

A Scent of Blood©

by Karen L. Murphy

an IFGS game in
Bengalia

Proposed Ratings

Mental: 8

Physical: 7

Fighting: 8

Risk: 9

A Serious Heroic Minor Game of 7 hours

For teams of six players each

Levels 4-6, maximum total levels 30

Sanctioned under 6.5 rules, 1997 Bluebook

Duke Roger of the Silver Fens needs a discreet party to investigate some strange disappearances near the village of Trulorn....

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PC Fairness not in effect.

Foxx Character Rules in effect.

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In the past several months, eight people have died horribly in the Silver Fens, all of them residents of its northern sections, a region bordering the Avantier Range. A party of six people, members of the Fenian Guard, were recently sent by Duke Roger to determine the nature and cause of these deaths; they have disappeared. The Duke, disturbed by this and the reports of other strange happenings, has commissioned the Adventurer's Guild to find the Guards, or their fate, and discover what has really been happening around Trulorn, the small village that is the only metropolis in the area. The Guild has begun correspondence with likely individuals to take on this task.

The duke is offering a reward of 1800 gold for the return of his people and any clue to the mystery of the deaths.

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Encounter Number: 1 A Red Death

Number of NPC's: 0

Magic: altar

Traps: altar (2 mechanical, 1 magical)

Gold: no

Good/Evil: altar is evil, neutral if blessed by a good cleric

Boon/Bane: bane to touch altar (uncleaned)

Religion lore: symbol of Ganivre the Ageless, deity of healing, good aligned (chalice).

Estimated Time of Encounter: 30 minutes

The PCs enter a clearing surrounded by tall cedar trees; the trail passes right by an altar in the center of the clearing. This altar, a solid stone block, is covered in blood and gore. A symbol of some sort was engraved in the top, but age and the gore have made it hard to discern. Unidentifiable remains litter the ground around it. A ranger or druid will be able to determine that whatever this was, it was not killed long ago, and it was probably humanoid (describe that the pieces are very small, there isn't even much solid left, be as disgusting as possible).

Good clerics are incredibly repulsed by this altar, becoming physically ill (retching, having difficulty standing, dizziness, etc.) if they approach within two feet of it. If a good cleric blesses the altar with the intent of ridding its evil it will glow blindingly for a moment, then appear perfectly clean and no longer magical, though still mechanically trapped. 3 vials of holy water have the same effect. The cleric will receive 5 extra ability points for the day (so will whoever uses the holy water; a fighter or thief will receive 1 extra armor point for the day).

Evil clerics are just the opposite, attracted to it. If an evil cleric blesses the altar or touches it with the intent to bask in its evil glow (the trap will not go off if they are evil), they too will receive 5 extra spell points.

Neutral clerics cannot be enjoined to approach the altar, by bribe or threat (they feel threatened, like something is watching them *very closely...*). *If they are maneuvered close to the altar (<2 feet), they will take 5 points of damage. They cannot bless the altar.*

The symbol, which will be a little more visible if holy water or a good cleric clear the altar, is recognizable by religion lore as the sign of Ganivre the Ageless, a deity of healing from the northern Auruzunders, a region far north of the Fens. A thief will also notice that the symbol is not quite the same stone as the rest of the altar, as will any character with a history of stone working.

Traps: Magical [the altar is not cleansed until a good bless or holy water is thrown on it; everyone touching it until that point (except an evil cleric) is affected by this trap.]

Activated by: a good or neutral individual touching the uncleaned altar

Results: A disembodied voice speaks the following: *May they who defile the shrine of the most blessed Ganivre be cursed forever more with the pain only She can remove. [Dean uilig siad cé dochar an séipéal as an geal Ganivre saothraigh igcóraí na pian nil ann ach sí bain as iad.]*

This is an ancient human dialect from the Highlands (someone from the Highlands will understand it).

Curse: Pain (9th level). *Once every hour they will take ten (10) points of pain damage until they die or the curse is removed. A remove curse (9th), or the blessing of a 5th level or higher cleric of Ganivre is necessary to get rid of this curse.*

Mechanical trap [two traps; second arms when the first goes off or is disarmed]

Activated by: touching the symbol on the top surface of the cleansed altar.

Results:

A) a needle poisoned with a ten (10) point toxin poison from the center of the symbol (needle does 4 points of damage by itself, subtract armor; if the needle does damage, the poison goes through). The poison will do ten (10) points of damage every hour until neutralized or the individual dies. Heal will repair the damage, but only a Neutralize Poison will take care of the toxin.

B) a small charge in the front of the altar goes off, sending stone shrapnel in a 15 foot radius (6 points of damage each hit, anyone in the radius will be hit twice, subtract armor (projectiles: one point rule does not apply)).

Once all the traps are triggered or disarmed, the symbol will move to reveal a hidden cubbyhole inside which, carefully wrapped, will be a solid gold holy symbol (a 2 dimensional chalice or a chalice engraved on a gold square) of Ganivre the Ageless on a chain of gold. It radiates faint magic. There is nothing else in the altar.

Treasure: gold holy symbol (1000 gp)

Magic Items:

Altar (These are not specific because this is clerical magic in the form of a curse)

Savvy #1: This altar has been defiled magically by deity level magic.

Savvy #2: Any non-evil person touching the altar will be affected by this magic.

Holy symbol of Ganivre the Ageless (chalice embossed on a gold disc)

SAVVY #1: This item will let you pass into the inner precincts of any temple of Ganivre.

Props: altar, cloth of gore to cover altar as uncleaned, 1 needle trap, 1 explosive trap, holy symbol (bean bag)

Encounter Number: 2 *Trulorn*

Number of NPC's: 4

Magic: none

Traps: none

Gold: none

Good/Evil: Villagers are neutral.

Thief's Hearing: (from inside the huts) *First voice:* "Shouldn't we warn them?"

Second voice: "It didn't do the Guards any good and it could get us killed."

First voice: "But they look like they could take an ogre...."

Second voice: "Are they from the Fens? No. I doubt they could take anything in here, much less what that Witch has.... Besides, they'll keep her occupied a little longer."

First voice: "But why should we let them get hurt?"

Second voice: "Hah! They're adventurers, kid. They deserve whatever they find. Now hush.

They look like they're getting ready to leave."

Boon/Bane: Bane to threaten/attack the villagers.

Estimated Time of Encounter: 15 min

The trail the PCs are following opens into a large, regular clearing in the thick forest. Like the rest of the Fens, nothing here is dry; the humidity is very high. There are several small houses made of varying plant fibers. They are ingenious and neat looking, as though their owners take good care of them. The rest of the clearing is occupied by a meadow which has twenty or so large vats over fires in it (the fires work because they are from a druid). The vats are spattered with a dark purple liquid on the outside and are steaming. They are too tall to see inside.

As the PCs emerge from the woods, the villagers disappear except for four, who appear to be spokesmen. Three of them (rangers) have crossbows on their belts, the druid has a staff (with a purple tip where it has been used to stir dye), and three more staves lean up against trees or huts nearby. The atmosphere is tense, the area oddly silent and fearful. If the PCs explain who they are, the atmosphere will get worse, if that's possible. (If they don't explain, or make up a cover story, the atmosphere will not get any better; they just don't look like much of anything trustworthy...). The villagers will answer any questions with monosyllables, not volunteering anything. If asked they will say that they are boiling plants for the famous purple dye of the Fens. They will eventually tell the PCs that the Guards went that way, pointing to another trail that leads farther into the jungle that borders the mountains.

If the PCs try to Enthrall an NPC, it will be immediately noticed. The NPC's will, in fact, react badly to any suggestion of spell casting. If one of them does talk, the others will run over as a group and try to shut him up as soon as they realize what is happening. They will then tell the PCs where the Guards went and could they please leave. If a PC uses an item and manages to get one of the NPC's away from the others (very hard; they are on the lookout for this), he will get the following information, in this order, depending on how long he can keep the conversation going:

- The Guards were through here several weeks ago and haven't been seen or heard from since.
- There is a Witch in the region with a lot of huge, vicious, and dangerous humanoid henchthings.
- The Witch has threatened them with worse than death if they don't keep her supplied with food.
- She showed them what worse than death means with some elf she captured a while back: demons.

The Witch is holed up in the old temple ruins to the North of here.

Strong arm tactics won't work very well. The people will run into the woods, use their Move without Tracks ability and disappear. The ones in the huts will also have left. If caught and threatened, they will die before talking (what the Witch would do to them and their families is much worse...).

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
<i>Mat/Mara/Lyka</i>	<i>3</i>	<i>R/4</i>	<i>1</i>	<i>5/7/5</i>	<i>28</i>	<i>18</i>
<i>Geor</i>	<i>1</i>	<i>Dr/4</i>	<i>1</i>	<i>3/0/3</i>	<i>28</i>	<i>28</i>

Treasure: none

Magic Items: none

Props: peasant clothing for villagers, vats, huts

Encounter Number: 3 A Nap Attack?

Number of NPC's: 3-5

Magic: none

Traps: none

Gold: none

Good/Evil: Cats are neutral

Nature Lore: Mountain cat-- These animals are known for their stealth and cunning during the hunt, as well as their swift dispatch of prey. They range along the edge of the mountains, hunting as often in the more lush lowlands as in the heights. The Fenian version of these cats is a little smaller than its northern cousins, doing most of its hunting in the lush jungles and swamps that edge the Avantier Mountains to the south. Females will often have 2 to 5 cubs with them.

Boon/Bane: Boon to talk to cats, bane to attack

Estimated Time of Encounter: 30 min

As the party follows the faint trail farther along the edge of the mountains, [TIME STOP] a large cat will suddenly jump down from a tree in front of them (any type, try using one for the ranger/druid of the party). She will stretch on the path, extending 6 inch claws, before giving herself a quick lick and sitting in the exact center of the trail, staring inquisitively at the party. If a character can speak to animals, they will discover that she is quite willing to talk, but is very wary about letting anyone too close. She has the following information.

- She is leaving the fens to go into the mountains because it is safer there.
- A bad scent has moved in from the northwest recently, tainting the area with bad blood.
- She saw the men in metal (Guards) fighting things [spat out with a hiss]. Some of the men in metal made it to the pool, the others were either killed or tied up.
- The pool is a safe place, where the white one drinks beyond the river.
- The things were not HERE; they were also ELSEWHERE. Others of the things were made things and evil ones.

Somewhere during the imparting of this information, an earsplitting howl will come from directly overhead. [TIME STOP] The cat will yowl (much softer) back and two to four cubs (depending on the number of available NPCs) will drop in front and behind the PCs and run to join their mother. They are almost fully grown, but don't quite have the full grace of an adult cat yet. After the mother has given all this info, she and the family will leave, heading north for the mountains.

If the PCs attack the mother cat or one of the cubs, she and all of her cubs will proceed to tear the PCs into small shreds and have them for lunch, before continuing up the mountain. If the PCs get the upper hand in this fight, she and the cubs will retreat. If there is no one who can talk to the cat and they don't attack her, she will watch them for a few minutes, then call her cubs and leave.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Large Cat	3-5	Monster/5	2	10 claw	40	--

Treasure: none

Magic Items: none

Props: cat costumes

Encounter Number: 4 The Three Stooges

Number of NPC's: 3

Magic: troll with ring, ring alone

Traps: ambush, pit trap

Gold: 300 gp split among the NPCs

Good/Evil: Ogres and troll are evil

Boon/Bane: boon to avoid them or kill them

Estimated Time of Encounter: 30 min

 The PCs come to a more open area in the trail, a meadow-like area without tree cover for several hundred feet. The land is a little higher, less boggy and somewhat rockier. As they leave the woods, there is a pit trap (see below) from one section of woods to the other across the trail. As soon as the PCs either avoid the trap or fall into it [TIME STOP: GM will decide this], two ogres will step out on the trail behind them as a troll steps out in front of them. They are all very stupid, and Lary and Mo will continually tease Curly about his abundant hair. This will not prevent them from attacking the party on ANY provocation (this includes the PC having a better hair day than the NPCs; well mannered gets the PCs nowhere). They are bored, annoyed at pulling guard duty, and perfectly willing to take out their annoyance on anything that happens across their paths. They will not fight to the death, but will attempt to leave if they get too far down on hit points. The troll will high-tail it out of the fight at the first fireball. If the PCs manage to kill him and burn the body, the ring is inside his stomach.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Ogre (Lary, Mo)	2	F/6	3*	9/7/7	46	--
Troll (Curly)@	1	F/7	3*	10/8/8	50	--

@Troll has double normal fighter regeneration and takes double damage from fire.

*one point is natural armor (racial)

Trap: 10 feet wide by 10 feet deep; simple pit, 10 points of damage, and a 5 second knockdown. PC must climb out of the pit using a rope, a log, or another PC with at least Strength II.

Treasure: 300 gp split among the NPCs

Magic Items: Ring of Phase Out [1300 gp]

Savvy #1: This ring allows the owner to phase out as per the mage spell once per day.

Props: Harpo wig for the troll, ring

Encounter Number: 5 A Real River

Description: *This is a good sized river running down out of the mountains into the swampland.*

Number of NPC's: 0

Magic: none

Traps: sandbars

Gold: 805 gp in the chest

Good/Evil: none

Boon/Bane: *Boon to stay on the gravel areas; bane to touch the razorleaves.*

Estimated Time of Encounter: 30 min

The trail crosses the river at a ford, where it is wide and relatively shallow (20 feet wide by 3 feet deep), with several sandbars dotting its surface. The rest of the ford is gravel; this is safe to walk on, but there tends to be a good distance between gravel beds. There is a glint of metal on one sandbar.

Downstream of the PCs the river deepens and slows, and they can see the bright green edges of plants breaking the surface of the water.

Upstream, the water is tumbling down a small rock outcropping and is both swift and deep.

At the ford, the water is flowing quickly enough to sweep anyone who falls at least 20 feet before they regain their balance. If they get a rope securely around a tree on the other side (60 feet away to make sure it's a sturdy one), they can avoid being swept downstream. The water is fairly shallow at the center, but the riverbed is not very stable. If anyone steps onto a sandbar it will immediately move out from under them, causing them to fall, as their weight moves the sand into the current's path. There is a medium sized chest in the middle of one of the sandbars. It has settled and is very stable as long as a person's full weight is not put on it (I.e. Not a stepping stone). There are several bags of gold and silver, some toiletries, clothes, and several wine bottles inside the waterproof chest.

Twenty (20) feet downstream of the ford is the pool of the razor-leaf plants. They do 5 points of damage a minute to each part of the PCs' bodies not covered by metal. Their pool is 5 feet deep and 15 feet wide, and the PC will have to swim out of it. This will take them at least 2 minutes plus one minute for each point of armor they are wearing (this does not include magical enhancements on the armor).

Anyone attempting to cross upstream will not be able to keep their balance at all; the rocks are too slippery and will behave the same way the sandbars do at the ford, except they will be swept 40 feet by the current (i.e. into the plants). There is nothing on the other side to attach a rope to safely (a lot of flotsam and sharp edged boulders).

The path heads back into thick woods on the other side of the river.

Treasure: 805 gp

Magic Items: none

Props: *plants, flour for stream and sandbars, one lid, one chest: 3 wine bottles, a set of clothes, a comb, a bar of soap.*

Encounter Number: 6 A Taste of the Real Thing...

Number of NPC's: 5

Magic: glove on one orc

Traps: none

Gold: 400 gp split among the orcs and the werebear.

Good/Evil: All the NPCs are evil

Boon/Bane: Boon to kill all of them, bane to go unconscious around werebear.

Estimated Time of Encounter: 30 min

[Note: whoever is carrying the holy symbol of Ganivre will feel it grow hot during this encounter, especially around the demon. It will never get so hot as to be uncomfortable, and will cool off as soon as the demon is killed/banished.]

_____The party finds yet another patrol, this one a little more serious about their task. These are some of the Witch's elite fighters, out determining if the Guards were acting by themselves or if they had reinforcements. They will attack as soon as they see the party and will ask no quarter, nor give any. This is a fight to the death, although the NPCs will make certain everyone is down before they go back and kill them for sure. The lycanthrope will bear out as soon as it looks like the fight is going against them; anyone he takes unconscious will be afflicted with Solar Lycanthropy (Curse Level 7). The demon cannot be killed but will be banished if his body is killed, or if someone manages to touch it with the holy symbol.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>	<u>Bow stats</u>
Orc (Targ, Hic, Hoc)	3	KN/5	3	6/6/6	34	32	60/20
Dark elf (demon)*	1	F/4	3	8/6/6	46	--	60/10
Werebear (Auurg)@	1	F/5	3	9/7/7	42	--	60/20

**Demon has Repulse Good (8th) at will, and is immune to spells, though not spell effects [area effect spells will work, as will spells like Physical Protection. Be sure and note that this damage was taken].*

@When he were's out, he has the stats from Aspect of the Beast--Bear: +10 lifepoints, +4 damage, +3 armor, Strength III once/day, Fighter's Recovery (5th level), suffers a Killing Attack when hit by a silver weapon. He may pass on the curse: solar lycanthropy(7th level): bear.

Solar Lycanthropy: For one (1) hour each game day starting at noon the victim will change into a werebear. During that hour the victim will retain none of his former personality or memories. He will only be a berserk killing machine stuck in "shark frenzy" mode. While transformed the character loses ALL normal character class abilities and use of ALL possessions. He gains the following: +5 life points, +2 limb points, 3 armor, +1 vs LI spells, swings six (6) claws in lieu of any other weapon, Battle Fever once per day, Regenerate, Strength I, suffers a Killing Attack when hit by a silver weapon.

This mindless condition will only last through 4 game days. If somehow the PC can live through 4 game days that are sanctioned for 6 hours or more the PC will retain his or her personality when shape changed into were form and may use all items and weapons. He will still not be able to use character class abilities. If noon does not occur during the game day it still counts.

Treasure: 400 gp

Magic Items: Glove of Knowledge [usable twice, rechargeable by 1st level mage: 440]

Savvy #1: This item allows its owner to cast a savvy spell as per the mage ability twice per day.

Savvy #2: This item must be recharged by a Mage casting the spells into it.

Props: bear suit for the were, demon effects, yellow flag, glove

Encounter Number: 7 Jump Spot

Number of NPC's: none

Magic: scabbard

Traps: snares, poison

Gold: none

Good/Evil: bodies of Guards are evil; good if blessed.

Boon/Bane: boon to sanctify bodies of Guards, boon to take weapons/armor

Heraldic Lore: Order of the Fenian Guards--guardians of the Fens, lawful good.

Tracking: The trail that heads into the woods is very rough and the tracks appear to be those of two humanoids in light armor moving quickly. The other track is smoother, as though more people had passed over it at a slower pace, and appears to have been made by several large creatures lightly encumbered.

Estimated Time of Encounter: 30 min

[Note: If the PCs choose to follow the lighter trail, they will go on to encounter 8. If they follow the other trail, they will go to encounter 9.]

The PCs reach the place where the Guards were ambushed, recognizable by the bodies still lying where they were left, wrapped tightly in ropes. They have not been stripped, and when searched will have the +1 weapons of the Order of the Fenian Guards still on them, as well as the chain mail of their order, and a copy of Captain Leid's report on the problems in this area. Their bodies have been cursed (5th level) by evil and will fall to dust if remove curse is cast or they are blessed by a good or neutral cleric (the rest of their equipment will remain intact; it consists mainly of blankets, extra clothing and food, all of which has been thoroughly searched and systematically destroyed). There are fairly clear tracks leading off in two directions: one goes deeper into the forest, the other heads more towards the mountains to the north.

There are three snares left from the original ambush of the Guards. If a PC is caught in one of these snares while searching the area, he will be bound in rope for 5 minutes (considered a knockdown) unless someone cuts him out, which takes ten seconds.

As soon as someone is caught in a snare, a needle covered in venom poison will release from its position and hit the person in the snare. It acts as a kill dagger [1 point No Defense damage], plus delivering the venom poison.

Trap: Snare as the Ranger ability (level 9): one (1) victim, 5 minute paralysis, ten (10) seconds of cutting ropes by another person to free them.

Needles: venom poison, part of the trap triggered by the snares' release; 1 point of damage, plus death in five minutes unless Neutralize Poison is used.

Treasure: 2 short swords and 2 sets of chainmail of the Order of the Fenian Guards

Magic Items:

Scabbard of Leid:

Savvy #1: This item will let the owner detect good or evil three times per day.

Savvy #2: This item must be recharged by 1 courage point per use.

Props: snares, needles, bodies, chain mail, swords, copy of the report sent to the Loremaster, scabbard.

Encounter Number: 8 A Time to Heal and End of Trail #1

Number of NPC's: 2

Magic: pool

Traps: none

Gold: none

Good/Evil: Pool and area around it are overwhelmingly good; Guards are good.

Boon/Bane: Boon to touch the pool

Nature/Legend Lore: These pools are known to appear periodically in the forests of the eastern region of Bengalia. They are always associated with very old, deep woodlands, and have been used as the focal points of several healing religions. They are apparently a natural phenomenon.

Estimated Time of Encounter: 30 min

[Note 1: Whoever is carrying the holy symbol will realize in the middle of the dark area that it is glowing; no heat, just light. It will show a smooth trail to the glade if they bring it out. Once to the glade, the PC with the symbol will feel compelled to dip it into the pool, at which point there will be a clear bell-like tone and everyone in the clearing will be either completely healed of damage (this does not affect the poison) or will have one half (1/2) of their ability points, or twenty (20), whichever is greater (up to maximum) restored. Thieves and fighters will have 20 levels of abilities (I.e. Detect traps, second level ability = 2 levels; Bind weapon, fifth level ability = 5 levels, etc).

If the party does not have the holy symbol: If they touch the pool it will either completely heal them of damage (this does not affect the poison, which must still be neutralized) or will restore one half (1/2) of their ability points (up to a total of twenty (20) points, not to exceed their maximum). Thieves and fighters will have 20 levels of abilities (I.e. Detect traps, second level ability = 2 levels; Bind weapon, fifth level ability = 5 levels, etc). The price for this will be the loss of two permanent lifepoints for the rest of the game day.]

[Note 2: Evil PCs will not be able to stay awake near the pool. They just get so sleepy they have to rest. They cannot be awakened by ANY means until they are out of a 200 foot radius of the pool. If some water from the pool is poured on them, or they manage to touch the water, they will receive the stated benefits with no other penalties.]

If the party chooses to follow the lighter trail, they will find themselves entering an area of forest that is incredibly dark and old. There is only enough light to see a few feet ahead, and anyone lighting even a prepared torch will find that it burns sullenly at best, giving off a lot of smoke. There are few animal sounds, and even the trees are not talking. After a few hundred yards of this, everything will suddenly lighten, as though a veil has been lifted from the air. Ahead of them the party will see a small glade, not really an interruption of the forest as much as a widening of the view.

As they get closer, good and neutral characters will feel lighter and happier. Even evil characters will feel good, though very sleepy, as though they had just finished a long day doing something strenuous that they enjoyed and were ready to relax and sleep.

Once inside the glade, the PCs will see the two Guards they had been following resting beside the pool. They are completely healed, but are still mentally and physically exhausted. They have the following information for the PCs.

- **They were ambushed back there by three ogres and a couple of lycanthropies lead by an elf with weird eyes.**
- **Two of their friends were captured in the fight and taken off by the ogres; these two escaped and hid in the woods since they were outnumbered.**

- *The ogres mentioned a witch and some temple ruins as they were leaving.*
- *They couldn't get near the elf; there was a repulsion of some kind every time they tried.*
- *There is something big about to happen up here; they found two more sacrificed and mutilated bodies on their way up, and a druid they met with, down south, said that the very air in this area is breathing foul evil that gets worse every day.*
- *The Duke will reward the party for returning the armor and swords of their colleagues. [Note: the reward will be 100 gp for each item of the Guards (sword, chainmail).]*
- *There is a side trail from here that leads farther up the mountain, towards where they heard the ogres going with their friends.*

The Guards are going to head home by a more circuitous route tomorrow to report to the duke and offer to take the excess armor and swords with them, giving their words to tell the duke exactly what happened (credit where credit is due). If the PCs want to keep the armor for the time being, the guards give them their blessings, saying that they hope it will be worn in good health to battle those who killed its' previous owners.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
<i>Sir Rekavin/Lady Teresh</i>	<i>2</i>	<i>KN/4</i>	<i>2</i>	<i>6/6/6*</i>	<i>32</i>	<i>26</i>

** does not include weapon bonus*

Treasure: none

Magic Items:

Earth Pool

Savvy #1: This pool is a pure wellspring of the powers of the earth. It will heal anyone up to maximum, or restore ability points/abilities up to 20 points or levels (not to exceed maximum points).

Savvy #2: The pool takes 2 permanent lifepoints for one day from the person aided to do this. The lifepoints are recovered the next game day.

Nature/Legend Lore: These pools are known to appear periodically in the forests of the eastern region of Bengalia. They are always associated with very old, deep woodlands, and have been used as the focal points of several healing religions.

Props: stuff for NPCs, pool rep

Encounter Number: 9 More of the Same

Number of NPC's: 7

Magic: Bow, clerical blessing

Traps: none

Gold: 600 gp split among the elves

Good/Evil: elves are evil, feline is neutral

Boon/Bane: boon to aid the mrro/cleric

Religion Lore: Hsah, deity of the sun, good aligned, symbol an orange disk.

Nature/Legend Lore: The feline race of the Fens are known as the Mrro. They are known to be closely allied with the hsahni, the Fenian lizardmen, and the humans of the Fens. They are considered both crafty and incredibly civilized.

Estimated Time of Encounter: 30 min

As the party travels on down the trail, they meet up with another group, this time 6 dark elves and a feline humanoid who is their prisoner. The feline (a mrro) is trussed up pretty tightly and is not in the best of health. The elves will leave one of the monks (Lehr) to guard their prisoner and the rest will attack the party, again asking no quarter and giving none. The rangers have bows and book stats for their level.

If the party gets through the elves, the feline can be cut out of the bonds (Tie Knots level 8 used to truss him up) and given some water, which he badly needs. He is currently at about half his normal lifepoints, but has all of his ability points. Once he is rested and somewhat recovered, he will confer on the party the blessing of Hsah, at which point a small orange disk will appear on the hand or cheek of each member of the party (they can refuse this, as he will explain what it is and ask if they wish it; he cannot give it to any evil characters). He will explain that this entitles them to shelter and refreshment without question at any of the temples of Hsah in the Fens. If someone in the party tells him about the pool, he will be grateful and ask the way there, so that he can recover and return to warn his people about the witch and her plans (he knows as much as the PCs know: there is something powerful and dangerous going on in this area and it's a good idea to stay out of it). Either way, he will thank the PCs and leave, anxious to warn his friends and family of the dangers up here.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>	<u>Bow stats</u>
Haege/Eblen/Dyar	3	RN/5	2	6/8/6	34	32	80/40
Tohn/Wilem/Lehr	3	MN/5	2 (10)	4/4/4	30	34	60/20
Ciliax (mrro)	1	CL/4	1	4/0/4	14/28	28	

Treasure: none

Magic Items: Bow

Savvy #1: This bow will shoot an elemental arrow of one type 2 times per day. You must choose which type (earth, fire, ice, lightening) will be shot at the beginning of each day.

Legend lore: This bow was one of a set of items gifted to the Ayrellian Rangers a thousand years ago by the merchants of Ayre for their help in protecting against the pirates of the Faer Islands. The runes on its grip are its name (Elobl). The items have been lost over the years to adventuring and premature deaths.

[Note: for each additional team, the name must be different. Use Escarl, Ravetl, Trauxl, and Hiazl. New names can be made up or obtained from the game writer.]

Blessing of Hsah

Savvy #1: This mark appears on either the hand or cheek [PC choice] of someone to whom a cleric of Hsah owes a life debt. It can be refused. This blessing is permanent (I.e. Cannot be removed by Heal or Remove Curse).

Legend Lore: This mark entitles its bearer to lodging and refreshment for any three day period at any temple of Hsah in the Fens. The benefits of this blessing, as the mark itself, are permanent, and clerics and devotees of Hsah react very favorably to the presence of the mark.

Props: weapons, feline costume, elf ears, bow reps, purple bean bags for Monks, orange marker

Encounter Number: 10 The Deep, Dark Woods

Number of NPC's: none

Magic: none

Traps: vines

Gold: none

Good/Evil: none

Boon/Bane: boon to avoid/kill the vines

Estimated Time of Encounter: 30 min

After the party and the feline separate, the group, still on the trail of the captured guards, enters another very dark, creepy area of the forest. This place has no redeeming qualities, though: it's dark, damp, smelly, and sticky. The plants begin to look odd, with large, strangely shaped leaves and many vines. Several yards into the middle of this, the ground is beginning to get boggy and the party has to be careful of where it steps.

The party at this point will be attacked from several directions by 4-6 huge vines with masses of smaller vines at their tips [NPCs with weapons are the vines]. The vines will retreat after taking 20 points of damage each.

If a PC goes down for any reason (no legs, unconscious, faking it, etc.), call TIME STOP. Explain to the PC the following: the vines will immediately wrap around him, inject a paralytic poison [effect as Kill Dagger: paralyzed for 15 minutes], and begin leeching 1 life point a minute from him until he is dead [use a foam covered mop for this; the NPC must hold this on the PC for the leeching to take effect. Only one PC per vine (NPC with mop)]. If another PC attempts to remove the vine, it will unwind after taking 16 points of damage.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>
Vines	4-6	Monster/4	4	5	35	--

Treasure: none

Magic Items: none

Props: green suits for the vines, foam mops' for tentacles

Encounter Number: 11 Protective Coloration

Number of NPC's: none

Magic: glyphs

Traps: snares, pits, glyphs, rock, gas (see descriptions)

Gold: none

Good/Evil: none

Boon/Bane: Boon to avoid/get around traps.

Thief's Hearing: The chanting is louder from one of the corridors than from the other two. It sounds very ritualistic and gives you the willies even though you can't really make out the words.

Estimated Time of Encounter: 30 min

[Note 1: Whoever has the holy symbol will feel it warm up slightly, not uncomfortably. They will also see in the dark and see each trap outlined in gold, though not necessarily a way around it.]

[Note 2: This is a cave complex; it is dark. Only magical sight aids or a torch variation will let the party see anything.]

The party gets to the outer precincts of the ruins of an old building. It was built deep in the jungle against the side of the mountains and is now covered in thick vines and small trees. There are not any good identifying marks on it, but they can hear muffled chanting coming from deeper inside. The remains of several corridors lead off into the darkness of the inside of the mountain.

The corridors all intersect in about thirty feet, after the side ones have wandered around for awhile, and all are approximately 15 foot diameter tubes (rounded walls). After the intersection point the party will meet up with the following traps spaced approximately 20-30 feet apart.

- **Simple pit trap--12 foot wide x 10 foot long x 10 foot deep; covered with camouflaging netting. 5 points fall damage. Smooth sides which slope slightly in at the top. Anyone falling into this will have to be pulled out by a rope or pole and three (3) PCs or one (1) KN with Strength I.**
- **Snares--level 9 ranger snares, no extra damage; 3 set up across corridor with 1 foot clear space between them; set off by trip wires.**
- **Spikes--a series of pressure plates (paving stones) set one foot apart in a checkerboard pattern across the path will trigger 4 pairs of six foot long spikes to extend forcefully from both walls to either side (for 10 feet along the corridor) at waist level on a six foot humanoid (~3 feet above the floor). 8 points of damage per spike.**
- **Rock-- trip wire on the floor triggers a rope to release, dropping a 1000 pound rock (10 feet square) into the corridor through a weak spot in the ceiling. Does 20 points of crushing damage to anyone it hits, and they are trapped until 50 points of damage is done to the rock; the person/people trapped will take one third of that damage as well (16 points). Two Knights with Strength I or four regular people will be able to move the rock, but whoever is trapped will take an additional 5 points of damage as they do so.**
- **Stone door-- Type B lock with two (2) traps:**
 - A) a simple arrow trap (5 points of damage, no poison; arrow shoots out of hole above lock, triggered by failed lockpick attempt or damage to lock). If this trap is disarmed, as soon as the lock is messed with (either successfully picked or damaged again), another trap is armed.**
 - B) an arrow is released from an area seven feet up on the door. This arrow will hit the far wall and trigger the trap: a panel opens and drops a hollow glass ball filled with hydrogen [Use a beach ball; they have a chance to catch it.] onto the floor. Damage as per Fireball, level 8 [24 points with a 5 second knockdown].**

- **Columns**--the corridor now becomes lined with columns (5 pairs, one on each side, spaced 6 feet apart) for a space of about 30 feet. Each column has one of two glyphs on it, facing the group: Pyro or Uvas [mix and match however is desired].

Treasure: none

Magic Items: none

Props: trap items: trip wires, netting, beach ball, chalk or flour for pressure plates, glyphs; cardboard rock (10 x 10 feet), spikes, door with type B lock, columns

Encounter Number: 12 a Revival

Number of NPC's: 7 (11)

Magic: potions, gargoyles

Traps: gargoyles

Gold: 410 gp split out among npcs and in tent

Good/Evil: priestess, followers, demons-evil, prisoners-neutral, guards-good

Boon/Bane: Boon to disrupt the ritual, bane to lose the fight....

Religion Lore: Priest are followers of Segl, an Avellian deity of pain and torture, evil, symbol a bronze dagger, upthrust, coated with blood

Heraldic Lore: Guard are members of the Fenian Guards; Lizardmen are Knights of the Sunring, good, dedicated to the protection of the clerics of Hsah.

Estimated Time of Encounter: 30 min

****Note 1: Whoever has the holy symbol will feel it grow red-hot as they watch what is occurring in the inner sanctum of the temple. As soon as he enters the temple proper (pass through the doorway even by a step), whether before or after the sacrifice, he will be pulled towards the altar by the symbol. When he gets within 5 feet of the high cleric, he will throw the holy symbol at her (he is at this point controlled by something else). The gargoyles will react to this, but they must wait 15 seconds before they can move after the PC gets within range. If the holy symbol strikes her, or comes within a foot of her, the high cleric will shriek in pain and drop to the floor, writhing. After one minute, she will be dead. If it misses, she will ignore it and the PC, but the gargoyles will be in the fight. If a PC can recover the amulet, it can still be used against her. See Encounter 12 b if it takes effect.**

Note 2: NPC's--a fight to the death means you will be taking prisoners; only throat slit if every one of the PCs is down or surrendered. See Encounter 12 c.

After the party gets past the last of the traps, they will come to the edge of a large room, open to the sky. A medium sized humanoid in robes is standing and chanting before an altar on which a long-sighted PC can see the remains of something once alive [see Encounter 1 for the description]. There are two stone gargoyles, posted one on either side of the altar and two other clerical types standing slightly behind the chanting one. Three orcs and an elf are sitting around a smoky fire to one side and there is a relatively large tent next to them. The two Guards taken prisoner are tied up and appear to be either unconscious or asleep a few feet to the right of the altar.

Timeline: Base--when the party enters the doorway.

T+ 30 seconds: One of the clerics goes into the tent and brings out the dwarf who is obviously in some sort of trance.

T+ 1 minute: The cleric places the dwarf on the altar, after sweeping aside the larger remains of the prior sacrifice. The dwarf is flat on his back looking blankly at the sky.

T+ 1 minute 30 seconds: The high cleric begins chanting in a language guaranteed to chill the blood. This does not stop until the demons arrive.

T+ 2 minutes: The high cleric plunges the knife into the dwarf's belly and rips it completely open. He never moves.

T+ 3 minutes: She plunges the knife into his chest.

T+ 4 minutes: She plunges knife into his throat.

T+ 4 min 30 seconds: A glowing red light will surround the two guards and they will be possessed by the demons she has summoned [Use red flags to indicate when they are demon possessed].

T+ 5 minutes: The Guards/Demons will snap their bonds and stand, then immediately move towards the party, whether or not the party has made their presence known.

The PCs may choose to interfere at any point during this. If the PCs choose not to interfere, the elf will notice them about the same time the demons/guards do, and will run to attack, bringing the orcs along with him. If the PCs do interfere, there will be also be a fight, but they will have the advantage of surprise.

The high cleric will try as hard as possible to avoid being interrupted, and her followers will also try to make certain she is not interrupted. If she is directly threatened (i.e. If a PC gets within melee range), the gargoyles will come to life; this is the ONLY time they will do so and it takes them 15 seconds to activate initially. If she succeeds in her ritual, add the demons/guards.

This is a fight to the death for the NPCs. They will attempt to take prisoners, which means they will not throat slit anyone immediately.

If the PCs lose: See Encounter 12 c.

If the PCs win the fight and/or the ritual is permanently disrupted: See Encounter 12 b.

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>	<u>Bow stats</u>
High Cleric	1	CL/6	2	4/0/4	32	40	--
Clerics	2	CL/4	2	3/0/3	28	28	--
Gargoyle	2	F/5	4^	8/6/6	34	--	--
Orc	3	F/4	1	7/5/5	30	--	--
Dark Elf*	1	RN/4	2	5/7/5	28	18	70/30
Guard@	2	KN/4	2	5/5/5	30	22	--
Demon	2	KN/8		3^	7/7/7	38	38
Prisoners:	all prisoners are at one half of their given maximum life points						
Elf	1	F/3	0	6/5/5	24	--	--
Dwarf	1	F/5	1	8/6/6	34	--	--
Lizardman	2	KN/4	0	5/5/5	30	22	--

*This NPC is a werewolf. When he decides to were out he has stats as per the Aspect of the Beast-Wolf: +3 life points, +2 damage, normal armor, immune to poison, under effects of Resist Death level 4 (+12 phantom life points), Fighter's Blow (take a limb of opponent to 0 life points with a successful hit); Detect traps, Hearing, Resist Pain once per day. He suffers a Killing Attack from silver weapons. He also uses a crossbow, and can pass on the curse of solar lycanthropy (7th level): wolf.

Solar Lycanthropy: For one (1) hour each game day starting at noon the victim will change into a werereature of the type that transferred the curse to him. During that hour the victim will retain none of his former personality or memories. He will only be a berzerk killing machine stuck in "shark frenzy" mode. While transformed the character loses ALL normal character class abilities and use of ALL possessions. He gains the attributes of Aspect of the

Beast appropriate to whichever creature transferred the curse, plus Fighter's Recovery (PC level), and he suffers a Killing Attack when hit by a silver weapon.

This mindless condition will only last through 4 game days. If somehow the PC can live through 4 game days that are sanctioned for 6 hours or more the PC will retain his or her personality when shape changed into were form and may use all items and weapons. He will still not be able to use character class abilities. If noon does not occur during the game day it still counts.

@If the sacrifice is successful, the Guards will be possessed by two demons with the given stats. Demons have Repulse Good (8th) at will, and are immune to spells, though not spell effects [area effect spells will work]. If the demons are 'killed' in the fight, the guards will be unconscious and will need to be blessed before they can be healed successfully, at which time they will be fine.

^Creature has 4 points armor innately and is +2 versus LI spells.

***This only occurs if the party has the symbol.*

Treasure: 3 sets of chain mail (400 gp ea=>1200 gp), Toxin Poison (10 doses)

Magic Items: potions (Neutralize Poison (6), Healing (6@ eight points each))

Gargoyles

Savvy #1: These creatures are constructs powered by magic. They are bound to attack whomever is attacking their master. 'Master' is defined as the last one speaking the protection command word.

Savvy #2: The protection command word for these two is 'Reimiza'. The lay-off command word is 'Enotsyerg'.

Props: altar, sacrificial stuff, blood/gore, costumes, flags for Repulse Good

Encounter Number: 12 b Old Time Religion....

Number of NPC's: 7 (11)

Magic: potions, goddess, gargoyles

Traps: none

Gold: 410 gp split out among npcs and in tent

Good/Evil: clerics, henchmen, demons-evil, prisoners-neutral, guards-good

Boon/Bane: Boon to aid the prisoners.

Religion Lore: Cleric are followers of Segl, an Avellian deity of pain and torture, evil, symbol a bronze dagger, upthrust, coated with blood

Heraldic Lore: Guard are members of the Fenian Guards; Lizardmen (hsahni) are Knights of the Sunring, good, dedicated to the protection of the clerics of Hsah.

Estimated Time of Encounter: 30 min

If the PCs win the fight and/or the ritual is permanently disrupted, the following will occur:

[TIME STOP]

Earthquake (10 second knockdown everyone in the room)

Gale (20 second knockdown, everyone in the room).

Then Ganimre appears. She is a huge (50 foot tall) female form dressed in a loose green tunic and pants with a gold utility-style belt (imagine medical scrubs on a goddess). Her hair, braided and reaching to her waist, and eyes are deep gold, and her skin is a dark brown. She will rise up from the altar, turn and, looking at the remainder of the bad guys, who are appropriately terrified, speak.

?This was my place of healing and the eternal cycle of living, a cycle you have...interrupted...too often. Return to your leader; he may no longer wage war unopposed."

At this point, any still living henchman NPCs vanish, leaving their clothing and articles behind, the Guards collapse as the demons go up in a puff of smoke and a lot of howling, and Ganimre turns to the PCs and speaks.

?You have fought my battle and cleansed my holy places. You have earned my thanks. Know that you are eternally welcome anywhere the name of Ganimre is respected."

****[She will turn to the PC with the holy symbol and say.**

?This was once worn by my supreme healer; my thanks for its recovery. You have truly earned your rewards."

The holy symbol will vanish from wherever it was and appear in her hand.]

"I grant each of you a small part of my power that you may continue to fight the battles of life in this cycle."

At this time, each PC will gain the ability to do one 10 point Fighter's Recovery in Combat once per day, and will have the symbol of Ganimre (a golden chalice) permanently tattooed on their cheek, hand, or shoulder (PC preference). Any of the PCs hit with the curse in the first encounter will be relieved of the curse (Remove Curse level 10) and the prisoners will be affected by a Neutralize Poison. After this the Goddess will disappear and the temple will be cleansed (no blood/gore, the bodies will be ashes (their possessions are intact), the gargoyles will be dust, and the temple itself will look as though it had just been abandoned yesterday, instead of a thousand years ago).

The prisoners in the tent, the dwarf, and the guards are all under the effects of the poison. They are also at about half their normal life points, and will be no help whatsoever. In the tent with them are 6 eight point healing potions and 6 neutralize poison potions. If the prisoners are freed, they will be able to find their ways home, after thanking the PCs.

Poison: Toxin poison--effects are sleep after 2 minutes of exposure; victims can only be awakened when the poison is taken out of their system (Neutralize Poison, black or white Flower of Avalon).

<u>NPC Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>	<u>Bow stats</u>
High Cleric	1	CL/6	2	4/0/4	32	40	
Clerics	2	CL/4	2	3/0/3	28	28	
Gargoyle	2	F/5	4 [^]	8/6/6	34	--	
Orc	3	F/4	1	7/5/5	30	--	60/10
Dark Elf*	1	RN/4	2	5/7/5	28	18	70/30
Guard@	2	KN/4	2	5/5/5	30	22	
Demon	2	KN/8	3 [^]	7/7/7	38	38	
Prisoners:	<i>all prisoners are at one half of their given maximum life points</i>						
Elf	1	F/3	0	6/5/5	12/24	--	
Dwarf	1	F/5	1	8/6/6	17/34	--	
Lizardman	2	KN/4	0	5/5/5	15/30	22	

**This NPC is a werewolf. When he decides to were out he has stats as per the Aspect of the Beast-Wolf: +3 life points, +2 damage, normal armor, immune to poison, under effects of Resist Death level 4 (+12 phantom life points), Fighter's Blow (take a limb of opponent to 0 life points with a successful hit); Detect traps, Hearing, Resist Pain once per day. He suffers a Killing Attack from silver weapons. He also uses a crossbow, and can pass on the curse of solar lycanthropy (7th level).*

Solar Lycanthropy: For one (1) hour each game day starting at noon the victim will change into a werecreature of the type that transferred the curse to him. During that hour the victim will retain none of his former personality or memories. He will only be a berzerk killing machine stuck in "shark frenzy" mode. While transformed the character loses ALL normal character class abilities and use of ALL possessions. He gains the attributes of Aspect of the Beast appropriate to whichever creature transferred the curse, plus Fighter's Recovery (PC level), and he suffers a Killing Attack when hit by a silver weapon.

This mindless condition will only last through 4 game days. If somehow the PC can live through 4 game days that are sanctioned for 6 hours or more the PC will retain his or her personality when shape changed into were form and may use all items and weapons. He will still not be able to use character class abilities. If noon does not occur during the game day it still counts.

@If the sacrifice is successful, the Guards will be possessed by the listed two demons. Demons have Repulse Good (8th) at will, and are immune to spells, though not spell effects [area effect spells will work]. If the demons are 'killed' in the fight, the guards will be unconscious and will need to be blessed before they can be healed successfully, at which time they will be fine.

[^]Creature has 4 points armor innately and is +2 versus LI spells.

*****This only occurs if the party has the symbol.***

Treasure: 3 sets of chain mail (400 gp ea=>1200 gp), Toxin Poison (10 doses)

Magic Items: potions (Neutralize Poison (6), Healing (6@ eight points))

Gargoyles

Savvy #1: These creatures are constructs powered by magic. They are bound to attack whomever is attacking their master. <Master' is defined as the last one speaking the protection command word.

Savvy #2: The protection command word for these two is <Reimiza'. The lay-off command word is <Enotsyerg'.

Props: altar, sacrificial stuff, blood/gore, costumes, flags for Repulse Good

Encounter Number: 12 c *Trouble....*

Number of NPC's: 7 (11)

Magic: *potions, gargoyles*

Traps: *none*

Gold: *410 gp split out among npcs and in tent*

Good/Evil: *clerics, henchmen, demons-evil, prisoners-neutral, guards-good*

Boon/Bane: *Boon to reach the potions.*

Religion Lore: *Cleric are followers of Segl, an Avellian deity of pain and torture, evil, symbol a bronze dagger, upthrust, coated with blood*

Heraldic Lore: *Guard are members of the Fenian Guards; Lizardmen (hsahni) are Knights of the Sunring, good, dedicated to the protection of the clerics of Hsah.*

Estimated Time of Encounter: *30 min*

If the PCs lose the fight, they will be throat slit if they are deemed too damaged (unconscious) and tied up if the NPCs decide they can be healed (Tie Knots level 5; tied with ropes).

The PCs will be tied up inside the tent with the other prisoners and given the toxin poison listed below (it must be ingested orally, and the NPCs should use threats, force (pretend, folks!), or whatever means necessary to get it into the PCs). They then will be left alone in the tent as the orcs and the elf return to their fire and the clerics return to watching the high cleric, who will be preparing another one of the prisoners for demonization.

The PCs have two (2) minutes before the toxin will take effect. There are six (6) neutralize poison potions in the tent if they can get to them, piled up in a corner with some healing potions, all of which are actually marked (orcs are stupid, but can be taught to recognize simple words...). [For the purposes of this game, if the PCs roleplay pouring the potions into the mouths of affected PCs and trying to make them swallow, the potions take effect. They should be told this.]

If the PCs escape, their weapons are in a pile next to the door of the tent and they can wreak what havoc they will. If they lose the fight a second time, they will just be killed. Or they can leave if they can get by the NPCs without being seen (cooperate, GM).

If someone doesn't make it to the potions in time and the poison takes effect on all of them, they'll just never wake up....

The prisoners in the tent, the dwarf, and the guards are all under the effects of the poison. They are also at about half their normal life points, and will be no help whatsoever. In the tent with them are 6 eight point healing potions and 6 neutralize poison potions.

Poison: *Toxin poison--effects are sleep after 2 minutes of exposure; victims can only be awakened when the poison is taken out of their system (Neutralize Poison, black or white Flower of Avalon).*

<u>NPC Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>	<u>Bow stats</u>
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Clerics	2	CL/4	2	3/0/3	28	28	
Gargoyle	2	F/5	4^	8/6/6	34	--	
Orc	3	F/4	1	7/5/5	30	--	60/10

<i>Dark Elf*</i>	1	RN/4	2	5/7/5	28	18	70/30
<i>Guard@</i>	2	KN/4	2	5/5/5	30	22	
<i>Demon</i>	2	KN/8	3^	7/7/7	38	38	
<i>Prisoners:</i>	<i>all prisoners are at one half of their given maximum life points</i>						
<i>Elf</i>	1	F/3	0	6/5/5	12/24	--	
<i>Dwarf</i>	1	F/5	1	8/6/6	17/34	--	
<i>Lizardman</i>	2	KN/4	0	5/5/5	15/30	22	

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Solar Lycanthropy: For one (1) hour each game day starting at noon the victim will change into a werecreature of the type that transferred the curse to him. During that hour the victim will retain none of his former personality or memories. He will only be a berzerk killing machine stuck in 'shark frenzy' mode. While transformed the character loses ALL normal character class abilities and use of ALL possessions. He gains the attributes of Aspect of the Beast appropriate to whichever creature transferred the curse, plus Fighter's Recovery (PC level), and he suffers a Killing Attack when hit by a silver weapon.

This mindless condition will only last through 4 game days. If somehow the PC can live through 4 game days that are sanctioned for 6 hours or more the PC will retain his or her personality when shape changed into were form and may use all items and weapons. He will still not be able to use character class abilities. If noon does not occur during the game day it still counts.

@If the sacrifice is successful, the Guards will be possessed by the listed two demons. Demons have Repulse Good (8th) at will, and are immune to spells, though not spell effects [area effect spells will work]. If the demons are 'killed' in the fight, the guards will be unconscious and will need to be blessed before they can be healed successfully, at which time they will be fine.

^Creature has 4 points armor innately and is +2 versus LI spells.

***This only occurs if the party has the symbol.*

Treasure: 3 sets of chain mail (400 gp ea=>1200 gp), Toxin Poison (10 doses)

Magic Items: potions (Neutralize Poison (6), Healing (6@ eight points))

Gargoyles

Savvy #1: These creatures are constructs powered by magic. They are bound to attack whomever is attacking their master. 'Master' is defined as the last one speaking the protection command word.

Savvy #2: The protection command word for these two is 'Reimiza'. The lay-off command word is 'Enotsyerg'.

Props: altar, sacrificial stuff, blood/gore, costumes, tent, potions, ropes, flags for Repulse Good.

Encounter Number: 13 The End

Number of NPC's: 3

Magic: none

Traps: none

Gold: 900 - 2200 gp (reward and payment)

Good/Evil: Captain Leid is Neutral, clerk is good, noble is good

Boon/Bane: Boon to report everything to the Captain, bane to keep the Guards' items.

Heraldic Lore: Captain is a member of the Fenian Guards

Person Lore: This is Trivace Leid, Captain of the Fenian Guards and one tough customer. He is rumored to be either the unacknowledged brother of the Duke, a former pirate, or the first person to ever escape the Bayrith Slaver's Guild. He is passionate about the law, and his greatest annoyance is the existence of the Guild of the Stalking Cat, the assassins' guild that works out of Montaigne.

Estimated Time of Encounter: 30 min

[Note: Approximately 2 days have passed between the PCs leaving the temple and getting back to Montaigne. Their points and abilities may be adjusted accordingly.]

The party returns to Montaigne where they are met by a clerk, a minor noble, and the Captain of the Fenian Guards, who proceeds to debrief them (very thoroughly) before giving them their money. If they choose to keep the chainmail from the dead guards, he will not be happy, but there is not much he can do about it, except make subtle threats (though the party will have made an enemy...). [He received the reports of Sir Rekavin and Lady Teresh when they returned, and he can recognize the armor of the Guard anywhere.] He will inform the PCs that the Duke is quite pleased with their work and will send a letter of recommendation to be placed in their records at the Adventurer's Guild as well as posted in their tavern of choice. He will then present them with the gold they are owed and, if the loremaster is lawful good, an invitation to dine with the Duke (out of game time!).

The scribe busily writes down every word said (to the annoyance of Leid, who must accordingly watch his tongue), while the noble is everything courteous and grateful for their assistance (diplomat with a silver tongue...).

<u>Description</u>	<u>Number</u>	<u>Class/Level</u>	<u>Armor</u>	<u>Damage</u>	<u>LP</u>	<u>AP</u>	
Trivace Leid	1	KN/9	3*	10/7/7	42	44	
Eshac Penman	1	MN/2		1	3/3/3	18	20
Lord Ishkan	1	F/4	2	7/6/5	30	--	

*+1 chain mail

Treasure: Reward/payment--it is possible for the party to negotiate through the Adventurer's Guild for half payment up front (900 gp). They can also return the items of the Guards that they recovered for a 100 gp/item reward (up to 400 gp (2 sets of chain, 2 swords)).

Payment total: 1800 gp

Item rewards: 400 gp

Maximum total: 2200 gp

Props: paper, pen, gold

Appendix A: Savvies

Encounter 1:

Altar (*These are not specific because this is clerical magic in the form of a curse*)

Savvy #1: *This altar has been defiled magically by deity level magic.*

Savvy #2: *Any non-evil person touching the altar will be affected by this magic.*

Holy symbol of Ganivre the Ageless (*chalice embossed on a gold disc*)

Savvy #1: *This item will let you pass into the inner precincts of any temple of Ganivre.*

Encounter 4:

Ring of Phase Out

Savvy #1: *This ring allows the owner to phase out as per the mage spell once per day.*

Encounter 6:

Glove of Knowledge

Savvy #1: *This item allows its owner to cast a savvy spell as per the mage ability twice per day.*

Savvy #2: *This item must be recharged by a Mage casting the spells into it.*

Encounter 7:

Scabbard of Leid:

Savvy #1: *This item will let the owner detect good or evil three times per day.*

Savvy #2: *This item must be recharged by 1 courage point per use.*

Encounter 8:

Earth Pool

Savvy #1: *This pool is a pure wellspring of the powers of the earth. It will heal anyone up to maximum, or restore ability points/abilities up to 20 points or levels (not to exceed maximum points).*

Savvy #2: *The pool takes 2 permanent lifepoints for one day from the person aided to do this. The lifepoints are recovered the next game day.*

Encounter 9:

Bow

Savvy #1: *This bow will shoot an elemental arrow of one type 2 times per day. You must choose which type (earth, fire, ice, lightening) will be shot at the beginning of each day.*

Blessing of Hsah

Savvy #1: *This mark appears on either the hand or cheek [PC choice] of someone to whom a cleric of Hsah owes a life debt. It can be refused. This blessing is permanent (I.e. Cannot be removed by Heal or Remove Curse).*

Encounter 11:

Glyphs

See book.

Encounter 12:

Gargoyles

Savvy #1: *These creatures are constructs powered by magic. They are bound to attack whomever is attacking their master. 'Master' is defined as the last one speaking the protection command word.*

Savvy #2: *The protection command word for these two is 'Reimiza'. The lay-off command word is 'Enotsyerg'.*

Potions

Neutralize Poison: *Savvy #1--these potions will Neutralize poison as per the druid spell*

Healing: *Savvy #1--these potions will heal 8 points once when consumed in their entirety.*

Encounter 1

Boon/Bane: bane to touch altar (uncleaned)

Detect Good/Evil: altar is evil, neutral if blessed by a good cleric

Detect Magic: altar, holy symbol

Religion Lore: symbol of Ganimvre the Ageless, deity of healing, good aligned (chalice).

Reveal Curse: Curse: Pain (9th level). Once every hour they will take ten (10) points of pain da

Trap Lore: a) Magical [the altar is not cleansed until a good bless or holy water is thrown on it; everyone touching it until that point (except an evil individual) is affected by this trap.]

Activated by: a good or neutral individual touching the uncleaned altar

Results: A disembodied voice speaks the following: May they who defile the shrine of the most blessed Ganimvre be cursed forever more with the pain only She can remove. [Dean uilig siad cé dochar an séipéal as an geal Ganimvre saothraigh igcórail na pian nil ann ach sí bain as iad.]

This is an ancient human dialect from the Highlands (someone from the Highlands will understand it).

Curse: Pain (9th level). Once every hour they will take ten (10) points of pain damage until they die or the curse is removed. A remove curse (9th), or the blessing of a 5th level or higher cleric of Ganimvre is necessary to get rid of this curse.

b) Mechanical trap [two traps; second arms when the first goes off or is disarmed]

Activated by: touching the symbol on the top surface of the cleansed altar.

Results: i) a needle poisoned with a ten (10) point toxin poison from the center of the symbol (needle does 4 points of damage by itself, subtract armor; if the needle does damage, the poison goes through). The poison will do ten (10) points of damage every hour until neutralized or the individual dies. Heal will repair the damage, but only a Neutralize Poison will take care of the toxin.

ii) a small charge in the front of the altar goes off, sending stone shrapnel in a 15 foot radius (6 points of damage each hit, anyone in the radius will be hit twice, subtract armor (projectiles: one point rule does not apply)).

Encounter 2

Boon/Bane: Bane to threaten/attack the villagers.

Detect Good/Evil: Villagers are neutral

Encounter 3

Boon/Bane: boon to talk to cats. Bane to attack the cats.

Detect Good/Evil: Cats are neutral.

Nature Lore: Mountain cat: These animals are known for their stealth and cunning during the hunt, as well as their swift dispatch of prey. They range along the edge of the mountains, hunting as often in the more lush lowlands as in the heights. The Fenian version of these cats is a little smaller than its northern cousins, doing most of its hunting in the lush jungles and swamps that edge the Avantier Mountains to the south. Females will often have 2 to 5 cubs with them.

Encounter 4

Boon/Bane: Boon to avoid them or kill them

Detect Good/Evil: Ogres and troll are evil.

Detect Magic: Troll detects as magic with ring; ring alone is magical.

Nature Lore: *Ogres are basically larger orcs, but more stupid. Trolls have been known to heal very quickly and their dislike of fire is well-documented.*

Trap Lore: *Pit trap: 10' x 10' x 10'; simple pit. 10 points of fall damage and 5 second knockdown. May be gotten out of by using a rope, a log, or another PC with Strength I, or two PCs.*

Encounter 5

Boon/Bane: *Boon to stay on the gravel areas; bane to touch the razorleaves.*

Nature Lore: *Razor-leaves: These plants are known from only one area on Bengalia: the Sharpwater River that flows from a lake somewhere in the Avantiers to become the Mrro River of the Fens. The plants' leaves are edged in many small serrations, theoretically coated by secretions of metals they absorb from the ore-laden waters. The leaves can shred skin, hide, and leather easily, and are only stopped by metal.*

Encounter 6

Boon/Bane: *Boon to kill all of them, bane to go unconscious around werebear.*

Detect Good/Evil: *All NPC's are evil.*

Detect Supernatural: *Dark elf, werebear detect as supernatural.*

Heraldic Lore: *Brethren of the Bloodied Hand: Orcan Knight order based out of*

L'Rach. Generally considered evil by all other right thinking beings, especially elves. Value bravery in battle and viciousness to the enemy above all else, except strict adherence to their hierarchy and the strictures of Gozer the Gozarian, the orcan deity.

Nature Lore: *Were creatures are sometimes natural and sometimes the result of a curse. If it is a curse at work, the creature must take a victim unconscious, then wound them with a bite or claw to pass on the curse.*

Reveal Curse: *Curse: Solar Lycanthropy (7th level). For one (1) hour each game day starting at noon the victim will change into a werecreature of the type that transferred the curse to him. During that hour the victim will retain none of his former personality or memories. He will only be a berzerk killing machine stuck in "shark frenzy" mode. While transformed the character loses ALL normal character class abilities and use of ALL possessions. He gains the attributes of Aspect of the Beast appropriate to whichever creature transferred the curse, plus Fighter's Recovery (PC level), and he suffers a Killing Attack when hit by a silver weapon.*

This mindless condition will only last through 4 game days. If somehow the PC can live through 4 game days (in games that are sanctioned for 6 hours or more) the PC will retain his or her personality when shape changed into were form and may use all items and weapons. He will still not be able to use character class abilities. If noon does not occur during the game day it still counts.

Track Lore: *These individuals were following a well-defined path that shows regular use, like that of patrols. The path has not been worn for very long; less than a season.*

Encounter 7

Boon/Bane: *boon to sanctify bodies of Guards, boon to take weapons/armor*

Detect Good/Evil: *Bodies of guards are evil until blessed; then good.*

Detect Magic: *Knight's weapons are magical, one scabbard is magical.*

Heraldic Lore: *Order of the Fenian Guards: The royal guard of the Silver Fens, these are the lawful good elite. They are tough, intelligent and thorough. They are dedicated to the*

protection of the Duke and his family, and the rest of the Fens before all else. They are personally chosen by their leader, Trivace Leid, Second Advisor to the Duke, and a man much feared by those who have met him.

Track Lore: The trail that heads into the woods is very rough and the tracks appear to be those of two humanoids in light armor moving quickly. The other track is smoother, as though more people had passed over it at a slower pace, and appears to have been made by several large creatures lightly encumbered.

*Trap Lore: Snare as the Ranger ability (level 9): one (1) victim, 5 minute paralysis, ten (10) sec
Needles: venom poison, part of the trap triggered by the snares' release; 3 points No Defense damage, plus death in five (5) minutes unless Neutralize Poison is used.*

Encounter 8

Boon/Bane: Boon to touch pool

Detect Good/Evil: Guards, Pool are good.

Detect Magic: Pool is magical, Knights' weapons are magical.

Heraldic Lore: Order of the Fenian Guards: see above.

Legend Lore: Earth Pool: These pools are known to appear periodically in the forests of the eastern regions of Bengalia. They are always associated with very old, deep woodlands and have been used as the focal points of several healing religions.

Nature Lore: Earth Pool: These pools are known to appear periodically in the forests of the eastern regions of Bengalia. They are always associated with very old, deep woodlands and have been used as the focal points of several healing religions.

Encounter 9

Boon/Bane: Boon to aid the mrro (cleric).

Detect Good/Evil: Elves are evil, feline (mrro) is neutral

Detect Magic: Bow, Blessing are magical.

Legend Lore: Elemental Bow: This bow was one of a set of items gifted to the Ayrellian Rangers a thousand year ago by the merchants of Ayre for their help in protecting against the pirates of the Faer Islands. The runes on its grip are its name. The items have been lost over the years to adventuring and premature deaths. [Each bow has a different name: Elobl, Escarl, Ravetl, Trauxl, and Hiazl. New names can be made up or obtained from the game writer.]

Blessing of Hsah: This mark entitles its bearer to lodging and refreshment for three days at a time at any temple of Hsah in the Fens. The benefits of this blessing, as the mark itself, are permanent, and clerics and devotees of Hsah react very favorably to the presence of the mark.

Felines: This Fenian race is known as the Mrro. They are known to be closely allied with the Hsahni, the Fenian lizardmen, and the humans of the Fens. They are considered both crafty and incredibly civilized.

Nature Lore: Felines: This Fenian race is known as the Mrro. They are known to be closely allied with the Hsahni, the Fenian lizardmen, and the humans of the Fens. They are considered both crafty and incredibly civilized.

Religion Lore: Hsah, deity of the sun, lifegiver, good aligned, symbol an orange (gold) disk

Encounter 10

Boon/Bane: Boon to avoid/destroy the vines.

Detect Good/Evil: Vines are Neutral.

Nature Lore: Vines: These are jungle leeches, thick carnivorous vines that capture animals and drain their blood.

Encounter 11

Boon/Bane: Boon to avoid/get around traps.

Detect Magic: Glyphs are magical

Nature Lore: This temple once belonged to the goddess Ganivre, Lady of Healing. Her worship once spread from the far northern Auruznders to the elven courts of the south, but through the thousand years since she was last seen, her clerics fell out of favor or disappeared, leaving none to carry on her teachings. The ruins of her temples are rumored to hold many great treasures, but as her worship disappeared, so did all evidence of her centers of worship, until now most are whispers of legend....

Religion Lore: Temple of Ganivre the Ageless, deity of healing, good aligned, symbol a chalice.

Trap Lore: Simple pit trap--12 foot wide x 10 foot long x 10 foot deep; covered with camouflaging netting. 5 points fall damage. Smooth sides which slope slightly in at the top. Anyone falling into this will have to be pulled out by a rope or pole and three (3) PCs or one (1) KN with Strength I.

Snares--level 9 ranger snares, no extra damage; 3 set up across corridor with 1 foot clear space between them; set off by trip wires.

Spikes--a series of pressure plates (paving stones) set one foot apart in a checkerboard pattern across the path will trigger 4 pairs of six foot long spikes to extend forcefully from both walls to either side (for 10 feet along the corridor) at waist level on a six foot humanoid (~3 feet above the floor). 8 points of damage per spike.

Rock-- trip wire on the floor triggers a rope to release, dropping a 1000 pound rock (10 feet square) into the corridor through a weak spot in the ceiling. Does 20 points of crushing damage to anyone it hits, and they are trapped until 50 points of damage is done to the rock; the person/people trapped will take one third of that damage as well (16 points). Two Knights with Strength I or four regular people will be able to move the rock, but whoever is trapped will take an additional 5 points of damage as they do so.

Stone door-- Type B lock with two (2) traps:

A) a simple arrow trap (5 points of damage, no poison; arrow shoots out of hole above lock, triggered by failed lockpick attempt or damage to lock). If this trap is disarmed, as soon as the lock is messed with (either successfully picked or damaged again), another trap is armed.

B) an arrow is released from an area seven feet up on the door. This arrow will hit the far wall and trigger the trap: a panel opens and drops a hollow glass ball filled with hydrogen [Use a beach ball; they have a chance to catch it. It is incredibly delicate and will break if they are wearing any armor, however, with damage as normal] onto the floor. Damage as per Fireball, level 8 [24 points with a 5 second knockdown].

Columns--the corridor now becomes lined with columns (5 pairs, one on each side, spaced 6 feet apart) for a space of about 30 feet. Each column has one of the following glyphs on it, facing the group: Malagorth, Wid, Pyro, Uvas [mix and match however is desired].

Encounter 12 a

Boon/Bane: Boon to disrupt the ritual, bane to lose the fight....

Detect Good/Evil: Clerics, henchmen, demons: evil. Prisoners: neutral. Guards (unpossessed): good.

Detect Magic: Potions are magical

Detect Supernatural: Dark elf, demon-possessed guards detect as supernatural.

Heraldic Lore: Knights of the Sunring (hsahni; Fenian lizardmen): Holy order of Hsah; *dedicat*
Order of the Fenian Guards: see above.

Religion Lore: Segl, Avellian deity of pain , torture, and the power obtained thereby; evil; symbol a bronze dagger, upthrust, coated with blood.

Trap Lore: Gargoyles: activated by hostile intent towards the High Cleric within 5 feet *of her;*

Encounter 12 b

Boon/Bane: Boon to aid the prisoners

Detect Good/Evil: Clerics, henchmen, demons: evil. Prisoners: neutral. Guards (unpossessed): good.

Detect Magic: Potions, Goddess are magical.

Detect Supernatural: Goddess, dark elf, demon-possessed guards detect as supernatural.

Heraldic Lore: Knights of the Sunring (hsahni; Fenian lizardmen): Holy order of Hsah; *dedicat*
Order of the Fenian Guards: see above.

Person Lore: This is the goddess Ganivre, Lady of Healing. Her worship once spread from the far northern Auruznders to the elven courts of the south, but through the thousand years since she was last seen, her clerics fell out of favor or disappeared, leaving none to carry on her teachings. She is thought to have fought a great battle...and lost. She is known to be generous to those who uphold her values...and implacably cruel to those who do not.

Religion Lore: Segl, Avellian deity of pain , torture, and the power obtained thereby; evil; symbol a bronze dagger, upthrust, coated with blood.

Encounter 12 c

Boon/Bane: Boon to reach the potions.

Detect Good/Evil: Clerics, henchmen, demons: evil. Prisoners: neutral. Guards (unpossessed): good.

Detect Magic: Potions are magical.

Detect Supernatural: Dark elf, demon-possessed guards detect as supernatural.

Heraldic Lore: Knights of the Sunring (hsahni; Fenian lizardmen): Holy order of Hsah; *dedicat*
Order of the Fenian Guards: see above.

Religion Lore: Segl, Avellian deity of pain , torture, and the power obtained thereby; evil; symbol a bronze dagger, upthrust, coated with blood.

Encounter 13

Boon/Bane: Boon to report everything to the Captain, bane to keep the Guards' items.

Detect Good/Evil: Leid is Neutral, clerk and noble are good.

Detect Magic: Leid's weapon is magical.

Heraldic Lore: Order of the Fenian Guards: see above.

Person Lore: This is Trivace Leid, Captain of the Fenian Guards and one tough customer. He is rumored to be either the unacknowledged brother of the Duke, a former pirate, or the first person to ever escape the Bayrith Slaver's Guild. He is passionate

about the law, and his greatest annoyance is the existence of the Guild of the Stalking Cat, the assassins' guild that works out of Montaigne.

Appendix C: Gold Breakdown

<u>Enc #</u>	<u>Item</u>	<u>Location</u>	<u>Worth</u>
4	Gold	Split among the NPCs	300 gp
5	gold	In the chest	805 gp
6	Gold	split among the orcs and the werebear	400 gp
12	Gold	NPC's and tent	410 gp
13	Payment (gold)	Total amount unless half negotiated up front (900 gp)	1800 gp
	Reward (gold)	2 sets of chainmail and swords @ 100 gp ea	400 gp
Tota 1			

Appendix D: Treasure Breakdown

Total Game Treasure**Game Difficulty Level:** 8.33**Average PC Level:** 5**Treasure/ PC/ Hour:** 386 gp**Treasure/PC:** 7 * 386= 2702 gp**Maximum Treasure:** 2702 * 6= 16212

<u>Item #</u>	<u>Enc #</u>	<u>Item</u>	<u>Savvys</u>	<u>Worth</u>
	1	Altar, stone	Savvy #1: This altar has been trapped magically with a curse.	NA
YR-CN-GN-01		Holy symbol of Ganivre the Ageless	SAVVY #1: This item will let you pass into the inner precincts of any temple of Ganivre.	NA
	4	Gold		300 gp
YR-CN-GN-02		Ring of Phase Out	Savvy #1: This ring allows the owner to phase out as per the mage spell once per day.	1950 gp
	5	gold		805 gp
	6	Gold		400 gp
YR-CN-GN-03		Glove of Knowledge	Savvy #1: This item allows its owner to cast a savvy spell as per the mage ability twice per day. Savvy #2: This item must be recharged by a Mage casting the spells into it.	935 gp
YR-CN-GN-10	7	2: +1 Weapons of Fenian Guard		0 gp
YR-CN-GN-11		2: suits of chainmail of Fenian guard		800 gp
YR-CN-GN-04		Scabbard of Leid: [usable 3 times/day, rechargeable by courage points only: 666 gp]	Savvy #1: This item will let the owner detect good or evil twice per day. Savvy #2: This item must be recharged by 1 courage point per use.	1029 gp
	8	Earth Pool	Savvy #1: This pool is a pure wellspring of the powers of the Earth. It will heal anyone up to maximum or restore points/abilities up to 20 points or levels (not to exceed maximum points). Savvy #2: The pool takes 2 lifepoints for one	0 gp

			<i>day from the person aided to do this. The lifepoints are recovered the next game day.</i>	
YR-CN-GN-05	9	Bow	<i>Savvy #1: This bow will shoot an elemental arrow of one type once per day. You must choose which type (earth, fire, ice, lightening) will be shot at the beginning of each day.</i>	1320 gp
YR-CN-GN-06		Blessing of Hsah	<i>Savvy #1: This mark appears on either the hand or cheek [PC choice] of someone to whom a cleric of Hsah owes a life debt. It can be refused. This blessing is permanent (I.e. Cannot be removed by Heal or Remove Curse).</i>	No value out of game
YR-CN-GN-07	12 a	Neutralize Poison Potions six (6)	<i>Neutralize poison, once [100 gp]</i>	600 gp
YR-CN-GN-08		Healing potions, eight (8) points, six (6)	<i>Heal, eight (8) points, once [8*12=96*6]</i>	576 gp
		Gold	<i>NPC's and tent</i>	410 gp
YR-CN-GN-09	12 b	Fighter's Recovery in Combat	<i>Fighter's Recovery in Combat, 10 points, 1/day [10*100*6]</i>	6000 gp
YR-CN-GN-12		Toxin Poison, 10 doses [10*10]	<i>Ingested, causes victim to sleep until the poison is removed by a Neutralize Poison, Black or White Flower of Avalon</i>	100 gp
YR-CN-GN-13		Chain Mail	<i>3 sets, good condition</i>	1200gp
	13	Payment (gold)	<i>Total amount unless half negotiated up front (900 gp)</i>	1800 gp
		Reward (gold)	<i>2 sets of chainmail and swords @ 100 gp ea</i>	400 gp
	Tota 1			

Appendix E: Magic Item Breakdown

<u>Item #</u>	<u>Item</u>	<u>Savvys</u>	<u>Worth</u>
YR-CN-GN-01	Holy symbol of Ganivre the Ageless (chalice embossed on a gold disc)	SAVVY #1: This item will let you pass into the inner precincts of any temple of Ganivre.	1000gp
YR-CN-GN-02	Ring of Phase Out	Savvy #1: This ring allows the owner to phase out as per the mage spell once per day.	1950gp
YR-CN-GN-03	Glove of Knowledge	Savvy #1: This item allows its owner to cast a savvy spell as per the mage ability twice per day. Savvy #2: This item must be recharged by a Mage casting the spells into it.	935 gp
YR-CN-GN-04	Scabbard of Leid: [usable 3 times/day, rechargeable by courage points only: 666 gp]	Savvy #1: This item will let the owner detect good or evil twice per day. Savvy #2: This item must be recharged by 1 courage point per use.	1029gp
YR-CN-GN-05	Bow	Savvy #1: This bow will shoot an elemental arrow of one type once per day. You must choose which type (earth, fire, ice, lightening) will be shot at the beginning of each day.	1320gp
YR-CN-GN-06	Blessing of Hsah	Savvy #1: This mark appears on either the hand or cheek [PC choice] of someone to whom a cleric of Hsah owes a life debt. It can be refused. This blessing is permanent (I.e. Cannot be removed by Heal or Remove Curse).	No value out of game
YR-CN-GN-07	Neutralize Poison Potions six (6)	Neutralize poison, once [100 gp]	600 gp
YR-CN-GN-08	Healing potions, eight (8) points, six (6)	Heal, eight (8) points, once [8*12=96*6]	576 gp
YR-CN-GN-09	Fighter's Recovery in Combat	Fighter's Recovery in Combat, 10 points, 1/day [10*100*6]	6000gp
Total			

Appendix F: NPC Descriptions

Note: Any NPC given bow stats will have to dice for them. Or the producer may dice them beforehand for each class and level.

Encounter # NPC

2 ***Mat/Mara/Lyka:*** The three best woodsmen of the village, these individuals are very shi
decisions as a group.

Geor: The ranking druid in the region, he is somewhat dreamy and very in touch with the jungle. He is easily swayed by the more forceful trio, being perfectly willing to follow their leads. He is less insular than they, and could more easily be persuaded to talk; he likes stories of the outer world, though he would never consider leaving his jungle.

3 ***Mountain Cats:*** These animals are very self-assured and curious. If they sense antagon
4 ***Lary/Mo:*** Ogres are stupid, and these two are no exception. They grow bored easily a
are intensely proud of their strength and their fighting ability.

Curly: A troll, this individual is the brains of the operation. He is perfectly capable
sissies for preferring cooked food, et cetera (Real men eat pixie raw, sleep on cold ground, and can see in the dark...).

6 ***Targ/Hic/Hoc:*** Members of the Brethren of the Bloodied Hand, these guys are vicious and purely evil. They enjoy killing, maiming, raping, plundering, et cetera and so forth. It is all they live for, that and the glory of Gozer.

Dark elf/demon: This being has no name that anyone knows. It is an ancient and powerful creature of greed that lives on the pain and fear of other beings. It has inhabited the bodies of many mortal creatures during its existence, and knows it will inhabit many more; there is always a place for it. Those who are good, neutral, or stand against whomever summond it are its enemies, though it has no true friends. It will enjoy the suffering of anyone....

Auurg: Formerly a human mercenary employed by the Bayrith Slaver's Guild, he was infected with the curse while traveling through a small country to the west. His companions left him for dead, but he survived and learned to control his, as he prefers to call it, gift and to make the most of it. He joined up with this group because it gives him an excuse to do what he does best: fight. He really hates Rangers and Druids.

8 ***Sir Rekavin/Lady Teresh:*** Members in good standing of the Fenian Guards, these two are among the toughest and smartest of a country that encourages survival on those grounds. They are dedicated to protecting the Fens and their people. They can act as judges and are reknowned for their impartiality. As Guardsmen, they expect to be believed and obeyed everywhere within the Fens.

9 ***Haege/Eblen/Dyar:*** These are drow, enemy to more races than any other. They have joined on this journey because it is in the best interest of their people in this region to create as much havoc as possible for the sun-dwellers. They hate the races of the Fens with a vengeance, as much even as they hate all elves, because these creatures worship the sun. Drow reserve special tortures for these.... These three especially hate the sun, for, to complete their training, they had to learn to walk among the sun-dwellers, track them through forest

and mountain, eat their food, and tame their beasts. They learned the lessons well, if not at all gladly.

Tohn/Wilem/Lehr: Monks of the Night-Lash, these drow are well-versed in the arts of death; it is their specialty. They will use any available weapon and any trick in the book. They have mastered their own bodies and have no respect for those who have not, especially sun-dwellers. They feel as the others do about the worshippers of Hsah: death is too good for these.

Ciliax: This Mrro is a minor cleric of Hsah, unfortunately captured by religious and racial enemies. He is still young and is incredibly confused, but is firm in his belief in Hsah and in his dedication to Her people.

12 High Cleric: This is a driven and dedicated individual. She is working towards a major political coup in the church of Segl and needs a lot more power to make it work. She will not be stopped by much of anything and is certain of the rightness of her work. She has never known anything but the Temple of Segl and His rights. Chant: (in a droning monotone) Segl , Segl [say-gul], ish to kah'lict ah no bahv ar. (Repeat over and over and over...).

Clerics: These are minor clerics and they know they will be minor for the rest of their existence. The only hope they have for bettering themselves is to attach themselves to the coattails of someone on the rise; they hope they have picked the right one.... They have interests to protect here, and are as dedicated to those interests as the High Cleric.

Gargoyle: Creatures of magic held in stone by spells so old they are not known anymore, these things are protectors. They fight for whomever knows the command word, having no will of their own.

Orcs: Not good enough for L'Rach, these are rejects by anyone's standards. They are grunt soldiers, bodies to place in the fight. They know this, and it shows in their attitudes.

Dark elf/demon/Guard-demons: This being has no name that anyone knows. It is an ancient and powerful creature of greed that lives on the pain and fear of other beings. It has inhabited the bodies of many mortal creatures during its existence, and knows it will inhabit many more; there is always a place for it. Those who are good, neutral, or stand against whomever summon it are its enemies, though it has no true friends. It will enjoy the suffering of anyone....

Guards: Captured, forced to watch suffering they cannot stop or alleviate, wrenched of their will, these two are not in the best of shape. They have been severely traumatized and will be a long time overcoming this experience.

Prisoners: Elf/Dwarf--tortured in every way imaginable before their will was removed from them, these two are also not in the best of shape. They are citizens of the Fens (the elf is dressed in rags of what were once very gaudy clothes) and ordinary joes. Things like this aren't supposed to happen to people like them.... Lizardmen--These are Knights of the Sunring, sworn to protect the clerics and people of Hsah. Like the rest, they have been tortured and had their will removed. But only they have had to watch a power totally opposite all they respect and work for grow in strength while they lay powerless to stop it. If they are freed and given an antidote to the poison, they will immediately kill any of the bad guys left before rescuing their fellows and heading for the jungle.

13 Trivace Leid: *This is one tough customer. He is the leader of the Fenian Guards because he is the best. He is also the human advisor to the duke, because he knows what is going on. His history is known only to him; he likes the uncertainty the mystery causes since it gives him an edge. Things and people that don't go his way are met with threats, veiled and otherwise, but his sense of honor and justice will override this urge for his own way in important situations. He hates the Guild of the Stalking Cat with a passion, and the Bayrith Slaver's Guild only a little less. His opinion of adventurer's is rather low (they could be making an honest living instead of gallivanting around...).*

Eshac Penman: *A good scribe dedicated to truth and honesty. He has never written a falsehood in his life (knowingly) and this is his main point of honor. He is VERY respectful of Captain Leid, knowing this man's dedication to law and honor.*

Lord Ishkan: *An up-and-coming nobleman with diplomatic interests, this individual has gained the attention of the Duke, and more importantly his advisors, with his skill at diplomacy and information gathering. He is shrewd and intelligent, knowing what to say and how to say it to get the most information out of even reluctant informants. He respects Captain Leid's skills with malcontents and troublemakers, and his ability to keep order, but considers his diplomatic skill barbaric at best.*

Appendix G: Budget

Appendix H: Game Writer's Remarks

This game was an experiment in horror, which is not normally my genre of choice for writing. It is supposed to be dark and very, very real. None of what happens here is too outrageous, or too unprobable, in a world of fantasy. The only aspect of it that should be difficult to reproduce is the appearance of the goddess; winging that is not a problem. As for the rest, have fun with the props; make use of the blood saved from Halloween, the special effects you've been dying to try out.

I would ask that the treasure for this game be kept at a minimum. Most of what is available here is gold and small-but-useful items. The reward from the goddess is the big thing and should stay that way.

The NPCs are relatively detailed and are all from a country I have spent a lot of time developing. The background can be adapted, but should be as richly detailed as what I have provided. These people need to be real for the PCs to understand and feel for them.

If you have any other questions or suggestions, or if you just want to let me know what happened, contact me at the locations mentioned on the cover.

Karen Murphy

3-20-97

Most of the following notes are intended for the Gms.

- *GM's should have a stopwatch for the poison.*
- *Normal fires will not burn in the swampy areas, and torch materials are non-existent. Spells work fine.*
- *The Loremaster(s) should have received copies of the materials in Appendix J in the order of the dates shown. (First letter, they send a reply, second letter.)*
- *Encounter 1:*

Ganivre: pronounced "gan-7i-ver"

Good--Any religion (or cleric) that believes in healing or relief of suffering (their own as well as others), or that defines themselves for gaming purposes as good.

Neutral--Any religion (or cleric) that believes suffering is part of the natural order of living (their own as well as others), or that defines themselves as neutral for gaming purposes.

Evil--Any religion (or cleric) that believes suffering is good, required, or pleasurable (their own as well as others), or that defines themselves as evil for gaming purposes.

Bless: To call upon a deity to recognize the person or object being blessed, and either cleanse its taint (evil or good) or welcome its existence (evil or good). Holy water accomplishes the same thing.

Spoken Curse: May they who defile the shrine of the most blessed Ganivre be cursed forever more with the pain only She can remove.

Dean uilig siad cé dochar an séipéal as an geal Ganivre saothraigh igcórí na pian nil ann ach sí bain as iad. [Day-un oo-lig she-ad say do-car an she-pal as an gyal Gan-i-ver so-thray ig-co-rí nah pí-an nil an ak she bán as í-ad.]

Note: The traps can all affect any PC, not just clerics. Clerics have the added effects listed.

- *Encounter 9:* *Hsah: pronounced "huh-sah"*
- *Encounter 12a:* *Segl: pronounced "say-gul"*

Appendix I: Props

<u>Encounter #</u>	<u>List</u>
1	Altar [foam coolers painted grey and taped together] Cloth of gore to cover altar as uncleaned [painter's cloth] 1 needle trap 1 explosive trap Holy symbol (bean bag)
2	Peasant clothing for villagers Vats Huts
3	Cat costumes [noses, ears, tails]
4	Harpo wig for the troll Hat Gold Ring
5	Plants Flour for stream and sandbars Lid Chest: 3 wine bottles, a set of clothes, a comb, a bar of soap.
6	Bear effects for the were [bear mask, etc.] Demon effects [plastic fangs] Yellow flag Gold Glove
7	Snares [ropes] Needles [weighted balloons (flour?)] Bodies Chain mail Swords Copy of the report sent to the Loremaster Scabbard
8	Pool rep [baby pool]
9	Weapons Feline costume [face mask, claws] Bow reps Purple bean bags for Monks Orange marker
10	Green suits for the vines Foam mops' for tentacles
11	Trip wires [yarn] Pit [staked out area, yarn] Beach ball

	<i>Pressure plates [painter's cloth sprayed for paving stones]</i> <i>Rock (10 x 10 feet) [30 gal garbage bags filled w/ paper taped together]</i> <i>Door with type B lock</i> <i>Columns (white cloth on trees)</i>
<i>12 a,b,c.</i>	<i>Altar [formica slab over milk crates or sawhorses]</i> <i>Sacrificial stuff</i> <i>Blood/gore</i> <i>Flags for Repulse Good</i> <i>Potions</i> <i>Tent</i> <i>Ropes</i>
<i>13</i>	<i>Paper</i> <i>Pen</i> <i>Gold</i>

Appendix J: Game Lore

(examples for two Loremasters: one is a lawful good Knight, the other is a Thief)

April 10, 1995

To: Sir Eric Palin

Stonegard Keep

Greetings, sir. We hope that you and your family are happy and prosperous. An introduction is perhaps in order at this time. I am writing on behalf of the Adventurer's Guild, Bayrith Hall. We at the guild have heard for several years of your exploits and, finding ourselves in a difficult situation, appeal to your obvious sense of adventure and justice.

His Grace, the Duke of the Silver Fens, Roger Montaigne, has sent a missive to us requesting our help. As the largest Hall of the Guild on the eastern coastline we are used to receiving such requests. Unfortunately, this time we find ourselves unable to help. All those upon whom we would normally call, or who would have the skill and experience to accept such a task as the Duke has set are otherwise occupied.

So we have decided to go outside the Guild for aid. Knowing your reputation for bravery and skill-at-arms, and recognizing your proven need for the maintenance of justice, we ask that you aid us in this. Duke Roger is more than willing to reward whoever solves the conundrum in his territory, so all we ask is that you take up once more a sword in defense of the defenseless. You are more than welcome to bring others with you, but the Duke has requested no more than half a dozen, as he does not wish to alarm his citizens any more than necessary.

If you are willing to accede to our request, please reply within the week, as time is short and the his Grace is much worried on this matter.

Sincerely Your Servant

MacKay, Guildmaster

Adventurer's Guild

Bayrith Hall

April 10, 1995

To: Master Vanth Nightwind

Hall of the Thane, Thorbardin

Greetings, sir. I hope to find you well. An introduction is perhaps in order at this time. I am writing on behalf of the Adventurer's Guild, Bayrith Hall. We at the guild have heard for several years of your exploits and, finding ourselves in a difficult situation, would like to present to you an opportunity.

His Grace, the Duke of the Silver Fens, Roger Montaigne, has sent a request to us for discreet assistance with a small problem on his northern border. Unfortunately, at this time we find ourselves unable to comply. All those upon whom we would normally call, or who would have the skill and experience to accept such a task as the Duke has set are otherwise occupied, and despite our reputation among the peasantry, we do not send children to an adult's task.

So we have decided to go outside the Guild this time. Knowing your reputation for getting into, and out of, awkward situations, we would like to present you with a promising opportunity to practice your skills, line your pockets, and line them well. Duke Roger is more than willing to pay whomever solves the problem in his territory 1800 gold pieces and his eternal gratitude, neither of which is without worth. You are more than welcome to bring others with you, but the Duke has requested no more than half a dozen, as he does not wish to call too much attention to this venture, or his lack of progress thus far.

If you are willing to take advantage of this opportunity, please reply within the week, as time is short and the his Grace is eager to be finished with this matter.

Sincerely Your Servant

MacKay, Guildmaster

Adventurer's Guild

Bayrith Hall

June 1, 1995

To: Sir Eric Palin

Stonegard Keep

Greetings, sir. I thank you for your prompt and positive response. I have communicated with His Grace, Duke Roger, and he has gratefully agreed to accept your aid with this matter. He bids you good luck with your efforts and invites you to return to his capital, Montaigne, for an extended stay as soon as this business is completed. He hopes that the information his people are able to provide will be enough to provide you with what little help you will need.

Enclosed is a report from Captain Trivace Leid, Chief of the Fenian Guards and right hand to His Grace. Captain Leid has gathered as much background as he could on this business and included it here, in the hopes you would find it useful. Should you have any further questions, feel free to contact Bayrith Hall and we will determine if the information is available.

Again, thank you for your time and efforts on behalf of the Duke. We wish you good hunting, and hope that your venture may be successful.

Sincerely Your Servant

MacKay, Guildmaster

Adventurer's Guild

Bayrith Hall

June 1, 1995

To: Master Vanth Nightwind

Hall of the Thane, Thorbardin

Greetings, sir. I thank you for your prompt and positive response. I have communicated with His Grace, Duke Roger, and he has agreed to accept your assistance with this matter. He bids you good luck with your efforts and instructs you to return to his capital, Montaigne, for payment as soon as this business is completed. He hopes that the information his people have managed to uncover will be enough to help you.

Enclosed is a report from Captain Trivace Leid, Chief of the Fenian Guards and right hand to His Grace. Captain Leid has gathered as much background as he could on this business and included it here on the orders of His Grace. Hopefully you will find it useful. Should you have any further questions, feel free to contact Bayrith Hall and we will determine if the information is available.

Again, thank you for your time and efforts on behalf of the Duke. We wish you good hunting, and hope that your venture may be successful.

Sincerely Your Servant

MacKay, Guildmaster

Adventurer's Guild

Bayrith Hall

From the files of Trivace Leid, Captain, Fenian Guards:

In the past five months, eight people have been killed in the Trulorn District south of the Avantier Range. Three bodies were found in the Yule season, mutilated beyond recognition. They were later determined to be two males and a female, probably human, although elven has not been ruled out. Their throats had been cut, as had their abdomens, before their bodies were ripped apart, apparently from the inside. There was some evidence of consumption, but the teeth marks were too large for the resident carnivores and of a type unknown to our scouts. The faces and hands had been completely destroyed, though the evidence here points to use of large claws of some type. If it were not for the accurate and straight cuts, obviously made by a very sharp blade, we would have thought this to be merely a wild animal attack. The scene of the violence was an old temple ruin west of Trulorn. Given the small amount of blood at the scene, either they were dragged/carried to the spot (no tracks indicating such) or the blood was taken elsewhere.

In the second month of the year we found a similar situation, this time in a secluded grove several local druids reported as high in earth-magic. This time there was only one body, a dwarven male. His situation was similar to the first: almost complete destruction of the body by mutilation, claw and tooth marks on the body, not enough blood at the scene. The third incident involved four bodies, two hsahni, a human, and a feline, all males. Enough of their clothing was found to identify them as a foraging party from a southern district that had been missing for about two weeks. The situation was exactly the same: mutilation, consumption marks, and not enough blood. They were found near a spring reputed to contain healing energy.

So far the only concrete link we have among the killings, other than their gruesome similarity of style, is that all have taken place in or near place of healing or high magic. There is no connection among the victims themselves; they appear to be targets of opportunity. The only known danger of the region is its proximity to the festering hellhole of Avellia. There has been no high level of magic reported by the regions occupants, but this is not to be given too high an account, as the region is populated primarily by dye-boilers and herbalists, and they are neither familiar with high magic, nor numerous enough to cover the entire region. The few inquiries put out within the district have garnered no aid. The people are stubbornly uncommunicative, and several of our people have termed them frightened, though of whom or what they could not determine. All offers of aid for information have been virtually laughed at; this district is known for a headstrong self-reliance that has caused problems in the past, though those have generally been overly-eager attempts to take the law into their own hands.

I regret the scarcity of data in this report, but I have been unable to uncover any more information. I am sending a group of the Guards into the district to see if they could get any more information, or at least another direction in which to look.

Trivace Leid, Captain, Fenian Guards

Appendix L: Miscellaneous

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

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

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

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

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