

# DON'T FEAR THE REAPER

A LOW-LEVEL THRILLER, CREATED BY SAM PARRISH, FORMATTING BY LILITH WOZNAK

## PLAYER INFORMATION

At one time, Siegfried Mercy was the most feared and cruel necromancer of a generation, responsible for a hundred thousand ruined lives. Vanished into obscurity when a ragtag group of heroes defeated him and broke his power, he has never faced justice for his crimes. You have been hired by the Director of Royal Intelligence to locate and retrieve him in the Adamantine Archipelago, where he has allegedly resurfaced.

The 'merchant' vessel that has dropped you off at port will return at dawn in 3 days to pick you up. In the meantime, there will be no way on or off the islands. Wherever Mercy is hiding, he must be captured alive to stand trial. Failure is not an option.

### ROLL A D6 FOR A CONTACT IN THE ARCHIPELAGO:

- 1- Tye, a Well-Connected Miner
- 2- Turquette, a Dashing Merchant
- 3- Vega, a Roguish Gang Boss
- 4- Damrin, a Local Watchman
- 5- Irongull, a Mad Genius Inventor
- 6- Lucia, a Low-Ranking Goldbound Member

Specify your relationship. How do you know your contact?

### ROLL A D6 FOR A RESOURCE PROVIDED TO YOU:

- 1- A secure safehouse (roll 2D6 for location)
- 2- Watertight cover identities (specify them)
- 3- 3 Vials of a powerful ingested sedative
- 4- Tools for breaking and entering
- 5- Camouflage suits (Define the terrain)
- 6- A very powerful explosive charge

## GAME MASTER INFORMATION

Siegfried Mercy is a man of exceptional cunning & presence. Now well into his 70s, and without his bells, his books, and his coal-black helm, he is essentially powerless without help. However, he has a talent for amassing followers amidst chaos.

The Adamantine Archipelago is in a state of turmoil. The Goldbound Consortium, the corporate oligarchy who control the islands, are at odds with the Alliance of Toil, the labour union who represent the mines which fuel the local economy. Tensions are rising, and by Day 3 there will be open rioting. Each island is under an impenetrable arcane dome of force, and is only accessible by heavily guarded bridges.

### ROLL A D12 OR 2D6 TO DETERMINE THE LOCATION SIEGFRIED IS HIDING.

#### SIEGFRIED IS IN CAHOOTS WITH (D6):

- 1- The Goldbound, who sympathise with his politics
- 2- Captain Jurgen of the Watchmen, who believes he can help restore order
- 3- Pastor Dana, who sees a chance to convert and redeem him
- 4- Killian, a young necromancer who idolises him
- 5- Mack, a gang boss who is helping him find passage off the island, for a fee
- 6- A radicalised section of the Alliance of Toil who believe he can help them take control of the island

Make sure to use all of these characters and factions (as well as those in the player section) as obstacles and allies to the players, even if they're not directly involved with Siegfried.

#### GAME MASTER TIPS:

All factions in the Archipelago care more about their reputations and gaining power than doing the right thing, and they all either need Siegfried for their own ends or want to see him free. Players should need to use discretion, caution, and forward planning to track him down and capture him!

Released under the "Creative Commons Attribution-Share Alike 3.0 Unported" license  
<http://creativecommons.org/licenses/by-sa/3.0>

