

THE HAVEN

AN INDOOR IFGS FANTASY GAME FOR LOW LEVEL CHARACTERS

Length of game: 5 hours

Requirements:

Levels: 1-6	Risk: 5	
Players: 10-30	Mental: 7	
NPCs: 12	Physical: 2	
Support staff: one GM per 10 players	Fighting: 2	

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NOTE: IF YOU LOOK THROUGH THIS MODULE OR READ IT, YOU WILL NOT BE ABLE TO PLAY IN THE GAME

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## Introduction

The Haven, an indoor IFGS room game for low level characters, has been simplified and rewritten for use by new provisional chapters. This copy has been heavily annotated for use by individuals who are new to the IFGS. Provisional chapters should work in conjunction with their sponsoring chapters if they want to produce this game. The sponsoring chapter may want to make slight revisions to the game, to make it more in accordance with their own particular guidelines. The revised 6.5 edition Fantasy Rules Book, published May 1994, is the edition of rules used for this game.

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## Notes On Casting NPCs

Please note that in general NPCs can be of either sex. Most of the roles described herein can be quite effectively played by characters of either sex. As a point of fact, it can make the game far more interesting for the players to have to confront non-stereotypical roles. Don't feel constrained to stick with the gender of a particular role as defined in this game.

### Storyline

The Haven--a famous Inn of the region. Ishmael the Barkeep and Merin the Mage, keepers of the Haven, have decided to invite an interesting group of people to an evening of quiet enjoyment to see in the New Year. Some of the guests will be new to the Haven, some are old friends who will feel at home.

As the PCs come to the door of the Haven, they will see a sign proclaiming the rules of the establishment, and a frog whose sign proclaims him an example of the enforcement of the rules. Merin is sweet-tempered as long as everyone is well-behaved, but she has no tolerance for any action that might threaten her guests. Inside they will find:

- Refreshments are served by Ishmael at the bar, and by Charity, the upstairs maid.
- Order is maintained by Merin and Rok, the bouncer.
- Slye the Gambler will run games of chance.
- Jerrod the Drunkard will get drunk, tell wild stories, and at last be carried out of the bar, leaving his purse behind.
- Ayrk the Bard will provide songs and gossip for patrons.
- Rosa the gypsy will tell fortunes and sell 'powerful' magic items that don't quite work as advertised.
- A horribly deformed old woman will come into the bar, begging help in removing her curse of ugliness. Any man may try to save her. Once the curse is lifted, she will be glad to escort the gentleman for the evening.
- A fallen knight of St. Celia will enter the bar, looking for sympathy, entertainment and someone to buy his plate-mail.
- A murder is discovered!
- A strange Doppelganger huntress named Leana appears, looking diligently for her prey.

These, and other strange beings and occurrences, are quite common at the Haven. Everyone is invited to have a seat, grab a drink, and enjoy an evening of fun and adventure to ring in the New Year!!

Encounter : 1 Arrival and Opening

Number of NPCs: none

Gold: 0

Magic: frog radiates magic

Traps: none

Good/Evil: the frog is neutral

Boon/Bane: none

Lore: none

Speak with Plants/Animals: (Frog) He did try to steal from Ishmael's gold box, and was caught in the act. Merin promptly turned him into a frog and that's where he is today. It's not a bad life, he's well-fed and rather enjoys not having to worry about anything but how to digest all those moths. Could he please have a nice, juicy June-bug?

Estimated Time of Encounter: 5 minutes

When the PCs arrive, it will be dusk. There is a strange feeling of magic, of expectancy surrounding the Haven. But then, it is a strange night-- New Year's Even happens but once a year.

Outside the entrance to the Haven is a cage that has been bolted to the ground with a frog in it. Above the cage is a sign saying, "I tried to steal in the Haven". Next to this is another sign with the house rules clearly printed on it (see Appendix L).

Magic Items: none

Props: signs, cage, frog

Encounter : 2 Bar and Weapons Check-In

Number of Npcs: 5

Gold: 530 gp among the NPCs

Magic: Merin the Mage,

Merin's necklace and wand,

Rok's brooch,

Ned/Liangae's bracelet.

Traps: none

Good/Evil: Ishmael and Merin are Good, the other NPCs are neutral

Boon/Bane: Bane to attack anyone or steal in this bar

Lore: none

Estimated Time of Encounter: 45 minutes

As guests enter, they are greeted from the bar with a hearty grin from Ishmael, and a smile and quick appraising glance from Merin. If Merin has doubts about a guest, she will eventually come over to the person in question and try to determine their business. If she doesn't trust the answer she gets, she will have Rok "keep an eye on them" -NPCS discretion. Any young male patron will receive a flirtatious wink from Charity, the upstairs maid. Attractive female patrons will be leered at by Ishmael.

Guests are instructed to go over and check their weapons in with Rok the Bouncer. Rok will take the weapons and store the "in a safe place" until either the patron leaves the tavern or gets in a fight and needs the weapon. He will assess each patron (NPCS discretion), and those with a particularly wicked weapon or attitude will be carefully watched.

There is a box that holds the money for the Haven (250 gp for change making, and later profits). It is a plain brown, wooden box with a class C IFGS lock on it. The box is kept behind the bar, and is watched by either Ishmael or Rok. Ishmael has the only key to the box.

Description	Number	Class/Level	Armor	Damage	LP	AP
Ishmael the Barkeep	1	F/5	2	8	5/26/34	
	--					
Merin the Mage	1	MU/8	0	3	8/22/30	72
Charity	1	F/1	0	4	3/10/18	--
Rok	1	MK/6 (killing)	3	5	6/24/32	40
Nathan	1	F/2	1	5	3/12/20	--
Ned/Liangae	1	Doppelganger/6	special--			

See Appendix F for full NPC descriptions.

Magic Items:

Wand of Transmogrify: Savvy #1-- This wand has three non-rechargeable uses of the spell Transmogrify (Frog), which is a permanent (reversible) version of the mage spell Polymorph (7th level). Savvy #2-- This wand attunes to only one person ever and if it is picked up by another individual it will become non-magical; it must be re-attuned to the original person by 20 minutes of concentration and high ceremonies, after which it will become magical again.

Necklace of Transmogrify: Savvy #1-- This necklace has unlimited Autocast uses of the spell Transmogrify (Butterfly), which is a permanent (reversible) version of the mage spell Polymorph (7th level). Savvy #2-- This necklace attunes to only one person ever and if it is separated from the original person for 5 seconds, it will turn to dust.

Brooch of +1 Protection: Savvy #1-- gives the wearer +1 levels versus LI spells.

Props: box with type C lock, wand, necklace, brooch, music, serving equipment (plates, napkins, utensils), food (drinks, chips, stew, pizza, whatever)

Encounter : 3 Slye the Gambler  
Number of Npcs: 1  
Gold: 100 gp  
Magic: none  
Traps: none  
Good/Evil: Slye is neutral  
Boon/Bane: none  
Lore: none  
Estimated Time of Encounter: all evening

After the PCs have checked their weapons, they are free to visit the bar and enter the common area. Slye the Gambler has set up a table in a corner for his art -- any type of card or dice game. He controls the house odds, and keeps an eye out for cheating. If he suspects anyone of cheating, he will call Rok, and Rok will deal with the offender. Slye is a 'traveller' with a very interesting characteristic --he is a vampire. Ishmael and Merin know about that particular aspect of Slye, and have accepted it. Slye only drinks animal blood. Hopefully the PCs will accept that fact, and will leave him alone. If not, Slye will gladly defend his honor against any PC, but any combat will be stayed by an indignant berating of the PC by Merin, hopefully closing the matter. If not, Rok will kindly ask the PC to either leave Slye alone, or take their business elsewhere. This threat could result in a slight scuffle, but if Rok starts to evict a belligerent PC, Merin will stop him, and cast a 7th level Ray of Itching on the offender "to calm them down, and keep them out of trouble for a while". If they still want a fight, Merin will have Rok evict them.

Description	Number	Class/Level	Armor	Damage	LP	AP
Slye the Gambler	1	CL/6				

See Appendix F for full NPC descriptions.

Magic Items: none

Props: decks of cards, poker chips, dice, other games of chance, table and chairs

Encounter : 4 Jerrod the Drunk  
Number of Npcs: 1  
Gold: 100 gp  
Magic: none  
Traps: none  
Good/Evil: Jerrod is Neutral  
Boon/Bane: none  
Lore: none  
Estimated Time of Encounter: 10 minutes

Jerrod the Drunkard is also in the common area. Jerrod will be rather obnoxiously, drunkenly jovial, and will try to get a PC to buy him a drink. If a PC is not willing, Charity will buy him one. After Jerrod has his drink, he will begin to tell stories of his great exploits in battles of the past. After about three more drinks, he will fall unconscious, dropping his purse in the process. Merin will notice his condition and will tell Rok to take him home. She will not realize his purse (which contains 100 gp) is missing. If a PC turns in the purse to Merin with the gold intact, Merin will reward them with 50 gp from the purse.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Jerrod the Drunk	1	F/2				

See Appendix F for full NPC descriptions.

Magic Items: none

Props: purse



Encounter : 5 Ayrk the Bard  
Number of Npcs: 1  
Gold: 100 gp  
Magic: none  
Traps: none  
Good/Evil: Ayrk is neutral  
Boon/Bane: none  
Lore: none  
Estimated Time of Encounter: all evening

Early during the evening a young bard wanders into the Haven. Charity is very excited -- she just loves music (and musicians). She squeals with joy, and bound over to the bard, begging for a song. The bard replies, "I would be glad to oblige, my Lady, but I must first ask permission of the kindly people that own this establishment. My Lords and Ladies, I am Ayrk, humble Bard of Tyrsae, Land of the Sunrise. Will you permit me to use my small ability for entertainment?" Ishmael and Merin will both quickly give permission. The bard will perform a song or two on her instrument, stopping occasionally (between songs) for a drink or to pass on a bit of gossip. Ayrk can also pass on lore from any other games to be run in the future as per the game designer's discretion.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Ayrk the Bard	1	DR/4	1	3	4/20/28	28

See Appendix F for full NPC descriptions.

Magic Items: none

Props: instrument

Encounter : 6 Rosa the Gypsy  
Number of Npcs: 1  
Gold: 85 gp  
Magic: Rosa radiates magic  
Traps: none  
Good/Evil: Rosa is neutral  
Boon/Bane: none  
Lore: Ring of Invulnerability-- once belonged to the late, great thief Fumble-fingers  
Estimated Time of Encounter: all evening

With a rattle of her jewelry and a clash of her tambourine, Rosa the Gypsy enters the bar to tell fortunes and sell magic items. She will proclaim that she can read a person's future from his palm, and for a small price, will tell him what she reads. Ishmael and Merin welcome Rosa enthusiastically as an old friend. When Rosa offers to read anyone's palm, Ishmael is the first to stick out his hand, while Merin watches tolerantly with a wry twist to her mouth. Rosa will peruse Ishmael's palm carefully (as always), making knowing comments ("Ah...yes...hmmm" -- etc). After she has read the palm (it's always the same routine), she will hold out her own expectantly for her fee. Ishmael will look at her, smile, and then offer her a drink "On the house!". Rosa will smile in return and order a stiff drink, "To improve...er, relax...er...the readings...". She will be very insistent about telling people's fortunes, not leaving anyone alone. If a patron allows her to tell his fortune, she will make up a sufficiently worthwhile fortune.

After a while, she will begin pulling things out of her bag to sell. Everything is rather cheap, but has Rosa's personal endorsement. These are very powerful magic items...theoretically. Unfortunately, none of the items will quite deliver the expected result. Rosa will allow one savvy to be done on each item, but no more. She will haggle the prices, and/or she might trade for something "of equal value". If a customer expresses dissatisfaction with a product, she will offer to exchange the item for others of "equal" value. Merin sees her activities as basically harmless and entertaining, and is rather protective of Rosa. After Rosa has approached most patrons, she will stop selling, store her bag with Rok, and wander about the crowd, matchmaking.

Description	Number	Class/Level	Armor	Damage	LP	AP
Rosa the Gypsy	1	MU/3				

See Appendix F for full NPC descriptions.

Treasure: Cheap jewelry (non-magical rings, bangles, etc)--no haggling on price

- Bracelets--10 gp
- Necklaces-- 20 gp
- Rings-- 15 gp

Potions of Potency (3)

- non-magical, organic aphrodisiac that will increase the confidence of the PC toward members of the opposite sex. 50 gp each-- haggle to 25 gp.

Ribbons of Romance (3)

- non-magical scented hair ribbons designed to catch the attention of even the most inattentive man. 50 gp each-- haggle to 25 gp

Garlic cloves (6)

- famed protection against a variety of ills and threats. 10 gp each-- no haggling.

Herbal teas (3)

- one each for sore throat, stuffed sinuses, and upset stomach. 10 gp each-- no haggling.

Blessed ashes (several applications)

- folk remedy for arthritis. 10 gp per application as applied by Rosa-- no haggling.

Cinnamon gum (several pieces)

- salve for bleeding gums and mouth sores. 5 gp each-- no haggling.

Magic Items: Note-- Rosa will haggle down to one half the given cost of these items

- Ring of Invulnerability: Savvy #1-- this ring provides 3 point of protection versus spells and weapons. Savvy #2-- this protection only applies to the ring itself. 250 gp. Legend Lore: this ring belonged to the late, great thief Fumble-fingers.
- Ring of Invisibility: Savvy #1-- this ring provides invisibility as per Conceal 10th level. Savvy #2-- the ring's magic works only on itself (I.e. Only the ring is invisible). 300 gp Legend Lore: this ring belonged to Derstin, the great barbarian hero --not famed for his intelligence, he never realized that he had it on.

Props: two magic rings, 3 potions, 3 ribbons, garlic, tea bags, ashes, cinnamon gum, various cheap jewelry



<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Alisha the Cursed	1	CL/2	0	3	3/14/22	24

See Appendix F for full NPC descriptions.

Magic items:

Potion of Remove curse as per clerical spell, 8th level

Props: Potion, spaghetti (sand worms), colored flags (blue, yellow, red purple) for other effects, white sheet (for disappearing box).

Box for test #2 -- large box with 6 holes in it (one per side). Each hole is big enough for someone to reach inside and grab whatever is in that particular storage cavity. Each will also be distinctively colored so that GMS will know which hole is being explored: orange (cold cooked spaghetti-- worms), blue (crash time), yellow (dropsy), red (disease), purple (giggles), and green (potion).

Encounter : 8 Sir Thomas  
Number of Npcs: 1  
Gold: 100 gp  
Magic: none  
Traps: none  
Good/Evil: Thomas is neutral  
Boon/Bane: none  
Lore: none  
Estimated Time of Encounter: 45 minutes

As the evening continues, a handsome young knight wanders in. He smiles sweetly at everyone and sits down at the bar. He sits silently, staring off into space until someone speaks to him (if no PC speaks, Ishmael will ask him what he wants to drink). After someone speaks to him, he will order a stiff drink and gulp it down. He very obviously is upset (if no-one notices, Ishmael will ask him what his problem is). He will tell any sympathetic ear about his adventures in Angstwood. He begins...

See the Story of Sir Thomas in Angstwood in Appendix L.

“...So now, you see, I must sell my knightly possessions, because now I’ve broken my oath of knighthood, and am becoming a cleric of the forest god.”

Sir Thomas will sell his plate mail for 1000 gp (it is used) to the first person who offers to pay at least that amount. He will not sell the suit by the piece (it meant a lot to him and he couldn’t bear to separate it like that). Then he will hang around the bar, flirting with the women and getting tipsy. This guy is obviously not for real; the PCs are not necessarily expected to believe that he is, but his story is a good tale and the armor is for real.

Description	Number	Class/Level	Armor	Damage	LP	AP
Sir Thomas	1	CL/1	2	1	3/8/16	16

See Appendix F for full NPC descriptions.

Treasure:

Plate mail: needs 750 gp worth of repair, Mend spells fix 100 gp/spell up to 200 gp worth; rest of the repair requires cash. Until it is repaired it will protect as normal chain mail.

Magic Items: none

Props: plate mail patch, chain mail patch

Encounter : 9 The Doppelganger  
Number of Npcs: NA  
Gold: none  
Magic: doppelganger, bracelet  
Traps: doppelganger  
Good/Evil: Doppelganger is neutral  
Boon/Bane: none  
Lore: none  
Estimated Time of Encounter: 45 minutes

During the story of sir Thomas in Angstwood, Charity, who has been flirting with any male present, goes into a back room with an NPC (Ned) to “talk about the weather.” Another NPC (Nathan) will be jealous, and will follow the pair to their rendezvous. Unfortunately, the man that Charity has chosen is not a man at all; he is a doppelganger that has taken on another man’s form.

The Liangae (lee-ahn-guy), or doppelgangers, need information about humans that can possibly be used later in a plan to take over the world. Liangae spies gather information through successive impersonations of humans. This Liangae, who is impersonating a human named Ned, has recently arrived at the Haven. He has decided that Charity is in a better ‘position’ to gather data than the human he is currently ‘wearing’, and that she’ll be easy to impersonate (Charity, of course, has no idea of this dastardly plan). So Liangae/Ned has lured Charity into a back room where he can effect the switch. This involves use of a nerve pinch on the victim, which has an effect equivalent to a magical coma. Once the victim is unconscious, the Liangae lays both hands on the model’s face, and the transformation begins. Contact must be maintained for thirty seconds before the process is complete. The Liangae will also steal the victim’s clothes and possessions. The Liangae will duplicate all his victim’s current spells, using spell points from the victim’s reservoir. The victim will remain unconscious and unawakenable, as if in a coma, until the Liangae relinquishes their form for that of another (an inflatable skeleton, with name tag attached, will be used to represent the unconscious victim). The doppelganger powers are inherent, and can be used repeatedly. The number of repetitions per day is a function of the level of the Liangae. Liangae/Ned is 6th level, so can transform 6 times per day.

Liangae/Ned will detect as magic, but will be invisible to the mage spell True Sight, since he wears a magic bracelet designed to negate the spell. Liangae/Ned will always wear this bracelet! It is not extremely obvious, but it should be visible. If asked about it, he will claim it is a gift from whomever it was last seen on.

Liangae/Ned has one other little distinguishing quirk: an almost uncontrollable passion for red M&M candies! He has successfully hidden this weakness from his supervisors to date, or they would have never let him out of the spy academy. This is his first spy mission, and he’s a bit over-confident.

Nathan will walk in at the end of the matching process, and see two Charities! Liangae/Charity will panic and strangle Nathan to death to prevent immediate discovery (he has his real strengths, and Charity’s). Liangae/Charity is now in a perilous position! He should leave the premises as soon as possible, but he knows that Merin may well keep ‘Charity’ busy for a while. He can’t mimic a dead body, so he’s stuck as Charity, unless he can find another victim. He will stuff Nathan’s body under the bed in the room, bind and gag Charity, and push Charity under the bed by the corpse (the doppelganger is now to be played by the NPC Charity, wearing the bracelet, craving red M&M’s, and looking for another ‘model’).

The new Charity will go back out into the crowd and mimic the old Charity’s actions, including serving at the bar and flirting with the patrons. The impersonation will be perfect, except for the craving for red M&M’s, the bracelet, and a certain tenseness.

After about ten minutes of mimicry, Liangae/Charity will ask Merin if the kitchen has any candy. Merin will check, produce a bowl of M&M’s, and be slightly surprised at Charity’s attack on the red M&M’s, but will shrug it off.

The Liangae knows that it can't remain as Charity forever (someone will eventually discover the body and the real Charity). He will try desperately to get a PC customer into a back room with him, so he can make another transfer and leave without arousing suspicions. The choice of PC will be determined by the NPCS playing Charity. She will have to convince someone to come with her!

When the NPCS playing Liangae/Charity get a PC alone, the GM will explain to them that they are now to play the Liangae until they can trap another character-- preferably another PC. The GM will also give the new Liangae/PC the bracelet, and explain its function; explain the craving for red M&M's; and constrain the Liangae/PC from killing anyone. It would be stupid for the Liangae to kill again; he regrets his earlier panic already, and just wants to get out of the Haven. The skeleton with the PC's name on it will be hidden in the room (the GM will have a 'cheat sheet' of this same information to aid in education of the new Liangae/PCs, as well as the aid of the white-shirted NPCS who had played Ned).

Right after the first transfer is made, the NPCS Charity will (under a white invisibility flag-- if necessary) dash back to where her body and Nathan's are actually hidden, and wait. Ishmael, who has begun to wonder where Nathan and Ned have gotten off to, is walking down the hall at this time, and hears muffled sound. When he investigates, he discovers Charity and the body of Nathan, and brings an hysterical Charity back into the common room of the Haven to tell Merin what happened.

Charity knows only that she went back there with Ned, and he said something strange. Then she woke up next to a dead Nathan, and with a horrible headache! As Merin begins to frown and the crowd starts to get excited, the last arrival walks in.

#### NPCS Descriptions

See Appendix F for full NPCS descriptions.

#### Magic Items:

Bracelet of Negate True Sight: Savvy #1-- This bracelet will cause anyone using an ability, spell or item that mimics the mage spell True Sight to get no reading on the bonded owner; it is at the 9th level of effect.

Props: bracelet, skeleton



Encounter : 10 Leana the Huntress

Number of Npcs: 1

Gold: 50 gp

Magic: none

Traps: none

Good/Evil: Leana is neutral

Boon/Bane: none

Lore: Speak with Dead-- Nathan saw two Charitys and one of them choked him to death.

Estimated Time of Encounter: 10 minutes

Leana the Huntress stalks into the bar. She proclaims loudly: "Somewhere...in here...there is...a doppelganger!" She then looks around suspiciously at everyone. She pulls out a small crystal lens, and asks Merin if she may use this "Magical Lens of Doppelganger-detection" to see if there are re any Doppelgangers present.

Merin has decided that the first order of business is to locate the murderer before anyone else dies, and is in no mood to be interfered with. She hushes the Huntress for a while (using a black look and a terse explanation), and has the staff get the attention of the customers. Merin explains the situation: a murder has been committed in the Haven, something she and Ishmael will not tolerate, and as of NOW all the exits are locked until midnight! This should be sufficient time to locate the guilty party or parties and neutralize them! Merin then relates the details of the murder, sparse as they are, and encourages all present to aid in the apprehension of those responsible. If any PC is interested, they may inspect the body (it's obvious that the neck was bruised), or even (if there's a high enough level cleric present) Speak with Dead. The Liangae/PC will be looking for another victim by now in earnest; we want as many switches as possible.

The Huntress Leana speaks up as soon as Merin relinquishes the floor, claiming that this is obviously the work of a Doppelganger! Merin will be skeptical, considering Leana's obvious fixation with Doppelgangers, but will give Leana permission to use her lens.

Leana scouts around the bar looking through her lens and asking everyone: "Are you...a doppelganger?!" She will do this for a while, and then sit down and sulk; she has not found a doppelganger. This is not because there isn't one there, but because her lens is a fake (a fact of which she is ignorant).

Once in a while, she will go to the bar when someone orders a drink and ask his/her friend/companion, "Does he/she always drink that kind of drink. They take over anyone's form, don't you know?!?" she will ask if a person always acts like that (the way he/she is acting normally ), and will in general be a nuisance (meanwhile, there will be a run on red M&Ms by Liangae/PC, wearing the same bracelet that Ned and Charity wore).

If Leana is asked why she is doing this, she will tell them of the race of doppelganger-- or Liangae, as they call themselves. They are extra-dimensional beings who once attacked this plane long ago in hopes of conquest, but were vanquished. They have now returned to scout out the territory, and she is here to stop them. If asked how long she has been doing this, she cannot remember... It's been a long time.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Leana the Huntress	1	RN/3	1	4	3/14/22	16

See Appendix F for full NPC description.

Magic items:

Lens of Visible Ink: Savvy #1-- this item will reveal both magically and non-magically invisible ink.

Props: crystal lens

Encounter : 11 Murder solved!  
Number of Npcs: no new ones  
Gold: none  
Magic: none  
Traps: none  
Good/Evil: none  
Boon/Bane: none  
Lore: none  
Estimated Time of Encounter: 15 minutes

The number of PCs impersonated by the Liangae will be a function of how quickly the clues are put together by the PCs. There will be a sequence of PCs eating red M&Ms, wearing a particular bracelet, and then showing back up with a headache and the tale of being out cold. If someone is sharp, they may figure I out quickly. If not, when the time get within 30 minutes of the scheduled end of the game Merin will begin to put the pieces together, and start putting ideas into the heads of the PCs, forcing a resolution.

Once the company realizes that whomever is wearing the bracelet is probably the murderer, and identify the Liangae/PC, Ishmael and merin will take control of the situation (in order to protect the PC currently playing the Liangae). The Liangae/PC will be cornered, and Ishmael will demand that the Liangae remove the bracelet so that Merin can cast a True Sight. If the Liangae/PC does so, Merin will see his true form. If the Liangae/PC refuses, his guilt is assumed.

Either way, Merin will cast a Petrify, and pick up the bracelet (which she will tuck into her pocket; if some PC is skillful enough to pick the pocket, fine). At this point, the PC will be laid down (gently), and covered with a blanket. While Merin prepares to use her Necklace of Transmogrify to Butterfly, the PC will be taken out from under the blanket (using white sheets; the NPCs who played Ned will be in white, and will assist), and replaced with a large butterfly (a kite will do). The PC can then come back in as himself/herself, rubbing a sore head, in time to see Merin transform the Doppelganger into a petrified Butterfly.

This is a fitting punishment for a Liangae: transformed, and hung on a wall as decoration. He is not destroyed, for Merin and Ishmael do not believe in execution, even for murderers. A few hundred years on a wall, and maybe the Liangae will learn a lesson.... Mein and Ishmael will express their gratitude to any and all PCs who assisted in the apprehension of the Liangae.

This will be the final event of the evening. After the clock strikes midnight, the game will end.

Magic Items: none

Props: butterfly kite, white sheets

Appendix A: Savvies

Bracelet of Negate True Sight: Savvy #1-- This bracelet will cause anyone using an ability, spell or item that mimics the mage spell True Sight to get no reading on the bonded owner; it is at the 9th level of effect.

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Lens of Visible Ink: Savvy #1-- this item will reveal both magically and non-magically invisible ink.

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Appendix B: Lores

Magic: frog radiates magic

none

Gold: 530 gp among the NPCs

Magic: Merin the Mage,  
Merin's necklace and wand,  
Rok's brooch,  
Ned/Liangae's bracelet.

Traps: none

Good/Evil: Ishmael and Merin are Good, the other NPCs are neutral

Boon/Bane: Bane to attack anyone or steal in this bar

Lore: none

Magic: none

Traps: none

Good/Evil: Slye is neutral

Boon/Bane: none

Lore: none

Magic: none

Traps: none

Good/Evil: Jerrod is Neutral

Boon/Bane: none

Lore: none

Traps: none

Good/Evil: Ayrk is neutral

Boon/Bane: none

Lore: none

Traps: none

Good/Evil: Rosa is neutral

Boon/Bane: none

Lore: Ring of Invulnerability-- once belonged to the late, great thief Fumble-fingers

Traps: box

Good/Evil: Alisha is neutral

Boon/Bane: none

Lore: none

Traps: none

Good/Evil: Thomas is neutral

Boon/Bane: none

Lore: none

Gold: none

Traps: doppelganger

Good/Evil: Doppelganger is neutral

Boon/Bane: none

Lore: none

Traps: none

Good/Evil: Leana is neutral

Boon/Bane: none

Lore: Speak with Dead-- Nathan saw two Charitys and one of them choked him to death.

Gold: none

Traps: none

Good/Evil: none

Boon/Bane: none

Lore: none

Appendix C: Gold Breakdown



Encounter 1: none

Encounter 2: 530 gp

Encounter 3: 200 gp

Encounter 4: 100 gp

Encounter 5: 100 gp

Encounter 6: 85 gp

Encounter 7: 250 gp

Encounter 8: 100 gp

Encounter 9: none

Encounter 10: 50 gp

Encounter 11: none

Appendix D: Treasure Breakdown

Encounter 3: 200 gp

Encounter 4: 100 gp

Encounter 6: 85 gp

97-xx-xx-01 Cheap jewelry (non-magical rings, bangles, etc)--no haggling on price

- Bracelets--10 gp
- Necklaces-- 20 gp
- Rings-- 15 gp

97-xx-xx-02 Potions of Potency (3)-  
non-magical, organic aphrodisiac that will increase the confidence of the PC toward members of the opposite sex. 50 gp each-- haggle to 25 gp.

97-xx-xx-03 Ribbons of Romance (3)-  
non-magical scented hair ribbons designed to catch the attention of even the most inattentive man. 50 gp each-- haggle to 25 gp

97-xx-xx-04 Garlic cloves (6)-  
famed protection against a variety of ills and threats. 10 gp each-- no haggling.

97-xx-xx-05 Herbal teas (3)-  
one each for sore throat, stuffed sinuses, and upset stomach. 10 gp each-- no haggling.

97-xx-xx-06 Blessed ashes (several applications)-  
folk remedy for arthritis. 10 gp per application as applied by Rosa-- no haggling.

97-xx-xx-07 Cinnamon gum (several pieces)-  
salve for bleeding gums and mouth sores. 5 gp each-- no haggling.

97-xx-xx-08 Ring of Invulnerability: 100 gp  
Savvy #1-- this ring provides 3 point of protection versus spells and weapons. Savvy #2-- this protection only applies to the ring itself.  
Legend Lore: this ring belonged to the late, great thief Fumble-fingers.

97-xx-xx-09 Ring of Invisibility: 150 gp  
Savvy #1-- this ring provides invisibility as per Conceal 10th level. Savvy #2-- the ring's magic works only on itself (I.e. Only the ring is invisible).  
Legend Lore: this ring belonged to Derstin, the great barbarian hero --not famed for his intelligence, he never realized that he had it on.

Encounter 7: 250 gp

Encounter 8:

97-xx-xx-10 Plate mail: 1000 gp  
needs 500 gp worth of repair, Mend spells fix 100 gp/spell up to 200 gps worth; rest of the repair requires cash. Until it is repaired it will protect as normal chain mail.

Encounter 9:

97-xx-xx-11 Bracelet of Negate True Sight:  
Savvy #1-- This bracelet will cause anyone using an ability, spell or item that mimics the mage spell True Sight to get no reading on the bonded owner; it is at the Ninth level of effect.

Encounter 10: 50 gp

97-xx-xx-12 Lens of Visible Ink:  
Savvy #1-- this item will reveal both magically and non-magically invisible ink.

Appendix E: Magic Items

Encounter 1: none

Encounter 2: 530 gp

Encounter 3: 200 gp

Encounter 4: 100 gp

Encounter 5: 100 gp

Encounter 6: 85 gp

Encounter 7: 250 gp

Encounter 8: 100 gp

Encounter 9: none

Encounter 10: 50 gp

Encounter 11: none

Appendix F: NPCS Descriptions

- Ishmael: carries a dagger and has a long sword behind the bar. No gold. Neutral Good.
- Merin: carries a dagger, a wand of transmogrify, a necklace of transmogrify to Butterfly, and has a staff available to be carried or placed behind the bar; has Spell Absorption up. 100 gp. Neutral Good. Merin is a deliberately powerful mage, but should be played with extreme constraint (don't abuse the magic items); during this game the necklace should only be used after a petrify spell.
- Charity: carries a dagger. 30 gp. Neutral Neutral.
- Rok: brooch of protection vs. LI spells, short sword, dagger. 50 gp. Neutral.
- Nathan: dagger, short sword with Rok. 50 gp.
- Ned/Liangae: short staff with Rok. 50 gp.
- Slye: a cleric of the deity of luck, carries a dagger; special abilities: immune to Crash Time, Enthrall, Simon's Spell, Dropsy, Spook; takes half damage from cold attacks; special weaknesses: holy water does 10 points of damage per flask, can be turned as 6th level Undead, affected by all spells affecting Undead. 100 gp. Neutral.
- Jerrod: carries a dagger and a purse. 100 gp. Neutral.
- Ayrk: carries a dagger and a musical instrument. 100 gp. Neutral.
- Rosa: carries a lot of cheap jewelry, minor magic, and herbs for sale; no weapon. 85 gp. Neutral.
- Alisha: carries no weapon, has the Cursed Box. Cleric of the deity of love. Neutral.
- Sir Thomas: carries only a dagger, chain mail (NR), and a damaged suit of plate mail. 100 gp. Neutral. Was once a 4th level knight, but is now only a cleric, with all the abilities thereof.
- Leana the Huntress: has the doppelganger-detection lens (in reality, an lens of reveal invisible ink), carries no weapon

Appendix G: Budget



Appendix I: Props

Encounter 1: sign, cage, frog

Encounter 2: box with type C lock, wand, necklace, brooch, food

Encounter 3: 2 decks of cards, poker chips, dice

Encounter 4: purse

Encounter 5: musical instrument

Encounter 6: rings (two), potions (3), ribbons (3), garlic, herbal teas, blessed ashes, cinnamon gum

Encounter 7: box for test #2, potion, sand worms (spaghetti), white sheet

Encounter 8: chain mail and plate mail patches

Encounter 9: bracelet, skeleton, red M&Ms

Encounter 10: crystal lens

Encounter 11: white sheet, kite

Appendix L: Miscellaneous

**Tentative Game Schedule**

6:00 pm	NPC check-in	
7:00	PCs arrive	Enc. 1
7:45	Jerrod passes out and is carried out	Enc. 4
8:15	Ayrk arrives.	Enc. 5
8:30	Rosa waltzes in and begins selling.	Enc. 6
9:00	Alisha moans in; Rosa still going.	Enc. 7
9:40	Sir Thomas arrives.	Enc. 8
10:00	Sometime between Enc. 6 and Enc. 8, Nathan, Ned and Charity head off.	
10:15	Doppleganger/Charity looks for a new victim	Enc. 9
10:30	Ishmael discovers body and Charity	Enc. 9
10:35	Huntress arrives	Enc. 10
10:40	Doors locked and hunt begins.	
11:30	If murder is not solved, Merin begins hinting at solution	
11:45	Murder solved, murderer punished.	Enc. 11
12:00	End of game.	

### **House Rules for the Haven**

- **No Fighting Indoors**-- if a grievance is such that only a fight will solve the problem, the policy is this: Each combatant will pay 50 gp before going outside to fight. The fight will be refereed by Ishmael the Bartender and Rok the Bouncer. No fight will be to the death; once someone is knocked unconscious, that person is considered the loser, his gold is used to heal him, and that should be the end of the matter. If, after the fight, either or both of the combatants are intolerably belligerent to each other or anyone else, Ishmael or Rok will ask the offender to take his business elsewhere.
- **No Magic Indoors**--if magic is to be used by any patron on another patron, it may be so only by the recipient's permission. Merin is in charge of the enforcement of this rule (ribbit, ribbit).
- **No Thievery on the Premises**-- if anything is discovered to be missing, a bloodhound spell will be cast and the offender will be transmogrified by Merin into one of her pet frogs.

### **The Tale of Sir Thomas in Angst Wood, and his Adventures therein.**

Once, I was a knight of st. Celia. A noble knight I was. AS I was a good knight, when I heard there was trouble in Angstwood, I could not refuse them my help. I rode to their rescue immediately. But Evil stood in my path. Bandits heard of my progress and thought to make a name for themselves by defeating a proud and powerful knight of the order of St. Celia. Well, I would have none of it! They attacked my by bow and by sword, but I defeated all of that, my armor could stand all but the mightiest blows, and arrows are like fleas in a dog's mane to me.

Well, then they started to get tough, their three sorcerers started to assail me with lightning and fire, but my faith and righteousness stood me through. Then when they saw me not fall to those tactics, they summoned a fierce demon to defeat me. But it was no match for me; I defeated the demon with ease, I severed its head with one fell blow from my mighty sword. The demon then grabbed its head from the ground and turned on the sorcerers. The sorcerers were then scared, Ha! I don't blame them. They ran like cowardly dogs, but they were struck down by their own foul magic, and were struck dead by the wrath of their demon master for attempting to summon him to fight one such as me who could defeat him with ease.

I continued on my way to the forest of Angstwood, none the worse for wear for my little troubles. Then I encountered a dragon. It was a large dragon, perhaps ninety to a hundred feet, and its breath lit up the forest like tinderwood. I was soon surrounded by searing flame. But again, my faith saved me, and St. Celia stood by me. With a swing of my hand I threw my sword and skewered the beast where he flew, he fell to the ground, and created such an impact that the force of air away from him blew out the fire. But I did not fall from my horse. I retrieved my sword and was on my way. Finally I decided to rest for the night, so I found myself a calm clearing and a pool. I then decided to bathe.

Disrobing myself, I lowered myself into the pool and relaxed. Not soon after a horrible creature arose from this pool. It was twenty feet high and had a terrible visage, with four mouths and twenty eyes. It had thirty slimy tentacles that oozed a viscous substance that smoked the point the disgusting slime touched the earth. I had no weapon, so I wrestled the creature. It was a hard match. It's thirty tentacles gave it a very definite advantage over me. But I prevailed; soon the creature lay dead before me, strangled with its own tentacles. As I finished my bath in peace, this beautiful creature came to me. She had ivory skin, and raven hair, like the night. She was curved like an hourglass, and she was merely wearing a thin gauze robe which she removed as she slowly lowered herself into the pool. I was dumbfounded as the gorgeous female of a woman walked towards me, but then I broke out of the trance, and recognized her for what she was, the foul succubus!

Well, I would have none of this! I responded to her charms but then gave her mine, and she fell before my wiles, and was undone.

The next day I was off again on my beautiful roan charger, I had told you about that charger before... Hadn't I? I hadn't? Well now. That roan charger and I had been in so many battles we could not count any more, but we were the ultimate team, nothing could defeat us!

Oh! Where was I? Oh, yes, anyway, we traveled down Angstwood road, and finally ran into the grand knight of Angstwood, and had only heard of his terrible prowess in battle, but I would not stop, I gave no ground, and neither did he. I was going to be a terrible battle. Indeed it was, there is now a large clearing where we fought. You might want to go see it some time, it is indeed a wondrous sight.

Finally I came to the source of the rouble of Angstwood. There was a mighty magician here, who had captured all the nymphs of the wood. This could not be so! I would have to free them! I entered his lair, its tricks and traps were terrible, his forces incredible, and they all took their price of me. When I finally arrived at his demesne within his castle in the middle of angstwood, I had little energy, but I knew I could go on.

"So, little knight," the magician sneered, "Did you have a nice day?"

I could only take so much of this. I would have to defeat him soon. Before he had time to bring his vast sorcerous energies to work.

“You defeated my bandits, my dragon, and my kraken, along with all my allies here in my own home. For all this you must pay!!” he screeched.

He raised his hands and arms in a grand gesture, vast energies gathered at those fingertips, ebony and crimson energies undulating together in a vast scintillating, prismatic rainbow.

I laughed.

“WHAT!!” The force of his belief had been shattered! He was defeated!

Those same energies now consumed him; he was no more.

Leaving that greasy spot on the floor I went to free the fair nymphs. The succubus had been one thing, but these were worse. The nymphs were soft, generous...and very grateful. They came to me, wearing nothing but wreaths of flowers, and offered to thank me in any way possible. Oh, they were warm...and luscious...and deep-breathing....

I fear that St. Celia did not stand by me, and temptation overcame me. Those nymphs stole my heart. But before they would have me, they said I had to devote my life to their life, and their god....