

# All in a Days Work©

by  
Karen Murphy

an IFGS Fantasy game  
in  
Bengalia

A serious heroic minor game of 6 hours for up to 6 players of levels 3-5, 24 levels maximum

Ratings:

Physical :7  
Mental :6  
Fighting :9  
Risk :8

Sanctioned under the 6.5 version of the IFGS Fantasy rulebook and version 1996 of the IFGS BlueBook.

Heavily armed mining trains have gone missing in the Avantier Mountains. Adventurers are hired to recover the trains, or at least prevent any more losses.

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PC Fairness is not in effect.

Producer's choice for dealing with Character Death (suggested is Foxx Character Rules, Appendix L).

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## All in a Day's Work 2

### Summary

Heavily armed mining trains have gone missing in the Avantiers. Adventurers are hired to recover the trains, or at least prevent any more losses.

Enc.	Description	# of NPCs
1.	Hiring of party by a representative of the miners' guild (master jeweller). Will offer maps of the travel routes of the two missing trains, explain that they were carrying rough-cut gemstones to the jewellers of the Fens, a boggy land on the eastern seacoast, and were lost just before they left the edge of the Avantiers. Both maps offer similar routes as there is only one pass navigable by a large train out of the Avantiers on that side. They also have a copy of the inventory of the last train.	2
2.	Following original route, party is ambushed by a group of stone giants who yell about the little guys not getting them this time.	3
3.	They come across the remains of the second caravan, several dead bodies and one injured individual (mentioned by guildmaster) hiding in the rocks. This person is delirious from exposure, hunger, thirst, and severe injuries, and keeps muttering nonsense. A wide trail, as of many ponys or people, leads farther into the hills. There are several blood spots, and a rough-cut ruby along it. One of the bodies was the wagon master and has the train inventory on it.	1
4.	Tracking raiders through mountains: river ford and quicksands.	0
5.	Meeting up with second track and find first train burning. No signs of any living miners. Discover signs that they are being tracked.	0
6. a.	Ambush by the bandits. Most of the party will be captured (one or two, probably ranger, druid, or monk, would escape) and held while the bandits argue over what to do with them (ransom, slavery in Avellia or Faer Islands, killed, etc.).	5-8
b.	PCs not captured find remainder of mining train personnel and plan rescue attempt, or not. Miners are not well equipped, but several have swords, staves, or hammers; others are wounded.	1-4
7.	Find a patch of chalice-blood, a plant rumored to have been created by Ganivre the Ageless. Its fruits are healing and stimulating.	1-4
8.	Rescue attempt by someone, either captured or not-captured PCs, retrieval of goods, return to guildhall.	6-12
9.	Return to guildhall and payment in gems. Small stock of standard small magic items available in Guildhall for discount prices.	8-14

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Encounter Number: 1. The Master Miner

Number of NPC's: 2

**Magic: chits**

**Traps: none**

**Gold: 750 gp in gems**

**Good/Evil: Guildmaster, Miner are Neutral**

**Boon/Bane: Boon to accept mission, maps, inventory**

**Legend Lore: Chits--**These small pieces of wood are created in a minor temple deep in the Auruzunder Mountains by clerics who reputedly owe the Guild a great debt. They are known to be impossible to forge, and anyone stealing one to use is later found mysteriously but permanently dead.

**Person Lore: MacKay** was a well known adventurer about ten years ago. He is rumored to have travelled with both Evrewa the Blind and Burg the Fierce before retiring with a small fortune in treasure. His contacts are reputedly numerous and powerful in many areas of Bengalia. He is one of the top five guildmasters on the continent, which is why he is in Bayrith. [NPC note: Mac was known as "the Knife" for his fighting style when he adventured. He fights paired minimum length short swords and is deadly with them. He prefers a measure of anonymity in his current position.]

**Masterminer Siskon** is a jeweller of some not, respected by many of the guildhalls for his ability and management skills. He reportedly created much of the jewelry that the Flower Mage of the southlands, Bera Ytraenz, turned into his famous magic item collection.

**Estimated Time of Encounter: 25 min**

The Guildmaster of the Adventurers' Guild explains that they must join before they can be offered any of the jobs. Dues are 5 gold and 5% of the pay for any jobs obtained through the Guild. The only other requirement is that they have to do their utmost to complete a job and cannot do anything to compromise a client while on a job (i.e. while on a job they are utterly dependable; not predictable, just dependable). For this they get job opportunities, ransom paid if necessary, discounts on available magic items, and guaranteed lodging and affordable food at Guildhalls all over Bengalia. If they accept, they are given chits of wood with a Guild symbol (red half-circle on a horizon) and a number on them. These are their guild identifications, accepted at any Adventurers' Guildhall on Bengalia. [Note: only the loremaster and one or two others have to join to get the mission.]

The party is introduced to a representative of the miners' guild (master jeweller). He will show them maps of the travel routes of the two missing trains, explain that they were carrying rough-cut gemstones to the jewellers of the Fens, a boggy land on the eastern seacoast, and were lost just before they left the edge of the Avantiers. Both maps offer similar routes as there is only one pass navigable by a large train out of the mountains on that side. They also have a copy of the inventory of the last train. He will inform them that their pay for this job is 1500 gold total when they return, if they have discovered what the problem was and prevent it from recurring. If they come back with information but without taking out the problem, they get 3/4 of the payment. If they are insistent, he will pay up to one half up front (125 each).

If all of the party refuses to join the guild, the guildmaster will shrug and say thanks for stopping by. The master jeweller, however, will follow them, saying that he was impressed with their competent appearance and would like to hire them anyway. He will then explain what has happened, give them the maps and inventory, and tell them good luck.

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<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Guildmaster MacKay	1	Th/8	4	5/6/5	38	--
Masterminer Siskon	1	F/5	2	8/6/6	34	--

**Treasure: none**

**Magic Items: chits**

**SAVVY #1: The magic inherent in this is clerical and used for identification purposes only.**

**SAVVY #2: These small pieces of wood can be recognized by Masters of the Adventurers Guild on sight and cannot be forged.**

**Mac's Items: +3 Leather (9040 gp), +2 short swords (2 @ 3600 gp each), Weaseling Hood (10200 gp), Shelikan's Tear (5200 gp)**

**Leather (40/9040 gp)**

**Savvy #1: This leather is +3 versus damage**

**Short Swords (40/3060 gp each)**

**Savvy #1: These short swords are both +2 to damage. They are a matched set usable only by MacKay; they will act only as normal swords for anyone else. (15% crock)**

**Weaseling Hood (50/10200 gp)**

**Savvy #1: This fur hood gives the user an Aspect of the Beasts: Mongoose once per day. It must be worn to be effective.**

**Shelikan's Tear (60/5200 gp)**

**Savvy #1: This item gives up to 40 points of healing, in any combination, once per day only to the bonded owner. It has a 15 second activation time.**

**An optically pure drop of polished quartz the size of a baby's fist, this item is rumored to be the creation of one of Ganivre's greatest clerics. Shelikan supposedly lived over 1500 years ago, when the northern continent was largely uncivilized and little explored. He is said to have traveled much in the far north, where he aided the tribes that would later settle the Highlands and was part of the group that sealed the Demons of Hy'Garl in their Keep.**

**Props: Guild chits, maps, inventory**

**Encounter Number: 2 Rough Trip...****Number of NPC's: 3****Magic: none****Traps: ambush****Gold: none****Good/Evil: stone giants are neutral****Boon/Bane: boon to get by stone giants****Nature Lore: The stone giants of the Avantiers are as stupid as their brethren to the north, but****a lit****Estimated Time of Encounter: 20 min**

Following the mapped route of the first train, the party is ambushed by a group of stone giants who don't like little guys in armor. They will fight until they start getting too hurt, when they will disappear into the mountains howling like over-grown babies. They will throw large boulders which have a 5 second knockdown and do 15 points of damage.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Stone Giants (Gal/ Hak/Morox)	3	F/5	2	10/8/8	34	--

**Treasure: none****Magic Items: none****Props: rocks/clubs for giants**

**Encounter Number: 3 The First....**

**Number of NPC's: 1**

**Magic: none**

**Traps: none**

**Gold: none**

**Good/Evil: Sky is good.**

**Boon/Bane: Boon to help Sky, search bodies.**

**Tracking: The trail is not obscured here, but is being obviously hidden a few hundred feet beyond the area of the fight. It also appears that several of the individuals that left this area were wearing decent armor.**

**Estimated Time of Encounter: 20 min**

The PCs come across the remains of the first caravan, several dead bodies and one injured individual (Sky) hiding in the rocks. This person is delirious from exposure, hunger, thirst, and severe injuries, and keeps muttering about the fight. A wide trail, as of many ponys or people, leads farther into the hills. There are several blood spots, and a few rough-cut rubies along it. One of the bodies was the wagon master and has the train inventory on it (primarily gems, some raw ore, several ingots). Sky is not going to heal up enough to be left by himself, and should be taken with the party.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Sky Jemner	1	F/3	1	6/5/5	10 (24 max)	--

**Treasure: 4 rough cut rubies (50 gp; value \*2 if cut properly (60% of the time), value /2 if miscut (40% of time. Character must find a master gemcutter or jeweller in a game and the GM should roll percentile dice WHEN THE GEM IS CUT.)**

**Magic Items: none**

**Props: dead bodies, 2nd inventory**

**Encounter Number: 4 The Plunge**

**Number of NPC's: 0**

**Magic: none**

**Traps: quicksands in stream**

**Gold: none**

**Good/Evil: none**

**Boon/Bane: boon to avoid sands**

**Tracking: quick glimpse of movement on mountainside above them; nothing conclusive**

**Nature Lore: Slow rivers in this environment often have unstable beds of sand or sediment.**

**Estimated Time of Encounter: 20 min**

Tracking the raiders through the mountains the party comes to a fast moving river. If they follow it (and the tracks of the bandits) downstream for a few minutes they will find a waterfall, below which is a deep pool and a fordable area where the stream gets wider and shallower. If they attempt to cross it, they will find quicksands dotting the center of the stream, which now moves much slower. People who step into the sands can only be removed by the concerted effort of three other people (and a rope or stick), or one person and a knight with Strength I. If they are not helped out of the sands, they will be underwater in three minutes, will drown two minutes later, and will be sucked into the quicksands, irretrievably lost, two minutes after that.

A ranger or druid will be able to determine a safe path across the stream, and they have to figure a way to get Sky across safely if they bring him.

**Treasure: none**

**Magic Items: none**

**Props: flour for stream edge and known sands**

**Encounter Number: 5 Number Two**

**Number of NPC's: 0**

**Magic: none**

**Traps: none**

**Gold: none**

**Good/Evil: none**

**Boon/Bane: none**

**Tracking: obvious movement above and behind them, possibly humanoid, not giant sized;**

**signs of hasty and recent travel by several well-armored people. They were part of a good-sized group, at least six people, not all heavily armored.**

**Estimated Time of Encounter: 10 min**

**The path the PCs are following joins up with the second track, where they find the remains of the first train, charred and foul smelling. There are no signs that any of the miners survived, although tracking reveals that they put up a really good fight. A ranger or druid will discover signs that they are being tracked (tracking, or talk to animals).**

**Treasure: none**

**Magic Items: none**

**Props: burning wagons, dead bodies**

**Encounter Number: 6a Not Again...**

**Number of NPC's: 8**

**Magic: none**

**Traps: ambush**

**Gold: 340 gp (split out among the bandits as rough cut gems.)**

**Good/Evil: Sillon and Marek are evil, others are neutral.**

**Boon/Bane: boon to escape, bane to leave anyone behind**

**Person Lore: Sillon, the mage, has really horrible taste in clothes, a scar where a leaf tattoo of some sort was removed from his left temple, and is wearing a small cat ring. He is rumored to be a member of the Guild of the Stalking Cat, the assassins guild out of Montaigne.**

**Thief's Hearing: While the bandits are in camp, they will quietly (only hearing or a similar ability will get any of this information) discuss their activities, focusing on the return of the rest of their party from Bayrith, where they took most of the loot to fence it. [Note: PCs will know that this is a journey of weeks and the trading group is not expected back for a while.] Their operation is apparently large, and VERY well organized. This is just one part of it, and much of the rest appears to be closely linked to the slave and drug trades out of the Fens and Bayrith.**

**Estimated Time of Encounter: 30 min**

The party is ambushed by the bandits, who come rushing out of hiding places in the surrounding terrain. They will try to capture most of the party, letting one or two, probably ranger, druid, or monk, escape, with the excuse that they aren't enough to do anything anyway (they will also ignore Sky for the same reason). The others will be held while the bandits argue over what to do with them: ransom, slavery in Bayrith, Avellia or Faer Islands; death, etc. They should be very graphic about this; the more insulting and threatening they can be, the better.

If the PCs can escape while all this is going on, they are welcome to do so. The bandits will only tie them with rope, but will distribute their weapons among themselves, and will have at least one guard on them. This individual will be rather sloppy, but not incompetent.

The bandits will argue over the fate of the PCs for about 15 minutes, and will then start setting up camp and arguing over the split of the mining train goods.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Sillon	1	M/5	0	3/0/3	24	32
Marek	1	F/5	4*	8/6/6	34	--
Stern/Mich/Harv/Erc	4	F/4	2	7/5/5	30	--
Rene'/Yran	2	TH/5	1	4/4/4	30	--
Sky Jemner	1	F/3	1	6/5/5	24	--

**Treasure: chainmail +1 [2250 gp, nonmagical]--This is exceptionally fine looking chainmail; the craftsmanship on this item is superb.**

**Magic Items: none**

**Props: weapons, bonds**

**Encounter Number: 6b ...The Rest of the Story**

**Number of NPC's: 3-4**

**Magic: none**

**Traps: none**

**Gold: none**

**Good/Evil: Miners are neutral.**

**Boon/Bane: Boon to have Sky or mention helping him, bane to attack**

**Estimated Time of Encounter: 20 min**

The PCs not captured will be chased into the hills, there to find the remainder of the second mining train's personnel in the nearby vicinity. They will be suspicious of the PCs and will attack unless Sky is there, or if the PCs talk fast and manage to show them their Guild badges. They should all begin to plan a rescue attempt, hopefully [NPCs will suggest this if no one else does]. The miners are not well equipped, but several have swords, staves, or hammers; others are wounded (unconscious and less than 8 hit points each; even if healed, they will still be too weak to help with the fighting. The others have stats as listed below; life points are with damage).

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Kerr/Jone/Lenn /Rafe	4	F/3	1	6/5/5	16 (24 max)	--
Sky Jemner	1	F/3	1	6/5/5	24	--

**Treasure: none**

**Magic Items: none**

**Props: weapons for miners, bandages for injured, 4 bodies for injured**

**Encounter Number: 7 Ganivre to the Rescue**

**Number of NPC's: 3-4**

**Magic: chalice-blood**

**Traps: none**

**Gold: none**

**Good/Evil: plants are good, miners are neutral**

**Boon/Bane: boon to use fruit, keep seeds**

**Nature Lore: Not all of these seeds are viable; some are from plants that spread off of the holy ground where they were originally planted. [ A druid or cleric will be able to pinpoint the viable ones.]**

**Religion Lore: Ganivre was an ancient goddess of healing, whose symbol is a gold chalice.**

**Her religion was destroyed by a rival religion nearly a thousand years ago and no clerics of Ganivre are known to exist.**

**Estimated Time of Encounter: 10 min**

The PCs come upon a patch of chalice-blood, a plant rumored to have been created by Ganivre the Ageless. A ranger, druid or cleric will recognize the plant (the cleric will recognize the plant as having divine origins). The silver bell-shaped flowers put out a wonderful scent, and its fruits are healing and stimulating, while its seeds, if planted on blessed soil, will sprout to produce new plants.

There are enough plants and fruits to heal most of the miners and the PCs up to full, or at least well above their current state. Each fruit has one seed, which will produce a plant whose fruits have the properties of the one from which it came. Any fruits left should be taken to the injured miners or saved for the rest of the PCs, as they are only good for one day, and will not ripen off the plant. The seeds will last until planted.

**Treasure: seeds (viable Purple seeds: 910gp; Red seeds: 475 gp)**

**Magic Items: Purple fruit--healing (20 plants/fruit; 6 are growing on holy ground)**

**SAVVY #1: This fruit will heal up to 8 points of damage when eaten.**

**SAVVY #2: This fruit is good for one game day only. If it is not eaten in that time it will dissolve into useless goo.**

**SAVVY #3: The seed of this fruit, when planted on soil blessed by a 6th level cleric, will grow into a plant that will produce fruit like the one from which it came. Each plant will have one flower and one fruit on it each day.**

**SAVVY #4: Only seeds planted on soil blessed by a cleric of Ganivre will produce fruits with viable seeds. The normal lifespan of the plant is 50 years. The plant does not transplant well and will die if removed from the soil where it initially grew.**

**Red fruit--stimulating (10 plants/fruit; 6 are growing on holy ground)**

**SAVVY #1: This fruit gives +1 Strongarm.**

**SAVVY #2: This fruit is good for one game day only. If it is not eaten in that time it will dissolve into useless goo.**

**SAVVY #3: The seed of this fruit, when planted on blessed soil, will grow into a plant that will produce fruit like the one from which it came. Each plant will have one flower and one fruit on it each day.**

**SAVVY #4: Only seeds planted on soil blessed by a cleric of Ganivre will produce fruits with viable seeds. The normal lifespan of the plant is 50 years. The plant does not transplant well and will die if removed from the soil where it initially grew.**

**Props: plants, fruits, seeds**

**Encounter Number: 8 A Rescue Attempt**

**Number of NPC's: 11-12**

**Magic: none**

**Traps: none**

**Gold: 340 gp (split out among the bandits as rough cut gems)**

**Good/Evil: Miners are neutral, bandits are evil**

**Boon/Bane: boon to rescue PCs, bane to leave without trying**

**Note: Sillon and Marek will put up a good fight, but will do their level best to stay alive, making a run for it if the fight goes against them.**

**Estimated Time of Encounter: 25 min**

The PCs, both captured and loose, should have made some plan by this point to leave and finish their job. A rescue attempt by the loose PCs and their allies will be met by total surprise on the part of the bandits, who are so busy splitting their profits and arguing that they haven't set guards. Any attempts to escape by the captured PCs will be met by a little more resistance since they have to get through their guard and retrieve their weapons. However, between the two groups, they should be able to wreak havoc on the bandits, kill or capture most of them, and retrieve the miners' goods.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP<sup>^</sup></u>	<u>AP<sup>^</sup></u>
Kerr/Jone/Lenn/ Rafe	4	F/3	1	6/5/5	16 (24 max)	--
Sillon	1	M/5	0	3/0/3	24	32
Marek	1	F/5	4*	8/6/6	34	--
Stern/Mich/Harv/Erc	4	F/4	2	7/5/5	30	--
Rene'/Yran	2	TH/5	1	4/4/4	30	--
Sky Jemner	1	F/3	1	6/5/5	24	--

\*chainmail +1

<sup>^</sup>adjust for prior encounters

**Treasure: chainmail +1 (nonmagical: 400/1900)--This is exceptionally fine looking chainmail; the craftsmanship on this is superb.**

**Magic Items: none**

**Props: same as for Encounters 6a, 6b, 7**

**Encounter Number: 9 The Return****Number of NPC's: 4-6****Magic: none****Traps: none****Gold: 750 -1500 gp (depending on encounter 1)****Good/Evil: Miners are neutral, Sky is good, Guildmaster is neutral****Boon/Bane: boon to accept reward****Estimated Time of Encounter: 15 min**

The triumphant return to the guildhall with the miners and any prisoners, and receipt of payment in gems. The Guildmaster will take charge of any prisoners, placing them in a holding room before sending a runner for the local law, and then point out that he has a small stock of standard minor magic items available in the Guildhall for discount prices, and will ask for the Guild's 5% now.

If the PCs return without taking out the bandits, but with information about them and what's been going on, the Guild will pay them 3/4 of the promised reward (1200 gp).

The Masterminer is not at the guildhall and thus there is no way for the PCs to get the gems cut in this game.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Guildmaster MacKay	1	F/8	2	9/7/7	46	--
Sky Jemner	1	F/3	1	6/5/5	24	--
Kerr/Jone/Lenn/Rafe	4	F/3	1	6/5/5	24	--
Sillon*	1	M/5	0	3/0/3	24	--
Marek*	1	F/5	3	8/6/6	34	--
Stern/Mich/Harv/Erc*	4	F/4	2	7/5/5	30	--
Rene'/Yran*	2	TH/5	1	4/4/4	30	--

\*Only if they are captured and kept alive; if you are short on NPC's, discourage this.

Treasure: gems for payment

**Magic Items: stock in Guildhall=> guild members get an automatic 10% discount (this stacks with Bargain). Prices given are straight BlueBook.**

1. Healing potions: 3 of each available
  - 8 point heal=96 gp
  - 10 point heal=120 gp
  - 12 point heal=144 gp
2. Savvy stones: 2 available
  - 1 object=55 gp
3. Blade Sharp +1 (stone): 2 available
  - 1/day=500 gp
4. Arrows, one shot: 3 of each available
  - +1=15 gp
  - +2=45 gp
  - +3=90 gp
  - , recoverable: +1=150 gp
  - +2=450 gp

+3=900 gp

5. Chainmail: 2 available  
mundane=400 gp

6. Bow: 1 available  
+1=1200 gp

Note: there are runes on the grip of this bow; a Speak Easy will reveal that the name of the bow is Red Breocaighte. [Note: if the bow is purchased, for each following team, the bow's name is slightly different; go down the spectrum, i.e. the next team would have Orange Breocaighte, then Yellow Breocaighte, etc. There are only 7 of these bows in existence. Once they are all sold check with the GD for further magic items. Also, these bows are rumored to have added powers.]

Savvy #1: This is a Bow +1.

Nature Lore: this bow is made of whalebone and seaweed, two substances not commonly used for modern bow construction.

Legend Lore: the markings on this bow indicate that it was created on the now-vanished island of Hy'garl, which once existed off the western coast of this continent. The island was reportedly the home of a race of mages that practised only fire magic and worshipped a deity of firebirds. There is a persistent rumor that these artifacts have added powers, but this has never been substantiated.

7. Herbal potions: 1 of each available

Damiana=130 gp

Nightshade=100 gp

Devil's Weed=170 gp

Melange=130 gp

8. Haven (necklace): 1 available  
one shot 5th level=150gp

9. Neutralize disease: one available  
potion=100 gp

10. Neutralize poison: one available  
potion=100 gp

11. Death feint (earring): one available  
once=165 gp

12. Flowers of Avalon: one use, one of each available

Black=160 gp

Green=160 gp

Gray=160 gp

Purple=210 gp

White=160 gp

13. Detect traps (lens): one available  
once/day=700 gp

14. Leap (spring): one available  
once=70 gp

15. Escape bonds (pen knife): one available  
once/day=500

Props: magic item reps, gem reps



- YR-CN-GN-01**      **chits--proof of membership in the Adventurer's Guild**  
SAVVY #1: The magic inherent in this is clerical and used for identification purposes only.  
SAVVY #2: These small pieces of wood can be recognized by Masters of the Adventurers Guild on sight and cannot be forged.
- YR-CN-GN-02**      **Purple fruit/seeds--healing (20 plants/fruit; 6 are growing on holy ground)**  
SAVVY #1: This fruit will heal up to 8 points of damage when eaten.  
SAVVY #2: This fruit is good for one game day only. If it is not eaten in that time it will dissolve into useless goo.  
SAVVY #3: The seed of this fruit, when planted on soil blessed by a 6th level cleric, will grow into a plant that will produce fruit like the one from which it came. Each plant will have one flower and one fruit on it each day.  
SAVVY #4: Only seeds planted on soil blessed by a cleric of Ganivre will produce fruits with viable seeds. The normal lifespan of the plant is 50 years. The plant does not transplant well and will die if removed from the soil where it initially grew.
- YR-CN-GN-03**      **Red fruit/seeds--stimulating (10 plants/fruit; 6 are growing on holy ground)**  
SAVVY #1: This fruit gives +1 Strongarm.  
SAVVY #2: This fruit is good for one game day only. If it is not eaten in that time it will dissolve into useless goo.  
SAVVY #3: The seed of this fruit, when planted on blessed soil, will grow into a plant that will produce fruit like the one from which it came. Each plant will have one flower and one fruit on it each day.  
SAVVY #4: Only seeds planted on soil blessed by a cleric of Ganivre will produce fruits with viable seeds. The normal lifespan of the plant is 50 years. The plant does not transplant well and will die if removed from the soil where it initially grew.
- YR-CN-GN-04**      **Healing potions: (2 each)**  
8 point heal=96 gp  
10 point heal=120 gp  
12 point heal=144 gp
- YR-CN-GN-05**      **Savvy stones: (1)**  
1 object=55 gp
- YR-CN-GN-06**      **Blade Sharp +1 (stone): (1)**  
1/day=500 gp
- YR-CN-GN-07**      **Arrows, one shot: (3 each)**  
+1=15 gp  
+2=45 gp  
+3=90 gp  
, recoverable: (3 each)  
+1=150 gp  
+2=450 gp  
+3=900 gp

- YR-CN-GN-08**      **Chainmail: (1)**  
                         **mundane=400 gp**
- YR-CN-GN-09**      **Bow: (1)**  
                         **+1=1200 gp**  
                         **Note: there are runes on the grip of this bow; a Speak Easy will reveal that the name of the bow is Red Breocaighte. [Note: if the bow is purchased, for each following team, the bow's name is slightly different; go down the spectrum, i.e. the next team would have Orange Breocaighte, then Yellow Breocaighte, etc. There are only 7 of these bows in existence. Once they are all sold check with the GD for further magic items. Also, these bows are rumored to have added powers.]**  
                         **Savvy #1: This is a Bow +1.**  
                         **Nature Lore: this bow is made of whalebone and seaweed, two substances not commonly used for modern bow construction.**  
**now-**                    **Legend Lore: the markings on this bow indicate that it was created on the vanished island of Hy'garl, which once existed off the western coast of this continent. The island was reportedly the home of a race of mages that practised only fire magic and worshipped a deity of firebirds. There is a persistent rumor that these artifacts have added powers, but this has never been substantiated.**
- YR-CN-GN-10**      **Herbal potions: (1 each)**  
                         **Damiana=130 gp**  
                         **Nightshade=100 gp**  
                         **Devil's Weed=170 gp**  
                         **Melange=130 gp**
- YR-CN-GN-11**      **Haven (necklace): (1)**  
                         **5th level=150gp**
- YR-CN-GN-12**      **Neutralize disease potion=100 gp (1)**
- YR-CN-GN-13**      **Neutralize poison potion=100 gp (1)**
- YR-CN-GN-14**      **Death feint (earring): (1)**  
                         **once=110 gp**
- YR-CN-GN-15**      **Flowers of Avalon: one use (1 each)**  
                         **Black=160 gp**  
                         **Green=160 gp**  
                         **Gray=160 gp**  
                         **Purple=210 gp**  
                         **White=160 gp**
- YR-CN-GN-16**      **Detect traps (lens): (1)**  
                         **once/day=700 gp**
- YR-CN-GN-17**      **Leap (spring): (1)**

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once=70 gp

**YR-CN-GN-18**      **Escape bonds (pen knife): (1)**  
once/day=500

**Appendix B: Lores**

**Encounter #                      Lore**

**1                      Legend Lore: Chits--These small pieces of wood are created in a minor temple mysteriously but permanently dead.**

**Person Lore: MacKay was a well known adventurer about ten years ago. He is                      run**  
**He is one of the top five guildmasters on the continent, which is why he is in Bayrith. [NPC note: Mac was known as "the Knife" for his fighting style when he adventured. He fights paired minimum length short swords and is deadly with them. He prefers a measure of anonymity in his current position.]**

**Masterminer Siskon is a jeweller of some note, respected by many of the guildhalls for his ability and management skills. He reportedly created much of the jewelry that the Flower Mage of the southlands, Bera Ytraenz, turned into his famous magic item collection.**

**2                      Boon/Bane:    Boon to accept mission, maps, inventory**  
**Nature Lore: The stone giants of the Avantiers are as stupid as their brethren to**

**Boon/Bane:    Boon to get by stone giants**

**3                      Tracking: The trail is not obscured here, but is being obviously hidden a few**

**Boon/Bane:    Boon to help Sky, search bodies**

**4                      Tracking: quick glimpse of movement on mountainside above them; nothing**

**Boon/Bane:    Boon to avoid sands**

**5                      Nature Lore: Slow rivers in this environment often have unstable beds of sand**

**Tracking: obvious movement above and behind them, possibly humanoid, not**

**6                      Person Lore: Sillon, the mage, has really horrible taste in clothes, a scar where**

**Montaigne.**

**Thief's Hearing: While the bandits are in camp, they will quietly (only hearing or                      a si**  
**this is a journey of weeks and the trading group is not expected back for a while.) Their operation is**  
**apparently large, and VERY well organized. This is just one part of it, and much of the rest appears to**  
**be closely linked to the slave and drug trades out of the Fens and Bayrith.**

**Boon/Bane:    6a            Boon to escape; Bane to leave anyone behind**

**6b            Boon to have Sky or mention helping him; Bane to attack**

**7                      Nature Lore: Not all of these seeds are viable; some are from plants that**

**Boon/Bane:    Boon to use fruit, keep seeds**

**8                      Boon/Bane: Boon to rescue PCs, finish mission; Bane to leave without trying**

**9                      Bow: Nature Lore: this bow is made of whalebone and seaweed, two**

**Legend Lore: the markings on this bow indicate that it was created on**  
**and worshipped a deity of firebirds.**

**9                      Boon to accept reward**

**Appendix C: Gold Breakdown**

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**There is no gold listed for this game since all payment is to be in gems. Some gold for change for the Guildhall/merchant may be used if desired.**

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**Appendix D: Treasure Breakdown**

Enc. #	No.	Items	Value
1	YR-CN-GN-01	<u>chits</u> --proof of membership in the Adventurer's Guild SAVVY #1: The magic inherent in this is clerical and used for identification purposes only. SAVVY #2: These small pieces of wood can be recognized by Masters of the Adventurers Guild on sight and cannot be forged.	
3	YR-CN-GN-19	4 rough cut rubies (value *2 if cut properly (60% of the time), value /2 if miscut (40% of time. Character must find a master gemcutter or jeweller in a game and the GM should roll percentile dice WHEN THE GEM IS CUT.)	200 gp
6a & 8	YR-CN-GN-19	bandit loot (rough cut gems as above)	340 gp
6a & 8	YR-CN-GN-20	chainmail +1 nonmagical	1900 gp
7		seeds (6 Red, 6 Purple)	8310 gp
	YR-CN-GN-02	<u>Purple fruit/seeds</u> --healing (20 plants/fruit; 6 are growing on holy ground) SAVVY #1: This fruit will heal up to 8 points of damage when eaten. SAVVY #2: This fruit is good for one game day only. If it is not eaten in that time it will dissolve into useless goo. SAVVY #3: The seed of this fruit, when planted on soil blessed by a 6th level cleric, will grow into a plant that will produce fruit like the one from which it came. Each plant will have one flower and one fruit on it each day. SAVVY #4: Only seeds planted on soil blessed by a cleric of Ganivre will produce fruits with viable seeds. The normal lifespan of the plant is 50 years. The plant does not transplant well and will die if removed from the soil where it initially grew.	
	YR-CN-GN-03	<u>Red fruit/seeds</u> --stimulating (10 plants/fruit; 6 are growing on holy ground) SAVVY #1: This fruit gives +1 Strongarm. SAVVY #2: This fruit is good for one game day only. If it is not eaten in that time it will dissolve into useless goo. SAVVY #3: The seed of this fruit, when planted on blessed soil, will grow into a plant that will produce fruit like the one from which it came. Each plant will have one flower and one fruit on it each day. SAVVY #4: Only seeds planted on soil blessed by a cleric of Ganivre will produce fruits with viable seeds. The normal lifespan of the plant is 50 years. The plant does not transplant well and will die if removed from the soil where it initially grew.	
9	YR-CN-GN-04	Healing potions: (2 each) 8 point heal=96 gp 10 point heal=120 gp 12 point heal=144 gp	
	YR-CN-GN-05	Savvy stones: (1) 1 object=55 gp	
	YR-CN-GN-06	Blade Sharp +1 (stone): (1) 1/day=500 gp	
	YR-CN-GN-07	Arrows, one shot: (3 each) +1=15 gp +2=45 gp +3=90 gp , recoverable: (3 each) +1=150 gp +2=450 gp +3=900 gp	

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YR-CN-GN-08	Chainmail: (1) mundane=400 gp
YR-CN-GN-09	Bow: (1) +1=1200 gp
	Herbal potions: (1 each)
YR-CN-GN-10	Damiana=130 gp
YR-CN-GN-11	Nightshade=100 gp
YR-CN-GN-12	Devil's Weed=170 gp
YR-CN-GN-13	Melange=130 gp
YR-CN-GN-14	Haven (necklace): (1) 5th level=150gp
YR-CN-GN-15	Cure non-magical disease potion=100 gp (1)
YR-CN-GN-16	Neutralize poison potion=100 gp (1)
YR-CN-GN-17	Death feint (earring): (1) once=110 gp
	Flowers of Avalon: one use (1 each)
YR-CN-GN-18	Black=160 gp
YR-CN-GN-19	Green=160 gp
YR-CN-GN-20	Gray=160 gp
YR-CN-GN-21	Purple=210 gp
YR-CN-GN-22	White=160 gp
YR-CN-GN-23	Detect traps (lens): (1) once/day=700 gp
YR-CN-GN-24	Leap (spring): (1) once=70 gp
YR-CN-GN-25	Escape bonds (pen knife): (1) once/day=500

1 & 9 (total) gems for payment (normal values) 1500 gp

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**Appendix E: Magic Item Breakdown**



**Appendix F: NPC Descriptions**

**Encounters**

**1 and 9**

**Guildmaster MacKay:** An amiable but no nonsense individual, MacKay gets to the point in any conversation quickly and expects others to do the same. MacKay is very self-confident, and with good reason.

**Guildmaster Siskon:** Very absent-minded and nervous, Siskon paces with much hand-waving while discussing anything but the details of his work, about which he is passionate.

**2**

**Stone Giants:** These individuals are stupid, cruel, and very much bullies. They are as apt to bully each other as anything smaller than they are. Morox is the nominal leader because he can push the others around better than they can push him around.

**3-9**

**Sky Jemner:** Normally an easy-going, friendly sort, Sky is currently delirious, frightened, and totally exhausted mentally and physically (this is why he doesn't completely recover if healed). He has seen too many things that he would rather have avoided and his mutterings are less than coherent (no numbers or descriptions; just too many enemies, too much blood, too much fire, et cetera).

**6a, 8, 9**

**Sillon:** This individual is a very loud, very tasteless dresser, but considers himself the epitome of fashion and the genteel taste of high society. He holds himself as above the rest of the bandits (money-wise, he is the wealthiest one there), and is a snob of the first order. He is supremely arrogant and is perfectly willing to abuse his magics to prove this power to anyone who crosses him.

**6a, 8,9**

**Marek:** Silent and brooding, Marek is frighteningly competent. He is in charge of the bandits because they fear and respect him, and they make this obvious.

**6a, 8,9**

**Stern/Mich/Harv/Erc:** Grunts, like half the unemployed soldiers east of the great lake, these boys are in it for the money and couldn't care less what they do to get it. They defer to Marek in everything and avoid Sillon like the plague. They are good ol' boys who like to dice and joke among themselves and with René and Yran.

**6a, 8,9**

**René/Yran:** Quick-witted con artists, these two like the easy pickings outside of Bayrith. They avoid Sillon, obey Marek, and try to cheat the fighters at dice.

**6b-9**

**Kerr/Jone/Lenn/Rafe:** Solid examples of the rougher aspects of the Mining Guild, these men are honest, hard-working, taciturn, and suspicious. Kerr is the nominal leader, but the others have no compunction about letting him know their opinions. They are angry and slightly afraid until the PCs show up and present themselves as reinforcements, which will boost their courage.

**Appendix I: Props List**

**Encounter # Props**

---

- 1** guild chits, maps, inventory for second train
- 2** rocks, clubs for giants
- 3** dead bodies, inventory for first train, rough gems
- 4** flour for stream edge and sands
- 5** burning wagons, dead bodies
- 6a** weapons for NPCs, bonds (rope), paraphernalia for campsite, rough gems
- 6b** weapons for miners, bandages for injured, 4 bodies for injured
- 7** plants, fruits, seeds
- 8** same as for Encounters 6a, 6b, 7
- 9** gem reps, magic item reps:
  - 12 potions
  - 2 stones
  - 18 arrows
  - 1 chainmail
  - 1 bow
  - 1 necklace
  - 1 earring
  - 5 dried flowers/potpourri
  - 1 lens
  - 1 spring
  - 1 pen knife

**Appendix J: Game Lore**

**April 1, 19\_\_**

**To: The Master Gemsetter  
Jeweller's Hall, Montaigne**

**Greetings, sir. We bid you hello and hope you and yours are well. At this time let me present to you the inventory of this quarter's agreed upon shipment. Please present to Torin Smith a letter of credit for the agreed price drawn on the Ducal Bank of Montaigne. Thank you.**

**Your Servant**

**Siskon, Masterminer  
Firepoint**

**Inventory**

<b>Silver:</b>	<b>6 cubits</b>
<b>Gold:</b>	<b>4 cubits</b>
<b>Copper:</b>	<b>10 cubits</b>
<b>Rubies:</b>	<b>18 uncut stones less than 1 weight</b>
	<b>10 uncut stones between 1 and 3 weights</b>
	<b>6 cut stones at 5 carats each</b>
<b>Sapphires:</b>	<b>15 uncut stones less than 1 weight</b>
	<b>15 uncut stones between 1 and 3 weights</b>
	<b>3 cut stones at 4 carats each</b>

April 28, 19\_\_

To: The Master Gemsetter  
Jeweller's Hall, Montaigne

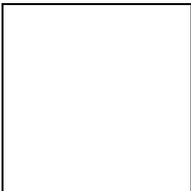
Greetings, sir. We bid you hello and hope you and yours are well. Due to an unknown misfortune, our first shipment has gone astray. We fear for the safety of our people with the train and ask that you keep an ear out for any possible news of their whereabouts or fates. Any such information would be most appreciated. However, knowing that your business suffers from this lack of inventory even as ours does, at this time let me present to you the inventory of this quarter's agreed upon shipment. We regret that it has not arrived on time, and that there have been substitutions. Please present to Ariv Miner a letter of credit for the agreed price drawn on the Ducal Bank of Montaigne. Thank you.

Your Servant

Siskon, Masterminer  
Firepoint

Inventory

Silver:	4 cubits
Gold:	7 cubits
Copper:	8 cubits
Rubies:	15 uncut stones less than 1 weight 7 uncut stones between 1 and 3 weights 10 cut stones at 5 carats each
Sapphires:	17 uncut stones less than 1 weight 9 uncut stones between 1 and 3 weights 5 cut stones at 4 carats each
Emeralds:	5 uncut stones less than 1 weight 2 cut stones at 3 carats each





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**Appendix L: Miscellaneous Paperwork**

**Foxx Character Rules:** (Rules to detail the in-game options available to players upon character death or loss)

**A REVIVED character is defined as a character that is resurrected by the expenditure of CAP.**

**A REPLACEMENT character is defined as a character that is newly created by the expenditure of CAP and is of the same class and of up to the same level as the recently lost character.**

**A SECONDARY character is defined as a preexisting character used to complete a game by a player who has lost the character that started the game.**

- 1. During combat, a player may not expend CAP to revive a character or to create a replacement character.**
- 2. The player must notify the Game Master (and Score Keeper if one is present with the team) and receive acknowledgement at the time the CAP is expended.**
- 3. A revived character returns to the last recorded state (life points, ability points, etc) as indicated by the Game Master/Score Keeper or to book statistics as per the CAP expended, whichever is less. The character retains only those possessions still present at the time of revival.**
- 4. A replacement character is at book statistics as per the CAP expended, and retains none of the previous character's possessions. Once a replacement character has been created, the old character is lost to the player.**
- 5. A secondary character (when the use of such has been sanctioned) should be approved at the draft or pre-game if there is no draft.**