

# SOGOSEE'S DUNGEON

An IFGS Game

REVISED VERSION

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A game for teams of 4 players, with two alternatives for Character Level limits (Levels 1-3, total of 9; levels 4-6, total of 20). This is a line course, with medium complexity rating, low fighting, low to medium Physical (one strenuous encounter and one narrow place to squeeze through), and low risk. The purpose is to have some fun with a dungeon crawl, in the DPC Tavern where the atmosphere can be made especially high quality. The intent here is to concentrate on production qualities, not story.

This game uses the 6.5 version of the IFGS Rules

**NOTE TO GMS:** Check the materials of the Team's weapons in advance (wooden staff, obsidian sword, etc.) for Encounter 10. Use the dominant material of the weapon when making decisions as to how it is affected by Encounter #10.

**RECOMMENDATION:** Teams are composed of four player characters. The GD recommends that each team should have a Thief, a Magic User, one fighting-type character, and anything else for the fourth position.

**RATINGS:** Low Level Course: Fighting = 3, Physical = 3, Mental = 4, Risk = 3.

Mid Level Course: Fighting = 3, Physical = 3, Mental = 4, Risk = 4.

The game is a low to moderate challenge with commensurate risk, though it is possible by carelessness for a character to get seriously hurt or even killed.

**STORYLINE:**

The player teams are searching (and sometimes crawling) through a set of catacombs inside the aged castle that once belonged to mad Baron Sogosee Yulie. The Baron has inconsiderately gotten himself killed while away from home, and left the castle locked tight and magically guarded. Nobody knows how to get in, except through a small side door that doesn't seem to be under the same magic spells - maybe. The problem is, the Baron was famous for a very warped sense of humor, and had a positive fondness for strange creatures, practical jokes, and occasional acts of cruelty. The Gods alone know what might be in his castle; he's let no other living human enter for the last ten years, ever since his twin brother Seesogo died and Sogosee inherited the barony.

The Baron's relatives just want the adventurers to find the box with his will in it, so that they can find out which of them inherits the valuable land that comes with the wretched castle. They do know that the box is a small wooden chest with a seal that looks like a dragon. The PCs may have to break the seal to get the will out, but be careful - the whole place is probably trapped! The relatives offer the PCs an opportunity; the PCs can keep anything and everything they find in the Castle if they just search for (and hopefully bring out) the will. If they come out without the will, then at least they will have opened the castle and cleaned out the worst of the traps; the relatives will search it themselves for the will. Presumably the PCs agree to the deal (or they don't play).

They enter through a small side door up a flight of stairs; beyond that they pass through a maze of passages and rooms until they finally come out at the front door. Opening the front door from the inside takes down all the spells and the building is now harmless. Along the way the PCs can get some nice treasure and find the will, as well as being the brunt of several practical jokes. They will meet some new and interesting creatures, not all of whom will be friendly.....

## ENCOUNTER #1 - OUTSIDE

### GM NOTES:

**Detect Magic:** On the Main Entrance Door & the Ring.

**Detect Good/Evil:** Good on the relatives.

**Detect Traps:** None.

**Locks:** None.

**Gold & Magic:** Front door; Ring.

**DOOR SAVVY** = This door can only be opened by the magical talisman (name magically blocked), or by pushing from the inside.

**RING SAVVY** = This ring will do up to 25 savvies for up to one day, it is activated by saying 'Activate Magic Savvy Ring Now' directly to it. Then each time it is used to savvy an item it requires the user to chant the phrase "Ring tell me true" three times followed by the word savvy (taking at least six seconds for the whole incantation). Ring will disintegrate after the 25th savvy or at midnight on the day it was activated, whichever comes first. User pays no spell point cost when using this ring.

### NPCs:

Cousin Jeremy Yulie

| Number | Class | Level | Life Points     | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|-----------------|--------|-------|--------|------|-------|
| 1      | CLR   | 2/4   | 3/10/18-4/20/28 | 10/20  | 0     | 0      | 0    | ---   |

**DETECT:** Good **SPELLS:** None. **WEARING:** None.

Cousin Ellen Morgan

| Number | Class | Level | Life Points     | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|-----------------|--------|-------|--------|------|-------|
| 1      | DRU   | 2/4   | 3/10/18-4/20/28 | 10/20  | 0     | 0      | 0    | ---   |

**DETECT:** Good **SPELLS:** None **WEARING:** None.

### Description:

The relatives meet the PCs outside the Castle, at the foot of an outside stairway near the main entrance door. They confirm the deal offered in their advertisement, and show the PCs the two doors. They ask the PCs to undertake the effort. They will not agree to any additional payment - they know there is valuable stuff in the castle for the taking, and besides, both of the relatives are broke.

They do have one tool to offer to the PCs: a magical ring that will do up to 25 savvies for one day only. Ellen had it from her mother, and she has saved it for this day. She will activate it before handing it to the PCs, and make sure they understand that it will only work for the rest of this day, and then will disintegrate.

Doing a savvy on the magical main entrance reveals that it can only be opened by a certain magical talisman (which none of the relatives have), or by pushing it outward from within. No other information about the door is available to the PCs.

### Encounter Coordinator:

**Total # NPCs:** 2

**Length of Encounter:** 10 minutes **Time to next Enc.:** 5 minutes.

## ENCOUNTER #2 - VESTIBULE

### GM NOTES:

**Detect Magic:** On the Guardian.

**Detect Good/Evil:** None.

**Detect Traps:** None.

**Locks:** Special - combination puzzle lock, cannot be picked using IFGS Thief skill but must be solved or broken, damage required: 40 pts physical, or 20 pts spell damage. See description below.

**Wathiit:** on Guardian, no special weakness, strength is Fighter Regeneration ability.

**Gold & Magic:** Guardian (not recoverable).

**GUARDIAN SAVVY** = Magical construct, must obey its master's commands.

**LOCK SAVVY** = Magic Puzzle lock, requires entering correct three code letters on key pad to release door.

### NPCs:

Guardian

| Number | Class   | Level | Life Points     | Sp Pts | Armor | Damage | Gold | Magic |
|--------|---------|-------|-----------------|--------|-------|--------|------|-------|
| 1      | Special | 3/6   | 3/16/24-6/30/38 | ----   | 1/2   | 3/7    | --   | ---   |

**DETECT:** Neutral **SPELLS:** None **WEARING:** Leather, 2 short weapons, throwing knives.

**NOTE:** Has FTR Regeneration ability equal to 3rd level FTR (6th Lvl for mid level teams).

### Description:

The PCs go up the stairs and can open the door at the top, it is unlocked. It opens into a small, poorly lit room at the top. There is an inner door with a special puzzle lock, a chair, and a Guardian in the room, nothing else.

The Guardian stands and greets the PCs when they enter. He asks their business. Whatever they tell him, he responds that they must come back when the Baron is home, he cannot let them in without the Baron there to accompany them. He will also say that they have 3 minutes to leave, and he will turn over an egg timer or hour glass.

They can tell him that the Baron is dead, he will shrug and repeat himself. He will not agree to open the inner door, and will fight them if they try to enter. If they choose to argue, then he will simply wait for the time to run out, tell them one last time that they must leave; then he attacks them.

The team should be able to kill him readily. His weapon is not magical, he swings for mundane damage. He is not human; he is a creation of magic, and not really 'alive'. When he is 'killed', he disintegrates into dust. If they cast an Enthrall spell on him (he is L-3 for low level teams and L-6 for mid-level teams), then they can control him. This will be enough to let the players solve the lock on the inner door and let all of the team pass inside. The Guardian cannot pass inside even when controlled, because of the way he is made.

The puzzle lock consists of a sign and a key pad, the sign says: "A, B, C and 1, 2, 3, use Abra-Ca-Dabra to open me." The players must hit the numbers 1, 3, 4 in sequence (for the letters A, C, D in Abra Ca Dabra) to release the door. If they punch in the wrong code, the lock makes a rude sound at them (GM do the voice of the lock). If the players beat the lock open or destroy it with spell damage it

will wail loudly as it is being damaged "Murderers of Innocent Mechanisms! Cheaters!" as it is destroyed. It is not sentient and is not alive.

A Detect Trap on the inner door will NOT reveal that there is a magical trap in the room beyond because the door is over 1" thick; there is no trap on the door itself. The lock can be solved or broken, see above for magical and physical damage required.

**Encounter Coordinator:**

**Total # NPCs:** 1

**Length of Encounter:** 10 minutes    **Time to next Enc.:** 5 minutes.

**Props:** Chair, three-minute egg timer or hourglass, leather armor patch, NPC provides own weapons.

## ENCOUNTER #3 - MIMIC

### GM NOTES:

**Detect Magic:** On the Mimic (Blue barrel), on the Brown Chest, and on the ring in the Brown Chest.

**Detect Good/Evil:** None.

**Detect Traps:** On the Small Brown Chest (magical), and on the far door (mechanical).

**Locks:** Type B - medium on small brown chest, Damage Req.: 35 phys/15 spell damage.

Type C - easy on door, Damage Req.: 40 phys/20 spell damage.

**Detect Poison:** On Red Chest (contact toxin poison); (GM NOTE - this is 5 pts no defense damage for low levels, or 5 pts no defense plus 10 pts at 1/30 sec (max total 15 pts) for mid levels.)

**Wathiit:** On mimic, greatest weakness is targeted magic spells (lightning strike, etc) and Electrify; greatest strength is crushing power.

**Gold & Magic:** No gold, Item #1 - Value is 325 gp.

**SAVVY Item #1:** a) Ring of Autocast Heal, can be used ONCE to autocast a Heal spell for 2 points upon the wearer, is triggered aloud by saying "Ring, heal me". Has only one use and then is junk.

**SAVVY for Blue Barrel:** Magical creature, awakened by touch.

**SAVVY for Brown Chest:** Magical projectile trap, does 5 points of no-defense damage to first person who touches the chest or its lock. Cannot be disarmed.

### NPCs:

Mimic - GM do.

| Number | Class | Level | Life Points   | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|---------------|--------|-------|--------|------|-------|
| 1      | Spec. | N/A   | 20/40 amorph. | --     | 0     | 1 ND   | --   | ---   |

**DETECT:** Neutral **SPELLS:** None **WEARING:** None

### Description:

This room has several boxes and bottles and chests in it, and a blue barrel.

The small **BROWN CHEST** is locked with a Type B - Medium lock, it requires only 35 points of physical damage to smash the lock. The chest is trapped with a magical projectile trap that will do 5 points damage no defense to the first person to touch the chest or the lock (GM discretion on 'touch'). The trap cannot be disarmed or circumvented by the PCs, someone must take the damage to open it. It has a magic ring in it, sitting on a velvet pillow. This ring is Item #1, it will autocast a 2-point Heal spell on the wearer at command, one use.

The **RED CHEST** is empty, it has no lock and is not trapped, but it is coated with a contact toxin poison that does the damage described below to the first person who touches any part of the chest with their exposed flesh (gloves, weapons, etc. do not absorb the poison). The poison can't be gathered up and saved, and there is no effect on persons touching it after the first one.

For teams of levels 1-3, the victim will be poisoned for 5 points damage, no defense.

For levels 4-6 the poison does 5 points damage no defense and also does an additional point of damage for every 30 seconds (to a maximum of 10 more points), and must be Neutralized to stop the effect (or just take the total 15 points damage).

The **BLUE BARREL** is not what it seems. If a PC touches it in any way (with hand, sword, etc), it Dropsies him. Then it instantly (time stop while GM swaps the barrel for its contents) transforms into a blanket-type creature that leaps on the nearest PC and presses him to the ground (it weighs 150 lbs), engulfing him except for maybe his hands and feet, and constricting in an effort to suffocate him. If it kills him then it will eat his dead body (takes 1 hour to eat whole body).

GM, have the PC lie down and tell him that he is mostly paralyzed by the creature. Until it is removed from him he can only wiggle, but he can struggle ineffectively if he/she wishes. He also cannot breath and will begin taking suffocation damage (torso) at 1 point every 30 seconds, until his team members get the creature off him (by two people pulling or one Knight Strength D). The paralysis wears off 30 seconds after the creature is removed. Once removed, the creature will feign death by lying still until the team is gone.

If the team beats on the creature with weapons (while it is clutching the PC), then 3/4 of the damage (round down) goes into the creature and 1/4 of the damage (round up) is transferred through to the PC. If they hit it with target spells only (even Electrify) then all damage is taken by the creature. If they use area-of-effect spells, then both PC and creature take the full damage.

If the team is levels 1-3, then the creature has 20 life points, amorphous. If the team is levels 4-6, then the creature has 40 life points, amorphous. The creature is immune to all L-I spells, and to Dropsy; it is a Magical Animal and is not affected by Animal Tamer, Animal Pact, or Speak With Animals.

The other items in the room are worthless and empty. There is a cul-de-sac room off to the side with Encounter 4 in it, but there is no exit from that room save back through this one.

The exit door out of the Mimic room is closed and locked with a Type C - easy lock; it requires 40 points of physical damage or 20 points of magical damage to break the lock. There is a mechanical trap on the lock that only goes off if a PC tries and fails to pick the lock, or if the lock is smashed. If the lock is successfully picked the trap does NOT go off. It spits five darts, each doing 3 points damage for Levels 1-3 PCs (for Levels 4-6, do 5 pts damage). The trap can only be disarmed if the PCs have a PC Disarm Trap ability or a magic item that does Disarm Trap. The darts have a range of 10 feet, though they may hit a wall, floor, or ceiling before they reach the end of that range. Four of the darts spray out from the lock in the four cardinal directions, at 45 degree angles from the door (one shoots up at 45 degrees, one down at 45 degrees, one left at 45 degrees, and one right at 45 degrees). The last dart comes straight out from the lock. The Thief may get hit with one or more of these, and any PC within 10 feet may also get hit with one (GM discretion).

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 10 minutes

**Time to next Enc.:** 5 minutes.

**Props:** Small brown chest, large brown chest, blue barrel, brown barrel, red chest, black chest, burlap bags, locks on exit door & small brown chest, ring in small brown chest, Mimic creature in blue barrel.

## ENCOUNTER #4 - ALTAR ROOM

### GM NOTES:

**Detect Magic:** On altar, cup, & invisible spell in the air above chain.

**Detect Good/Evil:** Good on altar.

**Detect Traps:** Magical trap just above chain across room, cast at Level 5/6.

**Forsee:** BOON to take the cup, BOON to pray at the altar. It isn't Bane to take the cup no matter what they've done.

**Gold & Magic:** No Gold, Item #12 - Value = 100 gp.

**SAVVY Item #12.** a) Cup of Neutralize Poison, one use only, will turn water into a neutralize poison potion, which functions as per Ranger skill. Takes 6 seconds to work.

**SAVVY on Altar:** Altar of Bes, draws attention of the god to prayers said here. Not Recoverable.

**SAVVY on air above Chain:** Magical spell of Flame Strike Trap in the air above a mundane chain. Does a fire strike on whomever tries to pass through the spell. Cast at Level 5/6. Not Recoverable.

**NPCs:** None.

### Description:

There is a room with no door, the PCs can just walk in. There is an altar at the far end, with an Icon above it. It is a sacred altar of Bes, god of Luck, and any PC who prays here will immediately be granted a boon of Luck (PC feels warm glow on self for three seconds). The Luck will manifest itself later in this day in one of the following ways when and if it becomes needed by the PC (GM choose an appropriate time & place). When Luck manifests, PC will feel warm glow for 3 seconds again. Manifestation time, place, and choice are NOT under PC's control.

- 1) Replace up to 5 of their spent character points;
- 2) Heal up to 10 life points;
- 3) Dispell any Spell or Glyph effect that they don't want and that is derived from this game day. Cannot affect things from previous games.
- 4) Restore use of two used abilities if the PC is a Fighter or Thief.

**TRAP:** But before they can reach the alter, they must pass a chain strung about knee height across the room; it is supported periodically on posts. There is an invisible spell-wall in the air above the Chain, running up to the ceiling and sideways to the walls. This trap spell can be dispelled at Level 5/6 (call it Flame Strike Trap), meaning only mid levels can dispell it. To dispel it the level and name (or reasonable approximation) of the spell must be included.

Anyone who steps over or reaches over the chain with any part of their body will intersect the spell, and take damage as follows. For low-level teams, the trap does a Fire Strike for 9 points; for mid-level teams, one for 15 points damage. The spell stands until dispelled, so they would be hit again if they repeat the action. Passing an object over the chain, such as a weapon, does not trigger the effect, only living flesh triggers it. For example, throwing a snake over it would trigger the effect - on the snake (messy!).

This can be circumvented by crawling under the chain; the spell does not extend below the chain. But any part of a PC that passes over the Chain, even a thumb, sets off the trap. (GM NOTE: If the trap is dispelled, the name or reasonable approximation thereof and level of the spell must be included, and then the spell goes away.) At all times, the chain itself is mundane and not part of the

spell; if it is broken or removed then the PCs can no longer see where the bottom edge of the spell is set. It requires 20 points of damage to break the chain.

There is a magic cup (Magic Item #12) on a stand beside the altar, the PCs can Take the cup.

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 10 minutes

**Time to next Enc.:** 5 minutes.

**Props:** One Cup for each team; altar, stand, chain with posts.

## Encounter #5 - ACID POOL & BRIDGE

### GM NOTES:

**Detect Magic:** Yes on deadeye symbols (look like an eye).

**Detect Good/Evil:** None.

**Detect Trap:** Magical Traps (not glyphs); (GM note - there are 3 Deadeye Traps, they each cast a 4-pt (8-pt for mid levels) Deadeye if direct line of sight is crossed. Line of sight is straight out from symbol at 90 degrees to the wall upon which it is mounted.)

**Detect Curse/Poison/Glyph:** None.

**Gold & Magic:** No treasure. There are 3 Deadeye Traps (not Recoverable), they look like an eye.

**Trap Savvy:** a) cast a 4-pt (8-pt for mid levels) Deadeye if direct line of sight is crossed. Line of sight is straight out from symbol at 90 degrees to the wall upon which it is mounted.

**NPCs:** None.

### Description:

This encounter is a purely physical bridge crossing over an acid pool, there are three Deadeye Traps on the wall 4 feet above the floor of the bridge, they fire directly across the bridge whenever anyone crosses their line of sight, but do not fire if the PCs pass below their line of sight. The deadeyes do 2 point of damage (4 points damage for mid levels) and then reset and can be triggered again. Each time a PC sets off a Deadeye Trap, it takes 6 seconds before that particular Trap can fire again.

In order to cross, the PC must hold onto the bridge railing ropes while the bridge rocks under their feet. In addition, the PC must stay low so as to avoid the Deadeye Traps. Crawling is possible but that brings the PC's face down near the pool. The Acid in the pool emanates a heavy transparent gas that stays low, it never rises more than 1 foot above the floor of the bridge. The gas is not visible unless the PCs look carefully, then GM tell them they can see a faint roiling in the air right above the bridge that seems to dissipate before and after the pool. If this vapor is breathed the PC breathing it takes 1 point of no-defense damage (2 points for mid-level teams) for each 30 seconds they spend in the vapor. The acid is not otherwise harmful unless they get it on themselves, then it burns through all mundane clothing, weapons, etc. in so far as the items get wetted. The acid does one time damage of 2 pts no defense (4 points for mid-levels) to anyone who gets it on their skin; it is not anticipated that any PC will be affected this way. GM discretion on whether PC has 'gotten the acid on their skin', or has breathed its vapor.

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 5 minutes

**Time to next Enc.:** 1 minute.

**Props:** Use existing pool at Dream Park Warehouse, put three cardboard eye symbols on wall to one side approximately 4 feet above the floor of the bridge.

## ENCOUNTER #6 - UNDEAD FRED

### GM NOTES:

**Detect Magic:** On the staff (Mid Level teams Only), both exit doors, and on Fred.

**Detect Good/Evil:** Evil on Fred.

**Detect Undead:** Fred.

**Detect Traps:** Both exit doors detect as magical traps.

**Locks:** None.

**Forsee:** It is BANE to go through the left brown door but neither boon nor bane to go through the right hand blue door. It is BOON to take the staff out of Fred and keep it. Killing Fred is also BOON.

**Gold & Magic:** No gold; for mid level teams, Item #2 - Value 1200 gp.

**SAVVY Item #2:** +1 magic short Staff, does magic damage (Item available to mid level teams only).

**SAVVY for Doors:** "I am a magical teleport door, I teleport you to another room."

**SAVVY for Undead FRED:** "Undead body magically animated."

### NPCs:

Undead Fred - GM may do this role.

| Number | Class | Level | Life Points | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|-------------|--------|-------|--------|------|-------|
| 1      | THF   | 1     | (3/16/16)   | ----   | 0     | 0      | --   | ---   |

**DETECT:** Evil **SPELLS:** None. **WEARING:** rotted leather (no protection)

### Description:

The PCs enter the fourth room, after picking or breaking the lock, and find Undead Fred sitting in a chair with a staff stuck through his heart (messy - yuk!). He is pinned to the chair by the staff and cannot get up. On the wall above his head is a sign that says:

***This is Fred. Fred was a Thief.  
This is what I do to Thieves who enter my home uninvited.  
Baron Sogosee.***

Fred is undead and will talk to them (as GM sees fit). In life he was a scum-bucket thief who tried to rob this place one day while the Baron was away. He got caught by a trap, and the Baron was amused enough to keep him animated and stuck here. He'd really like to be dead, instead of Undead. He's not a nice person - and he always lies. He is pathologically unable to tell the truth, so even though he knows which door is which the team will have to trick him to get the true answer. He wants to be alive, but he has been dead too long for Life Spark. If they pull the staff out of him, he won't be able to get up - he's been dead too long and can't remember how to walk. If they pull him out of the chair, he falls to pieces (no Mending).

There are two doors out of the room; both detect as magic. The Left one is colored brown and the right one is colored blue, and both detect as magical traps (they both teleport). A sign hangs on the wall between them, it says:

Choose as you will; one door leads to life, one to death.

The PCs can go through either door. The left hand brown door teleports the PCs into the Snake Pit (Encounter 8), the right hand blue door sends them to the Healing Room (Encounter 7). If two or more can fit going through at once, that's OK. If the team ties people together with a rope, then the teleport cuts the rope.

For low-level teams the staff sticking through Fred is a mundane weapon of no value. For mid-level teams it is a magic +1 short staff, does magic damage, it has no peculiar properties.

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 15 minutes    **Time to next Enc.:** 1 minutes.

**Props:** One short staff per team, chair, Dead Fred, two doors, 2 signs.

## ENCOUNTER #7 - THE HEALING ROOM

### GM NOTES:

**Detect Magic:** On the couch and the purple and green potions.

**Detect Good/Evil:** Good on the purple potions, evil on the green potions, and neutral on the couch.

**Detect Poison:** Green Bottles (Toxin)

**Detect Traps:** Magical trap on the Couch.

**Locks:** None.

**Gold & Magic:** No gold, but magic Item #3 and Items #4-7 & 8-11.

**SAVVY Item #3:** Magic couch of enthralling. When a PC sits in it (or is teleported there), the straps instantly buckle around him and grab him. The couch then Heals him (takes 30 seconds) of all damage, and starts casting Enthrall spells on him, going up one level every 30 seconds, until it gets him. It doesn't want him to leave a ten-foot radius around the couch. (Not Recoverable - no value)

**SAVVY Items #4-7:** Purple Heal Potions, 6 life points each, magically enchanted to decay as soon as it leaves the dungeon. (No value)

**SAVVY Items #8-11:** Green Toxin poison potions for putting on weapons, one use of 4 pts damage each, applicable to a weapon or contact or ingested, works the same each way. These potions are magically enchanted to decay as soon as they leave the dungeon. (No Value)

**NPCs:** None but site GM.

### Description:

If the PCs are teleported into this room, the first PC to arrive finds him/her self lying on the couch and bound by the straps and buckles. Only a MNK Escape Bonds or any KNT Strength will get the victim out of the bonds, he/she cannot reach the buckles. Later arrivals teleport in next to the couch, and can simply unbuckle the first arrival. The couch is magically fused to the floor and cannot be moved by the PCs.

**PRODUCTION NOTE** - the straps will actually be token leather or vinyl strips across the PC's chest, unfastened at the lower end, so that he/she could simply sit up to get free. GM - be sure to tell PC that he/she is 'held' by the straps and must role-play it.

The couch is healing the captured PC of all damage (takes 30 seconds for this) and also enslaving him/her against his/her will. It is casting, every 30 seconds, an increasingly-higher level Enthrall spell on the PC. It does a 1st level Enthrall immediately upon the PC's arrival, then a 2nd level Enthrall 30 seconds later (when all healing is done), then a 3rd level 30 seconds later, etc. until it gets the correct level with which to capture the PC. (For teams of Levels 4-6, it starts at level 4 and works up.)

Once the couch Enthralls a PC successfully, it wants him to stay and will keep calling him back to the room (in a voice any PC can hear) whenever he tries to leave the room. His friends can bodily haul him away, or dispel the Enthrall, or use a clever trick. The couch is not intelligent and cannot carry on a conversation. It is magical and cannot be destroyed. The range of the Enthrall is touch - not touching the couch is enough to stop its casting. Leaving the hallway ends the reach of the Enthrall effect - once a PC enters the Glyph tunnel, the Enthrall upon him is broken, though he/she

feels a melancholy sadness for the next ten minutes. Once this last effect of the couch's spell wears off, the PC suffers no more ill effects from it.

There is also a set of shelves in the room, with a cluster of bottles on it. Four have purple liquid (6-point Heal potions) and four have green liquid (Toxin poison, 4 points damage, applicable to a weapon or contact or ingested, works the same each way).

The door out is not locked.

**Encounter Coordinator:** Site GM.    **Total # NPCs:** 1

**Length of Encounter:** 10 minutes    **Time to next Enc.:** 5 minutes.

**Props:** Couch, leather straps with buckles, shelves, 4 bottles of green water and 4 bottles of purple water per team, door out.

## ENCOUNTER #8 - THE SNAKE PIT

### GM NOTES:

**Detect Magic:** On the walls.

**Detect Good/Evil:** None.

**Detect Traps:** None.

**Locks:** Levels 1-3: Type C-medium on the door (can be picked from either side), Damage Required: 20 pts spell damage or 40 pts physical. Levels 4-6: Type D - difficult, Damage Required: 30 pts spell damage, physical will not work.

**Detect Poison:** Toxin Poison on snake fangs. (GM Note - for low-levels each snake bite is for 1 point damage no defense plus a toxin poison that does one point per 30 seconds of damage up to a total of 10 points. For teams of 4-6 levels, it does 2 points no defense initially and 2 points every 30 seconds, to a total of 20 points.)

**Wathiit:** Snakes' strength is poison, weakness is fire.

**Gold & Magic:** Walls of room are magic;

**SAVVY on Room:** "This room holds snakes and will not let them leave".

### NPCs:

Snakes

| Number | Class | Level | Life Points   | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|---------------|--------|-------|--------|------|-------|
| 100    | N/A   | 0     | (10 pts each) | ----   | ---   | 2/4    | --   | ---   |

**DETECT:** Neutral    **SPELLS:** None    **WEARING:** None.

### Description:

The PC is teleported to a small stand (2' x 2' wooden box) in the far corner of a room whose floor is covered with snakes. If they step off the box, up to 10 of the snakes (GM Discretion) will bite each PC; each snake will only bite a PC once. Each bite is for 1 point damage no defense plus a toxin poison that does one point per 30 seconds of damage up to a total of 10 points. (For teams of 4-6 levels, it does 2 points no defense initially and 2 points every 30 seconds, to a total of 20 points.) Only the first bite carries poison damage, more bites do not add more poison effects, they just affect the PC with the initial bite damage. If PC cures self of poison, THEN gets bit again, he now has a new poison with new effects working on him.

There is a door in the opposite corner, with a Type C Medium lock (for mid level teams it has a Type D - Difficult lock) on it; this door opens outward. It is about 8 feet away from the PC, but with a pole arm he may be able to reach the lock and smash it. Of course, he would still have to cross the floor....

A Ranger or Druid could simply use innate ability or Speak With Animals to persuade the snakes not to bite him/her, but this won't help his friends (snakes bite them). A Ranger might use Animal Tamer on one snake, but this will not help with the others. Animal Pact - Snake will protect the PC from all of them. Pouring 2 or 3 bottles of oil or acid on the floor will drive the snakes away from the wet spot, but then the PC has to deal with stepping in it. Plain oil makes each PC slip and fall (Knockdown) once per bottle used. Flaming oil kills 5 snakes/bottle but also does 4 pts smoke damage per bottle to each PC. GM use discretion as to whether PCs do or don't step in acid or oil. Acid seeps through shoes by the time they cross the room and then does 1 point (2 pts for mid-level teams) of no-defense damage to each of the PC's feet (damage occurs only once, but shoes have to be Mended to

continue their use). Also, the PC can shout, and his voice can be heard through the walls in the corridor beyond.

The air in the Snake Pit is foul, if the PC spends more than 5 minutes in here he will begin to get dizzy spells when he must hang on to something to avoid falling over (GM discretion on frequency, duration & severity).

There are about three dozen fake gold coins on the floor; if any PC actually handles them he will immediately know they are fake. But to find that out he has to get past the snakes.....

**Encounter Coordinator:** Site GM      **Total # NPCs:** 1

**Length of Encounter:** 10 minutes      **Time to next Enc.:** 5 minutes.

**Props:** 36 Fake Gold coins, 50 snakes, small platform 2'x2', door, Type C-medium/Type D - difficult lock (changes depending on teams).

## ENCOUNTER #9 - GLYPH TUNNEL.

### GM NOTES:

**Detect Magic:** On all Glyphs.

**Detect Good/Evil:** None.

**Detect Traps:** Location of Glyphs (but not names).

**Locks:** None.

**Detect Glyphs:** Location & level of Glyphs and how they are triggered (by entering within 5 foot radius) is revealed (see list below).

**Uvas:** L-5, Area of effect (10 foot diameter sphere centered on Glyph) is webbed, lasts for 5 minutes (web not affected by fire, acid, spells, etc, but tears for KNT Strength III or IV).

**Wid:** L-6, Area of effect (10 foot diameter sphere centered on Glyph) causes victims to be unable to cast any spells and are -3 on weapon's damage (can't go below zero). Duration of effects is 5 minutes.

**Svarq:** L-4, 15 points fire damage to first creature entering 5 foot radius of glyph. Duration is instantaneous.

**Mord:** L-10, 40 points damage to first creature entering 5 foot radius of glyph. Duration is instantaneous. MID LEVEL TEAMS ONLY!

**Gold & Magic:** None.

**NPCs:** None.

### Description:

The Glyph Tunnel takes two forms depending on the PCs' levels. All glyphs have 5-foot radius ranges for their area of effect.

**Low Level:** Levels 1-3. There are four Glyphs placed in fairly open positions, easily seen and readily avoided as long as nobody is careless (Uvas, Svarq, & 2 Wid).

**Mid Level:** Levels 4-6. There are seven glyphs, four are in fairly open positions and easily seen (Uvas, Svarq & 2 Wid). There is also a Mord partly hidden (located at a corner but detectable by Detect Glyphs, or by Detect Traps, or by careful looking), and an Uvas on the ceiling. Lastly there is another Wid hidden behind a corner and NOT discoverable by looking, only by Detect Traps and Detect Glyphs; if its presence is detected the PC can avoid this one only by crawling belly-down on the floor against the opposite wall.

All glyphs will be on paper or cardboard hung from threads tacked to the wall, they can be flipped over when triggered or 'removed' so that they don't confuse the other PCs on the team. GM, check the tunnel when you get there and make sure the correct glyphs are face up for your team.

**Encounter Coordinator:** GM.

**Total # NPCs:** 0

**Length of Encounter:** 15 minutes

**Time to next Enc.:** 5 minutes.

**Props:** Assorted Glyphs, depending on levels in the encounter.

## ENCOUNTER #10 - ELECTRIC WIRE HALLWAY

### GM NOTES:

**Detect Magic:** On whole room.

**Detect Good/Evil:** None.

**Detect Traps:** Yes, Magical trap on all blue strings.

**Gold & Magic:** None but strings (Not Recoverable).

**SAVVY Electric Wires:** Magical electric wires, at each contact they discharge 4 (6 for mid levels) points of electrical damage.

**NPCs:** None.

### Description:

This long hallway bends around a corner, it is criss-crossed by blue strings except for the first few feet (where the staff entrance/exit door is located - the PCs don't 'see' that). Whenever one is touched by any part of the PC (GM Discretion), it gives off an electric charge that does 4 points damage (for mid-level teams it is 6 points damage). The charges travel through metal unimpeded, so hitting a string with a metal sword still gets the PC damaged. Wood or stone also carries the charge, but at only half the damage. (GMs - you need to know of what the PCs weapons are made) The strings are a device, not a vine, so Druid abilities do not help.

The PCs can carefully crawl under or step through the strings and avoid all damage, but it will require some contortionist actions. The first leg of the hallway will be fairly easy, simply by crawling on the floor all the strings can be avoided. The second leg has a cleared space, then several strings set too close to the floor to crawl under. They must be stepped over - carefully.

The strings require 100 points damage each to be broken. If a PC maintains contact with a string for more than 30 seconds after he first touched it, it zaps him again for a second dose of damage. Less than 30 seconds of continuous contact does not give a second charge, but repeated contacts get repeated charges.

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 10 minutes    **Time to next Enc.:** 1 minutes.

**Props:** Blue yarn, tape, thumbtacks.

## ENCOUNTER #11 - DEATH WEAVERS

### GM NOTES:

**Detect Magic:** On Weavers and on Web.

**Detect Good/Evil:** Evil on Weavers.

**Detect Poison:** None (Spider spit is not a poison, it is an acid).

**Detect Traps/Glyphs/Curses:** None.

**Locks:** None.

**Gold & Magic:** None.

### NPCs:

Spider.

| Number | Class | Level | Life Points   | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|---------------|--------|-------|--------|------|-------|
| 2      | Spec. | 3/6   | 20/50 amorph. | ----   | 0     | 2      | --   | ---   |

**DETECT:** Evil **SPELLS:** None **WEARING:** None - spines are not Recoverable, decay when beasts die.

### Description:

The next room has a pair of spider men in it who are very busily weaving strands into a huge web that fills much of the room. They are magical spider-creatures, they can talk Common language and will try to snare the team in the web. There is an open exit at the far left end of the room, the PCs just have to get past the Spider men and their webs. The Team can crawl under the webs or cut the strings.

The web is very sticky and if they touch it they will be stuck fast, and will have to cut themselves free with a total of 20 points of damage each time (for mid levels = 30 points). It will not stick to magic weapons, but will stick to mundane weapons. Using Knight Strength I, MU Strongarm, Druid Celtic Fist, Cleric Sanctify, or any PC Fighter, can pull the weapon free any number of times.

The spiders will stand in their nests and strike at the teams in two fashions; A) they have a sharp claw (sword) that they reach out and stab with for 2 points damage, and B) they spray acid spider spit at the team (with 1 squirt bottle each). They spit once every ten seconds, and the spray has to contact the torso or a limb for the acid to work. Each spray hit does one point damage no defense (2 points for mid levels). The PCs can kill the spider men with spells or weapons, the beasts have nowhere to retreat. Shields do protect from the spray (NPC - do not call damage if you only hit the shield), armor does not (acid leaks through joints). The acid decays rapidly once exposed to air, there is no way to preserve it. If the PCs kill the spiders, they cannot cut the acid sacs free without spilling all the acid and losing it.

**Encounter Coordinator:**

**Total # NPCs:** 2

**Length of Encounter:** 10 minutes

**Time to next Enc.:** 5 minutes.

**Props:** Lots of string in a big web arrangement, 2 squirt bottles of water, spider outfits(if available?)

## ENCOUNTER #12 - BUG TUNNEL DOWN

### GM NOTES:

**Detect Magic:** None.

**Detect Good/Evil:** None.

**Detect Traps:** None.

**Locks:** None.

**Gold & Magic:** None.

**NPCs:** None.

### Description:

There is a hidden hallway beyond the spiders' room, it is long and narrow and has hanging spiders and bats in it on strings. They can duck under the obstacles or knock them aside with weapons, or shields or other tools, but if they touch any of them the creature hits the PC with a Level 3 Insect Strike (Level 6 for mid-levels) as per the DRU spell, duration 5 minutes, affected PCs cannot cast spells and their melee damage is halved for the duration.

At the end of the narrow tunnel the PCs have to squeeze through a swinging door in a seeming dead end wall. There is actually a secret trap door in the bottom half of the end wall, one that swings back with a push. There is also a very misleading grating that looks into the hall at the end of the acid bridge, but it has no means to be opened and so they cannot pass through it. The bars and surrounding walls are strong enough to deflect any attack the PCs can make on it, with no effect, and are also immune from spells, abilities and skills. A Bump of Direction will point to the secret trap door.

Then in the hallway beyond they go a few feet further to an open Trap Door that leads down through the floor. They can descend into the lower level of the dungeon, where they will find themselves in a closet. This is a purely physical encounter.

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 10 minutes

**Time to next Enc.:** 5 minutes.

**Props:** Tavern corridor and trap door.

## ENCOUNTER #13 - CONTORTED HALLS

### GM NOTES:

**Detect Magic:** On all hallways.

**Detect Good/Evil:** None.

**Detect Traps:** None.

**Locks:** None.

**Gold & Magic:** No treasure. Halls are magic:

**HALL savvy:** 1) Mischievous Hallway, will cast dropsy every 15 seconds;  
2) will do stun every 15 seconds after the first 37.5 seconds;  
3) will do L-4/7 Insect Strike every 15 seconds after the first 60 seconds.

**NPCs:** None (GM Do.)

### Description:

Upon leaving the closet the PCs pass into a narrow twisting hallway leading to the Riddle Beast's lair. This hall is magical and it has a spell upon it such that every 15 seconds it casts a Dropsy on everyone within it.

After 30 seconds it starts adding a Stun (10 second knockdown targeting one PC at a time only) at the halfway mark (7.5 seconds after the Dropsy), GM has choice of target.

1 minute after entering hallway it adds an Insect Strike Level 4 (Level 7 for teams of 4-6), each of the three spells spaced 5 seconds apart. It keeps this up as long as any member of the team is in the corridor. The attacks thus follow this pattern:

|                 |               |
|-----------------|---------------|
| 15 sec          | Dropsy        |
| 30 sec          | Dropsy        |
| <u>37.5 sec</u> | <u>Stun</u>   |
| 45 sec          | Dropsy        |
| 52.5 sec        | Stun          |
| <u>60 sec</u>   | <u>Dropsy</u> |
| 65 sec          | Stun          |
| 70 sec          | Insect Strike |
| <u>75 sec</u>   | <u>Dropsy</u> |
| 80 sec          | Stun          |
| 85 sec          | Insect Strike |
| etc.            |               |

Beyond is another room.

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 5 minutes

**Time to next Enc.:** 0 minutes.

**Props:** None.

## ENCOUNTER #14 - RIDDLE BEAST

### GM NOTES:

**Detect Magic:** Yes on the Creature (it and the Will inside it).

**Detect Good/Evil:** Neutral.

**Detect Traps:** None.

**Locks:** None.

**Gold & Magic:** The Will and the Seal inside the riddle beast.

**SAVVY on the WILL:** a) magic paper that will not burn or tear, it is indestructible.

**SAVVY on the DRAGON SEAL (was on the CHEST):** Magic seal used to keep chest closed. (Note - is still keeping two flinders of wood together from the lid and body of chest.)

### NPCs:

The Riddle Beast

| Number | Class | Level | Life Points   | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|---------------|--------|-------|--------|------|-------|
| 1      | Spec. | 12    | 40/60 amorph. | Innate | 0     | 4/6    | --   | ---   |

**DETECT:** Neutral **SPELLS:** None **WEARING:** None

### Description:

The contorted halls open to a room beyond that is inhabited by a Riddle Beast. This may look like anything, but ideally will have multiple limbs and heads (two NPCs in one costume).

It has gone into the treasure room and eaten several objects, including the chest holding the Will! Because of the Will's magic properties it took no damage (neither did the magic seal), but the creature broke a tooth on it and is LOUDLY complaining about that. One of the heads will be complaining to the other head that the other shouldn't have eaten those things in the treasure room. It also has indigestion and will complain that it has had something stuck in its stomach for days and days and it is just miserable because of it. If the PCs offer it anything that "would relieve its indigestion" (i.e. - poison, Neutralize Poison Potion, Ranger's Heal Potion, etc.) it will eagerly swallow it, then throw up the will and the rest of its stomach contents (bits of broken glass, wood, hinges, trash, dragon seal, other stuff in a big baggie all slathered with wet jello or other goo - GMs get creative describing the sensation of touching it).

It will demand that they play the riddle game with it in order to pass to and fro freely. It will suggest the rules of engagement, as follows. It will ask the team three riddles, they must get two of them right to earn passage (without a fight). The PCs may consult with each other to determine their answers - and the heads of the Beast will do the same. The team must designate one member to speak each riddle's official answer - need not be the same person each time. The Beast will do the same with its heads. If they ask politely the beast will repeat riddles so they can better hear them - and it expects the same courtesy. If they fail two riddles, it will allow them to ask it one riddle themselves as a substitute for one loss. See Appendix for list of riddles.

It cares nothing about gold or possessions. If they win any two riddles, it will let them pass to and fro unmolested. It will take any technically correct answer, even if that is not the intended answer. The team can also stall the beast for up to 7 minutes by talking, arguing, charades, promises they don't intend to keep, card tricks, etc. Then it will decide they are stalling, accuse them of deception, and attack.

If the team is Levels 4-6, it starts attacking by belching up one 15-point autocast Iceball at them; it can only do this once. It does not belch an Iceball on the low levels. It attacks with claws (swords) for 4 points if they are levels 1-3, 6 points if they are levels 4-6. It also attacks by spitting acid at the team (spray bottle of water) every 6 seconds. Each acid strike does 2 points damage (for mid-levels, it is 2 points no defense).

The beast has 40 amorphous life points and no armor (if levels 4-6, it has 60 amorphous life points), it takes full damage from all attacks. After the team kills it, the beast collapses on the floor (NPCs get out of the costume) and a lump where its stomach is becomes visible (unless they coaxed it to drink something that made it throw up earlier), this lump contains the baggie with the stomach contents described above. If the PCs cut open the body they will inevitably also open other organs and a nasty splash of toxic gall bile will get on the person(s) doing the cutting, doing 5 points damage to his/their torso(s). But this way they can get the will if they fail the riddles or just plain attack the beast.

The PCs can go out through the exit door that the beast is guarding, or into the Treasure room, or both.

See Appendix for text of the will.

**Encounter Coordinator:**

**Total # NPCs: 2**

**Length of Encounter:** 15 minutes

**Time to next Enc.:** 5 minutes.

**Props:** Beast costume, with at least three swords or claws, and a 1-quart squirt bottle; in a large ziplock baggie is wet jello and the Last Will & Testament rolled and bound with ribbon, and the colored seal of a dragon, plus assorted junk.

## ENCOUNTER #15 - THE TREASURE ROOM

### GM NOTES:

**Detect Magic:** On the five large bottles, pedestal, the Black candlesticks, and the candles in the gold and silver candlesticks.

**Detect Good/Evil:** Evil on the Black Candlesticks.

**Detect Traps:** Magic traps on the five large bottles, and pedestal.

**Locks:** None.

**Wathiit:** Demons' weakness - targeted spell damage, strength - spit fireballs.

**Gold & Magic:** No gold, but magic items #14, 15, 16, 25, 27, and 28 (and 26 for mid-level teams).

**SAVVY Item #14, 27 & 28: GOLD HEALING CANDLES.** a) When this candle is burned (fully), and its smoke is inhaled by one designated PC, 12 points of Healing are done to that person. The target must be able to breathe the smoke to get the benefit. Candle burns fully in 30 seconds. Value = 144 gp/candle.

**SAVVY Items #15, 16 & 25 (& 26 for mid-level teams): SILVER CANDLES OF POINT RESTORATION.** a) When this candle is burned (fully) and the smoke is inhaled by one designated spell caster or pseudocaster (CLR, MU, DRU, RGR, MNK, KNT) whose head is positioned within 1 foot radius of the flame all the while it burns, this candle will replenish up to 5 spent character points. Does not apply to points permanently lost. The target must be able to breathe the smoke to get the benefit. Candle burns fully in 30 sec. Value = 250 gp/candle. NOTE: This means that for 4-6 levels, there are four of the silver candles for each team, while for Levels 1-3 there are three.

### OTHER SAVVIES:

**5 EXPLODING BOTTLES:** a) magical traps that explode when touched or moved to do a knockdown plus 5 pts normal damage to all PCs within 30 ft radius (10 pts for mid-level teams).

**BLACK CANDLESTICKS:** a) "Polymorphed demons". NOTE: The black candlestick demons are not magic items, but they can be savvied.

**PEDESTAL:** a) If touched by a PC, this pedestal will nullify at Level 10 all magic spells (dating from this game) in effect upon the PC. b) If two PCs touch it, the effect hits the nearest one (GM discretion on who is nearest). c) All spells in effect upon that PC will be nullified for that PC (for mid levels, will also nullify any continuing effects on the PC from magic Items, such as a Defense spell cast from a Magic item; it will not take down a continuous effect from a magic item, such as a +1 protection ring). **IMPORTANT NOTE: THERE IS A RECTANGULAR IMPRESSION IN THE DUST ATOP THIS PEDESTAL, WHERE THE CHEST SAT BEFORE THE RIDDLE BEAST ATE IT.**

**NPCs:** GM do these.

Demons

| Number | Class | Level | Life  | Points | Sp  | Pts  | Armor | Damage | Gold | Magic |
|--------|-------|-------|-------|--------|-----|------|-------|--------|------|-------|
| 2      | Spec. | 5/8   | 10/15 | Innate | --- | ---- | --    | ---    |      |       |

**DETECT:** Evil **SPELLS:** None **WEARING:** Nothing.

### Description:

There are two doorways out of the Riddle-beast's lair, one has a door that opens into a room leading to encounter 16, the other is an opening to the Treasure room straight ahead. In the Treasure room are several stands and small tables, a pedestal, and some cabinets and shelves.

On top of five of these items of furniture stand five large and oddly-shaped glass bottles. These are all magical traps, if any of them are moved or touched by anything, that one explodes and does a knockdown plus 5 points of damage to everyone within a 30' radius (for mid level teams it is a 5-second knockdown plus 10 points of damage). Only the bottle that has been moved or touched explodes, the others do not go off until they are moved or touched. These explosions do not affect anything else in the room except the PCs. Magic and armor protections help against these explosions.

There are also four candlesticks/candelabra. One is gold, one silver, and two black; the black are empty, the gold set has three gold candles in them, and the silver set has three silver candles in them for low level teams and four for mid level teams. The gold and silver candlesticks themselves are fakes, a Thief can tell that they have no value, but their candles are real magic items.. The Black pair appear to be carved out of ebony and very valuable (1,000 gp appearance), they have no candles.

The black candlesticks are really a pair of polymorphed demon creatures that will try to harm any PC that picks them up, by temporarily sucking life points out of him/her. They do this at the rate of 1 point immediately, then 1 pt per 30 seconds. They radiate evil. The effect can be felt by the PC, it stops when the candlesticks leave the possession of the person who has them, and starts again when somebody new gets them or the same person picks them up again. Lost points heal normally. Any form of possession counts for this effect, including putting them in a pack or on a rope and dragging them behind the PC.

NOTE: If the Polymorph spell is dispelled (a Know Aura will tell them it needs a Level 5 or higher Dispel Magic - Polymorph), the black candlesticks transform into misty demons (there will be white cloth banners hung on the wall - GM flip them over to reveal the demons on their backs). They are only killed by 15 points damage each from targeted magic spells (not weapons, Electrify, Enhance, Strongarm, or Celtic Fist). The demons will try to kill the PCs by casting weak Fireballs (6 point for low levels and 9 point for mids) at them, one every 15 seconds (alternate between the demons so one spell goes off every 15 seconds). The demons cannot leave the room, so they cannot follow the PCs.

The gold and silver candles in the Gold and Silver candlesticks are magical, they are savvied as per above. For the low-level teams there is a mundane suit of chainmail in excellent condition, for mid level teams this armor has been too badly chewed (by the Riddle Beast) to be salvageable, pieces are missing and it is non-recoverable. There are many pieces of junk around, but no other items of value.

A chest used to sit on the pedestal, its gone now (the Riddle Beast ate it) but the mark in the dust is still there. The pedestal is magically trapped so that when touched by a humanoid the pedestal will nullify, at Level 10, all magic spells received in this game that are currently in effect upon the PC. Only that PC will be affected, others will not suffer any loss. If two PCs touch it, the effect hits the nearest one (GM discretion on who is nearest).

**There is no other way out of the treasure room than the way they came in, so they must go back to the exit door in the Riddle Beast's lair (the Beast will let them pass freely).**

**Encounter Coordinator:** GM

**Total # NPCs:** 0

**Length of Encounter:** 20 minutes

**Time to next Enc.:** 5 minutes.

**Props:** pedestal; 5 large bottles, 2 black candelabra, one gold candelabra, one silver candelabra, one chainmail patch and 3 gold and 3 or 4 silver candles for each team (numbers determined by levels).

## ENCOUNTER #16 - ROAD TO HELL

### GM NOTES:

**Detect Magic:** Yes on Skeletons (Undead animation magic).

**Detect Good/Evil:** Evil on the skeletons.

**Detect Traps/Curses/Poisons/Glyphs:** None.

**Detect Undead:** Skeletons.

**Locks:** None.

**Gold & Magic:** None.

### NPCs:

Skeletons

| Number | Class | Level | Life Points | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|-------------|--------|-------|--------|------|-------|
|--------|-------|-------|-------------|--------|-------|--------|------|-------|

|   |       |     |       |     |     |     |   |     |
|---|-------|-----|-------|-----|-----|-----|---|-----|
| 2 | Spec. | 5/8 | 20/45 | N/A | 0/1 | 1/3 | 0 | --- |
|---|-------|-----|-------|-----|-----|-----|---|-----|

**DETECT:** Evil **SPELLS:** None **WEARING:** Nothing. **Note:** Walk and hit normally, when they die they wait 30 seconds and regenerate to full again.

### Description:

The PCs pass through a door to the side of the entrance to the treasure room, and through another room where nothing happens. Then they come to and open a door that takes them into another room. There is a half-circle area marked on the floor, it is about 4 feet in radius and is centered on the door. From it a marked path leads out into the room, wandering around here and there between large piles of junk. The path is labeled with the words "Good Intentions", and it is too narrow for more than one person at a time to walk it (so people go single-file). It is not magical. It extends about 30 feet and then, behind a pile of stuff that blocks vision of it from the door, it ends abruptly. More than half of the width of the room remains, with no path through it. There are wandering skeletons in the room, they ignore the PCs while the PCs stay on the path, but when the PCs step off the path the skeletons attack. They move and fight normally, the team must kill them or evade them to get by. There are several junk piles for skeletons to hide behind. Skeletons are trained to leave people on the path alone.

**RULE of ENGAGEMENT:** NPCs should try to hit every PC a total of between 1 and three times, no more, this is a moderate fight but is not meant to kill anyone. If a PC goes down the NPCs ignore him unless/until he gets back up. Wounded PCs may crawl across the floor and escape NPC notice.

At the far end of the big room there is an 8-foot deep pit (black plastic) crossing the full width of the room, the path goes over it on a narrow bridge which the Skeletons cannot cross. If any low-level PC falls in the pit the bottom is spongy fungus, nasty smelling, but they take no damage and can be pulled out by their friends without needing a rope or other aid. If a mid-level PC falls in he/she takes 2 pts damage no defense to each leg and can be pulled out as per above. The skeletons ignore anyone on the bridge, in the pit, or beyond the pit.

**Encounter Coordinator:**

**Total # NPCs:** 2

**Length of Encounter:** 5 minutes

**Time to next Enc.:** 0 minutes.

**Props:** Lots of junk in piles, tape on floor for path & letters, black plastic and plank for pit with bridge, 2 skeleton costumes.

## ENCOUNTER #17 - GOOD INTENTIONS

### GM NOTES:

**Detect Magic:** Yes on the chests and ring.

**Detect Good/Evil/Glyphs/Curses:** None.

**Detect Poison:** Yes, toxin poison in trap on Gold Chest.

**Detect Traps:** Yes, magical trap on the Gold Chest.

**Locks:** Type B - medium on golden chest and on brown chest. Damage Req: 35 physical/15 spell damage.

**Gold & Magic:** The brown chest has the Reveal Curse ring. The Gold chest has a magical trap that spits out poison gas for 3 points damage (8 points for mid levels) to all within a 6-foot radius of the box when it is opened, no matter how it is opened, and it contains 600 gold pieces.

**SAVVY Item #29 = Ring of Reveal Curse**, one use only, when chanting the following incantation "By the Mystic Arts and the Divine Powers, through Omniscient Grace and Heavenly Wisdom, I now Reveal Curse", this ring will allow the user to Reveal Curse as per the Clerical Spell, requires six seconds for use. Is on a skeletal hand that is mundane.

**SAVVY ON GOLD CHEST:** Magical trap, when chest is opened it magically hits every PC who has any body part(s) within a 5 foot radius of the chest, with a dose of Toxin poison that does 6 pts damage (12 pts for mid levels).

None of the other items in this encounter are either magical or valuable.

### Description:

The far end of the path beyond the bridge spreads out into a wide room that has two pedestals, each holding a chest prominently displayed. The left one is golden and shiny, and it detects as magic. It contains 600 gp and also detects as trapped (see above).

Either or both of these two boxes can be removed and carried off by the team; GM, get the team to open them soon and put the props back if they take them. There is a set of stairs at the far end of the big room going up to a balcony, where the next encounter takes place.

**Encounter Coordinator:**

**Total # NPCs:** 0

**Length of Encounter:** 5 minutes

**Time to next Enc.:** 0 minutes.

**Props:** 2 pedestals, 2 chests (one gold, one brown).

## ENCOUNTER #18 - THE BALCONY

### GM NOTES:

**Detect Magic:** On the animal.

**Detect Good/Evil:** Evil on the animal.

**Detect Traps/Curses/Poisons/Glyphs/Locks:** None.

**Gold & Magic:** None.

### NPCs:

Animal

| Number | Class | Level | Life Points   | Sp Pts | Armor | Damage | Gold | Magic |
|--------|-------|-------|---------------|--------|-------|--------|------|-------|
| 1      | MU    | 4/7   | 20/30 amorph. | 20/30  | 0     | 0      | 0    | ---   |

**DETECT:** Evil **SPELLS:** As listed above. **WEARING:** None.

### Description:

The balcony is relatively empty, on the far side there is an opening leading to a ladder going down. There is a small stuffed animal (preferably a monkey, but anything will do) perched by the exit in such a fashion that it must be passed to get out. A white-shirted NPC should be with it to do the voice. Alternatively, there may be an NPC in costume of some animal sort.

The middle of the room is crossed by a pit (black plastic) that is 8 feet deep (for mid-levels it is 30 feet deep), about 8 feet across, as wide as the room, and has a narrow plank bridge crossing it at a diagonal that leaves the PC fully exposed to the attentions of the animal. There is a narrow shelf, about 18 inches wide, running the full length of the wall on the far side of this pit, the exit lies at the right-hand end of this shelf and the far end of the bridge is at the left hand end. The pit is exuding a foul gas that does no damage. If anyone falls into the pit, they take 2 points damage no defense (5 pts no defense for mid levels) to each leg and have to be helped out with a rope. The animal will allow them to help their team mate(s) out, for mid levels they will probably have to use a rope to get them up (tear up clothes to make one if necessary). The plank or ladder are not long enough individually to reach down to the PC, but if tied together they could almost reach (combined 20 feet), the PC in the pit could possibly jump up and snag the bottom run of the ladder (if his legs still work). When everyone is out of the pit the animal will still demand that they go back.

The animal is a guardian, the team has to get it out of the way in order to climb through the exit and down the ladder to the level below again. The animal will assume that they are escaped prisoners. Immediately upon entering the room it will ask them what they are doing loose, and tell them to get back to their rooms or it will go hard for them. If they claim to be here at the behest of outsiders, it will call them invaders and attack them. If they tell it the Baron is dead, it will not believe them - and it hasn't got a truth sensing ability to test them with. It will refuse to let them out unless they overcome it, or trick it, or kill it. The animal will cast spells upon any PC who approaches closer than 8 feet, or who is attacking it. Animal Tamer does not work, it is intelligent. Enthrall cast on it by a PC will let the team by it.

For teams of levels 1-3, the first spell cast by the animal will be a Spook Level 3; this will be on the first PC to approach closer than 8 feet. Then it will cast Enthrall Level 3 on the next PC to approach, and demand that he keep his friends away from the door. It will also use Crashtime (same level), Insect Strikes, and Dropsies.

For teams of levels 4-6, the animal will cast its L-I spells at Level 6, and will also cast 12-pt Lightning Bolts in addition to the spells mentioned above. It will have a 3-pt Defense spell on itself, and a Spell Protection (absorbs first 10 points damage from incoming spells).

To attack the puppet with melee damage the PCs need to actually hit the puppet, not the white shirt. If it is an NPC in costume then attack normally. If the PCs kill the animal or disable it, or exhaust its spell points, they can do as they will with it. If they are level 4 or above, they must also cross the pit.

**Encounter Coordinator:**

**Total # NPCs:** 1

**Length of Encounter:** 15 minutes

**Time to next Enc.:** 5 minutes.

**Props:** stuffed animal, black plastic pit, 12' long plank across it diagonally, ladder.

## ENCOUNTER #19 - WATCH YOUR STEP

### GM NOTES:

**Detect Magic:** Yes on all of the floor and the front door.

**Detect Good/Evil:** None.

**Detect Traps:** Yes Magical trap on the floor.

**Reveal Curse:** Yes on floor (non-magical curse), Level 4/7, curse is: "offensive stink".

**Locks:** Type B - medium on door. Damage Req: 35 physical/15 spell damage.

**Gold & Magic:** Yes, magic on front door & floor;

**FLOOR SAVVY** = "Whoopee Cushion floor", casts curses on those who step on it incorrectly.

**DOOR SAVVY** = This door can only be opened either from outside by using the magical talisman (name magically blocked), or by pushing from the inside.

**NPCs:** None

### Description:

The team is facing a big gridded area of floor (grids marked with tape). Each space has a letter, and the overall effect is of a jumble of nonsense letters. The floor detects as a trap, and a sign on the wall next to the beginning (matched by its twin at the far side) says:

**Gentle Guests, welcome or farewell,  
and think fondly of your host as you cross our threshold.**

Close inspection will show that the words "Baron Sogosee" are spelled out by consecutive spaces going across the room in a wandering pattern - backwards. (Coming in from the front door it is spelled correctly). If the PCs step only on these spaces as they cross, nothing will happen and they can pass by the trap.

If they step on the wrong spaces, they receive a curse at Level 4/7, which manifests itself immediately. The offending PC is cursed with "offensive stink", and will immediately start smelling bad (like they haven't bathed in a year). Large amounts of perfume (a half-pint or so) can cover up this stink and make the PC smell acceptable.

When they get to the door on the far side, they must pick or break the Type B - Medium lock and open the door to the outside world. When they open the door and exit, all the innate traps and spells in the castle disarm (because it thinks the owner is home). Continuing effects on PCs from traps and spells still continue.

**Encounter Coordinator:**

**Total # NPCs:** 0

**Length of Encounter:** 15 minutes

**Time to next Enc.:** 5 minutes.

**Props:** 2 signs, tape on the floor to make grid & letters.

**ENCOUNTER #20 - OUTSIDE****GM NOTES:****Detect Magic:** None.**Detect Good/Evil:** Good on the relatives.**Detect Traps:** None.**Locks:** None.**Gold & Magic:** None.**NPCs:**

Cousin Jeremy Yulie

| <u>Number</u> | <u>Class</u> | <u>Level</u> | <u>Life Points</u> | <u>Sp Pts</u> | <u>Armor</u> | <u>Damage</u> | <u>Gold</u> | <u>Magic</u> |
|---------------|--------------|--------------|--------------------|---------------|--------------|---------------|-------------|--------------|
| 1             | CLR          | 2/4          | 3/10/18-4/20/28    | 10/20         | 0            | 0             | 0           | ---          |

**DETECT:** Good **SPELLS:** None. **WEARING:** None.

Cousin Ellen Morgan

| <u>Number</u> | <u>Class</u> | <u>Level</u> | <u>Life Points</u> | <u>Sp Pts</u> | <u>Armor</u> | <u>Damage</u> | <u>Gold</u> | <u>Magic</u> |
|---------------|--------------|--------------|--------------------|---------------|--------------|---------------|-------------|--------------|
| 1             | DRU          | 2/4          | 3/10/18-4/20/28    | 10/20         | 0            | 0             | 0           | ---          |

**DETECT:** Good **SPELLS:** None **WEARING:** None.**Description:**

The relatives are waiting outside the door. If the PCs have brought the will, then the relatives are happy for the team to keep all the stuff they got from the Castle. They will also use their allotted spell points to heal or otherwise help the team as much as they are able.

If the PCs do not bring the will to the relatives, then the relatives thank them for opening and (partly) cleaning up the castle. The team can leave with their spoils, but the relatives will not cast spells for them (unless threatened with death or injury).

**Encounter Coordinator:** Kaaren Davis**Total # NPCs:** 2**Length of Encounter:** 5 minutes**Time to next Enc.:** 0 minutes.**Props:** None.

## MASTER NPC LIST

### ENCOUNTER #1 - OUTSIDE

Cousin Jeremy Yulie  
Cousin Ellen Morgan

### ENCOUNTER #2 - VESTIBULE

Guardian

### ENCOUNTER #3 - MIMIC

Mimic - GM do.

### ENCOUNTER #4 - ALTAR ROOM

None.

### ENCOUNTER #5 - ACID PIT

None.

### ENCOUNTER #6 - UNDEAD FRED

Undead Fred - GM do.

### ENCOUNTER #7 - THE HEALING ROOM

None but site GM.

### ENCOUNTER #8 - THE SNAKE PIT

Snakes - one NPC or a site GM.

### ENCOUNTER #9 - GLYPH TUNNEL.

None.

### ENCOUNTER #10 - ELECTRIC WIRES

None.

### ENCOUNTER #11 - DEATH WEAVER

2 Spiders.

### ENCOUNTER #12 - BUG TUNNEL DOWN

Spiders & bats (GM do).

### ENCOUNTER #13 - CONTORTED HALLS

None (GM Do.)

### ENCOUNTER #14 - RIDDLE BEAST

The Riddle Beast (requires two NPCs to operate it)

### ENCOUNTER #15 - THE TREASURE ROOM

None, GM do.

**ENCOUNTER #16 - ROAD TO HELL**

2 NPCs.

**ENCOUNTER #17 - GOOD INTENTIONS**

None.

**ENCOUNTER #18 - THE BALCONY**

Animal

**ENCOUNTER #19 - WATCH YOUR STEP**

None.

**ENCOUNTER #20 - OUTSIDE**

Cousin Jeremy Yulie

Cousin Ellen Morgan

These roles will be cast by the producer after sanctioning.

## MASTER GOLD AND MAGIC ITEM LIST

### ENCOUNTER #1 - OUTSIDE

Gold & Magic: Ring (not Recoverable).

### ENCOUNTER #2 - VESTIBULE

Gold & Magic: None.

### ENCOUNTER #3 - MIMIC

Gold & Magic: No gold, Item #1. Value = 325 gp.

Item #1: a) Ring of Autocast Heal, can be used ONCE to autocast a Heal spell for 2 points upon the wearer, is triggered aloud by saying "Ring, heal me". Has only one use and then is junk.

### ENCOUNTER #4 - ALTAR ROOM

Gold & Magic: No Gold, Item #12 - Value = 100 gp (depending on team level).

Item #12. a) Cup of Neutralize Poison, one use only, will turn water into a neutralize poison potion, which functions as per Ranger skill. Takes 6 seconds to work.

### ENCOUNTER #5 - ACID PIT

Gold & Magic: None.

### ENCOUNTER #6 - UNDEAD FRED

Gold & Magic: No gold, Item #2. Value = 1,200 gp.

Item #2: +1 magic short Staff, does magic damage (Item available to mid level teams only).

### ENCOUNTER #7 - THE HEALING ROOM

Gold & Magic: No gold, but magic Item #3 and Items #4-7 & 8-11.

Item #3: Magic couch of enthralling. When a PC sits in it (or is teleported there), the straps instantly buckle around him and grab him. The couch then Heals him (takes 30 seconds) of all damage, and starts casting Enthrall spells on him, going up one level every 30 seconds, until it gets him. It doesn't want him to leave a ten-foot radius around the couch. (Not Recoverable - no value)

Items #4-7: Purple Heal Potions, 6 life points each, magically enchanted so that it decays as soon as it leaves the dungeon. (No value)

Items #8-11: Green Toxin poisons for coating weapons, 4 pts damage each, magically enchanted so that it decays as soon as it leaves the dungeon. (No Value)

### ENCOUNTER #8 - THE SNAKE PIT

Gold & Magic: None.

### ENCOUNTER #9 - GLYPH TUNNEL.

Gold & Magic: None.

### ENCOUNTER #10 - ELECTRIC WIRES

Gold & Magic: None.

### ENCOUNTER #11 - DEATH WEAVER

Gold & Magic: None.

**ENCOUNTER #12 - BUG TUNNEL DOWN**

Gold & Magic: None.

**ENCOUNTER #13 - CONTORTED HALLS**

Gold & Magic: None.

**ENCOUNTER #14 - RIDDLE BEAST**

Gold & Magic: The Will and the Dragon Seal.

**ENCOUNTER #15 - THE CABINETS & SHELVES**

Gold & Magic: No gold, but one suit of mundane chainmail in excellent condition for low levels, plus magic items #14, 15, 16, 25, 27, & 28 (and #26 for mid-level teams).

Item #14, 27 & 28: GOLD HEALING CANDLES. a) When this candle is burned (fully), and its smoke is inhaled by one designated PC, 12 points of Healing are done to that person. The target must be able to breathe the smoke to get the benefit. Candle burns fully in 30 seconds. Value = 144 gp/candle.

Items #15, 16 & 25 (& 26 for mid-level teams): SILVER CANDLES OF POINT RESTORATION. a) When this candle is burned (fully) and the smoke is inhaled by one designated spell caster or pseudocaster (CLR, MU, DRU, RGR, MNK, KNT) whose head is positioned within 1 foot radius of the flame all the while it burns, this candle will replenish up to 5 spent character points. Does not apply to points permanently lost. The target must be able to breathe the smoke to get the benefit. Candle burns fully in 30 sec. Value = 250 gp/candle. NOTE: This means that for 4-6 levels, there are four of the silver candles for each team, while for Levels 1-3 there are three.

**ENCOUNTER #16 - ROAD TO HELL**

Gold & Magic: None.

**ENCOUNTER #17 - GOOD INTENTIONS**

Gold & Magic: #29) Reveal Curse Ring (value = 60 gp) & 600 gold pieces.

**ENCOUNTER #18 - BALCONY**

Gold & Magic: None.

**ENCOUNTER #19 - WATCH YOUR STEP**

Gold & Magic: None.

**ENCOUNTER #20 - OUTSIDE**

Gold & Magic: None.

**TOTAL GOLD & MAGIC:**

| <b>ITEMS</b>             | <b>LOW LEVELS</b>    | <b>MID LEVELS</b>    |
|--------------------------|----------------------|----------------------|
| 1, Ring                  | 48                   | 48                   |
| 2, +1 Staff              | ----                 | 1200                 |
| 12, Cup                  | 100                  | 100                  |
| 14, 1st Gold Candle      | 144                  | 144                  |
| 28, 2nd Gold Candle      | 144                  | 144                  |
| 27, 3rd Gold Candle      | 144                  | 144                  |
| 15, 1st Silver Candle    | 250                  | 250                  |
| 16, 2nd Silver Candle    | 250                  | 250                  |
| 25, 3rd Silver Candle    | 250                  | 250                  |
| 26, 4th Silver Candle    | ----                 | 250                  |
| Mundane Chainmail        | 400                  | ----                 |
| Gold                     | 600                  | 600                  |
| 29, Ring of Reveal Curse | 60                   | 60                   |
| Total Value =            | 2,390                | 3,190                |
|                          | $2,390 / 4 = 597/PC$ | $3,190 / 4 = 767/PC$ |

**Ratings:**

Mental = 4  
 Physical = 3  
 Fighting = 3  
 Risk = 3 (4 for mid levels)

Allowable treasure = 2,450 gp low levels      3,200 gp middle levels.

## MASTER PROPS LIST

### ENCOUNTER #1 - OUTSIDE

Props: None.

### ENCOUNTER #2 - VESTIBULE

Props: Chair, puzzle lock & sign on exit door.

### ENCOUNTER #3 - MIMIC

Props: Small brown chest, large brown chest, blue barrel, brown barrel, red chest, black chest, burlap bags, one ring per team, lock on exit door.

### ENCOUNTER #4 - ALTAR ROOM

Props: One Cup per team, altar, stand, chain.

### ENCOUNTER #5 - ACID PIT

Props: use existing structure in Dream Park.

### ENCOUNTER #6 - UNDEAD FRED

Props: 1 Short staff per team, chair, Dead Fred, two doors, 2 signs.

### ENCOUNTER #7 - THE HEALING ROOM

Props: Couch, leather straps, shelves, 4 bottles of green water, 4 bottles of purple water, door out.

### ENCOUNTER #8 - THE SNAKE PIT

Props: 36 Fake Gold coins, 50 snakes, small platform box 2' x 2', door, Difficult lock on door.

### ENCOUNTER #9 - GLYPH TUNNEL

Props: Assorted Glyphs, depending on levels in the encounter.

### ENCOUNTER #10 - ELECTRIC WIRE ROOM

Props: Blue yarn, tape.

### ENCOUNTER #11 - DEATH WEAVER

Props: Lots of brown or tan string, in a big web arrangement. 2 Squirt bottles of water, 2 spider outfits(?)

### ENCOUNTER #12 - BUG TUNNEL DOWN

Props: Tavern corridor and trap door.

### ENCOUNTER #13 - CONTORTED HALLS

Props: Flats set up zig zag fashion.

### ENCOUNTER #14 - RIDDLE BEAST

Props: Beast costume, with at least three swords or claws, a 1-quart squirt bottle, baggie of stomach slime & bits of metal & wood junk and 1 will wrapped in paper and bound with ribbon for each team & one colored seal of a dragon sealing pieces of the chest shut for each team.

**ENCOUNTER #15 - THE CABINETS & SHELVES**

Props: four candles (2 gold, 2 silver) per team plus 1 extra gold and 2 extra silver per 4-6 level team; one pair each of gold, silver, and black candlesticks; 5 large odd glass bottles; one pedestal, 5 shelves or cabinets.

**ENCOUNTER #16 - THE ROAD TO HELL**

Props: tape on floor marking path, stuff for skeletons to hide behind, 2 skeleton tabards, scattered body parts, black plastic pit with plank or tape bridge across it.

**ENCOUNTER #17 - GOOD INTENTIONS**

Props: 2 pedestals, one gold chest, one brown chest, one skeletal hand, one ring & 600 gp per team.

**ENCOUNTER #18 - THE BALCONY**

Props: stuffed animal, and black plastic pit for mid-level teams.

**ENCOUNTER #19 - WATCH YOUR STEP**

Props: Tape grid on floor with tape letters, 2 signs.

**ENCOUNTER #20 - OUTSIDE**

Props: None.

LAST WILL AND TESTAMENT

I, Baron Vladimir Illiyich Sogosee, being of sound mind and decayed body, do compose this, my last Will and Testament.

I do bequeath my titles, rents, medals, and rank to my grand-nephew Jeremy Yulie, including the gold Medal of Valor from the Third Toad War. May he do better with them than I did.

I do bequeath my gold deposited in the Heorold Tribe Vaults at Castle Northholm , approximately twenty small weights of bullion and approximately 320 loose gold pieces, or a total of 2,610 gold pieces, to my grand-niece, Ellen Morgan.

I do bequeath my castle and all possessions within it, including the accompanying 1,500 acres of land and all out-buildings, and all other real and personal property that I may own at the time of my death, to my grand-niece, Ellen Morgan, and my grand nephew, Jeremy Yulie, in equal parts of 50% each.

This I do affirm and attest, on this 30th day of the 2nd month of the 321st year After Heorold.

Signed \_\_\_\_\_

Witnessed by:

Squire Horace Greeley \_\_\_\_\_

The Honorable Baxter Bowes \_\_\_\_\_

Prince Verkin Callenbach X \_\_\_\_\_

Lord Samlon Sandermar \_\_\_\_\_

Prince Cavig D'Arne \_\_\_\_\_

## List of Riddles

(Supplied by Kaaren Davis)

Of weavers the best am I  
My own yarn I do supply  
None can match me, did they try  
To wear my cloth is to die.  
(SPIDER)

He is the world's warrior, born in wonder for mankind's good,  
Begot by two mutes, hatched glittering, hurled in hate by foe against foe.  
Woman fetters his strength daily, he bows in duty;  
Serves meekly if maids and men attentively tend his needs,  
Feed him faithfully; he favors them with life's delights.  
Dire his vengeance when his pride is left unleashed.  
(FIRE)

Wonder formed in wave;  
Water turned to bone.  
(ICE)

There is a thing that nothing is, and yet it has a name.  
Its sometimes tall and sometimes short  
Joins out talks, joins our sport,  
And plays at every game.  
(SHADOW)

What can run but never wakes,  
Has a mouth but never talks;  
Has a bed but never sleeps,  
Has a head but never weeps?  
(RIVER)

Them has got eyes ain't got no head,  
An' what got heads ain't got no eyes.  
(NEEDLES & PINS)

What has a face but no mouth,  
And hands, but no fingers?  
(CLOCK)

What goes to a well but never drinks?  
(A PATH)

Round as an apple, flat as a chip,  
got two eyes and can't see a bit.  
(A BUTTON)

Red as blood, but blood it's not,  
Black as ink, but ink it's not  
White as milk, but milk it's not,  
Green as grass, but grass it's not.  
(WATERMELON)

What is greater than a god, lower than a devil;  
The dead eat it always, and if the living eat it they die?  
(NOTHING)

What has four stiff standers, four dilly-dandlers,  
Two hookers, two lookers, and a switchabout?  
(A COW)

The more you take from it, the larger it gets.  
(A HOLE)

The man who made it didn't use it,  
The man who bought it didn't want it,  
The man who used it didn't know it.  
(A COFFIN, or POISON)

A golden apple, a marble wall,  
Thieves broke in and stole it all.  
(EGG)

Two people stood opposite each other  
Seek to catch each other,  
But do not touch each other.  
(MIRROR)

I've seen you where you never were  
And where you never will be.  
And yet, you in that very same place,  
Can still be seen by me.  
(MIRROR)

I went to the woods and got it,  
I brought it home in my hand because I couldn't find it.  
The more I looked for it the more I felt it.  
And when I found it I threw it away.  
(A SPLINTER, or a THORN).

My Father gave it to me, though it belonged to my grandfather.  
Despite my having it, my grandfather kept it.  
And proud as I am to have it,  
Other people use it more than I do.  
(My NAME)

**FORM 1 : Checklist**

**TO BE FILLED OUT BY THE PERSON SUBMITTING THE GAME:**

Name of Game \_\_\_\_\_

Proposed Date(s) of Game \_\_\_\_\_

Do you have:

FORM 2: \_\_\_\_\_ Completed: \_\_\_\_\_

FORM 3: \_\_\_\_\_ Completed: \_\_\_\_\_

FORM 4: \_\_\_\_\_ Completed: \_\_\_\_\_

FORM 5: \_\_\_\_\_ Completed: \_\_\_\_\_

FORM 6: \_\_\_\_\_ Completed: \_\_\_\_\_

A Map of Game location: \_\_\_\_\_

A Map of Encounter sites: \_\_\_\_\_

Magic Item List: \_\_\_\_\_

Magic Item Descriptions: \_\_\_\_\_

Gold Listed per Encounter: \_\_\_\_\_

Storyline: \_\_\_\_\_

Encounter List: \_\_\_\_\_

Encounter Descriptions: \_\_\_\_\_

=====

**TO BE FILLED OUT BY THE SANCTIONING COMMITTEE:  
(SC Checklist)**

Persons assigned to Game:

Name: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Person in charge of organizing meetings: \_\_\_\_\_

Whose Copy this is: \_\_\_\_\_

**FORM 2 : Game Copyright & Release Form**

Fill out **either** Section 1 **or** Section 2 **or** Section 3, **and sign.**

1) I/we, Peter Sartucci, claim copyright as of 1993 on the game named:  
(print name(s) of game writers) (year)

Sogosee's Dungeon, and do grant IFGS the right to run this  
(print name of game)

game 2 (write in the number) times\* if over \$100.00 has been spent on the game and it has received official IFGS sanctioning from a Sanctioning Committee accredited by IFGS Inc. In accordance with this right, I/we also grant IFGS the right to make copies of the game for their own use in the sanctioning and production of the game.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

2) I/we, \_\_\_\_\_, do not claim copyright on my/our  
(print name(s) of writers)

game named \_\_\_\_\_, and written in \_\_\_\_\_, and  
(print name of game) (year)

do hereby declare such game to be placed in the public domain and available for any person's legal use, explicitly including the use of IFGS Inc.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

3) I/we, \_\_\_\_\_, claim copyright as of \_\_\_\_\_ (date) on the game  
(print name(s) of writers) (year)

named \_\_\_\_\_, and do hereby grant this copyright to  
(print name of game)

the International Fantasy Gaming Society, Inc, and its heirs, successors, and assigns.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Accepted for IFGS Inc. by \_\_\_\_\_, \_\_\_\_\_ Date \_\_\_\_\_

\* Put down # of times the game will be run in full, not # of game days.

**FORM 3 : Basic Information on Game and Game Personnel**

## BASIC INFORMATION

Name of Game : Sogosee's Dungeon 1

Name of Designer/Writer(s) Peter Sartucci 2

Phone number(s): Home: (303) 938-8981 Work: \_\_\_\_\_ 3

Mailing Address(s): 3185 Folsom Street, Boulder, CO 80304 4

Watchdog: Brandon Slaten (nominate someone, or SC will assign) 5

Proposed Location of game: Dream Park Warehouse 6

Land owner: DPC, Inc. Phone: (303) 786-9727 7

Draft Date (if any): N/A Draft Location: \_\_\_\_\_ 8

Date(s) for game: \_\_\_\_\_ 9

Requested: \_\_\_\_\_ Alternate: \_\_\_\_\_

If no draft, method of money collection: Advance Registration by Mail 10

Proposed Date of money collection: \_\_\_\_\_ 11

Number of Teams playing: 12 Number of Players per team: 4 Total # of PCs: 48 12

Game is Intended for Player Characters of Level: \_\_\_\_\_ to \_\_\_\_\_ 13

Intended Length of game:

Total Hours: \_\_\_\_\_ Sanctioned Hours (filled out by SC): \_\_\_\_\_ 14

Starting time: \_\_\_\_\_ ,Down time (if multiple runs): \_\_\_\_\_ 15

Starting time (2nd day): \_\_\_\_\_ Down time: \_\_\_\_\_ 16

Starting time (3rd day): \_\_\_\_\_ Down time: \_\_\_\_\_ 17

Number of Days game is intended to run: \_\_\_\_\_ Number of runnings: \_\_\_\_\_ 18

INTENDED CLASSIFICATION

Size (check one):

Major (70 people or more) \_\_\_\_\_, Minor (26 to 69) X, Mini (25 or less) \_\_\_\_\_ 19

Game Type (check one): Fantasy X, Undercover \_\_\_\_\_, Other \_\_\_\_\_ 20

Style (check one of each):

Modifier: Intense \_\_\_\_\_, Serious \_\_\_\_\_, Moderate X, Humorous \_\_\_\_\_, Silly \_\_\_\_\_ 21

Subject: Dark \_\_\_\_\_, Heroic \_\_\_\_\_, Chaotic X, Light \_\_\_\_\_ 22

Course Type (check one):

Line X, World \_\_\_\_\_, Hybrid \_\_\_\_\_, Room \_\_\_\_\_, Other \_\_\_\_\_ 23

Registration Type (check one):

Draft \_\_\_\_\_, Invitational \_\_\_\_\_, Open X, Unlimited \_\_\_\_\_, Other \_\_\_\_\_ 24

Intended Difficulty Levels (use High, Med, Low):

Complexity Low, Physical Low, Fighting Low, Risk Low 25

**FORM 4 : GAME STAFF INFORMATION**

| Role                      | Print Name            | Signature | Phone #     |
|---------------------------|-----------------------|-----------|-------------|
| GD/GW<br>(circle one)     | <u>Peter Sartucci</u> | _____     | (____)_____ |
| *Co-GD/GW<br>(if any)     | _____                 | _____     | (____)_____ |
| Game Producer<br>(if any) | <u>Kaaren Davis</u>   | _____     | (____)_____ |
| *Game Aide                | _____                 | _____     | (____)_____ |
| *Game Aide                | _____                 | _____     | (____)_____ |
| *Game Aide                | _____                 | _____     | (____)_____ |
| *Watchdog<br>(nominated)  | _____                 | _____     | (____)_____ |
| Safety Officer            | _____                 | _____     | (____)_____ |
| *NPC Coordinator          | _____                 | _____     | (____)_____ |
| *GM Coordinator           | _____                 | _____     | (____)_____ |
| Treasury Rep              | _____                 | _____     | (____)_____ |
| *Quartermaster Rep        | _____                 | _____     | (____)_____ |
| Bank Rep                  | _____                 | _____     | (____)_____ |
| *Medic/EMT<br>(Optional)  | _____                 | _____     | (____)_____ |

\* This position need not be filled at the time of submission.

**FORM 5: EXPENDITURES FOR GAME PARTICIPANTS**

Total number of participants in the game: 24 PCs + 8 NPCs + 10 Staff = 42 1

Major, Minor, & Special Game Fees: Chapter & Society  
 $\$6.00 \times \# \text{ of PARTICIPANTS} \times \text{DAYS: } 6.00 \times 42 = \$252.00$  2

Mini and Bar/Informational Game Fees: Chapter & Society  
 $\$4.50 \times \# \text{ of PARTICIPANTS} \times \text{DAYS: } \$4.50 \times \underline{\hspace{2cm}} = \underline{\hspace{2cm}}$  3  
(A game day is from 12:01 AM to 12:00 PM)

Land Rental:  $\$2.50/\text{person/day} \times 42 \text{ people} = \$105$  4

Food & Drink: N/A 5

Building Materials: N/A 6

Paperwork (Major/minor games = \$100 minimum): \$40 7

Transportation: N/A 8

Special Effects: N/A 9

Make Up: N/A 10

Pyrotechnics: \_\_\_\_\_ 11

Lighting: \_\_\_\_\_ 12

Costuming: \_\_\_\_\_ 13

Props: \$15 14

Other: \_\_\_\_\_ 15

Other: \_\_\_\_\_ 16

GROSS GAME EXPENSES (total of lines 2-16): \$412 17

EMERGENCY FUND (Line 17 X 0.10) = \$41 18

BUDGETED GAME EXPENSES (Lines 17 & 18) = \$453 19

Number of NPCs/Staff paying = 8 20  
Actual NPC Fee = \$4.00 21  
TOTAL NPC Income (Line 20 X Line 21) = \$32.00 22

TOTAL GAME EXPENSES (Subtract Line 22 from 19) = \$453 - \$32 = \$421 23

Total number of PCs in game = 48 24

Minimum PC Fee (Divide Line 23 by Line 24) = \$421 ÷ 24 = \$17.5 25

Actual PC Fee the GD wishes to charge = \$18.00 26  
(This must be equal to or greater than Line 25; it is suggested that the number in Line 25 be rounded up to the next even dollar amount or next even five-dollar amount.)

**FORM 6: Total Income and Expenses.****BUDGETED INCOME**

Total Income from the PCs  
 Actual Member PC Fee X Total # of PCs. 24 x \$18 = \$432 1

Total Income from the NPCs/Staff (Form 5, Line 22): \$32 2

Other (GD Contribution, product sales, etc): \_\_\_\_\_ 3

TOTAL INCOME : Add lines 1-3: \$464 4

**BUDGETED EXPENSES**

Budgeted Game Expenses (Form 5, Line 19): \$453 5  
 (This includes the Emergency Fund)

**TOTAL BUDGETED NET REVENUE**

Total Income (Line 4) minus Total Expenses (Line 5) equals NET INCOME: \$11 6

The net income must be greater than or equal to zero. Net income may not be negative, as that would cause the Chapter to lose money on a game.