensive spells on the players' characters if it seems that they are over taking the un-dead horde. If the un-dead are reduce to about 50 individuals he will use his spells.
- 6) As a last resort he will engage the players' characters directly by trying to get them to use explosives and weapons to bring the sanctuary crumbling down around them all while burying them alive and effectively ending the battle. The sanctuary collapses if the Bonemancer is defeated.

If anyone escapes the battle, they will be unable to dig out the other players' characters in less than 48 hours. There is a 25% chance that the players' characters are buried in an air pocket, which will sustain them for 24 hours of the 48-hour time. Using fire to light the area will reduce the air supply they have down to 12 hours.

If the sanctuary is lost, there will be no treasure found. If the sanctuary collapses upon a killing blow or by the will of the Bonemancer, he will teleport to a hidden chamber to the north of his sanctuary and once there he will use his spells to try and detect life in his fallen home. If the Bonemancer finds the players' characters in the rubble of his crumbled home, he will summon moles and rats to tunnel to them to torment them while they are trapped in the air pockets and then he will use deadly poison gases to kill the players.

The end of the adventure is when the Bonemancer is defeated or all of the players' characters are destroyed. Anyone escaping who may want to go back will find the Bonemancer there along with the corpses of his friends grotesquely displayed outside the entrance as a warning to others. If the entrance is breached, the animated bodies of fallen comrades will attack any of the living players' characters in the area.