

A Good Days Work  
A Loremaster Invitational, Heroic Line Course  
Southern Wisconsin Chapter  
International Fantasy Gaming Society  
By: Brett Fuller

This game is designed for a 6 player team of 3rd or 4th level characters, with a maximum of 21 levels per team.

A Cleric is highly recommended.

PC fairness will be in effect. Modified Cloning will be allowed.  
Gralewicz Archery rules will be used.

The game will use the 6.5 rules.

Sanctioned for 5 hours

RATINGS

Mental = 4

Physical = 6

Fighting = 5

Risk = 6

(Risk 5 for death or permanent loss)

(Risk 7 for failure)

## A Good Days Work

Game Designer's intent

Proposed Ratings: A Heroic Game: Mental 4, Risk 6, Fighting 5, Physical 6.

Six characters of levels 3-4 for a total of twenty one levels.

### Synopsis

The loremaster receives a letter from a merchant, Abel Hounding. He is asking the loremaster to assemble a group of adventurers for guard duty. The PCÆs are to meet him at The Refuge, a bar in Arymlap, a small town a dayÆs walk from Arvon. Arvon is the capitol of the Monar League.

At the bar the PCÆs will see a bartender, a serving person, a Knight, two travelers, and a laborer. There is also a bulletin board with many postings. One posting is from the ruler of Arvon. He is offering a huge reward for any dragon eggs. In a short time Abel comes in and sits at the table with the adventurers. He tells them that he needs to hire them for one day. They will escort him to Arvon. He then gets a little paranoid and says that they should conclude business at his camp.

At his camp Abel says a word and a large chest appears; it had been invisible. Abel explains that a powerful wizard created this chest. It is lead lined and will levitate upon command and turn invisible upon command. He uses it to transport his merchandise. Just at this time the laborer, from the bar, and five others appear and Abel is killed by an arrow. The laborer is a thief and he has been waiting for Abel to reveal his magic chest. The party defeats the thieves and then open the chest. In the chest are three dragon eggs (watermelons, green dragon eggs if anyone asks). If the watermelons are dropped and cracked in real life then they are destroyed. They can also take fantasy damage which can be healed or mended. In the chest there is a copy of the flyer that says huge reward for dragon eggs, just in case the PCÆs didnÆt see it.

The PCÆs start heading toward Arvon. They come to a chasm. (Physical Challenge) The bridge has collapsed. The PCÆs must get across somehow without dropping the watermelons.

After the chasm the PCÆs are ambushed by five undead and a cleric. The cleric leading them was the traveler from the bar. The ghouls give off a disease that will affect the PCÆs. The cleric has a note on him from the Necromancer; the Necromancer does not want anyone in the Monar league raising dragons.

Ten to fifteen minutes after the ghoulish attack the PCÆs will become ill. If the players donÆt have someone who can cure disease the illness will stay with them until it is cured. That may mean the next game!

The party comes to a fast running river and see stepping stones set up. (Physical Challenge).

The party is almost to Arvon. The Knight, from the bar, shows up with five friends. They demand that the eggs be destroyed. They are from the SlayerÆs Brotherhood, a knighthood that is devoted to the destruction of Dragonkind. They fight the PCÆs with the goal of destroying the eggs.

The party arrives in Arvon with the eggs (hopefully). They receive their reward and then the ruler of Arvon has the chef come in and take the eggs. The chef is going to make an omelet of them.

## Game Notes

### Philosophy of the Game:

This game practically wrote itself. I had a script in 2 days after the initial concept. I want to stress three things to all staff.

1. If there is no chance for failure in a game why play? I am not out to beat the PCÆs but they can fail this game. I have put limits on the number of eggs that can be destroyed in a fight but this is to prolong the game.

2. GMÆs, please let the PCÆs be creative. Do not stifle creativity. I really do not know how they are going to safely get the eggs across the chasm. Let them figure it out. Let them have fun, and let them be rewarded for good play.

3. All NPCÆs: when you are dead DO NOT talk with PCÆs. If we have enough NPCÆs I want you to stay where you died but do not converse with the PCÆs. Let them stay in character. The time to tell war stories is after the game. Undead PCÆs get up and leave when you have been destroyed.

### Dragon Eggs:

If the watermelons are dropped or get cracked they are destroyed. (the party could take a break and eat it if they want to).

Eggs can also take 10 points of fantasy damage before being destroyed.

Abilities and spells that affect dragon eggs (Give no hints about these!):

Mend: (MU) Will completely mend a cracked shell. It will not mend a shell that took ten points of damage.

Heal: It will heal the shell like any other fantasy wound.

Negative Enhance or any such defensive spell will give the egg armor just as if the egg were a PC.

An egg is in a bag, back pack, covered by a cloth, etc. does not prevent line of sight spell to be cast on them. They are so distinctive in shape that anyone who wants to target one of them can. If they are hidden so an NPC can't tell what it is then they should NOT be targeted because the NPC would have no reason to target the box or whatever is hiding the egg.

Each egg will have a piece of colored tape to distinguish it from the others. If possible we will have a score keeper with each team after scene two to help keep track of the eggs in the fights.

When an egg takes fantasy damage and it is not healed or mended then the GM will use a dry eraser and draw a jagged line on the egg. Each section of the jagged line will represent 1 point of damage. (see examples below) The crack should be there but each jag of it should not obviously be hit points of damage. The PCÆs should not know how many hit points the eggs have.

3 points of damage

5 points of damage



Player Lore: (Loremaster will receive this before the game)

Letter:

Dear (Loremaster),

I am in need of your services. Your reputation as a person who can get a job done is well known. I would like to hire you and five companions of your choosing for one day's service. I will pay you 300 g.p. up front and the rest can be negotiated.

Meet me at The Refuge in Arymlap. I will be there at (team start time) on (game date).

Thank you,

Abel Hounding

Lore:

Arymlap is a small town 1 day's walk northwest of Arvon, capitol of the Monar League. Arymlap is in the foothills of the local mountains.

Monar League; a military and economic alliance of five cities.

The Refuge is a bar in Arymlap, it is well known for a curse that was put on it, in the name of Mithron, God of Mirth and laughter. The curse affects 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.

ENCOUNTER #1 (30 minutes)

A Meeting

NUMBER OF NPC'S: 7

PURPOSE: Hiring and information

MAGIC: On the knight, traveler, and the bartender

GOLD: none

TRAPS: none

GOOD/EVIL: Good = knight, Evil = traveler, laborer, Grond

BOON/BANE: Bane to start a fight in here

PLANTS/ANIMALS: none

TRACKS: none

LORE: The Refuge: (All players know this lore. GM read this before entering the bar) The Refuge is a bar in Arymlap, it is well known for a curse that was put on it, in the name of Mithron, God of Mirth and laughter. 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.

Prince Portus Mircronus: very little is known about this current ruler of Arvon other than that he is a politician, not a fighter. His father was a great general but Portus has lived most of his life in the family palace.

Heraldic Lore on the Crest of the Slayers Brotherhood

1. Major Point: All dragon kind are evil and must be destroyed.
2. Minor Point: If you are unable to kill a dragon or would be most likely killed in the attempt; you must flee and get reinforcements from the Brotherhood.
3. Minor Point: Must preach the destruction of Dragons. They are evil. Legend

Lore on William Gerard Overlord of Darvee:

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 known as Darius Gerard)

1. Appeared about 6 years ago.
2. His undead have ransacked villages and harassed patrols.
3. He reportedly has many different towers.
4. Recently it was discovered that the Necromancer is Darius Gerard, cousin to William Gerard and sole heir to the thrown of Darvee.

### Encounter Description:

The party will enter a bar. It has several tables, a bar, and a bulletin board with notices. On the bulletin board there are the following: a large notice saying no fighting or spell casting allowed in the bar, or else you will receive the curse of Mithron, A notice offering a reward for any information leading the capture of the Necromancer (also known as Darius Gerard), A flyer stating, "Huge reward for intact Dragon eggs. See Portus Micronus, Prince of Arvon."

There are five people here, the Bartender, a serving person, a knight, a traveler, and a laborer. The PCÆs may interact as they wish until Abel arrives. Give 20 minutes.

When Abel arrives he immediately goes to the loremaster and asks him/her to sit down at a table. He orders a drink and then goes into his short dialogue. Soon after the party leaves.

### NPC Instructions:

Bartender (Claude or Claudine): Charge 1 g.p. per glass. If they want the whole bottle it will cost 25 g.p.. You are the sole owner of "The Refuge". You know all of the above lore and will talk about it if asked. Also, if anyone asks what happened in Darvee and the Barbarian invasion you can tell them that William Gerard won a narrow victory but the barbarians still pose a serious threat. If Darvee falls then surely the rest of the League will soon follow. (Only players who played in "A Call to Arms" will probably ask about the invasion) You do not know Abel Hounding or any of the other patrons in the bar; they must be new to town.

After everyone has ordered drinks ask the loremaster, "Would you be interested in some second hand merchandise?" You will explain that you have come into possession of some magic items and you would like to sell them. You will not trade or buy any items from the PCÆs. You only have six items: a ring, a crystal, a wand, an amulet, a dagger, and a tweezers.

The ring has a FighterÆs Dodge Blow, 1/day, Autocast. Ask 2,200 g.p. for it. You can bargained down to 1,900 but not lower than 1,900 g.p. (Blue book value = 1,900 g.p.)

The crystal is a 2 point mana generator, 1/day. Ask 1,300 g.p. for it. You can be bargained down to 1,000 but not lower than 1,000 g.p. (Blue book value = 1,000 g.p.)

The wand can create an 18 point Wall of Ice 1/day, 15 second incant time. Ask 900 g.p. for this item. You can not be bargained down on this one. (Blue book value = 900 g.p.)

The amulet is an Autocast heal amulet, 5 points per day, any increment. Useable on the bonded owner only. Ask 1,500 g.p. for it. You can bargained down to 1,300 but not lower than 1,300 g.p. (Blue book value = 1,200 g.p.)

The dagger is called Piercer. It can be thrown 1/day for No Defense Damage. No other bonuses may be added to the damage. Ask 3,000 g.p. for it. You can bargained down to 2,450 but not lower than 2,450g.p. (Blue book value = 2,450 g.p.)

The tweezers allows you to Disarm Traps 1/day. Ask 1,600 g.p. for it. You can bargained down to 1,450 but not lower than 1,450 g.p. (Blue book value = 1,450 g.p.)

Have fun with this. Make the bargaining serious. Let them bring the prices down but make them feel like they are stealing the food from your wife and childrenÆs mouths. Never mind the fact that you are a bachelor and have no kids.

If the PCÆs ask about the Dragon Egg notice tell them that you do not know much about it except that Arvon may be trying to raise Dragons for their army. This would not make neighboring countries very happy.

Serving person (Fran or Frank): You will charge 1 g.p. per glass, 25 g.p. for the whole bottle. You have been secretly hired to get close to Abel Hounding when he arrives. The knight is paying you 25 g.p. to just let him know where Abel is going to. The traveler is paying you 15 for the same information. You find the situation humorous. You have a thorough description of Abel and when he arrives you will take his order and listen in. After taking his order, and hearing that they are going to Arvon, you will discreetly stop and very quietly tell the knight that they are going to Arvon, then you will go to the bar and get the order. When you have the order you will stop at the traveler's table and do the same, then you will give Abel his drink. This should be discreet but the PCs should be able to see this if they are paying attention.

If the PCs ask about the Dragon Egg notice tell them that you do not know much about it except that Arvon may be trying to raise Dragons for their army. This would not make neighboring countries very happy.

You and Abel must practice your timing. He should mention the trip to Arvon just as you approach to take the order. He must say it loud enough for you to hear it.

Sir Dramond(Knight of the Slayers Brotherhood): One of Abel Hounding former guards let you know, for a price, that Abel is carrying three dragon eggs. You are here to spy and find out where he is going with them. You make no mention of this and are glad to talk to players about all of the dragons you have killed. Be boisterous. (Actually you have only killed baby dragons and destroyed eggs. The rest of the Brotherhood assigns you these easy missions until you prove yourself. Unfortunately, how can you prove yourself by destroying eggs? You paid the serving person 25 g.p. to try and find out where Abel will be going with the eggs.

Sorgoth (Traveler): You are one of the Necromancer's human followers. You received word from your master that Abel Hounding was carrying dragon eggs. You must not allow him to deliver them! Your master wants no one in the Monar League raising dragons. You suspect that the Necromancer got his information from one of his recently dead victims (probably one of Abel's former guards). You paid the serving person 15 g.p. to try and find out where Abel will be going with the eggs. You will talk with the PCs but be elusive. You want to find out information about them but give none yourself. If they are very persistent tell them you are traveling from Darvee to Arvon on family business.

Finron (Laborer): You have seen Abel before. You actually have been following him with your group of bandits but until recently he had a large group of guards. He also has a magic chest that will turn invisible upon command. You want the chest and what ever is in it, but need Abel to make it visible. You guessed that he would come here to hire guards and you are waiting for him. You want to try to hire on. Unfortunately when Abel arrives and goes directly to the loremaster you see opportunity slip through your grasp. You wait until they are gone and then you will find the rest of your group and ambush them. You are not very communicative and if pressed you tell them that you work in the local mill and that you just want to enjoy your drink. Keep watching the party; be obvious.

Grond: You are here to make the party really paranoid. You are a general from Saroff (a country to the southwest) you are traveling incognito to Arvon to find out why they want dragon eggs. You do not like this country and you like the look of the adventurers less. Be belligerent and

snobbish. If you can get one of them to try an offensive action against you that is great (see curse of Mithron). Under no circumstance will you go outside to fight, everyone here is beneath you. If the party does not buy all of the magic and they look like they are not going to buy anymore make them real paranoid; buy everything that is left! (Do this only when you are certain that they will not buy anymore. Maybe, when they are about to leave make a loud comment to the bartender that you will purchase his remaining merchandise.) You have no interest in Abel Hounding and you have no idea what Abel Hounding is delivering. Even if it somehow comes out that Abel has dragon eggs you didn't hear it!

Abel Hounding: You love contracts. Everything you do must be done in writing. The last group of guards broke their contract. You have been stuck at your camp for a while and you have your valuable merchandise. When you see the loremaster you are overjoyed. You go directly to him and find a seat. You yell for the serving person and then start telling the loremaster that you want to hire him and his friends for one day. They will guard him and his merchandise on the road to Arvon. (You must say this last line when the serving person is nearby). You will pay 300 g.p. up front, and 300 g.p. upon delivery. You will not discuss the merchandise. Stall until the serving person gets back and then look a little paranoid. Tell the party that they should finish this discussion at his camp. If they are persistent he will show them the merchandise there. You will then get up and leave with the party. On the way to the camp ask questions about the loremaster's companions. (You would know abo!

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ut the Loremaster's reputation otherwise you would not have hired him or her.) If they ask about you, tell them that you are an orphan and have no one close to you, that is the life of a traveling merchant. Always on the road, etc....

You and the serving person must practice your timing. You should mention the trip to Arvon just as the serving person approaches to take the order. You must say it loud enough for the serving person to hear it.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Bartender(Claude)	1	noncom/5	N	0	4/20/28	0	
Server (Fran)	1	noncom/1	N	0	2/10/14	0	
Sir Dramond	1	knight /4	Good	2	5	4/20/28	18
Traveler (Sorgath)	1	cleric /3	Evil	2	3	3/14/22	24
Laborer (Finron)	1	thief /4	Evil	1	3	3/14/22	0
Grond 1 Fighter	/7	Evil 4	9	7/34/42	0		
Abel Hounding	1	thief /4	N	0	3	3/14/22	0

**PROPS:**

- Armor patches
- Weapons
- Plastic glasses
- Bulletin board
- Notices on the Board
- Soda

Chips  
pretzels  
Ring  
Crystal  
Wand  
Amulet  
Dagger  
Tweezers  
SAVIES:

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.

Ring: (Blue book value = 1,900 g.p.)  
Savvy 1: FighterÆs Dodge Blow, 1/day, Autocast.

Crystal: (Blue book value = 1,000 g.p.)  
Savvy 1: 2 point mana generator, 1/day.

Wand: (Blue book value = 900 g.p.)  
Savvy 1: 18 point Wall of Ice 1/day, normal incant time.

Amulet: (Blue book value = 1,200 g.p.)  
Savvy 1: Autocast heal, 5 points per day.  
Savvy 2: Useable in any increment. Useable on the bonded owner only.

Dagger (named Piercer): (Blue book value = 2,450 g.p.)  
Savvy 1: It can be thrown 1/day for No Defense Damage. Damage equals the normal thrown missile damage of the bonded owner. No other bonuses may be added to the damage.

Tweezers: (Blue book value = 1,450 g.p.)  
Savvy 1: Disarm Traps 1/day.

ENCOUNTER #2 ( 60 minutes)

Finalizing the Deal

NUMBER OF NPC'S: 6

PURPOSE: warm up fight, and game purpose

MAGIC: Chest, Arrow, Finron has eight 8 pt. ranger potion (it does not last past the day)

GOLD: 300 gold in chest

TRAPS: none

GOOD/EVIL: All of the Bandits

BOON/BANE: Boon to open chest, Bane to break it open

PLANTS/ANIMALS: nothing of importance

TRACKS: none of importance

LORE: none

Encounter Description:

The party will come to a clearing. In the clearing a very large chest will be covered with a large sheet. The chest is invisible. Abel will get close to the chest and say "Friend". The chest becomes visible (take the sheet off). Abel is very proud of his chest and starts bragging about it. At about this time a ranger steps out of hiding and fires an arrow at Abel. The arrow will kill Abel. Then a group of bandits attack the party. The party should see that one of the bandits was the laborer from the bar, he was the leader. If anyone in the party sees the ambushers and raises the alarm the fight starts early. The ranger will still shoot Abel and Abel will still die. This should be a true ambush but a good party may spot them. That is fine with me because I really hate it when a GM says, "you don't see them."

After the fight is over the party will probably open the chest. If Abel is dead it no longer radiates magic. They can not detect magic inside of it. Abel has no key on his person. It is a standard class B lock (physical damage = 35, magical damage = 15, 4 pts to Reverse Lock) When they open the chest they will find 300 g.p., a potion, and 3 dragon eggs (Watermelons). If anyone asks they appear to be Green Dragon eggs. If the lock was magically opened or picked then the eggs are o.k. If the party had to break the lock then the GM will inform the party that the potion bottle is broken (potion is destroyed) and one of the eggs looks cracked (it was up against the lock). The GM must use a dry erasure marker to mark a crack in one of the eggs. The GM will make a jagged line. Each section of the line will represent 1 point of damage. The egg took 9 points of damage from the opening of the chest. If the party experiments the MU spell Mend will completely mend a crack. Any healing done by a cleric, knight, ranger, or druid will also heal the egg shell like any normal wound.

If they somehow revive Abel he will be so grateful that he will give the party everything in the chest. He says, "Hi" and the will be surprised when the chest does not open. He will then tell the party that the chest must have lost its magical properties when he died. He will talk an NPC thief through the lock picking (giving the thief two extra touches if needed). Abel has had this trunk for years and has practiced on the lock. He is too shaky to pick a lock right now though. In the chest are three dragon eggs, a potion, and 300 g.p. He tells the party that if they go to Arvon they will get a huge reward for the dragon eggs. He doesn't know how much it is but his sources say it is legitimate. He again thanks the party for saving his life. Under no circumstances will Abel go with the party or give them his chest.

The chest is very large and it is lined with an inch of lead. It would take at least 6 people to just lift the chest. Carrying it any distance would be almost impossible.

### NPC Instructions:

Abel Hounding: When you get to the clearing be very flamboyant when you show off your prized possession, the chest. Explain that the magic is tied to you and if you die the magic dies. It turns invisible 1/day upon command, it levitates upon command, and it unlocks upon command. You must tell the party all of this before you make it visible. You then say, "friendö and the chest becomes visible. Immediately after this you get shot by an arrow for 30 points of damage! You die. Have a good death scene.

If they somehow revive you, you will be so grateful that you will give the party the contents of your chest. Matter of fact you immediately write a contract saying stating this. You will tell the party that in the chest are 3 dragon eggs, a potion, and 300 g.p.

You then say, "Hiö and the will be surprised when the chest does not open. You will then tell the party that the chest must have lost its magical properties when you died. You offer to talk a PC thief through the lock picking (giving the thief two extra touches if needed). You have had this trunk for years and have practiced on the lock. You are too shaky to pick a lock right now.

In the chest are three dragon eggs, a potion, and 300 g.p. Tell the party that if they go to Arvon they will get a huge reward for the Dragon Eggs. You don't know how much it is but your sources say it is legitimate. You again thank the party for saving your life. Under no circumstances will you go with the party or give them your chest (you can let the party know that the guy who made the chest for you will probably enchant it again).

Finron: You have been following Abel for a while. You want the treasure in the chest but you do not know what it is. He is just hiring adventurers and you want him dead. You know that this is going to be a good fight. You ordered Angus to kill Abel with his Arrow of Slaying and also make 6 healing potions. (Do not use the potions, Finron forgot to use them in the heat of the battle)

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Abel Hounding	1	thief /4	Good 0	3	4/20/28	0	
Finron (Laborer)	1	thief /4	Evil 1	3	3/14/22	0	
Bud & Bif	2	fighter /2	Evil 1	5	3/16/24	0	
Nat & Rat	2	thief /2	Evil 1	3	3/10/18	0	
Angus 1 ranger	/4	Evil 1	5/missile 7	4/20/28	4		

(Angus: 6 second reload, No honed arrows, the only critical arrow allowed is on Abel, fire normal arrows as long as possible.)

Use only these statistics: All battle fevers and blade sharps are taken into account.

Armor is non recoverable(it is in lousy shape)

### PROPS:

Armor patches

Weapons

Large chest

white sheet

3 watermelons

gold reps

reward flyer  
arrow rep  
6 potion bottles  
Potion bottle

#### SAVIES:

Savies on chest (If Abel has died the Savies are no longer on the chest)

Savvy #1: The chest will turn invisible and visible upon command by Abel Hounding 1/day. The command word is ôfriendö 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 ôfollowö for the levitation.

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

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

Potion from chest (200 g.p.)

Savvy #1: Potion of concealment, 1 charge of the thief ability ôconceal selfö, level 10. Person must drink all of the potion.

Arrow of Slaying (660 g.p.) Found in AbelÆs Body!

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

savvy #2: Potion has a duration of 1 day.

ENCOUNTER #3 (40 minutes)

That's a Long Jump!

NUMBER OF NPC'S: 0

PURPOSE: Physical Challenge

MAGIC: none

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: boon to cross the chasm

PLANTS/ANIMALS: normal grass and plants: If a PC talks with plants they will say, "people like you, but not like you broke bridge." If pressed for more of a description they will say that the "breakers would make real good food." (Of course this would mean food for plants as they decomposed, undead)

TRACKS: none to speak of on the this side of the chasm, 4-6 human like tracks on the other side

LORE: none

Encounter Description: The road leads out of the mountains towards Arvon. You can actually see Arvon in the distance. As you start coming out of the mountains you come across a long chasm. You can not see an end to it in either direction. The road goes right up to it and continues across it. The problem is that the bridge appears to be out. The chasm is 35 feet across and about 30 feet deep. The recent wreckage from the bridge is at the bottom of the chasm but appears to be on this side of the chasm (i.e. the bridge was destroyed from the other side). All that is left of the bridge are the posts on each side of the chasm.

(If and when the party gets to the other side of the chasm give them this further description) The posts on this side of the chasm look clawed and ripped up. There is also a foul odor. The tracks go in the direction of the road and are lost on the road with a lot of other tracks. They appeared to be human, 4-6 in number.

If a PC or egg falls into the chasm he or she will take 16 pt. ND damage.

If a PC or egg falls 1/2 the distance or less (most likely during a climb) he or she will take 8 pts. ND damage.

If the PC's try to climb down the wall of the chasm they must do a physical challenge. A rope ladder will be put on the ground to represent the wall. They must go down a rope ladder on their hands and feet and go down feet first. If a hand or foot touches the rope they fall and take the appropriate damage. If they are tied off then they fall and lose their grip on anything they are holding on to (dropping it into the chasm). They will take 2 pts of ND damage from hitting the wall. If someone wants to try and carry a watermelon down the side they may use one hand to climb and one to carry the watermelon.

The wall of the chasm juts out in such a way that it prevents PC's from being lowered down just by the rope. You have to use hands and feet to keep yourself away from the wall and getting banged up. If they do lower you down and you are holding onto the egg you may use one hand to climb and one to carry the watermelon. If you touch the rope you will get banged up. You and the egg will take damage. Give the PC a choice. Both you and the egg take two points of ND damage or you protect the egg with your body and take 4 points of ND damage and the egg takes none.

The PCÆs will use the same rope ladder to simulate their climb up the other side of the chasm. All thieves and monks get 2 touches of the rope. These touches are for the entire scene! They do not get new touches when they start climbing up.

**IF THE PCÆS DROP THE EGGS THEY WILL TAKE THE APPROPRIATE DAMAGE!**

If the PCÆs want to drop the watermelons down to PCÆs at the bottom of the chasm the PC dropping the watermelon must throw the watermelon 10Æ to someone who will try to catch it. If it falls and breaks, it breaks. If it doesn't break even if it was dropped then the PC broke itÆs fall and they got lucky.

If PCÆs want to lower the watermelon down explain to them that the rocks are very hard and poke out a lot (that is why it is climbable) and it may damage the eggs. If they insist let them. They must tie a rope and swing the watermelon to another PC who is ten feet away. If the watermelon escapes real damage and is not broken the GM will still give it 8 pts of fantasy damage.

NPC Instructions: none

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

Rope ladder to simulate climb down and climb up.

String to show the chasm

Sticks to represent bridge posts

something to give off odor

**SAVIES:**

ENCOUNTER 4# ( 45 minutes)

A Ghoulish experience

NUMBER OF NPC'S: 6

PURPOSE: fight

MAGIC: on Sorgoth: the Skull Amulet he is wearing and the sunglasses he is wearing

GOLD: none

TRAPS: none

GOOD/EVIL: Evil= Sorgoth and Ghouls

BOON/BANE: Bane not to kill Sorgoth and the Ghouls

PLANTS/ANIMALS: normal plants and grass

TRACKS: 5 or 6 humans walked through here 1/2 an hour before the PCÆs arrived

LORE: Undead Lore: Undead are affected by holy water and are not affected by poisons, and the following spells: enthrall, spook, simon spell, and crash time.

Ghouls: Usually corpses that have been animated. Many times they carry diseases.

Religion Lore on Youghal, the Demon Lord. 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.

Encounter Description: The PCÆs are traveling along the road and they get ambushed by some undead and the traveler from the bar. The GM will say out loud that the PCÆs can smell something rotting. That is the signal for the NPCÆs to attack.(I will try to have something that actually produces an odor). Give this description: The attacking creatures are rotting corpses covered in puss and encrusted with dirt and slime; they also reek.

NPC Instructions: Sorgoth, your goals are to destroy the eggs. You have instructed the undead to destroy the eggs. That is your primary goal and you will fight to the death to accomplish it. If the PCÆs fall along the way that is fine by you. You will do everything in your power to destroy the eggs. One good tactic would be to Simon spell someone holding on to an egg. Sorgath has cast negative enhance on himself and the undead. (That is the NPCÆs motivation. In reality no more than one egg should be completely destroyed in this encounter. If more than 1 egg took enough damage to break it it only took 9 points)

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Sorgoth	1	cleric /3	Evil	2+1=3	3	3/14/22	23
Ghouls 2	undead /2	Evil	2+1=3	4	3/--/18	--	
Ghouls 3	undead /5	Evil	2+1=3	6	5/--/30	--	

Armor for the ghouls reflects natural armor of 2 and a negative enhance cast by Sorgath. Armor for Sorgath reflects chain mail and the negative enhance (the chain mail is of very poor quality and non recoverable).

PROPS:

Armor patch

Weapons

skull amulet

sunglasses

**SAVIES:**

Amulet of Youghal (850 g.p.)

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

savvy #2: The bonded owner of 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 itÆs 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 PCÆs 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.

Only PCÆs who took damage in this fight will contract the disease. Sorgath is also a carrier. If a PC is very, very creative let them avoid the disease. Example: A PC cleaning his wounds with holy water before being healed. I would allow this to neutralize the disease.

ENCOUNTER 5# ( 15 minutes)

Argh!

NUMBER OF NPC'S: 0

PURPOSE: Consequence from the last fight

MAGIC: none

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: none

PLANTS/ANIMALS: normal for the area in Bong

TRACKS: none to speak of

LORE: Ghouls: Usually corpses that have been animated. Many times they carry diseases.

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 point.

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 their own level -1. (This means 4th level PCÆs can do third level abilities and 3rd level PCÆs can do second level abilities.)

Encounter Description: 5 to 10 minutes after the ghoulish fight and as the PCÆs are walking along the trail the GM will come up to a PC and whisper in his or her ear, "you are starting to feel ill, when I am done talking with you, you will double up and start vomiting. You lose one life point." (The vomiting and loss of 1 life point is stage 1 of the disease) When the PC starts doing this the GM will go to another, and then another, and keep on repeating this to all of the PCÆs who are not immune to disease. GM: have fun with this. When the PCÆs realize what is going on let them know that the life point they lost is not healable and that they still feel lousy. If the disease is frozen then they will not get any worse. If the disease is cured then they feel a whole lot better. (they must still heal the lost life point)

5 minutes later the party will be throwing up again and this time they will be -1 in all melee, thrown, or missile damage (this is stage 2 of the disease). After this the party will continue on the trail. Stage 3 will hit on the bank of the river in Scene 6.

GMÆs: remember that freeze disease lasts only 30 minutes! If frozen before reaching stage 2 then when the freeze disease wears off start the clock for 5 minutes. Then push back stage 3 and stage 4 by 1 scene each. (stage 3 is scheduled to hit them during scene 6, if freeze disease is used it will hit at the beginning of scene 7 instead. If freeze disease is used again it will not show up until scene 8 etc...)

NPC Instructions:

DESCRIPTION # CLASS/LEVEL ALIGN ARMOR DAMAGE LP SP

PROPS:

SAVIES:

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 point.

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 their own level -1. (This means 4th level PCÆs can do third level abilities and 3rd level PCÆs can do second level abilities.)

ENCOUNTER 6# ( 30 minutes)

Stepping Stones

NUMBER OF NPC'S: 0

PURPOSE: physical challenge

MAGIC: none

GOLD: none

TRAPS: none

GOOD/EVIL: none

BOON/BANE: Boon to use stepping stones, Bane to go into the river

PLANTS/ANIMALS: normal for the Bong area

TRACKS: none

LORE: 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 point.

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 their own level -1. (This means 4th level PCÆs can do third level abilities and 3rd level PCÆs can do secondlevel abilities.)

Encounter Description: Immediately before reaching the river the GM will tell the party that they hear a roaring river. At this time Stage 3 of the disease will hit the PCÆs who are not immune to disease or who have not been cured or the disease frozen.

GM read the following: The road leads to a river. It looks like it is a ford but the river is running much higher and faster than it normally would. Probably from the snow melting in the mountains. If you go into the river there is a good chance you will lose the eggs and probably get pulled down stream yourself.

Off to one side there are 8 large stepping stones. They look very solid. The Stones are actually pieces of plywood placed 3-4 feet apart. The PCÆs must jump from stone to stone. If they step off a stone onto normal ground they fell in the river. If one foot is completely on the stone and the other foot only partially on the stone he or she is lucky and just on the edge.

If a PC goes into the river or falls into the river by missing a stone they will be dragged down river about 50 to 75 feet and get washed up on the close side of shore. They will have taken 5 ND damage from this. If they drop an egg or had an egg in their hand they lose it unless they were using Knights strength or something similar to hold onto it(i.e. in a bag, some sort of handles attached to it, etc...). Such an egg dropped is destroyed.

If the PCÆs try to use ropes to help move through the water the person will take 5 ND damage in crossing the river from the extreme stress of getting banged around and pulled under water on the way across.

NPC Instructions:

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

8 2Æx2Æ pieces of plywood

SAVIES:

ENCOUNTER 7# ( 45 minutes)

Give me the eggs or else...

NUMBER OF NPC'S: 6

PURPOSE: final fight

MAGIC: DramondÆs Sword, Magical Compass on Merve, Ring on Klon

GOLD: 35 g.p. on Dramond, 5 g.p. on each of the others = Total of 60 g.p.

TRAPS: none

GOOD/EVIL: Good, all of the NPCÆs

BOON/BANE: none

PLANTS/ANIMALS: normal for Bong

TRACKS: none to speak of

LORE: 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 point.

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 their own level -1. (This means 4th level PCÆs can do third level abilities and 3rd level PCÆs can do second level abilities.)

Heraldic Lore on the Crest of the Slayers Brotherhood

1. Major Point: All dragon kind are evil and must be destroyed.
2. Minor Point: If you are unable to kill a dragon or would be most likely killed in the attempt; you must flee and get reinforcements from the Brotherhood.
3. Minor Point: Must preach the destruction of Dragons. They are evil.

Encounter Description: Immediately before reaching this encounter the GM will tell the party that Stage 4 of the disease will hit the PCÆs who are not immune to disease, or who have not been cured, or the disease frozen.

Sir Dramond, the knight from the bar went and got reinforcements and has been waiting for the party on the road outside of Arvon. When the party comes within sight Sir Dramond puts up his hand and says, "Well met, I am glad to see you again. I need you to give me the eggs." The party can try to negotiate (for example: Sir Dramond would allow the PCÆs to destroy the eggs themselves instead of giving them up.)but when it becomes obvious that the negotiations are going nowhere Sir Dramond will eventually say, "Give me the eggs or else..." If the party does not immediately give them the eggs he yells, "Attack!"

The party has a big fight. They have to protect the eggs because they are the target of the attack. The PCÆs are just in the way.

NPC Instructions: Sir Dramond: You are not an evil guy and you really don't want to fight this group but your code requires it. You will listen to negotiations for a while but have no money to buy them with and have to see them personally destroyed. You want them destroyed now because if they get into the town you are afraid that the town guard would stop the destruction of the eggs. When the PCÆs negotiations start going nowhere give the ultimatum and then call the attack. Your primary goal is to destroy the eggs. Your group knows that. You will not surrender because if the eggs get to Arvon it will be almost impossible for your order to get to them.

You have the Sword of Prowess, it is your magic weapon. You may use 1 disarm 10th level from your sword. The sword will still have one charge when the PCÆs recover it.

All other NPCÆs: After the fight starts you may use all of the character class abilities for this fight except you may not throat slit or strike downed (unconscious) PCÆs. You only have the negative enhance up that Klon put up before the fight. Merve does have an electrify up as well. Your goal is to destroy the eggs (and of course survive the fight). This means that you can target eggs with spells and arrows (Reggie is the only one with a bow)! No more than two eggs should be destroyed in this fight! If the PCÆs did well enough to get all three eggs to this last fight then we will reward them. If they have only one or two left then they should be able to defend them better than three and they are free targets for you. With the exception of Sir Dramond none of you will use the magic items that you have. You will not surrender because if the eggs get to Arvon it will be almost impossible for your order to get to them.

If the PCÆs get wiped out or the eggs are destroyed Sir Dramond or who ever is left yells stop fighting and then they will offer to heal the characters to the best of their ability. The healing will include getting a freeze disease from the cleric or a cure disease from Sir Dramond. Sir Dramond will even offer to camp with them for the night to remove the disease if he does not have enough courage points left after the fight. When all healing is done they apologize for the inconvenience and they will walk off. If this is the case then it is the end of the game. Sorry folks.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Sir Dramond	1	knight /4	Good	2+1=3	5	4/20/28	18
Merve	1	MU /3	Good	13	3/12/20	20	
Klon	1	Cleric /2	Good	1+1=2	3	3/10/18	18
Reggie	1	Ranger /2	Good	1+1=2	4/missile	53/10/18	14
Thud*	1	Fighter /2	Good	1+1=2	5	3/16/24*	--
Sir Argus	1	knight /1	Good	1+1=2	3	3/08/16	12

Includes extra hit points from Battle Fever.

Chain mail is recoverable.

Leather Armor is not recoverable.

#### PROPS:

Armor patches

Weapons

compass  
Ring  
gold reps

**SAVIES:**

Short Sword (Sword of Prowess) (660 g.p.) {on Sir Dramond}

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

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

Compass (700 g.p.) {on Reggie}

Savvy #1: Bump of Direction as per the Cleric Spell 1/day, normal incant time.

Ring of the Elements (750 g.p.) {on Merve}

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

ENCOUNTER 8# (15 minutes)

The City Guard

NUMBER OF NPC'S: 3

PURPOSE: Role-playing

MAGIC: none

GOLD: none on them but they have 600 g.p. in the barracks

TRAPS: non

GOOD/EVIL: neither

BOON/BANE: Bane to sell eggs to the guards

PLANTS/ANIMALS: none

TRACKS: a lot going into and out of the city

LORE: none

Encounter Description: The party comes to the city of Arvon. Three guards are on duty. They see the PCÆs and immediately ask their business in town. If they see the eggs they will tell the PCÆs that they have been authorized to buy the eggs for their Prince at 200 g.p. each. When the PCÆs refuse the guards will let them in to their Prince.

NPC Instructions: Try to buy the eggs. You know the reward is a lot more than 200 g.p. per egg. Have fun with this but don't threaten the PCÆs. This is pure roleplaying. If the PCÆs ask what the lord wants with the eggs tell them you don't know but you would guess that they will be used as a weapon. If they take your offer fantastic! Game Down.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Guards	3	Fighter / 5	Neutral	3	8	6/30/38*	--

\*Includes extra hit points from battle fever

PROPS:

Armor patches

Weapons

Gold Reps

SAVIES:

ENCOUNTER 9# (20 minutes)

The Reward

NUMBER OF NPC'S: 6

PURPOSE: Getting the reward

MAGIC: gold coin on Prince Portus Mircronus

GOLD: 2,000 g.p. on Prince Portus Mircronus

TRAPS: none

GOOD/EVIL: Good = Prince Portus Mircronus, Grond = Evil

BOON/BANE: Bane to not give the eggs to Prince Portus Mircronus

PLANTS/ANIMALS: none

TRACKS: none

LORE: Religion Lore on Mula (God of money)

Holy symbol is a gold coin

Clerics of Mula never do anything for free. They must get money for every service rendered.

Encounter Description: The PCÆs are brought into the throne room. As the PCÆs enter they will see Grond exit. He is laughing very hard, not at the PCÆs he doesn't even seem to notice them. A very large man sits on the throne. He is dressed extravagantly. He congratulates the party on bringing the eggs. He has been looking forward to this for a long time. He gives the PCÆs their reward (1,000 g.p. for 1 intact egg, 1,500 for 2 intact eggs, or 2,000 for 3 intact eggs) and then claps his hands for Pierre. Pierre comes out, he is a chef! He sees the eggs and in a great French accent says, ôMangifique, now I can prepare my superb dragon egg and cheese omelet for you my lord.ö End of Game!

NPC Instructions: Prince Portus Mircronus: Be flamboyant. You are the type of ruler who cares for your own pleasure first. You do not want to see anyone hurt, especially your subjects, but you care for yourself first. You are also a merchant (you are a cleric of Mula) and profit is very important to you. Look at the eggs and then pay the PCÆs: 1,000 g.p. for 1 intact egg, 1,500 for 2 intact eggs, or 2,000 for 3 intact eggs. If the PCÆs tell you about your guards trying to buy the eggs; congratulate the guards on their attempt at making a good profit. Keep everything lighthearted.

The PCÆs may ask about Grond. Let them know that he is a General from Sarroff, a neighboring country. Explain that Grond was here to threaten war over the eggs and that you had to alleviate his fears. If they ask about Sarroff let them know that it is not a pleasant place.

If the PCÆs mention the disease tell them that you will heal them for 100 g.p. each. Do not offer or even mention curing the disease. If they do not think of it they are out of luck. Do not budge on the price either.

Do not call Pierre until all role-playing is done. The game ends with Pierre.

If the PCÆs start fighting then you will do an autocast Haven from your holy symbol. (Which is a gold coin) Let your guards take them down and then boot them out of the city with all of their possessions.

Guards, this shouldn't turn into a fight but it is possible. You will take the PCÆs down hard and fast if they start a fight. If you start losing, reinforcements will be brought in. (three more guards will join you in 30 seconds) No throat slitting or hitting downed PCÆs.

Grond: You are here just to tie up the loose end and let the party know that their will be no fight.. You came in and demanded that the Prince tell you what he is going to do with the dragon eggs. When you found out you nearly bust a gut. You do not even recognize the PCÆs but if you see any eggs you laugh even harder.

Pierre: You are the greatest chef in the world (or so you would have Portus believe). You have an old recipe for Dragon Egg Omelet. You wanted to try it out and you let Portus know. He is in to extravagances and so put out the reward. You have a bad French accent.

DESCRIPTION	#	CLASS/LEVEL	ALIGN	ARMOR	DAMAGE	LP	SP
Prince Portus Mircronus	1	Cleric / 5	Good	0	0	5/22/30	34
Pierre	1 noncom/1	Good	0	0	3/10/18	--	
Guards	3	Fighter / 5	Neutral	3	8	6/30/38*	--
Grond	1	Fighter / 7	Evil	4	9	7/34/42	0

Includes extra hit points from battle fever

**PROPS:**

Armor patches

Weapons

yellow flag

gold reps

SAVIES:

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ïßScene 1: The Refuge: (All players know this lore. GM read this before entering the bar) The Refuge is a bar in Arymlap, it is well known for a curse that was put on it, in the name of Mithron, God of Mirth and laughter. 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.

Prince Portus Mircronus: very little is known about this current ruler of Arvon other than that he is a politician, not a fighter. His father was a great general but Portus has lived most of his life in the family palace.

Heraldic Lore on the Crest of the Slayers Brotherhood

1. Major Point: All dragon kind are evil and must be destroyed.
2. Minor Point: If you are unable to kill a dragon or would be most likely killed in the attempt; you must flee and get reinforcements from the Brotherhood.
3. Minor Point: Must preach the destruction of Dragons. They are evil. Legend

Lore on William Gerard Overlord of Darvee:

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 known as Darius Gerard)
1. Appeared about 6 years ago.
  2. His undead have ransacked villages and harassed patrols.
  3. He reportedly has many different towers.
  4. Recently it was discovered that the Necromancer is Darius Gerard, cousin to William Gerard and sole heir to the thrown of Darvee.

Scene 3: If a PC talks with plants they will say, ôpeople like you, but not like you broke bridge.ö If pressed for more of a description they will say that the, ôbreakers would make real good food.ö (Of course this would mean food for plants as they decomposed, undead)

Scene 4: Undead Lore: Undead are affected by holy water and are not affected by poisons, and the following spells: enthrall, spook, simon spell, and crash time.

Ghouls: Usually corpses that have been animated. Many times they carry diseases.

Religion Lore on Youghal, the Demon Lord. 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 5: Ghouls: Usually corpses that have been animated. Many times they carry diseases.

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 point.

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 their own level -1. (This means 4th level PCÆs can do third level abilities and 3rd level PCÆs can do second level abilities.)

Scene 6:

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 point.

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 their own level -1. (This means 4th level PCÆs can do third level abilities and 3rd level PCÆs can do second level abilities.)

Scene 7: 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 point.

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 their own level -1. (This means 4th level PCÆs can do third level abilities and 3rd level PCÆs can do second level abilities.)

#### Heraldic Lore on the Crest of the Slayers Brotherhood

1. Major Point: All dragon kind are evil and must be destroyed.
2. Minor Point: If you are unable to kill a dragon or would be most likely killed in the attempt; you must flee and get reinforcements from the Brotherhood.
3. Minor Point: Must preach the destruction of Dragons. They are evil.

Scene 8: none

Scene 9: Religion Lore on Mula (God of money)

Holy symbol is a gold coin

Clerics of Mula never do anything for free. They must get money for every service rendered.

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íßScene 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.

Ring: (Blue book value = 1,900 g.p.)  
Savy 1: FighterÆs Dodge Blow, 1/day, Autocast.

Crystal: (Blue book value = 1,000 g.p.)  
Savy 1: 2 point mana generator, 1/day.

Wand: (Blue book value = 900 g.p.)  
Savy 1: 18 point Wall of Ice 1/day, normal incant time.

Amulet: (Blue book value = 1,200 g.p.)  
Savy 1: Autocast heal, 5 points per day.  
Savy 2: Useable in any increment. Useable on the bonded owner only.

Dagger (named Piercer): (Blue book value = 2,450 g.p.)  
Savy 1: It can be thrown 1/day for No Defense Damage. Damage equals the normal thrown missile damage of the bonded owner. No other bonuses may be added to the damage.

Tweezers: (Blue book value = 1,450 g.p.)  
Savy 1: Disarm Traps 1/day.

Scene 2:

Savies on chest (If Abel has died the Savies are no longer on the chest)

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

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

Savy #3: The chest will lock and unlock upon command by Abel Hounding. Unlimited uses. The command word is ôHiö.

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

Potion from chest (200 g.p.)

Savy #1: Potion of concealment, 1 charge of the thief ability ôconceal selfö, level 10. Person must drink all of the potion.

Arrow of Slaying (660 g.p.) Found in AbelÆs Body!

savy #1: 22 point Arrow of Slaying as per the Ranger Ability. 3 charges (non rechargeable). The arrow still requires the 15 second preparation time.

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

savy #1: 8 pt. of healing.

savy #2: Potion has a duration of 1 day.

Scene 3: none

Scene 4:

Amulet of Youghal (850 g.p.)

savy #1: 10 pt. wrath as per the cleric spell 1/day  
savy #2: The bonded owner of the amulet detects as evil.

Glasses of Tracking (550 g.p.)

Savy #1: Track as per the thief ability 1/day. You may follow 1 trail to itÆs 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 PCÆs 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.

Only PCÆs who took damage in this fight will contract the disease. Sorgath is also a carrier. If a PC is very, very creative let them avoid the disease. An example it might be the PC cleaning his wounds with holy water before being healed. I would allow this to neutralize the disease.

Scene 5: none

Scene 6: none

Scene 7: Short Sword (Sword of Prowess) (660 g.p.) {on Sir Dramond}

Savy #1: This sword has 1 charge (non rechargeable) of the fighterÆs ability ôFighterÆs Blow:ö

Savy #2: This sword has 1 charge (non rechargeable)of the fighterÆs ability ôDisarmö at 10th level.

Compass (700 g.p.) {on Reggie}

Savy #1: Bump of Direction as per the Cleric Spell 1/day, normal incant time.

Ring of the Elements (750 g.p.) {on Merve}

Savy #1: 5 pt. elemental protection as per the cleric spell 1/day with a 10 minute duration, normal incant time.

Scene 8: none

Scene 9: none

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TreasureGOLD

Scene 2: 300 g.p. from Abul Houndings Chest

Scene 7: 60 g.p. from Sir DramondÆs Group

Scene 10: 2,000 g.p. for returning eggs(1 egg = 1,500, 2 eggs = 1,750, or 3 eggs =2,000)  
sub total 2,360 g.p.

Magic and ArmorScene 2:

Arrow of Slaying

15 second preperation time

22 point Arrow of slaying

3 charges = 660 g.p.

Potion of Concealment

10th level conceal self as per the thief ability 200 g.p.

Scene 4:

Amulet of Youghal

10 pt. Wrath 1/day

Bonded owner detects as evil (15% Crock) 850 g.p.

Glasses of Tracking

Track as per the Thieves ability 1 trail/day 550 g.p.

Scene 7:

Sword of Prowess (Short Sword)

1 charge of FighterÆs Blow 220 g.p.

1 charge of a 10th level Disarm 400 g.p.

Total 660 g.p.

Magical Compass

Bump of Direction 1/day 700 g.p.

Ring of the Elements

5 pt. elemental Protection 1/day

10 minute duration 750 g.p.

Chain Mail

400 g.p.

Magic and Armor Total 4,770

Gold Total 2,360

Total Treasure 7,130 g.p.

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Ñhp list for "A

Good Days Work"

Scene/Props

Scene 1:

Armor patches

Weapons

Plastic glasses

Bulletin board

Notices on the Board

Soda

Chips

pretzels

Ring

Crystal

Wand

Amulet

Dagger

Tweezers

Scene 2:

Armor patches

Weapons

Large chest

white sheet

3 watermelons

gold reps

reward flyer

arrow rep

7 potion bottles

Scene 3:

Rope ladder to simulate climb down and climb up.

String to show the chasm

Sticks to represent bridge posts

something to give off odor

Scene 4:

Armor patch

Weapons

skull amulet

sunglasses

Scene 5:

none

Scene 6:

8 2x2 pieces of plywood

Scene 7:

Armor patches

Weapons

compass

Ring

gold reps

Scene 8:

Armor patches

Weapons

Gold Reps

Scene 9:

Armor patches

Weapons

yellow flag

gold reps

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NPC Game Fee/per day = \$ 3.00

PC Game Fee = \$18.00

NPC Fee per day  
 National Insurance           \$2.50  
 Chapter Fees                 \$ .50  
 daily NPC fee total \$3.00

Game Budget  
 Game Profit                 \$150.00  
 Game Paperwork             \$ 40.00  
 Site Fee                     \$100.00  
 Props                        \$ 15.00  
 Costumes                    \$ 30.00  
 Food                         \$ 15.00  
  
 Watermelons                 \$100.00  
 Total Budget \$435.00

29 player Characters (assuming 1 no show)  
 \$435.00  
  
 =         \$15  
  
 29

Budget                        \$15.00  
 National Insurance         \$ 2.00  
 Chapter Fee                 \$ 1.00  
 PC Game Fee \$18.00

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íßGame Designer: Brett Fuller  
 Producer: Brett Fuller

Watch Dog: Rick Loos  
Bank Representative:  
Treasury Representative:  
Safety Officer:  
NPC Coordinator:  
Game Master: John Tschantz  
Game Master:  
Game Master:  
CAST  
Abel Hounding:  
Bartender:  
Serving Person:  
Finron:  
Sorgoth:  
Sir Dramond: Rick Loos  
Grond:  
Prince Portus Micronus:  
Pierre: Scott Borlick  
Fighting Pool  
Thieves/Undead/Slayers Brotherhood:  
Thieves/Undead/Slayers Brotherhood:  
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