

A CALL TO ARMS

A Loremaster Invitational, Indoor Line Course
Southern Wisconsin Chapter
International Fantasy Gaming Society
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This game is designed for a 7 player team of 2nd,3rd, or 4th level characters, with a maximum of 21 levels per team.

The team should have a 3rd level magic user.

PC fairness will be in effect. Modified Cloning will be allowed.

The game will use the 6.5 rules.

RATINGS

Dark Heroic

Mental = 8

Physical = 4

Fighting = 6

Risk = 7

A Call to Arms

Game Designer's intent

Proposed Ratings: A Dark Heroic Game: Mental 8, Risk 7, Fighting 6, Physical 4.

Seven characters of levels 2-4, for a total of twenty one levels.

This game is intended to be an indoor game but could easily be adapted to an outdoor environment.

Lore

In a bar game prior to the running of "A Call to Arms", a traveler will contact the lore masters (otherwise they will get this info in the mail). Information the traveler will drop:

"The barbarians are on the move again. It looks like they are going to try and sack Darvee."

"The Chancellor of Darvee has still been unable to find out the identity of the Necromancer. A reward is being offered just for the identity of the Necromancer. (The traveler will give the loremasters the poster stating that he is unable to follow up on this matter.)

The following lore could be given by the traveler during roleplaying or be given when a PC uses the proper lore skill.

Lore on Darvee

Darvee is the northern most city in the Monar League; a military and economic alliance of five cities. It is located on a river that runs out of the mountains to the north. Darvee is ruled by William Gerard, Overlord of Darvee. He is well liked and trusted by the citizens of the city.

Lore on the Necromancer

He appeared in the vicinity of Darvee about five years ago. His undead have ransacked villages and harassed patrols. No one has ever seen the Necromancer.

The following story should be run in the newsletter the month before the game:

Demon, prelude to A Call to Arms

Summary

The party enters Darvee and the city guard claims that they are part of a local prophecy. The guards take the party to the Overlord of the city. During their meeting with William Gerard, Overlord of Darvee, they discover that William has been prematurely aged. William had a dream that revealed the culprit as the Necromancer. The dream also foretold that the party would recover the spear, in which the Necromancer has stored William's youth.

The party receives a teleportation scroll to return them from their quest and then they are teleported to the vicinity of the Necromancer's tower. Near the tower the party comes across a burned out village. Barbarians have two villagers and the party is there to see one of the villagers murdered. If the party attacks the barbarians and saves the villager they can find out about a secret way into the tower. If they hide and watch the villagers get wiped out they will most likely go through the gatehouse.

If the party saves the villager they go through a tunnel and a minor physical obstacle to find themselves inside the curtain wall of the small keep. If the party goes through the gatehouse they will encounter a walking skeleton who throws down the gates as the party is inside. Bones will taunt them while the walls of the gatehouse attack the party. The party will get outside and easily shatter Bones, or so they think.

In the first room of the tower the party will encounter four undead. The party should defeat the undead and then continue. They next come to a hallway with four doorways and the necessary clue to find the spear. The party will need to explore the four rooms to find other clues to the spear.

The chapel is a room with an altar and two magic rings. If the party takes the rings they will fight a demon. If the party leaves the rings they can leave the room unmolested.

The crystal garden is a room where they can pick up a minor recharge and part of the magic item necessary to find the spear.

The workshop has the oak spear shaft and some minor magic potions. The potions must be mixed to work correctly and the party will probably spend time arguing over what potions to mix.

The sitting room contains the second part of the magic item necessary to find the spear and the secret trap door to the spear room. The party will have to go through the trap door and find themselves facing an armored figure. The figure will attempt to lead them out of the room. If the party follows the "knight" they will come to another room with what looks like the spear. They will fight the "knight" and some suits of armor for the spear and then discover that it is not the correct spear.

The party will go back to the room where they met the knight and hopefully they will put all of the clues together and find the spear. It is in this room.

When the party finds the spear they will have to fight "Bones" for the last time. The party will teleport to the Overlord's chambers to get their reward.

If the party gives William the spearhead with the oak shaft he will regain his youth and they will be rewarded, end of story. If the party gives the spear as they found it then William will regain his youth but he will turn evil and attack the party. The cleric will cast Haven and try to talk his lord out of attacking. The party should win this fight and the court cleric will get them out of the city. Either way, it's the end of the game.

Scenes	Scene Time	Total Time
1- Front Gate	10 minutes	10 minutes
2- Overlord's Chamber	30 minutes	40 minutes
3- The Barbarians	30 minutes	1 hour, 10 minutes
4a- The Cave	15 minutes	1 hour, 25 minutes
4b- The Bone Gate House	25 minutes	1 hour, 50 minutes
5- The Courtyard	5 minutes	1 hour, 55 minutes
6- Entrance Chamber	30 minutes	2 hours, 25 minutes
7- Great Hall	5 minutes	2 hours, 30 minutes
8- Workshop	60 minutes	3 hours, 30 minutes
9- Chapel	20 minutes	3 hours, 50 minutes
10- Crystal Garden	20 minutes	4 hours, 10 minutes
11- Sitting Room	35 minutes	4 hours, 45 minutes
12- Knight Room	20 minutes	5 hours, 5 minutes
13- The Big Fight	25 minutes	5 hours, 30 minutes
14- The Resolution	30 minutes	6 hours

LOGISTICS

You could run this game with as few as 9 NPC's. Because of it's design only one team could be on course at a time. This is perfect for an indoor sight with only one or two rooms.

Note: When we ran this game we had our site for only one day. We had a very large gym that we divided and ran two teams at a time. This required us to double props and staff. I would rather have run it as designed.

A Brief History

William Gerard is the Overlord of Darvee. Darvee is the northernmost city in the Monar League, a military and economic alliance of five cities. William is the only child of Richard

Gerard but does have a cousin Darius. Ten years ago William and Darius fell in love with the same woman, Elizabeth. She married William and Darius renounced the family name. Elizabeth died during childbirth and Darius blames William for the death of his love. Elizabeth was not raised because of an ancient law that does not allow the raising of anyone in the royal family. This helps appease the general populace who feel the rich have too many privileges anyway.

Darius left Darvee and became the Necromancer. No one knows the identity of the Necromancer. Darius was able to get into William's chamber and drain his youth. The Necromancer had to store the youth of William in a powerful magic item so he stored it in the Spear of Gerard.

William survived and since the Necromancer could not destroy the spear he has switched shafts on the off chance that someone should get the spear back to William. The spear, with its new ash shaft, will restore the youth of William but it will also turn him evil. The new shaft, not the spearhead, is cursed to turn William evil. The party may avoid the curse by finding the oak shaft and placing the spearhead back on the original shaft.

Important game notes:

GM NOTE: If the party does decide to attempt to sleep to recharge points they will receive a magical message from Chancellor Delany. "You must hurry, Gerard is on the edge of death!"

Bones will also show up every 10 to 15 minutes later in the game when and if the party gets stumped. He will prevent them from sleeping but also give helpful clues through his insults.

General NPC Instructions:

This is designed as a serious game and we want to help the players to stay in character as much as possible. All undead and Demons leave as soon as they are dead, they dissipate. Nothing is left to search. **DO NOT TALK TO THE PC'S!** Just leave!

All other NPC's: after a fight lie still and **DO NOT TALK TO THE PC'S**. If searched give them the money reps that you are carrying.

When the game is over congratulate them and make them feel good about the day. This is the time to trade war stories, let them blow off steam, and lighten up.

All staff:

If at any point a PC seems to start losing it because of the game's intensity, quietly ask the player if they need a time stop. Note: they may or may not be roleplaying. The whole point is to have fun.

If you are not in a scene you should be out of sight. Visible spectators are a distraction.

GM'S

When in the tower it is possible that the PC's may split up. Let them but you must stay with the loremaster. One staff member will be set to watch each of the four rooms. They will act to inform the PC's of consequences of their actions (like taking the rings from the altar in the chapel).

ENCOUNTER #1 (10 minutes)

Front Gate

NUMBER OF NPC'S: 3

PURPOSE: Introduction

MAGIC: None

GOLD: None

TRAPS: None

GOOD/EVIL: Good= guards

BOON/BANE: Bane to attack guards

PLANTS/ANIMALS: None

TRACKS: innumerable human footprints going to and from the city.

LORE: none

Lore to be given to the PC's immediately before going into the game:

The party has had to come to Darvee on foot. The Temple of the Traveler in Darvee has been closed to incoming traffic because of the excessive number of people fleeing the city in fear of the barbarians.

The party has been passing by abandoned farms and homesteads for a couple of days. As they approach the city the party can see many guards on the walls.

The party approaches the city of Darvee and sees the gate of the city. There are three guards in front of the gates and they take an aggressive stance at the approach of strangers. When the party gets closer the guards seem to recognize the group. The party will hear the guards whisper, "the prophecy". The guards will be excited and say, "Your coming has been foretold." They will praise the heroes for coming to save the city.

One of the guards will take the party to the Overlord of Darvee. If pressed about what the prophecy is the guards will say that "that's not for us to say, but we were told to keep a look out for (and give a very general description of what the party looks like).

NPC Instructions: You are to stroke the party's ego. Make them feel important. You may use any weapons of your choice.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Guards	3	Fighter/4	LG	2	7	4/22/30	--

(Chainmail armor)

PROPS:

Tabards for guards

Armor patches

Weapons

SAVIES:

ENCOUNTER #2 (30 minutes)

Overlord's Chamber

NUMBER OF NPC'S:5

PURPOSE: information gathering

MAGIC: Cleric

GOLD: none in this room. Delany will leave and then return with gold.

TRAPS: None

GOOD/EVIL: Good= Overlord, Cleric

BOON/BANE: Boon to take on quest

PLANTS/ANIMALS: None

TRACKS: None

LORE: Heraldic Lore on Crest of Gerard

1. Major Point: Protect the city of Darvee.

2. Minor Point: Be truthful and courteous to all.

3. Minor Point: Obey the orders of the overlord of Darvee.

Religion Lore on Chancellor Delany: worships Eeto, a well known God of Justice.

Legend Lore on William Gerard:

1. Knight of great strength and intelligence

2. Beneficial ruler and inspiring general

3. Preferred weapon: spear (emblem of household)

4. Tragic love story: William and his cousin Darius fell in love with a woman, Elizabeth. Elizabeth married William and Darius left the city and has not been seen since.

5. Elizabeth and child died in child birth 10 years ago. The clerics were unable to save them.

6. Elizabeth was not raised because of an ancient law forbidding the raising of anyone in the royal family.

Legend Lore on the Necromancer (also information Delany knows):

1. Appeared about 5 years ago.

2. His undead have ransacked villages and harassed patrols.

3. No one has ever seen the Necromancer.

4. He reportedly has many different towers.

The Scene

The party is brought to a large room. There is a knight at the door where they entered. There is a throne on which an old man appears to be sleeping. There is a knight standing on each side of the throne.

Another man holding a book approaches from the direction of the throne.

The party is introduced to Chancellor Delany by the guard. Delany must explain the following:

1. Four weeks ago the Necromancer somehow got into the Overlord's chamber. He cast a spell that robbed the Overlord of his youth and he then stole the household heirloom, the Spear of Gerard.

2. We have been using all of our healing ability for the last four weeks just to keep Gerard alive. He will not survive another day.

3. Three nights ago the Overlord said he had a dream that seven adventurers would come to the city and help him regain his youth. He gave a general description of the party. Overlord Gerard then refused to speak to anyone but the adventurers.

4. The citizens are terrified of the Barbarian invasion because William Gerard is unable

to lead the troops. Morale is low and no one in the city has been able to take Gerard's place.

5. Delany will introduce the party to Gerard.

Overlord Gerard is very weak and tired. He will seem pleased that the party has finally arrived. He will tell the party the following, "I dreamt that my youth has been stored in my spear. Bring me my spear and I will be young again. The spear is in a tower near Battle Mound.

You need to find the light which will allow the knight to show you the way to where the spear lay."

He then starts mumbling, "Elizabeth overlooks, Elizabeth, Eliza...", and he then falls asleep and can not be awakened.

(Gerard must speak clearly and loudly but he will not repeat himself)

Delany will do the following after the interview with Gerard:

1. Offer the party 1400 g.p. for doing this service. He will give them up to 350 g.p. as an advance. He will leave the room and return with the gold.

2. The party is given a teleportation scroll to get them back to Darvee.

Delany will give the following response when asked:

1. Answer questions about Battle Mound.

The name of the village is Battle Mound. The village was created 100 years ago near the sight of the last barbarian invasion. A huge battle was fought and the barbarians were defeated. All of the bodies from the battle were buried in a joint burial mound and a honor guard was left to take care of the burial sight. The honor guard stayed and a village was founded.

3. All he will say about Elizabeth is that she is Gerard's dead wife. It will appear to be a sore subject. If pressed on the subject he will give the appropriate lore.

4. Describe the spear: Oak shafted spear with an opaque white crystal spear head, and the appropriate length (dependent on the prop).

5. Explain that the scroll came from the Temple of the Travelers in the hope that Gerard's dream would come true.

When all questions are done Delany will read a scroll that transports the party to Battle Mound.

NPC instructions: Knights will carry sword and shields.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Overlord (William)	1	Knight/10(2)	LG	0	(5)	(3/12/20)	20
Chancellor Delany	1	Cleric/7	LG	4	5	7/26/34	34
Guards	3	knight/3	LG	2	6	3/14/24	--

PROPS:

Old man's mask for William

Tabards for guards

Teleportation Scroll

Book of the Law (Delany's holy symbol) It can also have crib notes for the Delany NPC to help him remember all of the info he has to give out.

Shields

Swords

Armor patches

SAVIES:

Delany's Book of the Law (his holy symbol)

Savvy #1: useable only by a 7th or higher level cleric of Eeto.

Savvy #2: Autocast Haven (10th level) 2/day

Savvy #3: Autocast Awe (10th level) 2/day

Teleportation Scroll

Savvy #1: Upon completion of reading the scroll out loud the reader and up to six others will be teleported to the throne room of William Gerard in Darvee. 5th level, one use.

Diagnose on William Gerard will reveal that he is "Cursed".

Reveal Curse on William Gerard will reveal:

Curse of "Stolen Youth", 15th level, 45 years of Gerard's life has been stolen and stored in a powerful magic item.

ENCOUNTER #3 (30 minutes)

The Barbarians

NUMBER OF NPC'S: 7

PURPOSE: warm up fight and information gathering

MAGIC: None

GOLD: 30 g.p. on Leader, 5 g.p. on each of the other Barbarians TRAPS: None

GOOD/EVIL: villagers=good, barbarians=evil

BOON/BANE: Boon to save the villagers

PLANTS/ANIMALS: Plants = too far away to know anything useful.

Small animals = we don't go near that tower, lots of moving shadowy things and humans who are falling apart

TRACKS: 25-30 human tracks heading into the village

LORE: Village Lore: (Can be roleplayed by surviving villager)

The name of the village is Battle Mound. The village was created 100 years ago near the sight of the last barbarian invasion. A huge battle was fought and the barbarians were defeated. All of the bodies from the battle were buried in a joint burial mound and a honor guard was left to take care of the burial sight. The honor guard stayed and a village was founded.

The party appears on the edge of a burning and ruined village. They will then hear screams. Five barbarians have two prisoners. There are many more dead. The party arrives just in time to see a barbarian kill a prisoner. The barbarian is verbally insulting the fighting ability of the villagers. He says he wanted a "good fight". After 1 minute he kills the last prisoner.

The party does not have to save the villagers. They can easily hide if they want to. After the last prisoner is killed the barbarians will wander off. If the party saves the villager and ask him questions they will hear that the tower is an ancient evil place and avoided by all of the villagers. The mass grave that the village was founded near turned up empty over night about two years ago. A little girl in the village said she saw the "dead men climb out of the ground and walk away." If pressed and asked if he knows of any way into the tower he will say that he knows of a cave nearby that is said to go into the tower (This information is not volunteered, it must be roleplayed!). He will describe how to find the cave but will not go near the tower. Under no circumstances will the villager accompany the party on their mission.

If the party does not rescue the villager and question him about a secret way into the tower the party goes to scene 4b, the Gatehouse. If the party does find out about the cave they choose where they are going, to the Gatehouse (4b) or the Cave (4a).

If the party captures a barbarian they may question him of course. It must be made clear that he is violent and insolent. He will not beg for his life and he will make threats that the rest of his clan will be along soon to free him and free the party of their lives. He will comment that all of the city dwellers will soon be put to the sword. You get the drift.

NPC Instructions: The barbarian leader must get the P.C.'s to attack. You do not know that the P.C.'s are there so you must do this by showing how evil and cruel you are. This is serious. If the party attacks the barbarians do not kill the last villager.

If the party life sparks a villager he will automatically give information about the location

of the cave, a possible way into the keep.

Villagers have no weapons. The barbarians may use whatever weapon they decide to use. If extra NPC's are available they would be great bodies of dead villagers.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Barbarian Leader	1	Fighter/3	CE	1	6	4/20/28	--
Barbarians	4	Fighter/2	CE	1	5	2/12/16	--
Villagers	2	Fighter/1	LG	0	-	2/ 6/14	--

LP include Battle Fever for Barbarian Leader and damage from their recent fight with the villagers. The other barbarians have already used up their battle fever for the day. None of their weapons have blade sharp.

PROPS:

Skins for barbarians

Reps for gold

Armor patches

Weapons

SAVIES:

SCENE SET UP:

PC'S are put in marching order on the edge of the room. A time stop is called. The GM explains that the players are not to react until he drops his hand. They are out of range until that time. The GM raises his hand and walks into the room.

The NPC's have taken position at the far end of the room. The barbarians are facing the back wall with their backs to the PC's. The GM walks to the back wall where the NPC's can see him and where he can see everyone. The Barbarian goes through his speech and then kills the first villager. He then starts to insult the second villager and the GM drops his hand. At this time the PC's are now "within range" and can react. (out of time stop)

ENCOUNTER #4a (15 minutes)

The Cave

NUMBER OF NPC'S: 0

PURPOSE: physical challenge

MAGIC: none

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: Boon to go through cave

PLANTS/ANIMALS: none

TRACKS: none

LORE: none

The cave is actually a tunnel. The area at the end of the tunnel is full of bones. The walls are coated with dried blood and are extremely rough allowing a good climbing surface for even nonthieves. Twenty feet above is some sort of metal grate. Someone will need to climb up and move the grate. A rope obstacle will be set up on the floor to simulate the climb. The obstacle course is basically a type of rope ladder lying on the floor. The party members must go on hands and feet from the bottom to the top without their hands, feet, costume, or weapons touching the rope. Thieves and monks get to stand up. All players get touches on the rope equal to their level. If a player "falls" in the first half of the climb they will take 1 point of no defense damage. If a player "falls" in the second half of the climb they will take 3 points of no defense damage.

The metal grate at the top is covered in dried blood. The player can easily move the grate but it prevents the use of rope and grappling hook for the first climber (an exception to this would be a single hook grappling hook, if the party has one then it can be used. Two NPC's would hold the grate vertically and the PC would have to throw it 15 feet, it must go through and catch for them to use it). Once at the top the player will see that he or she has climbed up into the middle of an altar with manacles in the corner. The altar is in a circular courtyard with a tower in the center, and a large bone gate house in the wall with a stream running through it. The stream comes from a fountain with a broken basin that has flooded most of the courtyard. Once a rope has been secured up top the physical challenge will be easier (everyone can stand up). If the party starts pulling people up then there is no need for the physical challenge. Once the party is up they will find themselves in the courtyard.

DESCRIPTION # CLASS/LEVEL ALIGN ARMOR DAMAGE LP SP

PROPS:

Rope challenge

Bones on the floor

Box

curtainGrate

SAVIES:

SCENE SET UP:

We will use a hallway. The rope ladder will be lying in the hallway. Bone and skeleton reps are on the floor. At the end of the rope ladder/hallway a curtain is set up so the PC's can't see into the room. A large box is set up under with an opening for the PC to crawl into. When inside they will see the grate and be able to lift it off. The PC doing so will be able to stand up and will find himself in the next room which will be described as the courtyard.

ENCOUNTER #4b (25 minutes)

The Bone Gatehouse

NUMBER OF NPC'S: 6

PURPOSE: Lock pick and Fight

MAGIC: The wall

GOLD: none

TRAPS: none

GOOD/EVIL: Evil=The Gate House

BOON/BANE: none

PLANTS/ANIMALS: none

TRACKS: none

LORE: Skeletal Guardian (Bones): A skeletal guardian is an undead that protects a specific area. It can animate bones at will. It can only be destroyed if it's true form is destroyed.

The party comes up to the walls of the tower. They appear to be made of bones fused with stone. The large gate house appears to be made completely out of bones. Water is built up in the entire gate house. (The GM should mention that using electrical spells may not be a good idea) The whole structure radiates evil. There is no apparent outer gate but there is an inner gate with a large padlock. When the party is completely in the the gate house they will hear, "Lock!" and bones will slide down at the open end end and trap the party. A skeleton who is on the roof of the gatehouse will climb down and start antagonizing the party. He will laugh and ridicule the party for falling into his trap.

At the other end of the gate house their is a very large, heavy lock; class B. When the party starts to tamper with the lock Bones will yell, "attack!". Timestop, and the NPC walls will take their place, the GM will explain that the party sees bones sliding out of the walls. Time in, the bone walls of the gate house attack the party. Three NPC's will stand on each side of the party, where the walls of the gatehouse should be (approximately 15-18 feet apart), and start swinging. The walls cannot move. The party must defend themselves until the gate can be opened by picking or breaking the lock (the lock is much easier to pick than break, 100 points physical damage, 50 points spell damage, and has five points of armor). The party can eliminate arms of the wall only. New arms will replace dead arms in 10 seconds. The weapons are part of the walls and can not be taken or dropsied.

If the party only sends 1 or two people through the gatehouse the gate will not close. If at all possible the gate will trap the entire party. If the players start to set up to pick the lock before the entire party is inside the gate house then Bones will order the walls to attack. As the party rushes in to save their comrades the gate will then close.

If an electrify or lightning strike is used in the gatehouse then all arms and party members take the damage because of the water on the floor. The wall will take full damage, while the party will take half damage. Let the party know this after it occurs. There will be no knock downs due to a PC's own lightning strike accidentally affecting the PC's.

When the party gets free Bones will attack them and he will quickly be broken to pieces by the party.

NPC INSTRUCTIONS:

Bones: be really annoying to the party but when they break free stand and fight. Don't run too much.

NPC Walls: You may only use short swords. You are not to cross the tape lines.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Wall of Bone	6	animated/3	CE	1	6	3/--/--	--

(Only the arms may be attacked)

(When an NPC loses both arms he re-enters the fight in 10 seconds, back at full strength)

Bones	1	undead/5*	CE	3	6	5/--/28	--
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*Bones is the guardian of the tower. His true form is with the spearhead and he will be repeatedly showing up to antagonize the party until his true form is destroyed

Class B Lock 100 points of physical damage, 50 Points spell damage,
5 points of armor.

PROPS:

White tabards for the torsos of the Walls

modified lock = it lights up instead of buzzes (easier to see in combat)

mask for Bones

tape for showing the walls

short swords

SAVIES:

Curtain Wall:

Savvy #1: The bones cut all ropes, push off grappling hooks, and ladders in any attempt to climb the walls.

Savvy #2: Climbers will take 3 points of no defense damage to hands and feet every 10 seconds that they attempt to climb the walls.

Gate House:

Savvy #1: The Gatehouse will follow the commands of Bones.

SCENE SET UP:

The same hallway used for the cave will be the beginning of the gate house. The gate house is 15 yards long and because of space constraints we will put a 90 degree turn in the end of the gate house. This is where the NPC's will set up and where the lock is located. This bend is not really in the gate house and it must be described as a straight shot. The NPC's can not move, so the first half of the gatehouse is safe for the PC's. If the PC's want to try to break the gates, the gates can take 200 points physical damage, 100 magical. 4 points armor.

ENCOUNTER #5 (5 minutes)

The Courtyard

NUMBER OF NPC'S: 0

PURPOSE: descriptive

MAGIC: The walls of the tower, curtain wall, and gate house

GOLD: none

TRAPS: none

GOOD/EVIL: Evil=the walls of the tower, the gatehouse

BOON/BANE: none

PLANTS/ANIMALS: none

TRACKS: none

LORE: none

GM Note: Just tell the PC's that nothing happens when they try Bump of Direction.

Bump of direction for the spear will not work because currently the spear is in two pieces. If the party tries to locate just the "spear head of Gerard" or the "spear shaft of Gerard" then let them do it. They are just superior players. Under no circumstances is the GM to give any prompting about this subject!

GM's must keep track of who stepped in the water.

The circular courtyard has a tower in the center, and a large bone gate house in the wall with a stream running through it. The stream comes from a fountain with a broken basin that has flooded most of the courtyard. Opposite the fountain is what appears to be a sacrificial altar with a concave metal grate covering the pit. The grate is covered with dried blood. The courtyard has several dead saplings scattered around in it.

If the party came up through the altar and they look at the gatehouse, they will find the gate down on this side and it is locked with a large heavy padlock. Tell them it looks like a nasty killing field in there. The party can also see the outside of the keep.

If the party came through the gatehouse and look down the altar they see a 20 foot drop and a pile of bones. Let a PC crawl into the altar(box) and then the GM will describe the easy climb down and the cave until the PC finds himself outside. To speed things up this should be mostly descriptive. If the entire party goes down the altar let them but make them do the physical challenge if they try coming back that way. Remember, if the party secured a rope on the way down then they all get to stand up for the physical challenge, see scene 4a.

The square tower appears three to four stories tall and seems to be made of the same bone fused stone as the curtain wall. It has an open, arched doorway.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
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PROPS:

Curtain wall with door

Tape to mark where the water is in the courtyard

Altar (Box) with manacles

Box for broken fountain

SAVIES:

Curtain Wall and Tower Wall:

Savvy #1: The bones cut all ropes, push off grappling hooks, and ladders in any attempt to climb the walls.

Savvy #2: Climbers will take 3 points of no defense damage to hands and feet every 10 seconds that they attempt to climb the walls.

Gate House:

Savvy #1: The Gatehouse will follow the commands of Bones.

ENCOUNTER #6 (30 minutes)

Entrance Chamber

NUMBER OF NPC'S: 5

PURPOSE: trap/fight

MAGIC: none

GOLD: none

TRAPS: sticky floor (entire floor past 10 feet)

GOOD/EVIL: evil=undead

BOON/BANE:

PLANTS/ANIMALS: none

TRACKS: none

LORE: Undead lore, Minor wraiths: can become intangible once per day for as long as they wish, and chill attack once per day. Chill attack: a minor wraith can make one LI chill attack per day. The LI chill attack must be called on a successful hit. The victim of the LI chill attack must make all attacks at 1/2 damage. This effect will last until the victim is completely healed, this effect is not a poison. (The unnaturally cold touch of the undead makes you shiver and shake.)

The only light in this room comes from the open doorway. There is a circular staircase at the far side of the room, it goes up.

The party will enter the room. As the party nears the stairs, anyone who has wet feet will notice that their feet are firmly glued to the floor. Their feet will be wet if they came through the gate house, walked in the stream, or stepped in the fountain. It takes the strength of two men to break free from the glue.

Time Stop, eyes open. The GM will describe to the party that they see four undead that float out of the walls and up through the floor as soon as they discover that they are stuck or if they get within five feet of the stairs. Bones will walk through the doorway from the outside and say, "You might as well give up now, you will never find the spear." He will continue to berate the party until he is apparently destroyed again.

During the fight the party must stay in one place. Those with wet feet may move their feet only for balance purposes. If they do move their feet for more than balance purposes (i.e. turn to face an opponent) they take an automatic five second knock down. The GM will put a piece of tape on the floor under each of their feet. This will help everyone keep track of the PC's feet. They may free their feet by taking off their shoes. If a player is uncomfortable with taking off their shoes then he or she may "roleplay" taking off their shoes. A knight strength or anything that gives a character double strength will let the person break free. They must roleplay. Two of the undead will be 2nd level and two of the undead will be 4th level. The undead will fight to death, not unconsciousness. The wraiths can not be drowsied.

NPC INSTRUCTIONS:

Bones will not appear in this fight if the party is caught in the glue. He will appear if the PC's are not caught in the glue.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
minor wraith	2	undead/4	CE	2	8	-/--/34	--
minor wraith	2	undead/2	CE	2	5	-/--/24	--

Chill attack: each wraith can make one LI chill attack per day. The chill attack must be called on a successful hit. On the first Chill attack a time stop will be called and the results of the attack will be described. The victim of the chill attack must make all attacks at 1/2 damage.

Unknown to the victim the chill effect will last until the victim is completely healed, this is not a poison. The duration will be known if undead lore is used.

Once per day minor wraiths can become intangible. This ability will be used to surprise the party. It can not be used again.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SPBones
	1	undead/5*	CE	3	6	5/--/28	--

*Bones is the guardian of the tower. His true form is with the spearhead and he will be repeatedly showing up to antagonize the party until his true form is destroyed.

PROPS:

masks for undead

weapons

armor patches

tape

SAVIES:

ENCOUNTER #7 (5 minutes)

Great Hall

NUMBER OF NPC'S: 0

PURPOSE: information gathering and access to scenes 8-11

MAGIC: none

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE:

PLANTS/ANIMALS: none

TRACKS: none

LORE: none

The party comes up the stairs and enters a completely dark room. They must have a fantasy light source to see. When they have a light source describe the following.

The light you have shows what appears to be a hall of some kind. There are two doorways on the left wall and two doorways on the right wall. A picture titled "Darius and William" hangs on a wall. The painting depicts two men facing each other over a chess board. If the players look closely there is only one Knight on the board and one of the men is reaching for it.

If the PC's do not have a fantasy light source and they are unable to cast the appropriate spells the GM can prompt the PC's by letting them know that they could go back to the courtyard and look around. If this is the case then they can go back and take the dead saplings that are in the courtyard and make torches out of them.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
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PROPS:

Chess Picture

sheet walls with doorway

SAVIES:

ENCOUNTER #8 (1 hour)

Workshop

NUMBER OF NPC'S: 0

PURPOSE: information and item gathering

MAGIC: staff, miscellaneous chemicals on table

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: boon to take the staff

PLANTS/ANIMALS: none

TRACKS: none

LORE: none

The door to this room has a svarq glyph (4th level) on it. The glyph is located on the inside of the door at the bottom. It is set to go off when the door is opened. A little bell will be set up on the floor a few inches from the curtain. When a player pushes the curtain aside the bell will fall and make a noise. That will signal the setting off of the glyph. (The glyph will be present on the inside of the door.

This room looks like a magic users workshop. There is an empty cauldron, benches, a pile of old and useless weapons in a corner, on one table there are bottles of chemicals, and powders. A picture of a black robed figure is on one wall. The title on the picture is the "Necromancer".

A staff is in the pile of weapons. If a character asks, the staff is made of Oak. It actually is the shaft of the spear of Gerard and it has one enchantment on it. Savvy 1: this weapon will return to its owners hand upon command (line of sight is required). If the Gauge Non-Magical Weapons skill is used on the staff it will be noted that this staff was once the shaft of a spear. A Know Aura will reveal that this staff is actually the shaft to the spear of Gerard.

On the table are nine bottles that detect as magic. Three of the bottles have a clear liquid, three bottles have a colored liquid in them, and the other three have a powder. If the party takes the time and does the savvies they can mix some potions using these nine bottles.

Clear: Savvy #1: 1 point heal

Savvy #2: clear mixed with colored = 8 point heal

Savvy #3: clear mixed with powder = 4 point spell/ability point recharge

Colored: Savvy #1: 1 point heal

Savvy #2: clear mixed with colored = 8 point heal

Savvy #3: colored mixed with powder = completely recharge one Fighter/Thief Skill

Powder: Savvy #1: 1 point heal

Savvy #2: clear mixed with powder = 4 point spell/ability point recharge

Savvy #3: colored mixed with powder = completely recharge one Fighter/Thief Skill

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
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PROPS:

table

small potion bottles

extra empty potion bottles

down checked weapons

spear shaft

Painting of the Necromancer
small bell

SAVVIES: All nine bottles = 840 gp, set of 3 = 280 gp

Clear: Savvy #1: 1 point heal

Savvy #2: clear mixed with colored = 8 point heal

Savvy #3: clear mixed with powder = 4 point spell/ability point recharge

Colored: Savvy #1: 1 point heal

Savvy #2: clear mixed with colored = 8 point heal

Savvy #3: colored mixed with powder = completely recharge one Fighter/Thief Skill

Powder: Savvy #1: 1 point heal

Savvy #2: clear mixed with powder = 4 point spell/ability point recharge

Savvy #3: colored mixed with powder = completely recharge one Fighter/Thief Skill

Staff: Savvy #1: this weapon will return to its owner's hand upon command (line of sight is required).

ENCOUNTER #9 (30 minutes)

Chapel

NUMBER OF NPC'S: 1

PURPOSE: avoidable fight/information gathering

MAGIC: Rings and Altar

GOLD: none

TRAPS: none

GOOD/EVIL: Entire room

BOON/BANE: Bane to touch rings

PLANTS/ANIMALS: none

TRACKS: none

LORE: Religion Lore on Youghal, the Demon Lord who this chapel is dedicated to. Youghal is one of 12 Demon Lords, his dominion is the creation of undead. To speak his name aloud in his chapel three times is to arouse his attention and be attacked. (Note to G.M.: If anyone says Youghal anywhere in the chapel the chapel will shake and everyone will take a 2 second knockdown. The second time it is spoken the reaction is more violent; 5 second knockdown. The third time it occurs a minor demon will appear and attack the party. This is for the entire party and the duration is the entire game.)

This room is so unnaturally dark that the party's fantasy light source is only 1/2 effective (this is a description and has no real bearing on the game). There is an altar near the far wall. The altar appears to be just a slab of black stone. This room has such a powerful feeling of evil in it that there is no need to detect for it (tell all PC's, "You detect evil".)

The altar is magic. On the altar are two gold rings. One ring is inscribed, "To my beloved Elizabeth". The rings detect as magic (one ring is a 3 spell point battery, it can be recharged once per day at a cost of 1 spell point per spell point charged; up to 3. The other ring is a +2 ring of protection, usable in one combat per day by saying, "Youghal protect me"). The altar is enchanted to automatically summon a demon if someone touches the rings or the altar (one charge). The demon will fight to the death, not unconsciousness. The altar is also cursed so that any person who is not a follower of Youghal will get cursed for touching the altar or anything on the altar. Youghal's curse: -1 Life Points, cast at 8th level. This curse does not have a cumulative affect. After receiving the curse the character does not lose more life points for touching the altar again or touching anything on the altar again.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Demon	1	Demon/4	CE	4*	8	10/--/38	--

Only hurt by magic or magic weapons. LP's include battle fever, damage includes +1 blade sharp. Battle fever makes demon 6th level versus LI spells. If the demon is dropsied he can recall his weapons when the dropsy wears off (they fly back to his hands).

*4 point demon skin Armor: only vs. physical attacks.

Magical Damage = no defense damage.

NPC INSTRUCTIONS: Never go after the magic user unless he is the last. Go only for limbs. Do not single out the only PC with a magic weapon.

If the PC's are completely limbed help one of them onto the altar (tell them you are carrying he or she there) and prepare to sacrifice him or her. Take a lot of time with this preparation and ignore the party. This should give the PC's time to heal. Do not sacrifice a knight or a character that may be near death. Remember, any character that touches the altar loses a Life Point!

GM INSTRUCTIONS: When a PC does the Religion Lore ability give the paper with the lore for this room. When a PC does a reveal curse give that PC the paper with the curse on it. When a PC does a savvy give the PC the first savvy. Continue giving the savvies in progressive order for each savvy that is cast by the PC's. Do not read the savvies yourself let them do it. Be aware of anyone saying, "Youghal".

PROPS:

2 rings

altar(Black cloth over a sturdy table)

demon mask

weapons

armor patches

piece of paper for each savvy

piece of paper with curse typed

piece of paper with religion lore

SAVIES:

Ring #1 (900 gp value)

Savvy #1: 3 spell point battery.

Savvy #2: rechargeable once per day at a cost of 1 spell point per spell point charged; up to 3.

Ring #2 Engraved Ring (2,625 gp value)

Savvy #1: +2 ring of protection

Savvy #2: only usable in one combat per day by saying, "Youghal protect me"

Altar

Savvy #1: If anyone, who is not a follower of Youghal, touches anything on the altar a minor demon will be summoned and attack. One charge.

Reveal Curse On Altar (or anyone suffering from Youghal's Curse)

Youghal's Curse: Any person who is not a follower of Youghal will get cursed for touching the altar or anything on the altar. Youghal's curse: -1 Life Points, cast at 8th level. This curse does not have a cumulative affect. After receiving the curse the character does not lose more life points for touching the altar again or touching anything on the altar again.

ENCOUNTER #10 (20 minutes)

Crystal Garden

NUMBER OF NPC'S: 0

PURPOSE: item/information gathering

MAGIC: crystals

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: boon to take the large crystal

PLANTS/ANIMALS: none

TRACKS: none

LORE: none

This room is best described as a crystal garden. Crystals are spread out over the floor in pretty much a random order. All of the crystals radiate a magical aura.

One crystal is much larger. If it is placed in the lamp in the Sitting room it will light the entire chamber. (i.e. it's a light bulb) A couple of the other crystals restore spell points, the remainder have a very mundane power and are only worth about 1 GP.

PROPS:

1 large crystal

12 medium sized crystals

20 small sized crystals

SAVIES:

1 Large Crystal (100 g.p.):

Savvy #1: If placed in the proper magical setting it will light an entire chamber as per the druid flare spell.

Savvy #2: Once in the setting it cannot be removed.

12 Medium Crystals (50 g.p. each):

Savvy #1: 1 spell point recharge, crystal becomes worthless after the spell point is used.

20 Small Crystals (1 g.p. each):

Savvy #1: If kept in this room for one year this crystal will grow into a larger crystal.

Savvy #2: If taken from this room before growing to it's full size the crystal will lose it's magical properties within 24 hours. The crystal does not lose it's gold value.

ENCOUNTER #11 (35 minutes)

Sitting room

NUMBER OF NPC'S: 0

PURPOSE: route to the spear

MAGIC: Lamp

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: boon to light the lamp

PLANTS/ANIMALS: none

TRACKS: none

LORE: Legend lore on Elizabeth

1. Tragic love story: William and his cousin Darius fell in love with Elizabeth. Elizabeth married William and Darius left the city and has not been seen from since.

2. Elizabeth and child died in child birth 10 years ago. The clerics were unable to save them.

3. Elizabeth was not raised because of an ancient law forbidding the raising of anyone in the royal family.

This room has a chair facing a painting of a beautiful woman, titled Elizabeth. Between the chair and painting is a low stone chest with a piece of wood on top (use Jason's well as the base) On top of the chest is a bottle of wine and two glasses. It also has a standing lamp near the middle of the room with no light bulb in it. The lamp is enchanted. The lamp is somehow attached to the floor. When the proper crystal is placed in the hole in the top it will light the entire room. (Safety note: the lamp will not be plugged in until the crystal is in.)

The wooden table top can be taken off of the base. If a party member does this they will be looking through a metal grate into a room below. If any party member looks through the grate with a light source or the lamp has been lit they can make out the form of a figure in platemail. The party can swing up the grate, it is on hinges. The party must roleplay climbing down a rope to get into the next room. Go to Scene 12.

There will be a picture of a man in platemail at the bottom of the well. This is what the party sees in the room below if the crystal was put in the lamp. The GM will place the picture if the crystal is in the lamp. He will place this "after" the PC's find the grate. All players will be able to get through the grate to scene 13.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
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PROPS:

Jason's well

Wooden chapter shield as table top

Cardboard Grate (with eight by eight square holes in it)

Picture of Elizabeth

1 bottle of grape juice

2 glasses

Picture at bottom of well

Chair

Lamp

SAVIES:

Lamp:

Savvy #1: If the correct type of crystal is placed in this lamp it will light an entire chamber as per the druid flare spell.

Savvy #2: Once in the lamp the crystal can not be removed.

Savvy #3: The lamp is magically attached to the floor, it can not be moved.

ENCOUNTER #12 (20 minutes)

The Knight Room

NUMBER OF NPC'S: 1

PURPOSE: mislead party, location of true spearhead

MAGIC: Knight

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: bane to follow knight

PLANTS/ANIMALS: none

TRACKS: none

LORE: Heraldic Lore: knight's crest is not part of any knightly order.

The PC's will have to climb down a rope or something like it to get into this room, 20 foot drop. They see a fairly small room with a figure sitting in a chair. There are no exits from the room that they can see. For a PC to savvy the floor they would have to be lowered down head first on a rope. I can't see a party doing this.

If a PC jumps the from 10 to 20 feet he will take 2 points of NO DEFENSE damage to each leg. A monk will only take 1 point of NO DEFENSE damage to each leg for jumping this distance. If a PC jumps after climbing down 10 feet then he or she will be o.k. with no damage. If a PC falls 10 - 20 feet he or she will take 2 points of NO DEFENSE damage to each limb. If he or she falls at 10 feet or less he or she will take 1 point of NO DEFENSE damage to each limb.

The suit of armor in this room is enchanted with two spells; each with one charge. The first spell Animates the Knight. The second spell casts a modified Phase Out on the "fake knight". The "knight" will stand up out of it's chair when the entire party is in the room. He will then go to a wall and say, "Open in the name of Darius". A secret door will open and the "knight" will leave. If the party follows the knight then they will go to scene 13.

If the party did not follow the knight then they will probably have figured out where the true spear is. The grate in the ceiling puts a pattern of eight squares by eight squares on the floor of this room, much like a chess board. The knight of the prophecy was the Knight on the painting of the chess board and not the "Knight" in this room. The position of the chess piece on the board from the painting in the workshop is the location of a secret panel in the floor. The spearhead of Gerard is there on an ash shaft. The figure in plate mail was wearing the same armor as one of the chess player's. He was sitting at one side. (the armored figure represented the chess "player" and thus gives the board's orientation to the party.) If the crystal was not put in the lamp in the sitting room there is no light pattern on the floor and thus it is impossible to find the spear using this method.

Once the location is known the party must be creative to get to the spear. The GM will tell the party that the floor is exactly how it looks. Tiled and solid. If they ask about newer looking tiles tell them they see what they see. They may role-play prying up tiles or role-play breaking the stone floor somehow. If they do this the GM will tell them that they find the lid of an iron box. They can open the lid and a skull will float up out of the box and hover right above the opening.(The game master will put the skull on the floor with a red flag).

Bones will cackle and ridicule the party. He will be nonstop insults. If the party does 10 points damage to the skull it is destroyed. The skull of Bones has a 10 point physical protection in this form and can auto cast every 6 seconds a 5 point Branding. If the skull is taken from the tower it dies. After the fight the GM will mark each player hit by the brand with an ink stamp.

Once the brand is healed the GM or the PC may wipe off the mark.

Once bones is destroyed the party can take the items out of the compartment. There is a spear, a shortsword and a lock box. The spear has a brown shaft. If anyone asks, the shaft is made of Ash. Savvies will denote the following: #1: the magical properties of the spear will only work in the hands of the Overlord of Darvee and the line of Gerard. #2: +3 Magical weapon. #3: The spear will restore youth to William Gerard when placed in his hands. #4: The shaft is cursed (15th level) to instantly change William's alignment to Evil. #5: When the curse is transferred to William it will take effect as a 10th level curse.

The lock box is protected by a Svarq glyph (4th level) that will go off if the box is opened. The glyph is located on the inside of the lid. It also has a standard class C Lock. Inside is 250 g.p., a piece of candy, a piece of bone, a crystal, a lockpick, a belt, and an amulet. The longsword and items in the chest are magical. (see savvies below)

NPC INSTRUCTION

Fake Knight: As soon as someone comes into the room (touches the floor) pull out the white flag. Sit in the chair until all seven PC's are in the room. Say nothing. When all characters are in the room get up and walk to the part of the room that will be designated the secret door and say your line, " In the name of Darius, open.". Then walk out. If the PC's follow you, lead them to scene 13. Otherwise you are pretty much done.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Skull of Bones	1	Guardian/5	CE	2	5 pt. brand	10	20
(10 point physical protection is already up)							
Fake Knight	1	animated/3	N		-----PHASED-----		

PROPS:

light that will create an 8 by 8 square light patter on floor

Spear with brown shaft and white spear head

skull

white flag

red flag

Chest

piece of candy

Piece of bone

Crystal

Lock Pick

Belt

Amulet

Long Sword

Ink pad and stamp

SAVIES:

Knight #1: The knight has a modified phase spell. 10th level. The spell has all of the characteristics of the 4th level magic user spell phase out except the spell has no duration, the knight can drop it at will and not wait 15 seconds to act.

#2: The knight is animated to lead any group who came into this room through the secret door.

Spear (5 gp value)

#1: the magical properties of the spear will only work in the hands of the Overlord of Darvee and the line of Gerard.

#2: +3 Magical weapon.

#3: The spear will restore youth to William Gerard when placed in his hands.

#4: The shaft is cursed (15th level) to instantly change William's alignment to Evil.

#5: When the curse is transferred to William it will take effect as a 10th level curse.

Piece of Candy (400 gp value)

#1: The person who fully consumes this piece of candy can cast one 10th level remove curse.

Piece of Bone (192 gp value)

#1: Bone of disruption: One shot, autocast, undead disruption as per the cleric spell disrupt. Cast at 6th level.

Crystal (422 gp value)

#1: Flare Crystal: Useable 1/day, Creates light as per the druid Flare spell. If the crystal is used for an attack it does 12 points damage to the target as per a Flare cast at sixth level and then it's magic dissipates and the crystal becomes worthless.

Lockpick (700 gp value)

#1: Useable only by thieves. Gives 1 thieves touch per day.

Belt (1,300 gp value)

#1: Allows wearer to do the 4th level Monk's kip 1/day.

Amulet (550 gp value)

#1: Autocast, 1/day, Reveal Magic as per the Cleric's Spell.

Shortsword (1,200 gp value)

#1: +1 shortsword

ENCOUNTER #13 (25 minutes)

The Big Fight

NUMBER OF NPC'S: 6

PURPOSE: fight and mislead the party

MAGIC: spear, fake knight

GOLD: none

TRAPS: none

GOOD/EVIL: --

BOON/BANE: bane to enter room

PLANTS/ANIMALS: none

TRACKS: none

LORE: Undead lore: Spectral Knights: undead entities that possess suits of armor.

The "knight" will lead the party to a large room. In the room are five standing suits of platemail. There are two on the left side of the room, two on the right side of the room and one directly across holding the spear. The spear also radiates magic. It has a white crystal spear head. When the party enters the room the suit holding the spear laughs and says something to the effect of, "you followed the wrong knight, you fools must be lousy at chess. Kill them!" This talking suit is Bones again. At that point the "knight" and the suits of armor animate and attack the party. The party should be very beat up by the end of this fight. The suits of armor are empty and if the party wins the fight the suits of armor are unsalvageable. When the fight is over the party will discover that the spear is a fake (savvy #1: +1 magic spear. Savvy 2: one combat and then it becomes a normal spear).

NPC INSTRUCTIONS

During this fight it is no holds barred. You may hit downed PC's but you may not do throat slits. If 4 PC's fall then the NPC's start to take dives. Make this look good. I want the PC's to feel like they have been in the fight of there lives.

If the PC's come here after defeating Bones in scene 12 then they will find the spear and 6 piles of useless armor. When Bones is destroyed all of the undead and spells dissipate.

There is only one direction to go. Back to 13. When the party gets back to 13 the grate in the ceiling will be closed if it was not before. This will cause the 8 by 8 pattern of light on the floor. **GD's note: when we ran this game several people said that the grate closing made no sense. It is in place to help the party out. They may not make the connection otherwise.**

Logically it works as well. Bone is wandering around in the castle. He closes the grate thinking that the party is too stupid to figure out this riddle and he wants to rub it in.

GD's Note: At this point, if the party has not figured out what they need to do, they can go back to any room that they want to. They will have to explore and do some thinking and look at the paintings. *Bones will show up again every ten minutes and ridicule the party on their chess skills or their poor taste in art work.*

When the party obtains the spear, either the cursed version or the non-cursed version, and use the teleportation scroll to take them back to Darvee go to scene 14.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Fake knight	1	animatd/3	N	3	6	3/--/28	--
spectral knights	2	undead/5	CE	3	7	3/--/28	--
spectral knights	2	undead/2	CE	3	4	3/--/24	--
Bones	1	undead/5*	CE	3	6	5/--/28	--

*Bones is the guardian of the tower. His true form is with the spear and he will be repeatedly showing up to antagonize the party until his true form is destroyed.

All NPC's are immune to spook, enthrall, simon spell, and sleep spells. They will fight to death not unconsciousness.

Fake Knight, 5th level spectral Knights, and Bones are immune to the parties attempts to turn unless they can turn 5th level undead. The second level undead can be turned.

PROPS:

Spear

Armor patches

weapons

SAVIES:

Spear

#1: +1 magic spear.

#2: one combat and then it becomes a normal spear.

ENCOUNTER #14 (30 minutes)

Resolution

NUMBER OF NPC'S: 5

PURPOSE: Resolution of adventure

MAGIC: On Cleric

GOLD: none in this room. Delany will leave and then return with gold.

TRAPS: none

GOOD/EVIL: Guards and Cleric = Good, Overlord = Good or Evil

BOON/BANE: Bane to attack Overlord, Boon/Bane to give Overlord spear

PLANTS/ANIMALS: none

TRACKS: none

LORE: none

When the party returns to the hall Delany is not there. The Knights will urge the party to give the spear to William immediately. They insist it has to be given to him right then. They will tell the party that Delany had to go meet with the captains of the guard and they don't know when he will return. Under no circumstances will the guards give William the spear. They say that right is reserved for the PC's since they are the ones mentioned in the prophecy. As soon as the spear is given to William, Delany will walk in. If it was the uncursed version he will become young and thank the party and send Delany to get their reward. William then takes his leave saying he has to plan for the barbarians, end of story.

If the party gave him the cursed spear he will become young and order their deaths. His minions will be momentarily confused. He will declare that the spear revealed to him that they are spies of the Necromancer. After that declaration 3 of his guard (3rd level knights) will immediately attack with William. Chancellor Delany will be confused and autocast Haven. William is a tenth level knight but because of the lingering effects of the age curse he only has the statistics and abilities of a fifth level knight with the exception of points to death which remain at 46. He also was not wearing any armor prior to this battle. If the party loses three members in this fight William will take a dive. Delany who will have been pleading his lord to, "stop this madness!", will order the guards to stop.

When the party wins this fight they can use the scroll of "remove curse" to remove the curse from William. Then the party will get the remainder of their 1400 g.p. reward. If the party tells William and Delancy that the Necromancer is Darius and the PC's give them the picture the PC's will receive a 600 g.p. reward.

If the party chooses not to use the scroll, never found the scroll, or no longer has the scroll then Delany will give them their monetary reward and get them out of the city quickly. End of Story.

If the party initiates combat with Gerard then Delany will still cast Haven. He will be angry but after the fight he may be reasoned with. This is a possibility if the party has figured out that the spear is cursed but can not break the curse. Example: they may decide to kill dagger William to immobilize him before giving him the spear. Delany will not agree with their tactics but will still give them the remainder of their reward.

In any case Delany will do any healing or lifesparks necessary. Before the party leaves he will recognize the true shaft of the spear and kindly demand that the party turn it over. (It is unrecoverable magic).

NPC INSTRUCTIONS:

Guards: You will urge the PC's to give the spear to William because of your concern for

his survival. If the PC's say the spear is cursed then you will still say it must be done now. When William orders you to attack the PC's you do so even if you knew about the curse. You are honor bound to follow William's orders. Until William falls you fight to kill the PC's. You will not throat slit the PC's and you only hit downed PC's one time. When Delany orders you to stop fighting after William falls you do so immediately.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Overlord (William)	1	Knight/10(5)	LG	0	10	5/22/46	20
Chancellor Delany	1	Cleric/7	LG	4	-	7/26/34	34
Guards	3	knight/3	LG	2,chain	6	3/14/24	--

Damage includes magical weapons of the knights and Additional Damage ability. SP is the remaining points after additional damage ability cost.

PROPS:

Old man's mask for William

Tabards for guards

Book of the Law (Delany's holy symbol) It can also have crib notes for the Delany NPC to help him remember all of the info he has to give out.

Armor patches

Weapons

SAVIES:

Delany's Book of the Law (his holy symbol)

Savvy #1: useable only by a 7th or higher level cleric of Eeto.

Savvy #2: Autocast Haven (10th level) 2/day

Savvy #3: Autocast Awe (10th level) 2/day

Further NPC Instructions, in the case that the party decides to kill William and run with everything.

Delany must avoid letting a PC get behind him. We do not want a Kill dagger. If the PC's attempt to assassinate William the following will occur.

Delany will autocast Awe (10th level) from his holy symbol. He will Hold as many of the PC's as possible. He will autocast Awe again six seconds later and try to get the remainder of the party. When the party is held, Delany will have them disarmed and chained. He will give a speech on how disappointed he is in this treachery.

If the party brought the spear he will then give the spear head to William and then give the party the remainder of the promised reward, stating that they did fulfill their agreement. He will not give any money as a reward for the knowledge that Darius is the Necromancer. He has them escorted by the guards out of the city in chains. If the party does not have the spear then they get nothing but escorted out of the city. At this time the PC's weapons are returned. If the Awe was not enough to stop the PC's three more knights will arrive to help protect William. They will get there in about 30 seconds, if it takes longer to get the NPC's ready we will take a time stop to get them ready. The NPC's will fight to kill the PC's if they persist. They will do everything they can to kill the PC's except throat slit them.

Further possible endings:

After running the game four times in one day two teams finished in a way that I did not foresee. The third team found the "red herring" spear in the room with the spectral knights. They

found out it was magical and did not savvy it. They fled the castle using the teleportation scroll. We sent Bones in to try and stop them. He laughed as they were casting and again said that they followed the wrong knight. They just got out of there. In this ending they utterly failed. They missed the majority of the treasure and the only reward they got was for the poster.

The fourth team was a team I was worried about. They hit every trap. Every one of them got caught in the gate house. Every one of them got caught in the sticky floor. They could not find the spear. We sent in Bones to give them clues 9 or 10 times! They finally figured out that the light on the floor was a chess board after the 8th or 9th time of sending in Bones. They gave up. They left the castle knowing that they had lost. They were not happy campers. They also missed most of the treasure and reward.

Appendix A: Legend Lores for "A Call to Arms"

Scene 1: None

Scene 2: Heraldic Lore on Crest of Gerard

1. Major Point: Protect the city of Darvee.
2. Minor Point: Be truthful and courteous to all.
3. Minor Point: Obey the orders of the overlord of Darvee.

Religion Lore on Chancelor Delany: worships Eeto, a well known God of Justice.

Legend Lore on William Gerard:

1. Knight of great strength and intelligence.
2. Beneficial ruler and inspiring general.
3. Preferred weapon: spear (emblem of household)
4. Tragic love story: William and his cousin Darius fell in love with a woman, Elizabeth. Elizabeth married William and Darius left the city and has not been seen since.
5. Elizabeth and child died in child birth 10 years ago. The clerics were unable to save them.

6. Elizabeth was not raised because of an ancient law forbidding the raising of anyone in the royal family.

Legend Lore on the Necromancer (also information Delany knows):

1. Appeared about 5 years ago.
2. His undead have ransacked villages and harassed patrols.
3. No one has ever seen the Necromancer.
4. He reportedly has many different towers.

Village Lore:

The name of the village is Battle Mound. The village was created 100 years ago near the sight of the last barbarian invasion. A huge battle was fought and the barbarians were defeated. All of the bodies from the battle were buried in a joint burial mound and a honor guard was left to take care of the burial sight. The honor guard stayed and a village was founded.

Scene 3: Village Lore:

The name of the village is Battle Mound. The village was created 100 years ago near the sight of the last barbarian invasion. A huge battle was fought and the barbarians were defeated. All of the bodies from the battle were buried in a joint burial mound and a honor guard was left to take care of the burial sight. The honor guard stayed and a village was founded.

Scene 4a: none

Scene 4b: Skeletal Guardian (Bones): A skeletal guardian is an undead that protects a specific area. It can animate bones at will. It can only be destroyed if it's true form is destroyed.

Scene 5: none

Scene 6: Undead lore, Minor wraiths: can become intangible once per day for as long as they wish, and chill attack once per day. Chill attack: a minor wraith can make one LI chill attack per day. The LI chill attack must be called on a successful hit. The victim of the LI chill attack must make all attacks at 1/2 damage. This effect will last until the victim is completely healed, this effect is not a poison. (The unnaturally cold touch of the undead makes you shiver and shake.)

Scene 7: none

Scene 8: none

Scene 9: Religion Lore on Youghal, the Demon Lord who this chapel is dedicated to. Youghal is one of 12 Demon Lords, his dominion is the creation of undead. To speak his name aloud in his

chapel three times is to arouse his attention and be attacked.

Scene 10: none

Scene 11: Legend lore on Elizabeth

1. Tragic love story: William and his cousin Darius fell in love with Elizabeth. Elizabeth married William and Darius left the city and has not been seen from since.

2. Elizabeth and child died in child birth 10 years ago. The clerics were unable to save them.

3. Elizabeth was not raised because of an ancient law forbidding the raising of anyone in the royal family.

Scene 12: Heraldic Lore: knight's crest is not part of any knightly order.

Scene 13: Undead lore: Spectral Knights: undead entities that possess suits of armor.

Scene 14: none

Appendix B: Savvies for "A Call to Arms"

Scene 1: Reveal Curse: The curse affects (LI of 10th level) anyone who attempts to raise a weapon, cast a spell, or do any offensive action in the bar (yes a kill dagger is an offensive action). If a person is affected by the curse he or she will immediately start laughing uncontrollably. The person will be laughing so hard that he or she can do nothing else. This fit of laughter will last until the person is removed from the bar.

Scene 2:

Savvies on chest

Savvy #1: The chest will turn invisible and visible upon command by Abel Hounding 1/day. The command word is "friend" for turning invisible or visible.

Savvy #2: The chest will levitate and float behind Abel Hounding 1/day for 8 hours. The command word is "follow" for the levitation.

Savvy #3: The chest will lock and unlock upon command by Abel Hounding. Unlimited uses. The command word is "Hi".

Savvy #4: The chest will lose all magical properties if Abel Hounding dies.

Arrow of Slaying (660 g.p.)

savvy #1: 22 point Arrow of Slaying as per the Ranger Ability. 3 charges.

The arrow still requires the 15 second preparation time.

Ranger Healing Potion (0 g.p. does not last after 1/day) 6 potions total

savvy #1: 8 pt. of healing.

Scene 3: none

Scene 4:

Amulet of Youghal (900 g.p.)

savvy #1: 10 pt. wrath as per the cleric spell 1/day

savvy #2: The amulet detects as evil

Glasses of Tracking (550 g.p.)

Savvy #1: Track as per the thief ability 1/day. You may follow 1 trail to its end.

Diagnose: If Diagnose is used on a PC after the fight the he or she will discover that the PC has contracted a mundane disease. All PC's who are not immune to disease have contracted this disease. If a cleric casts freeze disease now or someone does a cure disease now then the PC will not receive any harmful effects from the disease.

Scene 5: Ghouls revenge (mundane disease): All affects of the disease are permanent until cured.

Stage 1: The victim will vomit for 1 minute lose of 1 life.

Stage 2: 5 minutes after stage 1 hits the victim will be throwing up again and this time they will be -1 in all melee, thrown, or missile damage (missile damage is because they are having trouble aiming).

Stage 3: 10 minutes after stage 2. The victim will vomit for 1 minute and lose 1 more life point (for a total of 2).

Stage 4: 30 minutes after stage 3. The victim will throw up and will lose one more point of damage for melee, thrown, or missile damage for a total of -2. Also, no character may do any skill, ability, or cast a spell above 2nd level.

Scene 6: none

Scene 7: **Short Sword** (Sword of Prowess) (660 g.p.)

Savvy #1: This sword has 1 charge of the fighter's ability "Fighter's Blow:"

Savvy #2: This sword has 1 charge of the fighter's ability "Disarm" at 10th level.

Compass (700 g.p.)

Savvy #1: Bump of Direction as per the Cleric Spell 1/day.

Ring of the Elements (750 g.p.)

Savvy #1: 5 pt. elemental protection as per the cleric spell 1/day with a 10 minute duration.

Scene 8: none

Scene 9: none

Appendix C: Recoverable Treasure for "A Call To Arms"

GOLD

Scene 3: 50 g.p. from Barbarians
 Scene 11: 100 g.p. 2 glasses @ 20 g.p. each and 1 bottle of wine at 60 g.p.
 Scene 13: 250 g.p. from chest
 Scene 14: 1,400 g.p. for returning spear
 600 g.p. for revealing that the Necromancer is Darius
 sub total 2,400 g.p.

Magic

Scene 8:

Unmixed Magical potions: Mix two of a set of three bottles and the PC can come up with one of three options, after mixing it takes 6 seconds to imbibe the liquid.

Heal: 12 g.p. * 8 point	=	96 g.p.
Spell/Ability points @50 g.p. each * 4	=	200 g.p.
Completely Recharge 1 fighter/Thief Skill up to 10 level.		
Extremely useful 50 + 200 10th level	=	250 g.p.
Equals most expensive + 10% of value of others		
250 g.p. + 0.10 * (96 + 200)	=	280 g.p. each set
Three sets of three bottles (nine bottles)=		840 g.p.

Scene 9:

Gold Ring: Rechargeable Battery, 3 spell points, rechargeable only by spell points, may be recharged 1 time per day.

Spell points @50 g.p. each * 3	=	150
1 recharge per day multiplier		*6
		900 g.p.

Engraved Ring: Ring of Protection +2, useable one combat per day by stating, "Youghal Protect Me" (Fast Cast)

Defense +2 vs. all = 175 g.p. * 10 Usable 1/day	=	1,750
Fast Cast multiplier		*1.5
		2,625 g.p.

Scene 10:

Large Crystal: Flare spell useable only in a specific setting.

If put in setting player's will not be able to keep it as treasure.

Narrow usefulness 30 g.p. + 10 g.p. = 40 g.p.
 non magical g.p. value of crystal is 100 g.p.

100 g.p.

12 Medium Crystals: spell point batteries, 1 spell point per crystal, not rechargeable.

spell points @ 50 g.p. each	50 g.p.
12 crystals	*12

600 g.p.

20 small Crystals: unuseable power and magic dissipates after 24 hours. Non magical value of crystals at 1 g.p. each

= **20 g.p.**

Scene 12:

Candy: 1 charge of Remove Curse at 10th level, normal incant time.
Remove Curse @40 g.p. * 10 levels **400 g.p.**

Bone: Bone of diruption: 1 charge of Disrupt, autocast, cast at 6th level(12 points damage).

Ranged Damage- 50' range @ * 8 g.p./point= 8*12 = 96 g.p.
Autocast Offensive Spell = *2 *2
192 g.p.

Crystal: Flare Crystal: Creates light as per Flare, autocast, 1/day. May be used offensively as per Flare, 12 points damage, autocast. If used to attack then magic disipates after attack and crystal becomes nonmagical and valueless.

Light: Narrow usefulness
30 g.p.+10 g.p./Level (30 + 10) 40 g.p.
Once per day= *10 *10
Autocast Miscelaneous *1 400 g.p.
*1
400 g.p.
Flare: Ranged damage-30' range-9 g.p./point=9*12 108 g.p.
autocast offensive spell *2 *2
216 g.p.
Equals most expensive +10% of other (400 + 22) **422 g.p.**

Lock Pick: Useable only by a thief, Thieves Touch, 1/day.

Narrowly useful skill = 70 g.p. 70 g.p.
1/day multiplier * 10 *10
700 g.p.

Belt: Monk's Kip, 1/day.

Broadly useful skill = 130 g.p. 130 g.p.
1/day multiplier * 10 *10
1,300 g.p.

Amulet: Reveal Magic, 1/day, autocast.

Broadly useful = 55 g.p. 55 g.p.
1/day multiplier * 10 *20
550 g.p.
Autocast multiplier *1 *1
550 g.p.

Shortsword: +1 Shortsword

1,200 g.p.

Scene 13:

Spear: +1 magic Spear, 1 combat, the it becomes a normal spear.
(as per Celtic Fist)

1 combat = 80 g.p. 80 g.p.
autocast multiplier *2 * 2
160 g.p.

Magic Item subtotal= 10,309 g.p.
Gold subtotal = 2,400 g.p.
Treasure Total **12,609 g.p.**

**Maximum Allowable Treasure
from IFGS Blue Book
version 01-11-95**

pages 11 and 12

#1: Average PC Level = 21 levels/7 player characters = **3**

#2: Average Game Difficulty Level = (Risk+Mental+Fighting)/3
= (7 + 8 + 6)/3
= 21/3 = **7**

#3: Treasure/PC/Hour = 250 + (25 per Ave. PC Level)
= 250 + (25 * 3)
= 250 + 75 = **325**

#4: Treasure per PC = 325 * sanctioned hours
= 325 * 6 = **1950**

#5: Treasure per team = Treasure per PC (1950) * No. of PC's
= 1950 * 7 = **13,650 gold**

Appendix D: Prop list for "A Call to Arms"

Scene/Props

Scene 1:

Tabards for guards

Armor patches

Weapons

Scene 2:

Old man's mask for William

Tabards for guards

Teleportation Scroll

Book of the Law (Delany's holy symbol) It can also have crib notes for the Delany NPC to help him remember all of the info he has to give out.

Shields

Swords

Armor patches

Scene 3:

Skins for barbarians

Reps for gold

Armor patches

Weapons

Scene 4a:

Rope challenge

Bones for the floor

Box

curtain

Grate

Scene 4b:

White tabards for the torsos of the Walls

modified lock = it lights up instead of buzzes (easier to see in combat)

mask for Bones

tape for showing the walls

short swords

Scene 5:

Curtain wall with door

Tape to mark where the water is in the courtyard

Altar (Box) with manacles

Box for broken fountain

Scene 6:

masks for undead

weapons

armor patches

tape

Scene 7:

Chess Picture

sheet walls with doorway

Scene 8:

table

small potion bottles

extra empty potion bottles

down checked weapons

spear shaft

Painting of the Necromancer

small bell

Scene 9:

2 rings

altar(Black cloth over a sturdy table)X

demon mask

weapons

armor patches

piece of paper for each savvy

piece of paper with curse typed

piece of paper with religion lore

Scene 10:

1 large crystal

12 medium sized crystals

20 small sized crystals

Scene 11:

Jason's well

Wooden chapter shield as table top

Cardboard Grate

Picture of Elizabeth

Picture at bottom of well

2 glasses(plastic) and 1 bottle of wine(obviously grape juice)

Chair

Lamp

Scene 12:

light that will create an 8 by 8 square light pattern on floor

Spear with brown shaft and white spear head

skull

red flag

Chest

scroll

Piece of bone

Crystal

Lock Pick

Belt

Amulet

Long Sword

white flag

Ink pad and stamp

Scene 13:

Spear

Armor patches

Weapons

Scene 14:

Old man's mask for William

Tabards for guards

Book of the Law (Delany's holy symbol) It can also have crib notes for the Delany NPC to help him remember all of the info he has to give out.

Armor patches

Weapons

Appendix E: Budget for "A Call to Arms"

NPC Game Fee/per day= \$ 3.00

PC Game Fee = \$20.00

NPC Fee per day

National Insurance \$2.00

Chapter Fees \$1.00

daily NPC fee total \$3.00

Game Budget

Game Profit \$150.00

Game Paperwork \$ 40.00

Site Fee \$100.00

Props \$ 50.00

Costumes \$ 30.00

Food \$ 50.00

Sets (More walls?) \$ 50.00

Total Budget \$470.00

28 player Characters

\$470.00

28 = \$16.79 round up to \$17.00

Budget \$17.00

National Insurance \$ 2.00

Chapter Fee \$ 1.00

PC Game Fee \$20.00

Appendix F: Staff for "A Call to Arms"

Game Designer: Brett Fuller

Producer: Quintina Fuller

Watch Dog: Andy Wolff

Bank Representative: Liz Larson

Treasury Representative: Theresa Roden

Safety Officer: Paul Sullivan

NPC Coordinator: Scott Borlick

Game Master: John Chance (2 days)

Game Master: Nick Klapper - Saturday, first team

Game Master: Mike Greenholdt

CAST

William Gerard, Overlord of Darvee: Darrell Hischke

Chancelor Delaney: Jon Baade

Bones: Richard Laiacona

Demon: Andy Wolff

Barbarian leader/Fake Knight: Scott Borlick

Villager: Liz Larson

Villager:

Fighting Pool

Guard/Barbarian/Wall/Minor Wraith/Spectral Knight: Jerry Martin

Guard/Barbarian/Wall/Minor Wraith/Spectral Knight: Steve Elsinger

Guard/Barbarian/Wall/Minor Wraith/Spectral Knight: Jacob Osterhause

Guard/Barbarian/Wall/Minor Wraith/Spectral Knight:

Guard/Wall: Liz Larson?

Guard/Wall: Scott Borlick

Appendix G: Prop construction for "A Call to Arms"

Spear of Gerard:

The spear is actually two brown staffs. The staffs are two different shades of brown.

Both staffs have a 1/2 inch strip of black duct tape at one end (see below). This represents the spot where the spear head was mounted.

The spear head is a layered piece of foam covered in white duct tape. It is made separate from the shaft and can be removed once attached to the staff. The spear head would be attached by duct tape.

Medium Sized Crystals:

Empty 20 oz. soda bottles. You can soak them in dye to give them color.

Large Crystal:

One gallon milk jug. the top has been cut so it could fit over a lamp. a hole in the bottom should be made to allow the jug to sit on the lamp. The light should not be kept on for a long period of time with this covering it.

Light that creates the Chess board:

You will need to make a 3 and 1/2 foot cone with a square end. Use duct tape over the large end in strips to create the grate. Below is a rough diagram. A friend of mine is a professional grip and he created the prop. It should be fairly easy to duplicate but be certain to test it before game day. Also, this prop heats up and could start melting duct tape so keep an eye on it and use it sparingly.

Appendix H: "Demon" a pre-game story as prelude to "A Call to Arms"

Demon, Prelude to a Call to Arms
by Scott Borlick

Six people wound their way through a mountain tunnel. They were here for different reasons, though they all shared the same quest. First in their group was a mage named Rhaelin. He had come to provide magical support for their task, and to search for magical traps. Near him was Kurgon, a thief. He was looking for traps as well, though of a mundane nature. He accompanied the expedition to pay his debt to the law. It was either this or a jail cell. He was bound to the mage by means of a magical bracelet that kept him from straying over one hundred feet from Rhaelin. Behind the two searchers walked Melinor, master sergeant in the Order of Eeto, god of Justice. Though he was only a foot soldier, his experience and wisdom earned him leadership of the group. Next followed Tirgis, a Ranger. She was their guide to the cavern they were in now, and an expert with a bow. With her were two other members of the Order. Halyon, a cleric, was the reason they were here. He had come to cleanse a temple of its demon master. The other was named Sir Nathaniel. He was a knight, sworn to protect Halyon with his life.

Soon, they sensed themselves to be out of the tunnel and in a large room of some kind. The darkness that had filled the cavern before seemed less suffocating, though feeling of intense evil filled them. As they wondered about this, a soft red glow filled the room. It came from globes fixed to the walls of the cavern, and lit the area enough for them all to see their surroundings. They had entered a temple dedicated to Youghal, one of twelve demon-lords, and master of undead. Before them, they could clearly see an altar, some twenty yards from where they were standing. It was made of a single piece of black obsidian, and glowed slightly from the red light, making it look as if it were covered in fresh blood. On the walls, carvings depicted the demon's followers in rites of worship.

"My God!" Halyon gasped, and closed his eyes tightly, as if to shut out the horrors depicted in the carvings.

"I've been through dozens of battles," said Melinor, his eyes wide with shock. "I've seen men die horribly, but nothing comes close to this." Even he turned away from the gruesome sight. The rest of the party had similar reactions. None could stand to look at the carvings for long. There were depictions of obscene rites of worship, including human sacrifice. All types of undead were shown, since their creation was Youghal's domain.

When he recovered his composure, Halyon said in a shaking voice, "Now I know why the order has sent me. This temple and its master are an affront to Eeto and to Justice. I must destroy this place and strike a blow against the demon lord Youghal!"

As if in response to the mention of the demon, the temple began to shake violently. The tremor only lasted a few seconds, but the entire party fell to the floor, unable to keep their balance. Once the quake subsided, and everyone had regained their footing, Halyon walked slowly toward the altar, a fanatical gleam in his eyes. The rest of the party spread out into the rest of the cavern. Kurgon strayed toward the tunnel they had come through. The wild look in his eyes clearly said that if not for the bracelet he wore, he would run from this place. Rhaelin clutched his staff tightly, until his knuckles were white from the strain. Tirgis nocked an arrow to her bow, partly out of defense, but mostly to still her shaking hands. Melinor drew his broadsword and moved closer to Rhaelin, to defend the mage if need be. Sir Nathaniel readied

his sword and shield and stood behind Halyon, ready to protect the cleric with his life if need be.

Halyon raised his eyes to the ceiling and clenched his fists. "Do you hear me foul demon?" He yelled. "I will destroy this temple and you with it Youghal!" Again, the temple quaked, and the companions fell to the floor. This time the tremors lasted longer, and it seemed as if the walls of the cavern might collapse and crush them all. Finally, however, the shaking stopped. The following silence seemed to push in on them. They raised themselves off the floor again, more slowly this time. All traces of rational thinking were gone from Halyon's eyes now. Instead they burned with an insane zeal. Melinor had seen something similar before. Some men, when they witness something truly terrifying, snap under their fear. Melinor realized this was what happened to Halyon. Before he could tell Nathaniel to stop the cleric, however, Halyon continued his tirade.

"Do you see?" said the cleric. He had turned to the rest of the group. "He fears us! He fears the holy might of our God, Eeto! He fears Eeto's righteous anger at this abomination to justice!" The cleric turned again to face the altar. Melinor had a moment of terrifying insight just then. He knew he had to stop Halyon before something deadly happened to them all. As soon as he took his first step, however, he knew it was too late. Halyon spoke again.

"Is that the best you can do Youghal?!"

There was no tremor or noise. Instead, the deep shadows behind the altar seemed to take on a life of their own. Two glowing red eyes formed out of the inky blackness. They came closer, until a demon emerged from the blackness, as if the shadows had spawned this creature of evil. It was shaped like a man, but blacker than the darkest night. Its skin gleamed in the glow from the red lamps, as if covered in some horrible slime. Two horns grew from its head, and they were the color of old bones. Each of the fingers on its two hands ended with long claws, the same color as its horns. In each hand, it carried a curved black sword, their edges serrated, to tear the flesh from its enemies. The thing spoke in a sepulchral voice.

"Unbelievers! You have offended my master by defying him in his place of worship! You desecrate his temple by your mere presence! Now you will be destroyed as are all who do not bend their knee to his will!" Halyon stood rooted to the spot; his holy fire dying as absolute terror took control of his mind. The demon took a step around the altar and decapitated him with one backhanded slash.

Seeing the cleric killed awoke them all, and they moved into action. Rhaelin began to chant in the language of magic, preparing a spell. Melinor moved to the side of the demon, hoping to catch it unaware. Kurgon stood transfixed. Fear had claimed him as well. Tirgis fired an arrow into the beast, catching it directly in the chest. The arrow had no effect however, and glanced off the creature's skin, as if striking stone. Sir Nathaniel raised his sword in a brief salute and yelled a battle cry. He charged the demon, intending to cut down the creature that had killed a cleric of his order. The knight never landed a single blow. The demon stuck one of its massive swords in the ground, and caught the knight's wrist as he brought his sword down in an attack on the creature's head. The demon knocked away the knight's shield and plunged its sword into the knight's stomach, so that its blood covered tip came out his back. It kicked Nathaniel's body off the blade and pulled its other sword free from the ground.

Tirgis was firing arrows at the beast as fast as her trembling hands could manage. They all bounced off the creature's tough hide, unable to find a weak spot. It was to her that the demon turned its attention. Before it could act, however, Rhaelin finished his chanting and sent lightning streaking in to the creature's chest. It howled in pain, and they could all smell its flesh burning. Melinor ran towards the demon, hoping to strike it down before it recovered. Just as he

got within striking range, the beast turned and flailed out one of its massive arms. The blow caught the Sergeant in the side of the head, sending him reeling back, dazed. The demon turned towards Rhaelin, a snarl on its lips. The mage was preparing another spell, but would never have the time to cast it. With a roar, the demon threw one of its blades at the mage. The sword hit Rhaelin with such force, that it went through his chest and pinned him to the rock wall behind him.

The demon ran at Tirgis, bellowing its fury. The ranger dropped her bow and ran for the tunnel. The beast caught her halfway there. It struck her arm with its remaining sword, cutting it off just below the shoulder. She slumped to the ground in shock, her blood spilling over the stone floor of the cavern. The demon crushed her head with its foot, ending her life. Only Kurgon remained standing. He was clawing at the bracelet he wore. He could go no further into the tunnel, since he was magically bound to the mage. He shrieked in terror as the demon approached him. The creature quickly seized the thief by the throat, lifting him off the ground. The demon smiled cruelly, and crushed the little man's throat. The demon tossed Kurgon's body away like a rag doll.

Only Melinor was left alive. He was trying to push himself up off the floor of the cavern. On seeing the demon approach, he raised his sword in a feeble, hopeless defense, knowing the creature could kill him easily. The demon merely kicked his sword aside, sending it flying across the room. It reached down and grasped his throat, dragging him to a standing position.

"You are the last of the unbelievers yet living," it said, its face inches from his. Its breath stank like a rotting corpse. "My master has decided to spare your life, so that you may tell others of what has occurred here. All of the enemies of my master who come here will share in the fate of your companions." It threw the Sergeant toward the tunnel opening, then began to gather the corpses scattered around the cavern and place them on the altar. They would join Youghal's undead in eternal service to the evil lord. Melinor ran, spurred on by fear. Only when he reached the horses did he stop. Quickly, he untethered them and mounted his own horse. He rode toward Kharis, leading the other horses. When he arrived, he would report his failure to the council. The demon-lords must be stopped, but he vowed he would never go near one of their temples again.

Appendix I: A letter to Sid Pogue containing notes and lore for "A Call to Arms"

Dear Sid,

We ran four teams of seven in one day. We had severe sight restrictions but the site was huge so we created two "sets". It worked better than I could have hoped. The first two teams did as well as I expected. They got the spear but did not savvy it and thus did not discover a curse on the spear. This caused an extra fight for both teams.

Oh, I forgot, the first team's loremaster got killed due to his own folly. He was alone in the room that had the true spear. He took some rather heavy damage from the protector of the spear and then opened the chest setting off a svarq glyph. He did all of this without healing or waiting for the other six members of his team to get into the room.

The third team shocked me. They found the "red herring" spear and teleported out! I even heard one of them say, "How many magic spears can there be?" We tried using the Bones character to get them to stay but it didn't work. This team was the team I expected to figure everything out. They are usually meticulous to a fault. They were not running on all cylinders that day. To say the least they failed the mission. They came out of the game with the advance money and 600 g.p. for the wanted poster and that was it. They were not happy. The loremaster has told me several times since then that he can't wait for the sequel. He said, "We're coming armed to bear and fully loaded."

The fourth team also failed. They just couldn't figure out where the spear was. They tried for over an hour and a half. We sent in the Bones character to give clues. They just could not get it. To be very honest I never thought a team would not find the spear. This team hit every trap in the worst possible way. The entire team got caught in the gatehouse. The entire team got caught in the glue in the wraith room.

Overall the response was positive for the game. Half the teams completely failed and the other half did have an extra fight because they were not careful. Many people were upset because they failed but my feeling is that if you have no chance of failure then you risk nothing. I don't like to fail but I have been in a couple of games where we did not get the objective.

The ratings of the script caused some discussion. The mental rating could possibly have been put up to a nine. The fighting should have been a seven for that draft of the script that we ran. I fixed a couple of problems with the fight balances and they should be closer to the posted ratings now.

I have two comments on characters. I unintentionally left out of the script motivation for Chancellor Delany and Bones. The people I had play these characters had a lot of briefing from me on those characters. Here are the high lights.

Chancellor Delany is a devout follower of Eeto, the god of justice. He is a lifelong friend and admirer of William Gerard. He has been thrust into the leadership role in the city, which he

really doesn't want. He would rather advise than rule. He is level headed and can judge people very well. he will give what aid he can to the party.

Bones is the guardian of the castle. He was created by the Necromancer. Bones is loud and obnoxious. He thinks that the party is a bunch of fools and that they will never find the spear. He is so overconfident to that he will give clues to the spear's location because he likes to watch the party squirm and kick themselves because they can't figure things out. Bones should be very, very, annoying. (Several teams got very tired of him and really started to hate him.)

One other part that should be scripted to one NPC is the surviving villager. That person needs to understand the history of the village and their own motivation. We used several people throughout the day for that part and it was almost disastrous. Two of the people who played the part started making up village history. This may not always be a bad thing but they started contradicting the actual written history. The NPC is scared and very rattled. That is the reason why he/she must be pressed about a possible second way into the castle. (by the way, one team out of the four found the secret way into the castle)

Well, that is about all I can think of right now. I hope you enjoy the game.

Sincerely,

Brett Fuller