

## The Rise of the Necromouser - A Burrows & Badgers Campaign

By David Capon

The winter has bitten deep into Northymbra. The fields lie barren, the hedgerows rimed with frost. Yet, in every tavern and burrow where beasts huddle close for warmth, the same whispers are shared — of graves disturbed, of pale lights drifting through the snow, of a shadowed figure glimpsed upon the roads after dark. Some say a necromouser has arisen, meddling with powers best left to the deep earth.

Most dismiss such talk as the fancies of cold and fear. But not all. Travellers tell of strange happenings spreading from town to town, and a creeping unease has settled across the land. Now, a royal decree has been issued: a bounty offered to any brave souls who can uncover the truth of these rumours and end whatever darkness stirs beneath the soil.

The snows have not yet melted, and the roads remain treacherous, so the hunt must wait until spring's thaw. But when the rivers break and the first green returns to the land, you and your companions will set out to follow the trail — to seek the source of the dread whispers, and, if fortune favours you, to bring peace once more to Northymbra.

### **By Royal Decree of His Majesty, Prince Reinert of Northymbra**

Let it be known throughout the realm that dark rumours now trouble our fair land.

In villages and towns, good beasts whisper of graves disturbed, of ghostly fires seen upon the fields, and of a foul presence walking unseen beneath the winter moon.

By command of the Crown, all loyal subjects and free beasts of courage are hereby summoned to lend aid in uncovering the source of these disturbances.

Those who seek to prove their valour may pursue the truth of this shadow and bring word or proof of the culprit's defeat before the Crown's appointed heralds.

A reward of gold and royal favour shall be granted to any warband that can lay bare the truth and end this wickedness, wherever it may dwell.

Until the thaw of spring, travel is forbidden beyond the wild borders of Mercia, for the lands are perilous and the snows run deep.

Come spring's turning, when the roads are clear and the rivers freed, the hunt shall begin in earnest.

By his Majesty's paw and seal,

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Issued from the Royal Palace at Bebbanburg,

In the waning days of the Frost Moon.

<b>Clue Tier</b>	<b>Point Range</b>	<b>Clue Title</b>	<b>Clue Description</b>
1	0–20 pts	Rumours by the Hearthfire	During a cold winter’s eve in North Piddle, townsfolk whisper of strange lights dancing beyond the North fields — and graves disturbed after dark. Few dare to check.
2	21–40 pts	Tracks Through the Snow	Between North Piddle and Snodsbury, you follow a trail of bootprints that begin suddenly in the middle of the road and end beside an empty coffin cart.
3	41–61 pts	The Gravedigger’s Lantern	Old Bartram, the badger gravedigger of Snodsbury, swears he’s seen bones walk by moonlight. He says they march east, toward Himbleton Marsh.
4	61–70 pts	A Chill at the Chapel	A half-buried shrine outside Himbleton shows signs of dark rites — scraps of parchment inked with runes that curl like worms upon the page.
5	71–80 pts	The Miller’s Secret	In the millhouse at North Piddle, a nervous fieldmouse confides that a cloaked stranger paid handsomely for sacks of bone meal and black candles. The stranger’s cart bore a crest scratched off in haste.
6	81–90 pts	A Map of Unease	Comparing local tales from all three towns, you notice the strange disturbances point toward the deep woods of Mercia Forest.
7	91–100 pts	The Owl’s Warning	A wise old barn owl in Snodsbury’s belfry speaks of “dead air” drifting from the forest. He warns that even the crows refuse to roost there.

**The first player to exceed this threshold will trigger this event.**

**Story Quest #2 : The Mists Descend!**

*Someone is closing in on the Necromouser for the fog presses close now—heavy, suffocating, swallowing sound and sight alike. Shapes drift at the edge of vision, never still, never fully seen. Paths once familiar twist into strange, misleading turns, and even the bold feel the weight of unseen eyes upon them. Every step is guesswork. Every breath tastes of cold earth and old sorrow. To escape this shrouded maze, one must cling to courage... or be claimed by the mist.*

All players must now play Quest 9 – Lost in the Fog. No other quest can be played until the fog lifts. This will happen when every player in the campaign has played Quest 9 at least once.

**Story Quest #3 : The Fog Lifts.**

*Suddenly the fog unravels like smoke on the wind, though nothing stirs—gone in heartbeats, leaving not a whisper of its passing. No tracks, no lingering chill, not even a curl of mist clinging to the hollows. The land lies still, too still, as if holding its breath after some great unseen trespass. Though the sky brightens, an uneasy silence weighs upon the earth. Now, with the shroud lifted, the path ahead is clear: gather strength, for the necromouser’s final refuge awaits—and whatever lurks there has felt your presence... and prepares.*

**You have free reign to play any quest. Note that Quest 16 no longer generates campaign information. The good beasts of North Piddle, Snodsbury and Himbleton no longer answer their doors to strangers. You can still play the quest at outlying villages for experience & pennies if you wish.**

8	101– 110 pts	Ashes in the Snow	Near the Himbleton road you find a burned wagon and shattered jars of alchemical reagents. A faded parchment mentions “The Hamlet of Wytham,” a place no longer marked on maps.
9	111– 120 pts	The Hermit of the Fen	In a frostbitten burrow by the marsh, a hermit mole mutters of a voice calling from the roots below — a voice promising “life beyond life.” He points a trembling paw toward Mercia’s heart.

10	121– 130 pts	A Name Remembered	An old parish record from Himbleton tells of Thane Morwen, a healer turned out for grave-robbing and blasphemy a generation past. The handwriting trembles, as if the scribe feared the name.
11	131– 140 pts	Road to Wytham	You encounter Hazel, the Ranger Dormouse of the Mercian woods. She knows of the ruins of Wytham but will not enter that cursed place. She sketches you a map, offers a quick prayer to the Green Mother, and scurries off without another word.
12	141– 150 pts	Path Beneath the Pines	Hidden among the Mercian woods, you follow an overgrown path and discover an ancient barrow. The entrance stone lies shattered to the side, and the entrance is blocked by a spiked log barricade. The air smells of dust, wax, and rot.
<b>Final Revelation</b>			
Only achieved by capturing the Necromouser or successfully raiding their den which can only be found with the clue above.			
		Final Revelation – The Ruined Hamlet	The Necromouser was just a henchmen! The true evil is a powerful Crow Necromancer! You extricate the true location of the mouser’s master to be the ruined hamlet of Wytham. Beneath its chapel ruins, the Necromancer’s lair awaits — and with it, the promise of coin, courage, and peril.

## Story hooks & updates

Pre-campaign	<p>A cold wind blew in through the open tavern doors, and patrons turned to rebuke the newcomer, but quickly stifled their complaints upon seeing Meowagorn, the wildcat Ranger of the North. Once settled, a brave hedgehog adventurer approached the wildcat and asked for news from the wilds.</p> <p>“Mist-wraiths,” said the ranger, his gaze fixed upon the shadowed horizon. “More than I have seen in many seasons. They wander near Snodsbury’s bounds, and the good folk bar their doors, clinging to the frail hope that spring’s breath will banish them. Yet such hope is but a dim light in a dark wood.”</p>
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North Piddle	The ol' Marmot Farmer tells you that standing stone just North of town on the Snodsbury Road weren't there afore winter, even though it looks like it's been there forever.
North Piddle → Himbleton	You also pass two more of the standing stones like the one in North Piddle, one about halfway between towns, the other just east of the crossroads south of Himbleton
North Piddle → Snodsbury	You pass a large standing stone just east of the Snodsbury crossroads. Townsfolk tell you it's new, and no-one knows who erected it. Your recollection was it was old, and moss covered.
Himbleton → Snodsbury	You pass a large standing stone in the middle of farmland, out halfway between Snodsbury and Himbleton. Shrew farmhands tell you it's new and darned inconveniently placed I the middle of the field! The standing stone is clearly ancient and covered in moss.
Standing Stone	You are overcome with a vision! You emerge from dark and dusty catacombs into a ruined hamlet deep in the woods overgrown and haunted with mist ghaists. Taking flight, you rise up and above the forest climbing ever higher. Five standing stones, lines of power connecting them forming a pentagram.
<p>Hooks for Finale <i>(for those that did not discover the lair)</i></p> <p><i>Note:</i> <i>substitute foxes for a species that did receive a vision or discover all the clues.</i></p>	<p>From the bell tower at dusk, a winged figure descends, cloaked in leather and mail, eyes gleaming beneath its cowl you see a bat's grim visage. Perched upon a broken beam, the creature speaks in a low, measured growl: "The night watches, and so do I. The enemy flees not by road nor river, but by cunning paths unseen. If you would hunt the hunter, follow the foxes." With a rush of wings, the bat is gone.</p> <p>At dawn's edge, as bells toll faintly, a black-winged guardian clings to the clock tower parapet, cloak snapping like a banner. "Strength alone will not find the necromouser," it warns, voice echoing like a sermon in a crypt. "Wit must lead the blade. The foxes run where eyes do not linger—follow them, and the truth will bare its teeth." The bat leaps skyward, leaving only silence behind.</p> <p>In the torchlit alley, shadows deepen as a horned silhouette unfurls from the darkness. This bat-knight, bearing a sigil of moon and fang, bows once—solemn, deliberate. "The fog was but a veil," it rasps. "The fox knows the burrow, the hedge, the hidden way. Track them, and you shall find what skulks beyond the light." Stone scatters as the messenger vanishes into the night.</p>

## The Necrowmancer Revealed

*All paths converge upon the ruined hamlet at the centre of the Mercia forest—some of you were led by uncovered clues, others by grim visions, and some by following the trail of foxes through briar and ash. At the hamlet's heart stands a broken chapel, encircled by four ancient standing stones carved with forgotten runes. As the parties arrive, each stone exhales a sickly green glow, and from that light spill Mist Wraiths—skull-faced and whispering—guardians bound to a deeper, darker will. Here the truth is finally revealed: the necromancer was no master of death, but a pawn, sent ahead to prepare the way.*

*Above the chapel ruins, wings beat once in the gloom as the true enemy makes himself known—the Necrowmancer, an ancient crow steeped in death-magic, reigning from this blighted lair. With the Mist Wraiths closing in and the standing stones pulsing with foul power, the final battle is at hand. If the Necrowmancer falls, the spell upon the land will break, the dead will rest, and word of the victory will reach the prince, who waits to reward those brave enough to end the darkness. Should they fail, the green glow will spread, and the hamlet will be only the first shadow cast across the realm.*

### **Aim:**

Bands must attempt to kill the necrowmancer and take evidence to the prince by removing the corpse off any table edge.

### **Terrain:**

On a 6'x4' table set up 4 standing stones 12" apart in the centre of the table as per Main Quest 16 in the core rulebook. In the centre of these stones place a ruined chapel. Around these arrange a relatively dense forest with dead trees and ruins, and many paths to the centre chapel.

### **Side Quests:**

All players roll one side quest.

### **Bands & Deployment Zones:**

No tunnels or advanced deployment rules can be used. The ground under the hamlet is riddled with catacombs haunted by Mist Wraiths.

#### *Bands that uncovered all the clues:*

Deploy all models first, picking their deployment point anywhere along the long table edge.

#### *Bands that received a vision:*

Deploy within 9" of a short table edge, no closer than 9" to any other warband

#### *Bands that followed another band:*

Deploy all models on the second turn, either on a long table edge or within 9" of a short table edge, in either case no closer than 9" to any other warband

## Special Rules

### *The Necrowmancer:*

The Necrowmancer is powerful and takes 1 action per active warband at the start of each turn, before initiative is determined. At the cost of 1 action the Necromancer may heal up to 8 points of damage. The Necrowmancer has access to all necromancy spells, and has a fixed fortitude roll of 12, which is reduced by 2 for each subsequent action as normal. The Necromancer is a crow and counts as a Medium Bird with Fligh<sub>(sic)</sub> skill in all respects except stat line which is fixed as below, and as 16 wounds as normal.

THE NECROWMANCER								
M	S	B	R	N	C	A	F	P
d6	6	4	-	6	4	10	12	8
SPELLS								
<b>Necromancy:</b> All Necromancy Spells								
EQUIPMENT								
<b>Magical Shielding:</b> Tough (1+number of active warbands) vs Attack & Charge actions Tough (4+number of active warbands) vs Shoot Actions and Spells <b>Dispel Scroll:</b> Roll D12 vs Target 5 to check for crumbling <b>Dagger of Wounding &amp; Leeching:</b> +3 wounds, heals d3 wounds								

### *The Mist Wraiths:*

At the start of each turn, the Standing Stones spawn 1D4+number of active warbands. There will never be more than 10+number of active warbands active wraiths at any time.

Mist wraiths behave the same as Main Quest 15 (p228) and have the same fixed profile.

MIST WRAITH								
M	S	B	R	N	C	A	F	P
Random D8	6	4	0	5	0	10	2	7
SKILLS								
Tough (6), Strong (3), Fearsome								

If you feel like you may need to beef up the encounters, substitute every 6<sup>th</sup> Mist Wraith for a Massive Mist Wraith, with stats 2 less than maximum, but retaining A 10, F2, and P7 as above.

### **Standing Stones:**

Can be destroyed same as Main Quest 15 (p228). Successful Heal, Cure, Bless or Purge Witch while in base contact will destroy the stone. Also, a successful Strike against Block 13 will destroy a Stone. As per Main Quest 15 only three of the four stones can be destroyed this way.

### **Starting the Game**

Follow the usual Initiative Rules

### **Ending the Game**

The game ends when the Necromancer is killed and his corpse is removed from the table, or all attacking warbands are routed. The Necromancer is light (he's a bird) and imposes no movement penalty. However, Flight can only be undertaken if the model is a Massive Raptor. The stones will no longer produce ghastrs, and existing ghastrs now need to roll on the Otherworldly table, ignoring any bonuses to the roll.

### **Rewards**

#### ***Experience***

- +1 Hunter of Evil – every model that takes part in the battle gains +1 experience
- +1 Destroyer of Ancient Magic - If a model destroys a standing stone they gain +1 experience
- +1 I was there when he fell – every model on the board when the Necromancer is defeated gains +1 experience
- +1 Witch Hunter – the model that lands the killing blow on the Necromancer receive +1 experience

#### ***Treasure***

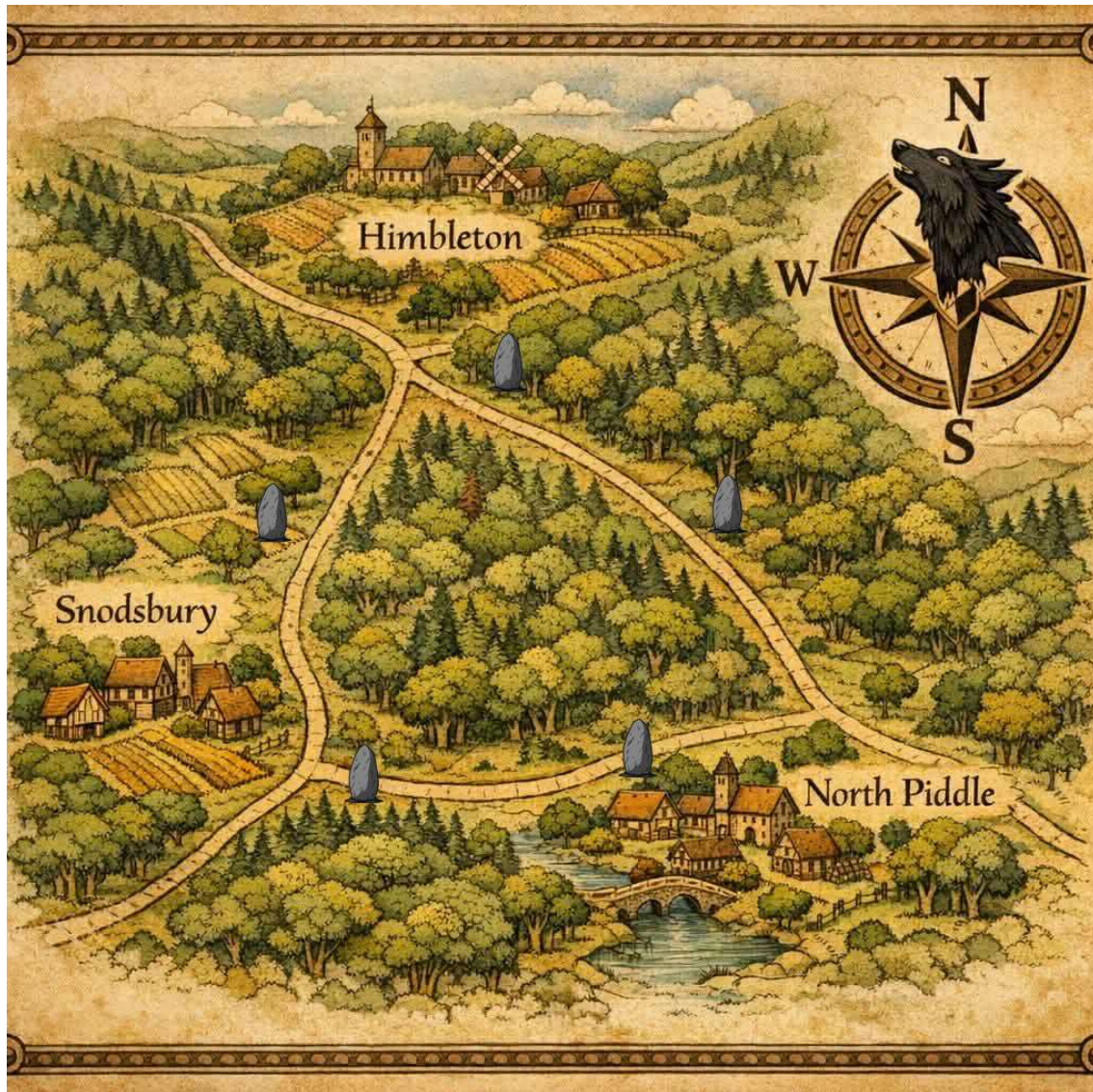
**Warbands that routed** – receive 5d12 Pennies plus an additional 5D6 pennies to their Pension fund.

**Warbands that did not route** – receive 100 Pennies plus an additional 50 pennies to their Pension fund.

**Warbands successfully recovers the corpse.** – Saviours of the Kingdom and characters of renown! The warband is offered land & titles and can retire to a life of comfort and wealth.

Should players wish to continue with their warband, they replace Step 4 of the post-game sequence with “*An Audience with Prince Reinhart*”. Each per surviving band member (e.g. not dead after step 3) can generate one Enchanted Equipment item (randomly determined as normal). The warband also receives 150 pennies, 50 pennies to their pension fund, and the gratitude of the kingdom (represented by adding a Smallholding and Jeweller’s Workshop den upgrades for free).

## Map with Standing Stones



### Author Notes:

*The rate at which players gain information in Quest 16 can be wildly unpredictable and will depend on a few factors 1) how often you play 2) how cunning your players are 3) what skills & equipment you allow.*

*For our campaign I took a liberal approach, and this is reflected in the clues table values. If a critter could get “lucky” to get 13 to interrogate, then why not allow Relics and the like. However, this led to a huge gap between the lead player who was pulling close to 50 clues a game, and the rest of the bands. Based on this I would recommend disallowing any modifications to the dice rolls through skills or equipment.*

# The Rise of the Necromouser

## A Burrows & Badgers Campaign – Player Guide

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### Players Notes

- The campaign will run over approximately 3 months culminating on the Sunday games day 29/3/2026.
- Each month there will be a “story” scenario, culminating in the final showdown
- Players may play as many or as few games as they like, but story scenarios will have limitations on how many times they can be played.
- Existing Warbands with a Rating 20 or less may be used in the campaign.
- All games must be played at the PMGG club.
- Post match sequence must be rolled at the club, with some exceptions
  - New equipment purchases can be managed as part of the pre-game sequence (allowing people to plan their purchases)
  - New hires can also be purchased in the pre-game sequence; however, upkeep fees must be paid in addition to hire fees.
- Select “Swords for Hire” will be available, and will be announced during the campaign
- Players are trying to gather information on the location of the Necromouser throughout the campaign. This is achieved through information points gathered through missions.
- Players should track their information totals, and let the campaign organiser know their new total after each game to determine if they have uncovered any new leads.

- Information (leads not points) may be traded, given away or sold to other players.
- Players may always elect to swap a side quest for the “Locate” quest. This quest will generate 1D4 information points, and if successfully removed from the table an additional 2D6 information.
- In addition, the following quests also generate information.
  - Q7 - Recover the Pay Chest: Pay chest roll of 1-2 produces 2D6 information (instead of nothing)
  - Q12 - The Caravan: Pay chest roll of 1-2 produces 2D6 information (instead of nothing)
  - Q13 - Mole Hunt: Documents also produce 2D6 information if removed from the table.
  - Q14 - Den Raid: Attackers who enter the enemy Den can steal information equal to a roll against that models Awareness stat from their opponent. The raided player must reduce their total accordingly.
  - Q18 – Cult Raid: Players may loot for information instead of pennies. The interact action produces information *instead* of pennies.

## Other Quest Notes

### *Quest 9 – Lost in the Fog*

The stakes are high and the Necromouser is merciless. Models that wander off a table edge will be killed by Mist Wraiths unless rescued next game via Quest 15: Lost and Alone. You do not have to pay upkeep on models until rescued, but you will only get one shot before their soul is devoured. You may hire another warband to undertake the rescue if you wish, the price to be agreed by the players.

### *Quest 14 – Den Raid*

- Players are encouraged to build a den entry terrain piece themed to suit their warband. If they do so they receive 1 free barricade (p191) that *must* be placed at the entrance of the den (and be modelled accordingly).

### *Quest 16 – Interrogate*

This mission is the first Story mission. It is only available to each player a maximum of three times (once for each town, Snodsbury, Himbleton and North Piddle) and is not available at all once Story quest 2 drops.

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