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MOVIES & TV



RISE OF THE  
NECROMANCER

# RISE OF THE NECROMANCER

**T**HE RISE OF THE NECROMANCER IS AN adventure for **characters level 9-11**. The adventure begins in the kingdom of Salet, where a new area has been decided for the ritual that will bring Mortamath to life. This document presents premade sheets of playable characters for your group to choose from, whose miniatures are included in the "The Rise of the Necromancer" bundle for all subscribers, as well as tokens from NPCs, monsters, creatures and any other encounters players have to face during the adventure.

## GETTING READY

The crows bring a tale from far to the north. A new location has been decided for the Ritual that will bring Mortamath to life.

Missing people are being taken to a new site whose location is unknown. But it is believed that a new chapel was chosen to make way for the macabre ritual. People rescued from the clutches of Mortamath cultists said they heard that a new chapel was chosen. An ancient altar to the nightmare god.

## A NEW RITUAL

**Introduction**  
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If a player chooses to play with the pre-made sheets provided for the miniatures, they can take a look in the descriptions on our website or create their own reasons to join this adventure. The player can choose between Zakatt, Myllorien, Darfos, Kamus, Triel and Uldor, or create their own character.

Доколку си **Dungeon Master** кој е заинтересиран за кампањава, пиши ни на [figuramkd@gmail.com](mailto:figuramkd@gmail.com) и ти го праќаме бесплатно цел PDF во кој ќе најдеш подетални информации за околината и карактерите :)

