

TUNNELS Of The TOADS

Version 6 - Rewritten 5/31/94

**Storyline for an IFGS Game
Using 6.5 Edition Rules**

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This game is an introductory IFGS game for teams of 7 players (one experienced Loremaster, one experienced friend of the Loremaster, three full novices, and two NPC novices (i.e. - people who have only NPCed)). The game is a line course. They will be accompanied by a GM and two SKs. The game is a Land Of the Seven Tribes (LOST) game and will use the background lore published in the Denver/Boulder Chapter newsletter 'The Melee' over 1990-91, but this lore is not necessary to the game. The PCs are encouraged to be Good or Neutral; strict Lawful types may have a problem with the scenario, Neutrals are fine, Chaotics and Evils are discouraged.

1996 Note to other chapters running this game; I hereby grant permission for this game to be run by any and all Provisional IFGS chapters, with such modifications as necessary to bring it into compliance with current IFGS regulations regarding treasure, sanctioning, safety and production. I require in return a copy of the final sanctioned version used in each running to be delivered to me at the address above no later than 60 days after the game has been run.

Enjoy!

Peter Sartucci, 11/1/96

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TUNNELS & TOADS

Storyline for an IFGS Game

By Peter Sartucci

The PCs receive word through advertisements that the Garnet Temple, one of the Seven Tribe's minor religious institutions dedicated to healing, is looking for adventurers to do some 'Field Work' for them. The fee is 250 gp apiece and 'any plunder you can gather'. Said adventurers are encouraged to be of basically good alignment.

1) The team goes to Garnet Temple, where they meet their employers. These are the head of the Garnet Temple, Priestess Serena, and the head of the Blade Temple, Warmaster Whisper. One has a map, and the other has a set of notes (both copies, not originals); they will each supply these to the PCs. They hire the PCs to fetch a cache of items out of the wilderness to the west of the Land of the Seven Tribes. For political reasons, Blade Temple's involvement is to be kept a secret. The PCs get a rough map and some notes about their destination.

2) As the team is crossing the Land of the Seven Tribes towards the Western River, which they must cross on their way to the border with the Toads, they come upon a signpost with a wanted poster for some Smugglers. A snooty woman asks where they are going while her mule pokes among them seeking food (candy, apples, sugar); she is persistent but offers no threat.

3) The team meets a band of five warriors from the junior ranks of Blood Temple; they are mostly Lathau Tribesmen. These try to take away the map and notes that were given to the players, in order to go get the items themselves. The team can defeat them in several ways (or lose the items).

4) The team comes to the Western River and finds it in flood (30 ft wide), due to unseasonable rains. There is an unfinished bridge with an 18 ft wide gap to be crossed. They have a few alternatives to do it.

5) Later on they find a murdered constable of the 7 Tribes, tied to a tree and stuck full of poisoned arrows. Near him is an abandoned wagon; a fine steel throwing dagger has been dropped beneath it. There are tracks leading to this point and back away again from ahead of the PCs, not more than an hour ago. Two archers from the Smuggler band can be captured, driven off, or killed. The team can learn that the Smugglers are nearby and that they killed this constable.

6) Further on, at the border with the territory of the Toads, the team comes to a small human-type shrine that is also a Border marker for the Toads. A ranger can follow the tracks of the Smugglers; they lead on ahead, off the road.

7) Their map and notes, as well as the tracks, lead the team to a cave mouth. In it the team finds the Smuggler's camp. They can fight them, or use trickery to flush them out, or fight, but they must get past the Smugglers to enter the cave.

8) Once in the cave, the team can use the notes from the Blade Temple to puzzle out how to open the secret door. When they go through it, they discover that it can be readily opened from the inside. They also find that there are Toad footprints in the tunnel; Toads have been here recently.

9) The tunnel goes for a distance and sometimes requires the PCs to crawl. They pass some side passages, then come to an underground chasm with a rope bridge; they have to get across one at a time. While they are crossing, a monster Dire-Worm comes out of one of the back tunnels and begins to pursue the team through the tunnel to the chasm. The team has to get across before it reaches them. It cannot cross the bridge because of its weight.

10) Beyond the underground chasm the tunnel opens up again into a large room. There is a narrow path of stepping stones leading across a pool of slime; the path branches several times and there is more than one route through it. The routes each have dangers.

11) The hallway beyond the slime room is long, near its far end it leads past two locked and barred gates to side rooms, then ends at a partly-open door to the outside. The first opening is a Toad treasure room, the second door leads to a room with an old Jepali altar in it, where the map indicates a hidden cache. The PCs can get their goal from the cache, can rob the treasure room, get attacked by Toads, and escape through a secret door in the treasure room.

12) The secret door leads to a long escape tunnel, some of the Toads may pursue them into this tunnel. At the far end is a secret exit door that can be opened only from the tunnel side, not from outside.

13) Once they get out of the tunnel, they can come upon the old woman from Encounter #2, who reveals herself as a spy of the Garnet Temple. She warns them that there are Blood Soldiers staking out the river crossing who plan to defeat them and take the artifacts. The team has several options for coping with this and for crossing the river.

14) On the far side of the river, Priestess Serena and the Garnet Soldiers are waiting, they will welcome the PCs. The Blood Soldiers attack one last time, the team and the NPCs can defeat them. The Priestess will accept the artifacts if the team offers them, thank the team profusely, and pay them for their efforts as agreed. From here they can go back to the Seven Tribes and other adventures.

Encounter #1 - GARNET TEMPLE

DETECT EVIL/GOOD: All NPCs.

DETECT MAGIC: Garnet Soldiers (Enhance) spell.

DETECT TRAPS: None.

DETECT POISON/CURSES/SUPERNATURAL: None.

LOCKS: None.

FORSEE: Boon to go on journey.

Gold & Magic: 350 gp from Priestess as advance payment to each team (7 teams x 350 gp = 2800 gp).

Legend Lore:

The **TOAD CITY RUINS:** The area of the ruins was not always Toad territory; it was once occupied by the Lathau and before that is thought to have been inhabited by someone else, though who is not known; they are only called the 'Ancients' in the few scraps of parchment that refer to the place at all. Now the ruins and a large piece of territory around it are all parts of the Toads territory.

The **GARNET TEMPLE:** Specialized in arcane spells and healing magic, essentially a force of scholars with a small soldiery to protect them. They are all Lawful and mostly Good, some Neutrals.

The **BLADE TEMPLE:** Specialist in swordplay and weapons warfare, they have a samurai-type code of honor and sometimes carry it to extremes, but usually are simply honorable and chivalrous. They teach a rigid discipline and a spiritual purity. Their worship is mostly internal and spiritual, they have simple rites and ceremonies but do much meditation and training. They have many Knights and Monks among them, but few FTRs.

The **BLOOD TEMPLE:** Specialists in butchery, wholesale mayhem, and the worship of death. Often their soldiers take death vows before a battle, and they are very fierce fighters. They have many Monks as well, but few KNTs, mostly FTRs. Their religious ceremonies involve spectacle and blood sacrifice, but they forswear human sacrifice except on the battlefield. They tend to consecrate the souls of their dead to the God Blood, and ritually execute prisoners so as to send their souls into hell as payment for the passage of dead Blood Soldiers into heaven. Lately they have made many converts among the young fighters in the Seven Tribes side of the Jepali war, particularly in the Lathau Tribe. They wear tabards with a red teardrop symbol, sometimes with a white skull inside it.

NPCS:

Priestess Serena

<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>	<u>Items</u>
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CLR	6	(6/24/30)	36 sp	0	0	350	----	
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DETECT: Good **SPELLS:** None **WEARING:** No armor or weapons; clerical gown & holy symbol. **NOTE:** for 8-person teams, she has 400 gp.

Warmaster Whisper

<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 Items</u>
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CLR	6	(6/24/30)	36 sp	2	0	0	----
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DETECT: Good **SPELLS:** Rev. Exuberate, Enhance **WEARING:** No armor or weapons; warrior garb & holy symbol.

Garnet Soldiers

<u>#</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 Items</u>
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2	FTR	2	(3/12/16)	-----	2	5	--	---
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DETECT: Good, Magic **SPELLS:** Rev. Exuberate, Enhance **WEARING:** Chain, long sword

Anna the Acolyte

<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 Items</u>
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CLR	1	(3/ 8/12)	12	0	0	0	---
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DETECT: Good **SPELLS:** None **WEARING:** No armor or weapons; clerical gown & holy symbol.

ENCOUNTER DESCRIPTION:

Today's date is June 19, 327 AH (After Heorold). Upon showing up at the Garnet Temple (located on the edge of the sleepy village of Waterrill in the western part of the Land of the Seven Tribes), they meet a pair of Garnet Soldiers and an acolyte at the gate. The soldiers will greet them politely and with friendship, as will the acolyte. She will take them into a walled garden, where they find Priestess Serena, the Head of Garnet Temple, and Warmaster Whisper, of the Temple of the Blade. These two reveal that this is a joint hiring, with Temple Blade secretly supporting Temple Garnet in this mission.

The Mission:

The PCs are to go into the wilder lands to the west, in the territory of the Toads, and fetch back a cache of artifacts believed to be buried in some ruins. The artifacts are thought to include a magic Book of Spells, an enchanted Spearhead, a wand, and two scrolls. The Book and the Spearhead are of the greatest significance, if they can get only these two that is enough to earn the reward. The team is being hired to fetch these back out and deliver them to Temple Garnet. Temple Blade is supporting Garnet in this because of its rivalry with Temple Blood. This support is secret.

The Deal: ATTN GMs!

Serena and Whisper will provide a copy of some notes and a map to the PCs, for the team to use to find the items. A CLR Bump of Direction has long revealed that the items are in the same direction and in the ruins, but nobody has gotten close enough to learn anything useful from that.

The surviving notes from the Golden Lion who escaped mention walling up the Journal of Annumina, the Spearhead, and two scrolls in an 'altar room of the Ancients', somewhere in the Toad ruins. There is one thing on the map that might be that room. Serena and Whisper want the team to find a way into there, get the items, and come back out again. The map indicates that there are two possible routes, but it looks like one cannot be opened from the outside, only the inside. Therefore they suggest the PCs try the other route in, which is marked as having a large YY rune carved on the outside wall. It seems to be longer and more dangerous, and once inside they may want to use the shorter (one way) route to get back out.

If the PCs agree to undertake the quest, they will be paid 50 gp each in advance as a surety, plus an additional 100 gp each when they return, plus all the plunder they can carry out with them. Serena and some of her Temple Guard will meet them at this side of the River on their return, but she and Whisper dare not be seen together outside this room - it could give away that something is up.

The Map & The Notes:

Temple Garnet has long had a map, made by a young Garnet soldier during the First Toad War, of a set of ruins in the Territory of the Toads. It is difficult to interpret, for the soldier was illiterate and there are no explanations for what the things on it mean. But Temple Blade has the notes of a journal kept by a Golden Lion soldier in the Third Toad War, one of the few escapees from the debacle in the Toad city. It is thought that this journal refers to the same ruins as the map. By putting them together, the team should be able to find their way into the Toads' territory and get out again with the Artifacts.

Spell Points: Warmaster Whisper and Priestess Serena are each willing (but will not volunteer) to cast a spell or two for the PCs, such as an Enhance or something; they will not do Spell Point Transfer (costs too much and they need their spells later today), and they will not give any magic items to the team.

The Rivalry:

Temple Blade and Temple Blood are rivals for converts dedicated to war. Temple Blood (dress in dark tabards with big blood drop & skull on front) has lately been winning more such converts and getting cocky, even aggressive toward Blade. Temple Blade is moving to protect itself. However, the three Warrior Temples (Blood, Blade, and Steel) have a long-standing tradition of aloofness and independence, and if it were known that Blade had ever sought Garnet's help, it could turn out badly for Temple Blade. Some of their best supporters might even desert them. But if the mission is successful, Blade will get the legendary Spearhead of Heorold, and that will more than make up for the embarrassment - it will make Temple Blade famous, and draw a hundred converts.

The Secret:

Therefore Warmaster Whisper has decided to take a great risk - on his own, without discussing this with his fellow Warmasters of Temple Blade, he made a copy of some notes his Temple has long held in its archives. If it were known back in the Temple where he took them, and why, he would probably be demoted and certainly disgraced, even sent away from the main Temple to some minor outpost. But he believes the hoarding of these notes has done his Temple no good, several previous expeditions have failed utterly. He thinks that by merging both Temples' knowledge, a team can get through. Therefore he brought the notes to Temple Garnet to strike this deal.

The Politics:

There is one big problem; the Seven Tribes have broken diplomatic relationships with the Toads because of Toad raids on Zasha herdsman along the edges of the Toad Swamps. Several Zasha have been killed and their flocks stolen. The Council of the Seven Tribes has officially suspended the building of a new bridge across the Western River to show its displeasure, and retaliatory raids have been hinted at. The providing of weapons to the Toads has been expressly forbidden. The Toads have responded with heightened border patrols and ambushes. The Council

does not want open war, at least not yet, but anyone who goes into Toad territory is taking their life in their hands.

Therefore the Temple Garnet is unwilling to send its own (very limited number of) men into Toad lands. Therefore the PCs have been recruited, and instructed to act on their own initiative. If the Toads kill them, the leaders of the Seven Tribes and the leaders of Temple Blade can honestly say that they knew nothing about it. Which means that if the team doesn't come back, there will be no rescue party (though there may be revenge raids for the Zasha). On the other hand, if they don't come back, Warmaster Whisper can't be embarrassed by their failure to fetch the artifacts, and he and Priestess Serena can try again.

The Artifacts:

The Book in question is supposedly the journal of a wise cleric who served as a healer in the Third Toad War. Her name was Annumina and she never came back from the war, but she was with the detachment that was trapped in the old ruins. Her specialty was healing spells of great power, and the Temple Garnet has many of her other notes and lectures. However, the best of the spells don't seem to work, and it is thought that something is missing. Priestess Serena hopes that the journal has the missing information.

The Spearhead is supposedly the actual spearhead used by the legendary King Heorold when he was first uniting the country. It was carried into battle by his successors and lost in the Third Toad War by the detachment that was trapped in the old ruins by a Toad counterattack.

What the wand and 2 scrolls may be is unknown; they don't seem to have any connection to either the Book or the Spearhead. Serena and Whisper do not believe they are important.

See Appendix for copies of the Map & Book.

Encounter Coordinator:

NPCs: 5

Length of Encounter: 30 minutes

Time to next Enc.: 5 minutes.

Props: 2 chairs for NPCs, benches or rocks for PCs to sit upon, 8 pouches for gold for 8 teams.

Encounter #2 - SIGNPOST & SNOOP

DETECT EVIL/GOOD: Good on Minerva.
DETECT MAGIC: Minerva has Rev. Enhance.
DETECT TRAPS: None.
DETECT POISON/CURSES/SUPERNATURAL: None.
LOCKS: None.
FORSEE: Boon to trust her, Bane to harm her.

Gold & Magic: None.

NPCs:

Minerva

<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 Items</u>
CLR	1	(3/8/12)	9	1	0	0	---

DETECT: Good, Magic **SPELLS:** Rev Enhance

The Mule is a mundane animal, it has no Detection, no intelligence. Life points = 5/38/40. If short of NPCs, use a prop on a pole.

ENCOUNTER DESCRIPTION:

As the team is crossing the Land of the Seven Tribes towards the Western River, which they must cross, they come upon a signpost with several wanted posters and notices.

The Notices:

1) WANTED: DEAD. A band of 6 smugglers, names John Tubb, Billy Tubb, Stoneweir, Tucker, Bullseye-Dan, and Badaxe Throatlitter (younger brother of the notorious Redaxe the Pirate). These six are believed to be selling weapons to the Toads; reward of \$50 gp apiece is offered for each of their heads. Present Heads to nearest Golden Lions outpost or official of the Council in order to collect the reward; must submit to Truthtell spells to verify. Expires 12/31/327

2) WANTED: ALIVE. Orpheus, AKA King Gregory of Escher. For murder, assassination, banditry, and High Treason against the Land of the Seven Tribes. \$100,000 gp reward for information leading conclusively to his capture. Contact nearest Council representative, Golden Lions, Order of St. Michael, Karkan Rangers, or any Tribal government. See your local Golden Lions representative for further restriction on this offer. Expires 3/30/327.

3) WANTED: ALIVE. Ardazir Ho, a renegade wizard of the Belthar Tribe. For robbery and forgery, and the misappropriation of several magic items; \$5,000 gp reward for information leading to his apprehension, contact the leadership of the Belthar Tribe or any official of the Council of Colors. Expires 12/31/327.

4) WANTED: ADVENTURERS for HIRE. Contact Elder Fox at the village of Odira, southwest of Meldinnium, L.O.S.T.

5) WANTED: ALIVE!!! Rebecca DeWinterthorn, kidnapped from her loving parents at the tender age of 14 at this spring Festival in Waterrill. Reward of \$1,000 gp for information leading to her discovery. Contact Baron Winterthorn, Waterrill Manor.

6) WANTED: ALIVE. Evro of Lor (a Ranger), Delanore (a Mage), Brandis Starbrow (an elven cleric); for caravan banditry. 5,000 gp reward, contact Abner Wheelwright, Northolm Caravan Master, by 3/3/326. (This is an old poster)

And there are others. A snoopy middle-aged woman is sitting on a rock, knitting or perhaps spinning some yarn, and she asks where they are going. If asked, she is waiting for her daughter to return from Greenbriar Pond with a basket of watercress for sale at the village market. Meanwhile her mule pokes around among them seeking food (candy, apples, sugar); NPC should play this for laughs. If a druid wants to talk to it, the mule is stupid and basically a mooch, it just wants food, but it can verify that the old woman has a daughter and that she went off down the road toward Greenbriar Pond. It wants sugar and apples and will be morose if it doesn't get any.

The woman (and the mule) are persistent but offer no threat. She does comment that it has rained a lot lately and that there are an unusual number of armed men around the area the past few days. When asked to explain, she mentions Blood soldiers, young ones who're probably new to the Temple. They acted real cocky, not nearly as respectful of their elders as they ought to be (insert long speech on how the young people these days don't have any respect, etc, etc). She saw them going down the same road the PCs are following, just this morning.

Encounter Coordinator: Linda Vanderhoof **# of NPCs:** 2

Length of Encounter: 15 minutes **Time to next Enc.:** 10 minutes.

Props: Signpost with arrow pointing to Western River (ahead), another pointing to Waterrill (behind), one pointing to Greenbriar Pond - 6 miles (sideways). Mule costume (brown cloth drape over body, head a stuffed face mask worn on NPC's head). Minerva NPC provides own knitting.

Encounter #3 - BLOOD SOLDIERS

DETECT GOOD/EVIL: Evil on Angry Tule (leader).

DETECT MAGIC: +1 Short Sword in leader's hands.

DETECT TRAPS: None.

DETECT POISON/CURSES/SUPERNATURAL: None.

LOCKS: None.

FORSEE: Boon to trust her, Bane to harm her.

Gold & Magic: None but magic sword - Item #1 (value = 1000 gp).

Savvy: Item #1 - Magic sword does an extra point of damage and all damage done by it is magic.

NPCs:

Joshua "Josher" Slash, Fogor Fell, Michael "Mauler" Turveen, and Verkiem "Verky" Fell (Fogor's younger brother).

Number Class Level Life Points Sp Pts Armor Damage Gold Magic Items

4	RGR	1	(3/8/12)	8 rp	1	3	--	---
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DETECT: Neutral **SPELLS:** None **WEARING:** Leather, long sword

Angared "Angry" Tule (Leader)

Class Level Life Points Sp Pts Armor Damage Gold Magic Items

FTR	1	(3/10/14)	----	1	3	--	#1
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DETECT: Evil, Magic (sword) **SPELLS:** None **WEARING:** Leather, +1 magic short sword

ENCOUNTER DESCRIPTION:

The team meets a band of five warriors from the junior ranks of Blood Temple, all wearing tabards of their Order. These are blocking the road as they approach, swaggering and acting tough. They will demand that the PCs halt and then try to take away whatever information the PCs got from the Garnet Temple (ie - the map and notes). They do not know what they are actually looking for, but are convinced that they cannot get it without force;. If the PCs actually offer it to them, they will be suspicious and spurn the real thing in favor of some imagined information. They will provoke a fight if the PCs refuse, they will also provoke a fight if the PCs give up `the items' (or fake it) too easily.

The PCs can attack them at once, or after talking, or whatever. The team will probably defeat them readily, since they are all low level and have more nerve than brains (and besides, the GD instructs the Blood warriors to fight poorly). If in danger of dying, the four 1st level Rangers will throw down their weapons after losing their second limb, but the Fighter will try to fight to the death, having sworn to the God Blood never to turn away from a battle without victory. His friends will have ambivalent feelings about this - admiration for his dedication, but they don't want to do it themselves. If the PCs demand it, they'll forfeit their swords to save their lives. The leader will have to be crippled or killed or put down with a spell to stop him from attacking, but once defeated and helpless he will finally surrender, grudgingly. They can take his +1 short sword away from him. He won it in a bet and it is the first classy thing he's ever owned in his life, so he won't willingly give it up, and will complain about it if they take it.

All four of the younger ones are Lathau tribe, the leader is from the Honorarne tribe.

Encounter Coordinator:

NPCs: 5

Length of Encounter: 15 minutes

Time to next Enc.: 10 minutes.

Props: 8 representations for +1 short sword (one per team), five different color tabards, each with a big (9" x 15") red blood drop on the front in the center of it.

Encounter #4 - RIVER

DETECT GOOD/EVIL: None.

DETECT MAGIC: None.

DETECT TRAPS: None.

DETECT POISON/CURSES/SUPERNATURAL: None.

LOCKS: None.

FORSEE: Bane to trust Rope, is a weakness in it and will break under weight.

ENCOUNTER DESCRIPTION:

The team comes to the Western River and finds it in flood, due to unseasonable rains, as Minerva said. Mud and twigs washed up on the river bank indicate the water was higher but has begun to go down - slowly. The old bridge has collapsed and there is a new one under construction, but work has been halted and none of the construction staff is around at the moment. There is a sign proclaiming the beneficence of the Council at ordering this new bridge constructed, and proclaiming 'a new era of cooperation with the Toads' - it has graffiti on it, and another sign stuck on top that says 'Construction halted by order of the Council of the Seven'.

The river is 30 feet wide and the new bridge sticks out 12 ft into it, so there is a gap (30 feet - 12 feet = 18 feet) of about 18 feet between the end of the new bridge and the far shore. A temporary rope has been strung across the river, about 50 feet upstream of the new bridge construction, for the builders to use when crossing the river; it has not been taken down despite the stop-work order. The rope looks strong and feels solidly attached, but it has a hidden weakness (not detectable by inspection, but can be revealed by a Forsee spell). If they Mend it before using it the weakness is fixed and the rope does not break, even if the whole team is on it at once.

The river is deep and PCs can only wade in a little ways (they can put one foot in the water, so long as the other one is on the bank) before the current carries them downstream. Any PC upstream of the bridge on the starting side who falls or otherwise ends up in the water is swept downstream by the current and smacked up against the bridge, and can be pulled out as described below. Anyone below the bridge on the starting side, or anywhere along the far side of the river, who gets into the river is washed about 30 feet downstream and thrown against the bank, where they can crawl out unaided (only people caught against the bridge have to be helped out of the river).

The PCs can clamber across on the rope. While they do, a freshwater 'shark' (large cardboard fin) begins moseying up the river, side to side and slowly. If they attack it immediately with spells, arrows, or thrown objects it will flee and not return. It will pass under the second person on the ropes and continue upstream, almost out of sight. If the team has NOT mended the rope, then when the third PC is across (feet on the far shore), the rope will break right behind them, preferably while the 4th PC is on it, and drop that 4th PC into the river. If the team tied a rope to the 4th PC, then they can simply pull him back to shore. If not, he is swept against the end of the new bridge, which is conveniently near the surface because of the flood, and pinned. He can be rescued by two people pulling on him or by one KNT using Strength 1. He cannot crawl out of the river unaided onto the bridge (unless he is a KNT using Strength 1).

While the PC is in the water, the 'Shark' comes moseying back, slowly, and begins to approach him curiously. The team can attack it with arrows and spells and thrown objects, and it

will immediately turn and go away. If it is not attacked first, it will prod the PC once (NPC - actually poke him, firmly) before deciding that this might be dinner. Now, even if it is attacked, it has an incentive to stay, and so it will bite one of the PCs legs for 3 points damage. If a Druid tries to talk to it in the meantime, he can distract it from biting for another 60 seconds maximum before it decides to ignore him and chew on the PC; it is moderately hungry. After it has bitten the PC, it will circle away, and if the PCs keep attacking it every time it comes near then it will stay away. If the PCs don't attack it or stop attacking it as soon as it departs, then it will come back in another 60 seconds and bite the other leg for 3 points. If they make new attacks upon it, it will leave for good. If they still have not attacked it, it will then decide the PC doesn't taste good and will leave (NPC - say `bleech' and make spitting sound). Remember, if the shark is attacked by magic or arrows before it bites the PC, it immediately turns about and flees upriver, moving fast; but once it gets a taste it wants to come back for another, and they must attack it before it bites him again. If they kill it, the `shark' rolls over and sinks. They cannot get its carcass, the current is too strong.

If the PCs have mended the rope before it breaks, the shark can be more aggressive, even leaping out of the river twice for a bite at a PCs dangling leg (2 pts damage, but it didn't get a good hold and cannot drag the PC down).

If the rope breaks and leaves some PCs on each side of the river, then the remaining PCs on the starting side have a few alternatives to cross the water.

- 1) Use a Monk to Leap the river with one end of a new rope, then tie the rope to trees on either side and everyone shimmy across as they were doing. (actually use existing ropes course)
- 2) Throw a new rope across to the other PCs, and have them pull it in and tie it to a tree. The thrown rope must actually get across the `river' or it has to be pulled back and redone. (then use real ropes)
- 3) Have their Ranger tie a string to an arrow and shoot it across, then the PCs on the far side pull a rope across with the string, and then use the real ropes course.
- 4) Come up with something creative (GM discretion).

If they did not bring a rope, the section of rope left on the starting side is extra long and they can re-tie it so as to get enough length to get it across. They can also throw both pieces to the MU, who can just Mend the rope back together; then they restring it as above.

Lastly, if they look under the bushes to one side of the construction they will find a small one-man boat that can be tied to a rope and paddled across, then pulled back empty by the next PC, who paddles across, etc.

Any clever solution for crossing the river is also allowable, GM discretion.

Encounter Coordinator:

NPCs: 2 spotters for river crossing and to play the shark.

Length of Encounter: 35 minutes

Time to next Enc.: 10 minutes.

Gold & Magic: None.

Props: single-rope set-up, 9 blue tarps for river, cardboard bridge construction, cardboard Boat with paddle (one man), cardboard `shark' fin (handled by NPC spotter).

Encounter #5 - VICTIM

DETECT GOOD: None.

DETECT EVIL: Both NPCs.

DETECT MAGIC: None.

DETECT POISON: Residual on arrows (toxin) - not Takeable.

Gold & Magic: +2 throwing dagger mundane (extra-fine steel, not magic) valued at 800 gp, 2 mundane short swords & 2 bows (no value to them).

LORE: Smugglers are same band wanted in poster (enc.#2): WANTED: DEAD. A band of 6 smugglers, names John Tubb, Billy Tubb, Stoneweir, Tucker, Bullseye-Dan, and Badaxe Throatlitter (younger brother of the notorious Redaxe the Pirate). These six are believed to be selling weapons to the Toads; reward of 50 gp per head is offered for their heads. Present heads to nearest Golden Lions outpost or official of the Council in order to collect the reward; must submit to Truthtell spells to verify. Expires 12/31/326

NPCs:

Archers Hairy & Beard

<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>	<u>Items</u>
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2	RGR	1	(3/ 8/12)	6 rp	1	2	--	---	
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DETECT: Evil **WEARING:** Leather, bows, 2-pt weapons. **BOW SCORES:** 75% miss, 25% hit, 0% crit: M,M,M,H,M,M,M,H,M,M,M,H,M,M,M,H, etc.

Body

<u>Name</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>	<u>Items</u>
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----	RGR	2	(3/ /)	----	-	-	0	---	
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DETECT: dead **WEARING:** tabard of the Council with Constable badge.

Description:

On the far side, after they have traveled a ways, they find a dead constable of the Seven Tribes (stuffed clothes body), tied to a tree and stuck full of poisoned arrows. The poison on the arrows is not recoverable, it has worn off, but a THF Detect Poison will tell that it was there and report the residual (not enough to make one dose). He has the badge of his office and the symbol of the Council on his tabard. Just 20 feet beyond him is a parked wagon that has clearly been abandoned. It is empty and has scraped marks on the bed; a throwing dagger lies on the ground underneath it. There are tracks of a mule and at least six men leading to this point and back away again from ahead of the PCs, not more than 1 day ago. The man has been dead for about that long.

While the team examines the wagon and the body, two archers sleeping in the bushes further on begin to snore - loudly. They are members of the smuggler band sent back to watch the back trail, but they had smuggled along a jug of booze and are now well snookered - there is an empty jug between them. They are leaning on a tree, side by side, and on its branches are hanging both of their bows and their quivers of arrows.

The PCs can come over and wake them up, or after one full minute of snoring, Hairy will wake up and elbow Beard to get him to stop snoring, calling him rude things in the process. Beard

will grunt and mumble and roll over and go back to sleep. Hairy will yawn, stretch, get up (scratching himself) - and notice the PCs, who by now are probably almost on top of him. He will yelp, becoming suddenly almost sober, and grab for his bow and arrows.

The PCs can do as they will with these guys, but the two smugglers will try to pepper the PCs with arrows if given enough time to do so. However, they are very drunk, so they will miss 75% of the time and Crit never. They will shout incoherently to each other about 'warning Badaxe', but they are not much of a threat to the PCs in their condition. If the PCs take the bow away from either of them, the smuggler will try to run away, but will promptly run into a tree and be stunned for 2 minutes.

The PCs can capture and question them, and learn several things. Each will claim that someone else in the band killed the constable, and will deny that he did it (lies - they both did it, for cruel archery practice). They will bargain for their lives with the lore, if they can, including promising (and doing) to run away back to the river and never bother the team again. (They will promise anything in order to get away alive, and they have no loyalty to their comrades at all.)

They can be dealt with as the team wishes, but if the team decides to keep them prisoner and take them with them beyond this encounter, only 1 goes; the other stays for the next team, in case they get here before the captive returns.

They are evil and totally dishonest, they will lie as much and as fast as they can, but they are also very cowardly and don't want to die - and they are afraid of their leader, Badaxe, who they would sell out in a minute if they weren't so afraid of him.

If the PCs just let them go, without conditions, they will stagger off in the direction of their camp, to warn the others. If allowed to escape, they run off into the woods at a right angle to the trail, and circle around towards their camp. In either case, they will get lost, run into trees, and knock themselves cold. They will not wake up until after the PCs have dealt with the next encounter, and so will never warn their friends. If the PCs kill them, they will whine and blubber as they die, but in a disgusting way, not a pitiable way. They'll try to sell out their friends to save their own skins.

Encounter Coordinator: # NPCs: 2

Length of Encounter: 20 minutes **Time to next Enc.:** 10 minutes.

Props: representation for wagon, 8 beanbags for the throwing dagger (1/team), stuffed clothes 'body' with Council symbol and Constable badge, jug of 'whiskey'.

Encounter #6 - BORDER SHRINE

DETECT GOOD: Altar.

DETECT EVIL: None.

DETECT MAGIC: None.

Gold & Magic: No Items; 2 spell points per cleric that prays here.

Legend Lore on the Altar: One of the twelve Altars of Bes built around the borders of the Toads territory by the Temple of Bes about 300 years ago, in an effort to contain the influence of the Toad Gods.

NPCs: None.

Description:

The team comes to a sign marking the border of the Land of the Seven Tribes; the road turns sharply aside to stay inside the boundary. A few dozen feet beyond the sign is a small human-type shrine under a big tree, which is equal to the spot in the notes where the directions start. Carved into the top of the altar is a sign for Bes, the god of luck and travelers. Set atop this sign on the altar is a human skull with arrows stuck through both eye sockets; it has been here for some time. It means that this shrine is also a Border marker for the Toads. The altar is not magical.

The PCs can take the human skull off the altar and bury it decently. If they do, the God Bes will grant two life points of healing to each of the PC(s) who do the deed (if they don't need it now, GM save it until later and give it to them then - and at either time tell them they hear the whisper of Bes, saying 'I remember those who are respectful of my sacred places').

If a PC tries to keep the skull and take it away with him, then that person receives no benefit from the altar, AND as soon as he/she leaves the clearing there is a Toad Curse on him/her. This has the effect of making one of his arms paralyzed and unable to hold anything in his hand, or to wield a weapon, or even to lift the arm voluntarily. Returning the skull to the altar removes the curse, as does burying it anywhere. Passing it to another person transfers the curse to that person. Receiving (or digging the skull up again) triggers the curse on the recipient. Taking the skull away and THEN burying it releases the curse but gets no benefits from the altar.

PCs can worship here if they wish, though this particular shrine has no meaningful powers. GM discretion on answers from their individual gods; if possible tie it into the background of the character. Any cleric who worships his god here, including a Cleric of Bes, receives a dream vision that says 'look for the secret door in the Altar room'; he/she also receives two additional spell points for this day only. If a cleric of Bes worships here, she/he receives an additional two spell points (total of 4) for this day only.

At this point the route of the smugglers diverges from the road and passes around the shrine into the forest beyond, into the territory of the Toads. A ranger can follow the tracks of the six men easily, they lead on ahead. A team without a Ranger can still find the path with a CLR Bump of Direction; or a Druid can ask the trees which way people go, and get a general direction; or a team without any of these things can simply look carefully and find the tracks.

Encounter Coordinator: # NPCs: 0

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

Props: shrine altar, skull, 2 arrows, signpost for border of 7 tribes.

Encounter #7 - CAVE

DETECT GOOD: None.

DETECT EVIL: All NPCs.

DETECT MAGIC: Both Monks (Magic ring and potion).

Gold & Magic: Items: 280 gp on the NPCs, including 200 on Bad Axe from the Toads.

Item #3) Ring of +1 protection (value = 1500 gp);

Item #4) Non-magic self-cleaning chainmail (needs no maintenance), any FTR or KNT can tell what it is at a glance (value = 400 gp).

NPCs:

<u>Name</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>	<u>Items</u>
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John Tubb	RGR	1	(3/ 8/12)	3 rp	1	2	10	---	
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DETECT: Evil **WEARING:** Leather, bow, 3 Ranger Arrows.

BOW STATS: 6 sec reload, hit pattern = (Hit, Miss, Hit, Miss, H, M, H, M, H, M)

<u>Name</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>	<u>Items</u>
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Billy Tubb	FTR	1	(3/10/14)	----	1	3(4)*	20	---	
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DETECT: Evil **SPELLS:** Battlefever **WEARING:** Leather, short sword*

<u>Name</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>	<u>Items</u>
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Stonewear	MNK	1	(3/ 8/12)	3 mp	1+Blocking	2	10	#3	
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DETECT: Evil, Magic **WEARING:** +1 Ring of Protection (Item #3), short sword

<u>Name</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>	<u>Items</u>
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Tucker	MNK	1	(3/ 8/12)	5 mp	0	2	10	---	
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DETECT: Evil **WEARING:** short sword

<u>Name</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>	<u>Items</u>
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Bullseye	FTR	1	(3/10/14)	----	1	4	30	---	
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Dan

DETECT: Evil **SPELLS:** Battlefever **WEARING:** Leather, long sword

Leader: Bad Axe Throatlitter

<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>	<u>Items</u>
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RGR	3	(3/14/18)	8 rp	2	4	200	#4	
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DETECT: Evil **WEARING:** #4 - Non-Magic Self-cleaning Chainmail (needs no maintenance), long sword

* **NOTE FOR TEAMS WITH 3 or more PCS SWINGING 4 pts:** Billy Tubb has a long sword and swings for 4 points against those teams.

Description:

Their map and notes, as well as the tracks, lead the team to a cave mouth (tarps & flats); it has the carved YY rune on the outside, so the PCs will know it is the right cave. In it the team finds the Smuggler's camp. The Smugglers are lazing around waiting for the river to go down;

there are 6 of them. Three are sitting in a circle playing cards and drinking, one is sitting on guard, and two are sleeping. When the team arrives the ones playing cards are speculating on when the river will go down so they can cross, they've been stuck here for half a week.

Tucker the Monk has his Blocking up and John Tubb has done Rangers Arrow on one of his arrows, the rest are lax and unprepared with any of their abilities. About 60 seconds after the PCs arrive, the guard (Bullseye Dan) says he has to 'go', and stumbles off into the woods to find a tree. He will go out of sight of the rest of the smugglers and can be captured or killed by the PCs (if they are quiet) without the others knowing. NPCs will give the team the benefit of the doubt on 'quiet', let them take you if they don't totally screw it up. If a female PC smiles and invites him to come after her, he will forget his companions and follow her quietly, whispering 'oh baby, oh baby, oh' - and get jumped by the other PCs easily.

The PCs can fight them, or use trickery to flush them out, but they must get past the smugglers to enter the cave. If a fight starts, Badaxe, the leader of the smugglers (sleeping) wakes up 30 seconds after it starts and grabs his sword, joins the battle; he has NO Inspire ability at all. Stoneweir the Monk is also sleeping and will be wakened by the leader after he gets up. If the team uses trickery or magic, they may be able to get either or both men before they wake - they will only wake up/be awakened by the others if the PCs do something aggressive.

If the PCs capture any of the smugglers, the team can do with them as they please, except that the smugglers would rather die than go into the tunnels of the Toads. Even Enthrall will not get them to go underground since they have dealt with the Toads and are afraid of their tunnels. The smugglers do not know that the cave has a secret door, they just use this place as a camp when they deal with the Toads, who always approach through the forest.

In this fight, John Tubb is the only one with a bow, and all but Badaxe (chain) the monks (none) are wearing leather. The monks and John have 2-pt weapons, as does one Fighter (unless the team has three people capable of swinging 4 pts or greater, in which case both FTRs have long swords); the other FTR and the leader have long swords. Either or both Fighters will Battlefever if the team fights them.

Encounter Coordinator: Dan Frazier

NPCs: 6

Length of Encounter: 35 minutes

Time to next Enc.: 1 minutes.

Props: Cave construction (tarps & flats), deck of cards, 8 sets of the following (1 set/team):
Pouch (for Toads' gold), ring, chainmail patch.

Encounter #8 - SECRET DOOR

DETECT GOOD: None.

DETECT EVIL: None.

DETECT MAGIC: None.

LOCK: Outside = Type A - Easy (25 pts Phys dmg/5 pts Mgc damage),

Inside = Type C - Medium (40 pts Phys dmg/20 pts Mgc damage).

Gold & Magic: None.

NPCs: None.

Description:

The Notes refer to a secret door; it is a large round boulder at the back of the cave. There is a Type A - Easy lock on it, which requires 25 pts physical damage or 5 pts magical damage to break. It is hidden around the edge of the boulder but can be found by looking, and a THF can pick it. The door can then be moved aside by any two PCs acting together, it leads into a tunnel. Unless propped open, the door will shut itself 30 seconds after the last PC passes through, and lock from the inside. It cannot be readily opened from the inside, the thief would have to come back and pick the inside lock to get the team out, and this lock is Type C - Medium, requiring 40 pts of physical damage or 20 pts magical damage to break it. The team can crawl down the tunnel single file for a short distance, then the ceiling gets high enough for them to stand. The tunnel goes on a ways.

A RGR or a THF will notice that there are faint footprints in the dust on the tunnel floor - Toads have been here recently.

Encounter Coordinator: GM

NPCs: 0

Length of Encounter: 15 minutes

Time to next Enc.: 10 minutes.

Props: Cave construction (same as in last encounter), rounded cardboard stone at back, Type A-Easy wire lock placed next to it, Type C-Medium wire lock inside, waist-high tunnel covered with back plastic and about 20 feet long, then just string side walls for 100 feet.

Encounter #9 - UNDERGROUND CHASM

DETECT GOOD: None.

DETECT EVIL: None.

DETECT MAGIC: Glyphs, scroll in body's hands.

Gold & Magic: No Gold, one item.

Item #5) scroll of 12 pts healing (400 gp).

NPCs:

<u>Name</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>	<u>Items</u>
Dire Worm	--	5	(-/65/75)	---	4	1	--	--	

DETECT: Neutral

Description:

The tunnel goes for a distance and sometimes requires the PCs to crawl (black plastic strung between trees). They pass three side passages (#1, 2, 3) that are marked on the map as the wrong way to go; all are also marked as deadly, with skull & crossbones signs. Two of them lead to foul-smelling side rooms; the third is a tunnel trapped with glyphs.

#1 - The Sealed Room:

The first side passage leads to a doorway only ten feet down that has been crudely walled up by the Toads. There is a skull-and-crossed-bones symbol carved into the wall on either side of the mouth of this tunnel. It would require much work (2,000 points of damage) to break through the Toad's stone barrier. The stones don't detect as a Trap!

If they do try to break into the sealed room, they start to smell toxic gasses (strong rotten egg odor) as soon as they create an opening (once 100 points of damage has been done). The gas is heavy and mingles with the air slowly, PCs can initially see it oozing out of the wall as a very pale yellow fog (GM tell them so). If they stay in the area for more than 10 seconds after GM tells them it is oozing out of the wall, they get gassed. It does 4 pts no defense damage apiece for the first minute they spend in the room (one point every 15 seconds), then 3 pts for the next minute (one every 20 seconds), and 2 pts for the third minute (1 every 30 seconds).

The room behind the walled up door is empty and it doesn't lead anywhere else, it just traps toxic gasses from the rocks.

#2 - The Glyph Tunnel:

A second side passage leads to another tunnel. It has a skeleton on the floor about 6 feet into it, wearing the remains of a Golden Lion tabard (George, from the notes). He's been here for at least a few years. There is a rusted long sword (useless) and (magic item #5) a scroll of 12 pts healing in its hands, and it lies just outside the range of effect of the first of a set of glyphs (anyone passing beyond the body sets off the glyph, but reaching beyond with a polearm or a sword will not). There is another skull-and-crossed-bones symbol carved into the wall on either side of the mouth of this tunnel.

These glyphs are spaced about 6 feet apart down the tunnel's length, on alternating sides of the walls. The nearest is Uvaas, the second is Wid, the third is Svarq, then Uvaas again, then Wid,

then Pyro, then the tunnel ends in a big door, bolted and locked from the far side. There is no way to wiggle past without coming into range of the glyphs, the tunnel is too narrow and the glyphs are set at waist level. Hopefully the PCs will get the idea, at least after dealing with the first glyph. If not, the door requires 2000 pts damage to smash it, and leads to an impenetrable darkness where neither eye nor magic can see.

#3 - The Worm's Lair:

A third tunnel leads away in a meandering fashion, and the floor is covered with (GM tell them) fresh slime. The dire worm is waiting down this tunnel and if they go down it far enough to find it they trigger the worm encounter prematurely. The angle of the tunnel bends back away from the direction they are going, and again there is the skull-and-crossed-bones symbol carved on either side of the doorway.

After the side passages they come to an underground chasm crossing the tunnel at right angles; it extends upwards and to each side as well, but not all the way to the surface. It has a rope bridge, but they have to cross it one at a time. The Ranger or Thief can notice fresh Toad footprints on the bridge.

When they begin crossing, a Dire-Worm (monster) comes out of one of the back tunnels and begins to pursue the team through the tunnel toward the chasm. It moves very slowly, at 1/4 speed, basically in a slow shuffle. The team has to get across before it reaches them. It cannot cross the bridge because of its weight, so once they are across they are safe. The Worm spits acid (via a water-filled squirt bottle) for 1 point of damage - no defense - each hit. Its hide gives it 4 points of protection from weapon hits, it has no limbs, and all damage done to it is amorphous. However, it takes double damage from electrical spells and will draw back a few feet and completely stop its advance for 30 seconds each time it is hit with an electrify. It doesn't stop spitting. This counts as a combat if the PCs attack it, even though it has no formal 'weapon'.

Encounter Coordinator:

NPCs: 1

Length of Encounter: 35 minutes

Time to next Enc.: 5 minutes.

Props: Tunnel Construction (tarps & flats), sealed 'door' for #1 side room, glyphs for #2 (1 Svaarq, 1 Pyro, 2 Wid, 2 Uvaas), black plastic for 'Chasm', cardboard & rope 'bridge' crossing 'chasm', Dire Worm costume (hoops covered with cloth and curved head with open fanged mouth), spray bottle of water and jug of supplemental water, cardboard skeleton, beat-up Golden Lion tabard, rusted cardboard long sword, 9 scrolls (1/ team) of 12 pt healing.

Encounter #10 - SLIME ROOM

DETECT GOOD: None.

DETECT EVIL: None.

DETECT MAGIC: None.

Gold & Magic: None.

NPCs:

Slime Monsters

<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>	<u>Items</u>
2	---	3	(3/15/20)	---	0	3	--	--	

DETECT: Neutral

Description:

Beyond the underground chasm the tunnel runs for some distance, then it opens up again into a large room. There is a narrow path of stepping stones leading across a pool of slime; the path branches several times and there is more than one route through it. Some of the routes are obvious dead ends. The full routes each have dangers.

Left Route:

This route has a large colony of Ants have been trapped (by the Toads) on one large stepping stone, and will attack the PCs' feet unless killed first (by a spell, or pouring 2 full vials of acid on them - weapons don't make a significant dent in their numbers and they swarm up the weapon and attack the PCs hands! They can be brushed off with 30 seconds effort). They do one point of armor-independent damage every 30 seconds to each leg or hand that they can reach, but spells protect from this - and it counts as a combat. There are at least 10 stepping stones on this route.

Middle Route:

This one has a pair of amoeboid creatures in the slime, which will rise up and attack the PCs at the middle stepping stone. They must be subdued to get by unless a Monk does Leap, in which case the left monster gets one hit in passing on one of the Monk's legs.

The monsters each get to do a one-time 'Clinging Slime Level 4 - two minutes', which is equivalent to a DRU Clinging Vine but uses a thrown bean-bag. (NPCs - you will probably have to stop the action to explain this call.) If the beanbag hits: A) it does one point of No-Defense damage, and B) it glues the PC to the stone for 2 minutes, and the caster can hit the PC through the slime. The PC cannot cut themselves free of this attack, but Knight Strength I or two other PCs pulling will free them. The slime does not grab other PCs who touch the affected PC.

The monsters cannot move about at more than 1/4 speed (walk on your knees to simulate, keep green poncho spread around you). If they are lured away toward another PC elsewhere, there is time for some PCs to pass through quickly before the monsters can come back. These are not very intelligent, like animals, so Wildlife and Animal Tamer will work upon them, but Enthrall, Simon's Spell, and Siren do not. Playing any musical instrument will calm them and they go back to the mud without further attacks.

Right Route:

On this one the second and third stepping stones will collapse under the PCs' (human) weight and drop the third person to cross them into the slime, which is knee-deep (have PC drop to his knees and `wade' through, to simulate slime impeding motion). The slime is also slightly poisonous; if a PC steps into it or wades through it for more than 30 seconds, it does 1 point of no-defense damage per minute, at the end of each minute, for up to 4 minutes spent in the slime. If they spend less than a minute in the slime, they are not damaged. If they spend more than 4 minutes in the slime, but less than 10, they receive no additional damage beyond the initial 4 pts. Any healing delivered during this damaging process offsets the damaging effect completely and they can wade through the slime at will for the remainder of the ten minutes, unaffected. For more than 10 minutes in the slime, the PC is affected by the spell Weakness for the rest of the game (toxic shock reaction), which can only be cured by a Neutralize Poison or Antidote, or it will heal overnight.

The team can cross via any of these routes, or all of them. On the far side the tunnel continues.

Encounter Coordinator:**# NPCs: 2****Length of Encounter:** 25 minutes**Time to next Enc.:** 10 minutes.

Props: Tunnel & Room Construction (tarps & flats), green plastic for `slime' floor, wood stepping stones (at least 25), 2 green ponchos and 2 green throwing beanbags for `slime monsters', 1-lb bag of red-hot candies to symbolize the ants.

Encounter #11 - TREASURE ROOMS

DETECT GOOD/EVIL: None.

DETECT MAGIC: Magic items in secret compartment (book, scrolls, spearhead), Trap on gate lock, & Glyphs.

DETECT TRAPS: On gate lock (magical) and on secret compartment door (mechanical).

LOCKS: On Chest: Type A-Easy lock, 25 pts Phys/5 pts Magic damage to break it;

On Gate: Type E-medium easy lock, 40 pts magic damage to break it.

Gold & Magic: No gold, but the following magic items:

#7) = Ring of Diagnose - 1) Does Diagnose as per spell, 2) has 3 charges then is useless (value 450 gp). **GM NOTE:** Team is expected to use one charge on Serena, but might not.

#8) = Wand - 1) Does one 9-pt Lightning Strike 2) can be recharged once each day by casting another 9 pt Lightning Strike into it, 3) cannot hold more than one charge and no more than 9 pts damage at a time (value = 1000 gp).

#9) = Scroll - 1) Does 12 pts healing (Value = 288 gp).

#10) = 1 Ribbon of Life Preservation - 1) Ribbon of Life Preservation, when tied around a throat (before a throatslit), this will cure a throatslit 59 seconds after the wearer has been throatslit; 2) has 1 use, then is just a pretty ribbon (value = 350 gp).

#11) = Anumina's Journal - 1) Book kept by Anumina the Cleric, written in a magical language.

#12) = Spearhead of Heorold - 1) gives +4 damage in the hands of a descendant of Heorold I, 2) is -4 on damage for any other wielder, 3) can only be activated by use of a secret ritual written by Peter Sartucci and kept locked in the basement of Northholm Castle.

#13) = Wand of Gale - 1) Does one charge of Gale (as DRU spell), 2) can be recharged once each day by casting another Gale into it, 3) cannot hold more than one charge at a time (value = 750 gp).

#14) = Scroll of Awaken - 1) When read over one person, this scroll neutralizes all the effects of any sleep-inducing drug or poison that is affecting the target, and wakes them up (value = 200 gp).

#15) = Scroll of Reverse Enhance - When read casts a Reverse Enhance as per the spell (value = 200 gp).

Alarm Trap: This is essentially a spell cast upon the lock. The Savvy is: 1) Magical Alarm Trap, goes off when lock is broken or gate is broken but not when lock is picked or gate is touched; 2) Can be dispelled at Level 7.

Treasure Chest Lock Trap: Savvy is: 1) Magic trap that does 2 points damage to any hand that touches lock while picking it, but does not affect successful lockpickings.

NPCs:

Toad Guards

<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>	<u>Items</u>
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5 to 7	RGR	2	(3/12/16)	8 rp	1	4	--	--	
--------	-----	---	-----------	------	---	---	----	----	--

DETECT: Neutral **WEARING:** Long swords.

Note: Toad hide = Leather armor while they are alive, but once dead it begins to decay very fast and hence is not takeable as raw leather for armor.

Note: If the PCs successfully kill all the Toads, a second platoon of the same number, class, & level will show up (played by same NPCs) 60 seconds after the last toad dies. This cycle will repeat as needed until the PCs escape.

Description:

The tunnel is long, near its far end it leads past two locked and barred gratings, one left and one right; both have many openings in the grid so PCs can see in and even put their arms inside. About 15 feet beyond them is a partly-open door to the outside. See map on next page for details.

The Left Side Grating:

The left opening is a Toad Treasure room, filled with the weapons the Toads have acquired from the smugglers, including 20 1-point throwing knives (beanbags), 10 short swords, 10 short staffs, and 10 bows (all made of cardboard). The bows have the marks of the Ligg House in the Karka Tribe on them. The swords have the mark of the Fell House in the Lathau Tribe. The staffs are unmarked. The weapons are in rows behind the chest, with the throwing daggers in a pile to the side.

There is also a chest of magic items in the room; it is too large to fit through the openings in the barred gate. The chest is locked with a Type A - Easy lock, 25 points physical or 5 pts magical damage will break it, but the lock does 2 pts magic damage upon a THF each time he/she FAILS at picking the lock - this detects as a magic trap, and can be savvied. The chest is sitting on the floor of the room six feet from the gate, with nothing in between. The items in it are a Ring of Diagnose - 3 charges, a Wand of 9-pt Lightning Bolt - 1 charge (rechargeable), a Scroll of 12 pts heal, and 1 Ribbon of Life Preservation, 1 use. (For single PCs, it is empty.)

The gate to the room is locked with a Type E-medium easy lock, 40 points of magic damage will break the lock and 200 the gate. If the PCs break the lock or the gate, an Alarm (out of their hearing range) goes off out in Toad City, but they can put their hands on and through the gate, or pick the lock, without triggering the signal. This Alarm detects as a trap - magical, and can be savvied (see Magic list at end) but cannot be taken with them. There is no other way out of this room.

The Right Side Grating:

The second gate is the one the PCs want, it leads to a room with the old altar in it. The gate is locked with a Type B-Easy lock; 35 points physical or 15 pts magical damage will break it.

On the wall above the altar (above the glyphs) is the double-square Jepali sign, indicating that what the long-dead Golden Lion called 'the sign of the Ancients' is also the sign of the 7-Tribes' enemy to the south. The altar itself is protected by 3 glyphs on the wall behind it (Wid in the middle just 2 feet above the altar slab, Uvaas 3 feet to the left and Uvaas 3 feet to the right). This ancient danger is why the toads barred up the room; rather than deal with it, they just avoided it, and thus inadvertently protected the secret cache, too.

The hidden cache is in the wall opposite the Altar, which the notes will indicate. There is a hidden panel which the PCs can find simply by looking for it with a THF Detect Traps (will find a mechanical trap), or even by careful physical inspection. It is right where the notes indicate it should be. The trap is on the panel door, it is a projectile that does 3 pts of damage. It fires straight out of the wall for a distance of 5 feet when the lock is broken or the first picking attempt fails. It is NOT triggered when the lock is successfully picked, and the trap does not reload. The PCs can get the items out by either picking or breaking the lock. In addition, if they cannot open or even find the panel, they can simply smash at the wall until they randomly hit the panel and it breaks (20 pts damage - GM use discretion on finding it).

MAP OF EXIT AND TREASURE ROOMS OF TOAD TUNNELS

Inside the cache, in thick wrappings, is the Book and the Spearhead, a wand that does Gale L-4, a scroll that does Awaken, and a scroll that does a Reverse Enhance as per spell. The PCs can wrap these up and take them with them, none will be damaged by violence.

The Toad City Exit Door:

The PCs can peek out the exit door without being seen, because of the shadows around it (NPCs, please take this into account if the actual shadows do not cooperate). But if a PC puts more than half of his body out through it the Toads out in the Toad City will see him and will attack. If the PCs close the exit door they cause it to lock automatically, and thereby buy themselves an extra 2 minutes plus some warning when and if they set off the alarms in the Treasure room. If the door is locked at that point, the arriving Toads will pound upon it and yell for the Keymaster to be fetched; this will take 2 minutes and then they will open the door and come in. If the PCs have blocked the door by driving wedges under it, or something, the GM will determine the extra time they buy for themselves (GM - tell NPCs outside how long to pound on door).

The Secret Exit Door:

To escape from the altar room, there is a closed door in the far corner that leads to a tunnel going out. This door can be opened from this side only, there is no mechanism or handle on the far side (which is why they did not just come in by this route). The door handle is broken but a MU can use Mend to fix it and then a KNT use Strength I to open it; or 2 players at once can lever it open with any lever (sword, spear, etc). One PC using the Spearhead of Heorold by itself will do the job. The tunnel beyond leads out. The door is counterset, it keeps trying to close and has to be held open by one PC or it will close. However, the PCs can wedge it open if they find or make wedges. Once they are all through it and it closes, they cannot open it again from the far side.

Note to GMs: If a single PC gets trapped on the room side of the door, and cannot open it, he will be killed by the Toads.

Note to NPCs: Please actually attack and hack up the PC - give him a good opportunity for a spectacular death battle.

If attacked by the Toads and fighting a rearguard action to escape, the PCs can let the door close (NPC Toads - do not get in the way, it would crush your little amphibious bodies). The Toads will then spend 5 minutes trying (and finally succeeding) to open the door, with much noise, while the PCs run like hell to get ahead of them. The PCs could do a L-1 MU Lock spell to seal the door, and the Toads cannot get through it. If the PCs set a fire in the door, even a little one, the Toads are afraid and will not go in after them. If there is no fire, after 5 minutes 3 (and only 3) of the Toads dare to go into the tunnel and pursue the team.

Encounter Coordinator:

NPCs: 7

Length of Encounter: 50 minutes

Time to next Enc.: 10 minutes.

Props: Hall & Room Construction (flats), small altar, two doors, two gates, 10 cardboard bows, 10 cardboard swords, 10 cardboard staffs, 30 beanbag throwing knives, Jepali symbol, 3 glyphs (Svarq, Uvaas, Wid), small chest, 8 sets of the following: 1 ribbon, 2 scrolls, 1 ring, and 2 wands; and 8 sets of the following (1/team): a cloth bundle containing a spearhead (cardboard), a book, and three scrolls.

Encounter #12 - TUNNEL OUT

DETECT GOOD: None.

DETECT EVIL: None.

DETECT MAGIC: None.

Gold & Magic: None.

NPCs: None.

Description:

The tunnel is long and after a few feet the roof gets higher and the walls wider and the PCs are traveling in a long natural cavern, a grand hallway of stalactites, etc. At the far end of the hallway is an opening, a secret exit door that can be opened only from the tunnel side, not from outside. They should most likely just run through this place, intent on getting out, but they might stop to heal a little, or savvy some of their loot. In time they come to a door at the end and can get out; any Toads that pursued them into the tunnel will not follow them out of it.

Encounter Coordinator:

NPCs: 0

Length of Encounter: 10 minutes

Time to next Enc.: 10 minutes.

Props: Lines of string tied between trees to indicate tunnel, door flat for exit door.

Encounter #13 - MINERVA AGAIN

DETECT GOOD: Minerva, Serena, Garnet Soldiers.

DETECT EVIL: Lead Blood Soldier.

DETECT MAGIC: Minerva (spell).

Gold & Magic: None.

NPCs:

Garnet Soldiers

<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>	<u>Items</u>
2	RGR	3	(3/14/18)	5 rp	3	4	--	--	

DETECT: Good, Magic **SPELLS:** Rev.Enhance **WEARING:** Chain, bow, long sword

BOW STATS: 4 sec reload, hit ratio = (H,C,M,H,C,M,H,C,M,H)

Minerva

<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>	<u>Items</u>
1	CLR	1	(3/ 8/12)	10	1	0	0	---	

DETECT: Good, Magic **SPELLS:** Rev. Enhance

Four Junior Blood Soldiers (different than the ones in Enc. #3)

<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>	<u>Items</u>
2	FTR	1	(3/10/14)	----	1	4	--	---	

DETECT: Neutral **WEARING:** Leather, long swords. **NOTE:** Have used up their Battlefevers and Bladesharps for today, cannot do any more.

<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>	<u>Items</u>
2	RGR	1	(3/ 8/12)	2 rp	1	3	--	---	

DETECT: Neutral **WEARING:** Leather, long swords.

Lead Blood Soldier (different than in Enc. #3)

<u>Name</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>	<u>Items</u>
Harbadd	KNT	2	(3/12/16)	12 cp	1	4	--	---	

DETECT: Evil **WEARING:** Leather, short sword, bow, 4 arrows. **SPELLS:** +1 damage.

BOW SCORES: C,C,H,M,M,H,M,M,M,M Reload time 4 seconds.

Description:

Once they get out of the tunnel, the PCs come upon the old woman, Minerva, again, who now reveals herself as an agent of the Garnet Temple. She will provide them with up to 20 points of healing (10 spell pts), which is all the points she has. If they need less, then she gives them less. **IMPORTANT:** Whatever points she spends here, she does not have available for Enc. #14.

She warns them that a new group of Blood Soldiers are staking out the river crossing and plan to ambush them and take the artifacts. The team can:

A: Believe her and follow her. She shows the team to a different place on the river where she has two small two-person boats, one on this side and one on the other side. The farther boat is

guarded by two archers in the livery of the Garnet Temple. The team can use these boats to cross the river and avoid the Blood Soldiers. They will not be attacked, but the Garnet Soldiers will call out urgently to hurry, there are Blood Soldiers on the far side of the river - or this side, they don't know which.

B: The team may choose not to believe her, return to the place they crossed earlier, be ambushed, and will then have to fight to keep their gains, and may win or lose.

C: The team may go to the original crossings and bargain - all the soldiers want are the artifacts. If the soldiers get them they will immediately leave without attacking the team. The team can wait a while, then cross the river again and continue.

D: The team may go to the original crossing, see the ambush is really there, and go off with Minerva to her other crossing place. In this case the Blood Soldiers will cross the river and follow the team. They will not catch up until the team is crossing the river, then they will attack as the last boatload of PCs has begun boarding the last boat. The Blood Soldiers will NOT cross the river to engage the Garnet Soldiers directly. As the Blood Soldiers attack, the Garnet Soldiers with longbows will begin shooting at them to help give the PCs a chance to escape, but the team members will have to do the actual escaping themselves. If any PC is down, the others may choose to go back and help him/her. Once the PCs are across the river, the Blood Soldiers will go back into the forest and disappear from view.

Encounter Coordinator:

NPCs: 3 to 8

Length of Encounter: 30 minutes

Time to next Enc.: 0 minutes.

Props: River set-up (blue tarps), 2 small cardboard boats, 2 Garnet Soldiers in tabards.

Encounter #14 - SERENA

DETECT GOOD: Serena, Minerva, Garnet Soldiers.

DETECT EVIL: Blood Soldiers.

DETECT MAGIC: Serena, Minerva, Garnet Soldiers.

DETECT POISON: On arrow that hits Serena, does 2 pts damage per minute, to a total of 24 points, and makes the target unconscious for the duration of the poison plus 3 minutes (15 minutes total). On Arrows that hit Garnet Soldiers, does paralysis for 5 minutes, then wears off.

Gold & Magic: No magic, 200 gp each (1400 per team).

NPCs:

Priestess Serena

Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
CLR	6	(6/30/36)	25	0	0	700	----

DETECT: Good, Magic **SPELLS:** Rev.Enhance

Minerva

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
1	CLR	1	(3/8/12)	0	0	0	0	---

DETECT: Good, Magic **SPELLS:** Rev. Enhance

Garnet Soldiers

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
2	RGR	3	(3/14/18)	5 rp	3	4	--	---

DETECT: Good, Magic **SPELLS:** Rev.Enhance **WEARING:** Chain, Bow, long swords

BOW STATS: 4 sec reload, hit ratio = (H,C,M,H,C,M,H,C,M,H)

Undead Blood Soldiers

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
4	FTR	1	(3/10/14)	----	1	3	--	---

DETECT: Neutral **WEARING:** Leather, long swords. **NOTE:** Since they are undead, they cannot do any Battlefevers or Bladesharps.

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
2	RGR	2	(3/10/14)	----	1	3	--	---

DETECT: Neutral **WEARING:** Leather, long swords.

Lead Blood Soldier (different than in Enc. #3)

Name	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
Harbadd	KNT	2	(3/12/16)	12 cp	1	4	--	---

DETECT: Evil **WEARING:** Leather, short sword, bow, 4 arrows. **SPELLS:** +1 damage.

BOW SCORES: C,C,H,M,M,H,M,M,M,M Reload time 4 seconds.

Description:

On the far side of the safe crossing, Priestess Serena and the Garnet Soldiers are waiting, out of range of the Blood Soldier's weapons. She has tracked the PCs by Bump of Direction on the

artifacts, so she knows they have them (**OR NOT - GM TELL HER WHICH IT IS**). They will welcome the PCs and protect them from the Blood Soldiers, or try to. The Priestess will accept the artifacts if the team offers them, thank the team profusely, and pay them for their efforts as agreed (another 200 gp each, or 1400 total). She will also offer them a chance to enlist in the Garnet Temple (ie - make a religious conversion) if they wish. If the team did not get one or both of the artifacts, she will be disappointed. She will not pay them the balance of the gold unless they produce at least one of the artifacts (pay 100 apiece for 1 artifact, the 200 per player is payment for both).

She will also provide the team with healing (up to 50 life points) if they ask for it, and/or she can Neutralize Poison if any one is poisoned, but she cannot Raise Dead. However, if any PC has died in the effort, and the team has the body, she will offer to help them make arrangements for a resurrection (out of game time). She has fewer points than she did this morning because she had to cast a couple of Bumps of Direction to find them.

As this is going on, about 10 minutes into it, the Blood Knight and his undead will appear from the woods and attack the team. The Knight will start by firing Poisoned arrows at the two Garnet Soldiers, paralyzing them (NPC call arrow as "Arrow-Hit-10 points sleep toxin").

Serena and Minerva will aid their two soldiers (Serena casting Neutralize Poison, since Minerva may be out of spell points). But while Serena kneels to help one of her soldiers, the Knight fires a third arrow at her (call as arrow-hit-20 points sleep toxin). This one does 2 pts damage per minute, to a total of 20 points, and makes the target unconscious for 15 minutes total; it can be cured by an Awaken (L-2 MU spell) and cured by a Heal. Any Thief can detect all the characteristics of this poison, or the Diagnose Ring (Item #7) will also tell them all about it, or Minerva can recognize it if all else fails.

The undead will move in on the PCs directly, walking half speed and swinging normally. The Blood Knight rules them, he is the one who sent out the five young punks this morning. He is sure now that the PCs have the items - and he means to take them, whatever the cost, as revenge for his Temple's wounded pride.

When his Undead are killed, the Blood Knight must touch them and say "Rise again, my servant, and attack!", and they will come back renewed. Once he is killed, they all drop dead.

Presumably the PCs will kill them all - or keep them away with `Turn Undead'. If the PCs remember the scroll of Heal & Awaken (Item #14) and use it to awaken her, Serena will cast spells to help the PCs; if not, she will recover after it is all over, and thank them for saving her anyway. If the fight goes badly for the PCs (GM Discretion) one or both of the Garnet Soldiers will recover from the poison soon enough to help in the fight, until the last Blood Soldier/Undead is gone.

Minerva will stay out of the fighting, except to `Turn Undead'.

When all the Blood Soldiers are dead, Serena will thank the PCs very solemnly for saving her life and the lives of her soldiers and servant (Minerva), for the Blood Soldiers would almost certainly have killed them to take the artifacts. She will say that this is a great defeat for Blood Temple, and a victory for Blade and all who support law and order versus the rule of the strongest arm.

From here the PCs can go back to the Seven Tribes and on to other adventures.

Encounter Coordinator:

NPCs: 8

Length of Encounter: 15 minutes **Time to next Enc.:** None.

Props: Garnet and Blood Tabards as before, white face paint for the undead.

AFTER GAME:

Any PCs that have brought back the heads of the smugglers can meet a Golden Lion constable (Played by GM) who will verify that they are the real smugglers (known by sight) and will pay the PCs the 50 gp per head for the heads (up to 300 gp total).

APPENDIX I - MAP & NOTES.

Notes start in the middle of a sentence at the top of a page:

".....been two days since I last updated this journal. Since then our state has gone from bad to worse than I would have dreamed. General Yarik was killed in our second charge on the Toads' City gate. As if that weren't loss enough, Captain Bruneld and Captain Corrine both fell as well; Baron Winterhaven took a spear in his side and isn't expected to make it through the night. We have no healing points left and only one cleric has survived, young Arthrix. Annumina was killed by a catapult-stone - and she is the one we will miss most of all. I saved her Book, and some scrolls and a wand that she had, but we couldn't carry her body back with us. None of us can read the scrolls, so I don't know if they can help us.

We cannot get out the front gate; there are too few of us left. We've retreated into the maze of courts and tunnels at the back of the City, in some old ruins under the hill. Count Cheroon has taken charge of the survivors; I was horrified to find that I am now second in command, so many have died. The only stroke of luck is that George saved the Lance of Heorold the First, except that the shaft is splintered just back of the spearhead. George has taken off the head and is trying to find a pole long enough to remount it - we could certainly use a magic spear! We are searching the tunnels for a way out, but the Toads keep making forays against us. I do not think they will leave us the time we need....

June 12, .285

I had to stop abruptly yesterday, the Toads charged us again. We had to surrender the last row of buildings on the far side of the inner city square; we now hold the mouth of a tunnel and two buildings on each side of it. There are only 12 of us left, and Arthrix took a poisoned arrow and won't last the hour. Count Cheroon is dead. George and I are the last Knights of the Golden Lion left among us - five Karkan Rangers, three fighters of the Heorold Tribe, a Dwarf monk, and a dying cleric of the Garnet Temple, that's what we are reduced to.

We must find a way through the Tunnels. I've got George and the dwarf working on it now. In the meantime, I've made the altar room of the ancients my command center - for I'm the highest ranking man left. There are glyphs in here, and some of the walls sound hollow - I dare hope they will reveal more tunnels out, but I fear they hold secret doors for the Toads to use in their final attack upon us. One hollow at least isn't a trap - I think the Ancients built it as a secret closet. I've put the Spearhead, Anumina's Book, and her wand and scrolls into it - if we don't get out, at least the Toads won't find them immediately.

Arthrix just died.

June 12, .285

The monk came back, but George didn't. At least the little bugger brought word - there is a way out, or George thought so. He drew a map and the monk had the sense to fetch it back. He can't explain what killed George - his Common is terrible and I don't know a word of Dwarven.

Better yet, I've found another secret door in the altar room. It leads to a huge airy tunnel that seems to stretch for miles - I don't think the Toads know it's there, I don't think anyone had opened that door since the Ancients. Now I have to decide which way to go. If I understand the

Monk alright, there's a locked door at the far end of the main tunnel - and we haven't got a Thief left to pick it if we cannot break the lock. But I don't know where the secret tunnel goes - it might not have an exit. And I hear the horns again - the Toads are coming one more time.

June 13, .285

The Monk and I and one Karkan Ranger - that's all who survived the debacle of the Toad City. We went in there with almost half a thousand men under the leadership of a great general, carrying Heorold's Spear in our vanguard. Just three of us came out, and we have naught but the clothes on our backs and our own weapons. I think I'm going to lose my left arm - there was poison on one of their swords, and my hand is so swollen I can't wear my gauntlet. It's turning purple, too. I can't feel anything from the elbow down - and we have no healing left.

They attacked us just the way I feared. We managed to pull back into the tunnels but all three of the Heorold fighters died getting the door closed. It locks, but the Toads had the Key, and came in right away - of course, they had half a day to get ready for that charge. We were forced back into the Ancient's altar room and made a stand in the door - I must have killed twenty Toads myself in that battle, and four of the Karkans died - one saving me from a Toad backstab. We managed to throw them back long enough to get the secret door open and get the last of us away into it, but I didn't have time to open the secret compartment! Heorold's Spear and Anumina's Book are still there - in the Toads' city.

I tried to send Marik back through the tunnel after we were sure we weren't being pursued, but the secret door doesn't open from this side. Marik is the second son of Baron Kerr, and he's the only one of the Karkan Rangers who survived. He's a brave and lucky man, an incredible swordsman - and clever to boot! He deliberately set off a glyph guarding the Ancient's altar just before we shut the secret door. He threw a wounded Toad into the damn thing and the whole room filled with fire! He got singed closing the door, but there's a chance the Toads will figure we all burned up and won't search the room further. Please, Gods, don't let them find the Spear and The Book.

Maybe, just maybe, some other brave knight can get back into the place through the route where George died. If they do, the secret panel opens by leaning on the second stone down from the ceiling in the central part of the wall, ten stones in from the left corner. It's above the reach of any Toad - I could barely reach it myself. If we can ever regroup and conquer the Toads, and take their city, and if the slimy little devils haven't found the cache before then, and if the Gods are kind.....

But it won't be me who does it. My whole arm is purple now and I'm feeling dangerously sleepy. Marik and the monk haven't any more points, they can't help me. I'm asking them to take the map and this journal back to the Blade Temple - maybe the Warmasters can find a way to save our treasures from the Toads. I don't think I'll live to reach the Western River.

NO! I hear horns again. Curse the Toads forever!

Map:

(Draw this by hand so that it roughly resembles your game course.)

APPENDIX 2 - What is known about Toads

The Species:

The amphibious species known commonly by inhabitants of the Land of the Seven Tribes as Toads, are not really animals, though they are often treated as such by humans and dwarves. They have males & females, but the males are numerically predominant (3 males are born for every female Toad born). However, there is a fierce and ruthless competition for females in the Toad culture, leading to a high death rate among younger male Toads. Thus, by middle adulthood the ratio is closer to even, though males still outnumber females.

In color the Toads are mostly varying shades of green, and a few browns or yellowish. They are humanoid in shape and movement, and they use tools and build shelters as humans do. They wear little clothing, often no more than a loin strap or trousers, and they frequently have pale bellies. There is usually a thick growth of hair upon their heads, sometimes plaited into braids and decorated with beads and such.

The Culture:

Though they make high-quality weapons of bone, wood, and stone, they have not the secret of making metal. They usually try to steal or buy any metal weapons they can lay their hands upon, as metal is highly valued among them. Little is known about their artistry, but they do seem to weave complex baskets and masks that are used for some ritual purpose.

Their Distribution:

The Toads live mostly in small family groupings scattered across the vast swamplands along the Western River. However, there are three sizable groupings known to inhabit ancient ruins and natural features located in the swamp. The first and most well known of these is the so-called Toad City, which is actually a set of ruins built by some now-vanished human culture. It is thought to have originally been used as some sort of religious site. There are extensive tomb complexes associated with it, and it extends back into a hillside for quite a distance. The swamps around it are small and inferior to those further north, but heavily populated by Toads. This complex of ruins has been inhabited by the Toads for at least 500 years.

The second site is the Toads' Kingdom Pool, a vast watery area near the center of the Toad swamps. No reliable reports have come from this area, but some rumors and unsubstantiated traveler's tales indicate that it is a complex labyrinth of fantastically-twisted trees and connecting pools. The Toad King is rumored to reside there.

The third site is the least known, it is no more than rumors of a place somewhere in the swamps where huge numbers of Toads periodically congregate to bury and mourn their dead. This supposed Toad Graveyard is thought to be more rumor than fact.

ENCOUNTER TIME CALCULATIONS

	Length of Encounter	Time to Next Enc.	Team 1 Start Time	Team 1 End Time
1	30 minutes	5 minutes.	8:30	9:00
2	15 minutes	10 minutes.	9:05	9:20
3	15 minutes	10 minutes.	9:30	9:45
4	35 minutes	10 minutes.	9:55	10:30
5	20 minutes	10 minutes.	10:40	11:00
6	10 minutes	10 minutes.	11:10	11:20
7	35 minutes	0 minutes.	11:30	12:05
8	15 minutes	10 minutes.	12:05	12:20
9	35 minutes	5 minutes.	12:30	1:05
10	25 minutes	10 minutes.	1:10	1:35
11	50 minutes	10 minutes.	1:45	2:35
12	10 minutes	10 minutes.	2:45	2:55
13	30 minutes	0 minutes.	3:05	3:35
14	15 minutes	-----.	3:35	3:50
	5:25	+ 1:40	= 7:05	total time elapsed

Total elapsed game time = 7 hours, rounded.

TIMELINE

TIME	TEAM 1	TEAM 2	TEAM 3	TEAM 4
8:00				
8:05				
8:10	COURSE SET UP			
8:15				
8:20				
8:25				
8:30	Start 1			
8:35				
8:40				
8:45				
8:50				
8:55	End 1			
9:00				
9:05	Start 2			
9:10	V			
8:15	V			
9:20	End 2			
9:25				
9:30		Start 1		
9:35	Start 3			
9:40	X			
9:45	End 3			
9:50				
9:55	Start 4	End 1		
10:00	<			
10:05	>	Start 2		
10:10	<	V		
10:15	>	V		
10:20	<	End 2		
10:25	>			
10:30	End 4		Start 1	
10:35		Start 3		
10:40	Start 5	X		
10:45		End 3		
10:50				
10:55		Start 4	End 1	
11:00	End 5	<		
11:05		>	Start 2	
11:10	Start 6	<	V	
11:15		>	V	
11:20	End 6	<	End 2	
11:25		>		
11:30	Start 7	End 4		Start 1
11:35	x		Start 3	
11:40	x	Start 5	X	
11:45	x		End 3	

TIME	TEAM 1	TEAM 2	TEAM 3	TEAM 4
11:50	x			
11:55	x		Start 4	End 1
12:00	End 7	End 5	<	
12:05	Start 8		>	Start 2
12:10		Start 6	<	V
12:15			>	V
12:20	End 8	End 6	<	End 2
12:25			>	
12:30	Start 9	Start 7	End 4	
12:35	o	x		Start 3
12:40	o	x	Start 5	X
12:45	o	x		End 3
12:50	o	x		
12:55	o	x		Start 4
1:00	o	End 7	End 5	<
1:05	End 9	Start 8		>
1:10	Start 10		Start 6	<
1:15				>
1:20		End 8	End 6	<
1:25				>
1:30		Start 9	Start 7	End 4
1:35	End 10	o	x	
1:40		o	x	Start 5
1:45	Start 11	o	x	
1:50	Z	o	x	
1:55	Z	o	x	
2:00	Z	o	End 7	End 5
2:05	Z	End 9	Start 8	
2:10	Z	Start 10		Start 6
2:15	Z			
2:20	Z		End 8	End 6
2:25	Z			
2:30	Z		Start 9	Start 7
2:35	End 11	End 10	o	x
2:40			o	x
2:45	Start 12	Start 11	o	x
2:50		Z	o	x
2:55	End 12	Z	o	x
3:00		Z	o	End 7
3:05	Start 13	Z	End 9	Start 8
3:10	V	Z	Start 10	
3:15	V	Z		
3:20	V	Z		End 8
3:25	V	Z		
3:30	V	Z		Start 9
3:35	End 13	End 11	End 10	o
3:40	Start 14			o

TIME	TEAM 1	TEAM 1	TEAM 3	TEAM 4
3:45		Start 12	Start 11	o
3:50	End 14		Z	o
3:55	Check out	End 12	Z	o
4:00			Z	o
4:05		Start 13	Z	End 9
4:10		V	Z	Start 10
4:15		V	Z	
4:20		V	Z	
4:25		V	Z	
4:30		V	Z	
4:35	End Checkout	End 13	End 11	End 10
4:40		Start 14		
4:45			Start 12	Start 11
4:50		End 14		Z
4:55		Check out	End 12	Z
5:00				Z
5:05			Start 13	Z
5:10			V	Z
5:15			V	Z
5:20			V	Z
5:25			V	Z
5:30			V	Z
5:35	End Checkout	End 13	End 11	End 11
5:40		Start 14		
5:45				Start 12
5:50		End 14		
5:55		Check out	End 12	End 12
6:00				
6:05				Start 13
6:10				V
6:15				V
6:20				V
6:25				V
6:30				V
6:35		End Checkout		End 13
6:40				Start 14
6:45				
6:50				End 14
6:55				Check out
7:00				
7:05				
7:10	Tear down time			
7:15				
7:20				
7:25				
7:30				
7:35			End Checkout.	
7:40		GAME DOWN		

MASTER NPC LIST

Encounter # 1 - GARNET TEMPLE

Priestess Serena

<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>
CLR	6	(6/24/30)	36	0	0	350	----

DETECT: Good

Warmaster Whisper

<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>
CLR	6	(6/24/30)	36	2	0	0	----

DETECT: Good

Garnet Soldiers

<u>#</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>
2	FTR	2	(3/12/16)	----	2	5	--	---

DETECT: Good, Magic **SPELLS:** Enhance **WEARING:** Chain, long sword

Anna the Acolyte

<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>
CLR	1	(3/8/12)	12	0	0	0	---

DETECT: Good

Encounter #2 - SIGNPOST & SNOOP

Minerva

<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>
CLR	1	(3/8/12)	9	1	0	0	---

DETECT: Good, Magic **SPELLS:** Rev Enhance

The Mule is a mundane animal, it has no Detection, no intelligence.

Life points = 5/38/40. If short of NPCs, use a prop on a pole.

Encounter #3 - BLOOD SOLDIERS

Joshua "Josher" Slash, Fogor Fell, Michael "Mauler" Turveen, and Verkiem "Verky" Fell (Fogor's younger brother).

<u>Names</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>
(above)	RGR	1	(3/8/12)	8 rp	1	3	--	---

DETECT: Neutral **WEARING:** Leather, long sword

<u>Name</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>
Angared	FTR	1	(3/10/14)	----	1	3	--	#1

"Angry" Tule

DETECT: Evil, Magic (sword) **WEARING:** Leather, +1 magic short sword

Encounter #4 - RIVER

NPCs: 2 spotters for river crossing

Encounter #5 - VICTIM

Two archers

<u>Name</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>
-------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

Hairy & Beard	RGR	1	(3/ 8/12)	6 rp	1	2	--	---
---------------	-----	---	-----------	------	---	---	----	-----

DETECT: Evil **WEARING:** Leather, bows, 2-pt weapons. **BOW SCORES:** 75% miss, 25% hit, 0% crit: M,M,M,H,M,M,M,H,M,M,M,H,M,M,M,H, etc.

Body

<u>Name</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>
-------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

----	RGR	2	(3/ /)	----	-	-	0	---
------	-----	---	---------	------	---	---	---	-----

DETECT: dead **WEARING:** tabard of the Council with Constable badge.

Encounter #6 - SHRINE

No NPCs.

Encounter #7 - CAVE

<u>Name</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>
-------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

John Tubb	RGR	1	(3/ 8/12)	3 rp	1	2	10	---
-----------	-----	---	-----------	------	---	---	----	-----

DETECT: Evil **WEARING:** Leather, bow, 3 Ranger Arrows.

BOW STATS: 6 sec reload, hit pattern = (Hit, Miss, Hit, Miss, H, M, H, M, H, M)

Billy Tubb	FTR	1	(3/10/14)	----	1	3(4)*	20	---
------------	-----	---	-----------	------	---	-------	----	-----

DETECT: Evil **SPELLS:** Battlefever **WEARING:** Leather, short sword*

Stonewear	MNK	1	(3/ 8/12)	3 mp	1+Blocking	2	10	#4
-----------	-----	---	-----------	------	------------	---	----	----

DETECT: Evil, Magic **WEARING:** +1 Ring of Protection

Tucker	MNK	1	(3/ 8/12)	5 mp	0	2	10	---
--------	-----	---	-----------	------	---	---	----	-----

DETECT: Evil

Bullseye	FTR	1	(3/10/14)	----	1	4	30	---
----------	-----	---	-----------	------	---	---	----	-----

Dan

DETECT: Evil **SPELLS:** Battlefever **WEARING:** Leather, long sword

Leader:

<u>Name</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>
-------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

Bad Axe	RGR	3	(3/14/18)	8 rp	2	4	200	#3
---------	-----	---	-----------	------	---	---	-----	----

Throatlitter

DETECT: Evil **WEARING:** Non-magic Self-cleaning Chain (no maintenance need), long sword

* **NOTE FOR TEAMS WITH 3 or more PCS SWINGING 4 pts:** Billy Tubb has a long sword and swings for 4 points against those teams.

NOTE FOR SINGLE PC VERSIONS: Use all six guys, as is, but Chain is only chain and no magic items or gold except the bag of 200.

Encounter #8 - SECRET DOOR

NPCs: None.

Encounter #9 - UNDERGROUND CHASM

Name Class Level Life Points Sp Pts Armor Damage Gold Magic

Dire Worm -- 5 (-/65/75) --- 4 1 -- --

DETECT: Neutral

Encounter #10 - SLIME ROOM

Slime Monsters

Number Class Level Life Points Sp Pts Armor Damage Gold Magic

2 --- 3 (3/15/20) --- 0 3 -- --

DETECT: Neutral

Encounter #11 - TREASURE ROOMS

Toad Guards

Number Class Level Life Points Sp Pts Armor Damage Gold Magic

7 RGR 2 (3/12/16) 8 rp 1 4 -- --

DETECT: Neutral **WEARING:** Long swords.

Encounter #12 - TUNNEL OUT

NPCs: None.

Encounter #13 - MINERVA AGAIN

Garnet Soldiers

Number Class Level Life Points Sp Pts Armor Damage Gold Magic

2 RGR 3 (3/14/18) 5 rp 3 4 -- --

DETECT: Good, Magic **SPELLS:** Rev.Enhance **WEARING:** Chain, bow, long sword

BOW STATS: 4 sec reload, hit ratio = (H,C,M,H,C,M,H,C,M,H)

Minerva

Number Class Level Life Points Sp Pts Armor Damage Gold Magic

1 CLR 1 (3/8/12) 10 1 0 0 ---

DETECT: Good, Magic **SPELLS:** Rev. Enhance

Four Junior Blood Soldiers (different than the ones in Enc.#3)

<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>
---------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

2	FTR	1	(3/10/14)	----	1	4	--	---
---	-----	---	-----------	------	---	---	----	-----

DETECT: Neutral **WEARING:** Leather, long swords. **NOTE:** Have used up their Battlefevers and Bladesharps for today, cannot do any more.

<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>
---------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

2	RGR	1	(3/8/12)	2 rp	1	3	--	---
---	-----	---	----------	------	---	---	----	-----

DETECT: Neutral **WEARING:** Leather, long swords.

Lead Blood Soldier (different than the one in Enc. #3)

<u>Name</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>
-------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

Harbadd	KNT	2	(3/12/16)	5 cp	1	4	--	---
---------	-----	---	-----------	------	---	---	----	-----

DETECT: Evil **WEARING:** Leather, short sword, bow, 4 arrows. **SPELLS:** +1 damage.

BOW SCORES: C,C,H,M,M,H,M,M,M,M Reload time 4 seconds.

Encounter #14 - SERENA

Priestess Serena

<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>
--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

CLR	6	(6/30/36)	25	0	0	700	----
-----	---	-----------	----	---	---	-----	------

DETECT: Good, Magic **SPELLS:** Rev.Enhance

Minerva

<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	1	(3/8/12)	0	0	0	0	---
---	-----	---	----------	---	---	---	---	-----

DETECT: Good, Magic **SPELLS:** Rev. Enhance

Garnet Soldiers

<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>
---------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

2	RGR	3	(3/14/18)	5 rp	3	4	--	--
---	-----	---	-----------	------	---	---	----	----

DETECT: Good, Magic **SPELLS:** Rev.Enhance **WEARING:** Chain, bow, long sword

BOW STATS: 4 sec reload, hit ratio = (H,C,M,H,C,M,H,C,M,H)

Four Junior Blood Soldiers (different than the ones in Enc.#3)

<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>
---------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

2	FTR	1	(3/10/14)	----	1	4	--	---
---	-----	---	-----------	------	---	---	----	-----

DETECT: Neutral **WEARING:** Leather, long swords. **NOTE:** Have used up their Battlefevers and Bladesharps for today, cannot do any more.

<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>
---------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

2	RGR	1	(3/8/12)	2 rp	1	3	--	---
---	-----	---	----------	------	---	---	----	-----

DETECT: Neutral **WEARING:** Leather, long swords.

Lead Blood Soldier (different than the one in Enc. #3)

<u>Name</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>
-------------	--------------	--------------	--------------------	---------------	--------------	---------------	-------------	--------------

Harbadd	KNT	2	(3/12/16)	5 cp	1	4	--	---
---------	-----	---	-----------	------	---	---	----	-----

DETECT: Evil **WEARING:** Leather, short sword, bow, 4 arrows. **SPELLS:** +1 damage.
BOW SCORES: C,C,H,M,M,H,M,M,M,M Reload time 4 seconds.

END of Master NPC list.

MASTER TREASURE LIST

NOTE: All values derived from 1994 Society Blue Book, using tables.

Encounter # 1 - GARNET TEMPLE

Gold & Magic: 350 (400) gp from Priestess as advance payment to team.

Encounter #2 - SIGNPOST & SNOOP

Gold & Magic: None.

Encounter #3 - BLOOD SOLDIERS

Gold & Magic: Magic Item #1 = +1 short sword (value = 1000 gp).

Encounter #4 - RIVER

Gold & Magic: None.

Encounter #5 - VICTIM

Gold & Magic: +2 throwing dagger mundane (extra-fine steel, not magic) valued at 800 gp, 2 mundane short swords and 2 bows (no value to each).

Encounter #6 - SHRINE

Gold & Magic: None.

Encounter #7 - CAVE

Gold: 280 gp on the NPCs, including a bag of 200 on Bad Axe, from the Toads.

Magic: Items #3) ring of +1 protection (value = 1500 gp); #4 Non-magic self-cleaning chainmail (needs no maintenance), any FTR or KNT can tell what it is at a glance (value = 400 gp).

Encounter #8 - SECRET DOOR

Gold & Magic: None.

Encounter #9 - UNDERGROUND CHASM

Gold: None.

Magic: Item #5) scroll of 12 pts healing (288 gp).

Encounter #10 - SLIME ROOM

Gold & Magic: None.

Encounter #11 - TREASURE ROOMS

Gold: None.

Magic: Items:

Note: There is no item #6.

#7 = Ring of Diagnose - 1) Does Diagnose as per spell, 2) has 3 charges then is useless (value 450 gp - team expected to use one charge on Serena).

#8 = Wand - 1) Does one 9-pt Lightning Strike 2) can be recharged once each day by casting another 9 pt Lightning Strike into it, 3) cannot hold more than one charge and no more than 9 pts damage at a time (value = 1000 gp).

#9 = Scroll - 1) Does 12 pts healing when read (Value = 288 gp).

#10 = 1 Ribbon of Life Preservation - 1) Ribbon of Life Preservation, when tied around a throat (before a throatslit), this will cure a throatslit 59 seconds after the wearer has been throatslit; 2) has 1 use, then is just a pretty ribbon (value = 350 gp).

#11 = Anumina's Journal - 1) Book kept by Annumina the Cleric, written in a magical language.

#12 = Spearhead of Heorold - 1) gives +4 damage in the hands of a descendant of Heorold I, 2) is -4 on damage for any other wielder, 3) can only be activated by use of a secret ritual written by Peter Sartucci and kept locked in the basement of Northholm Castle.

#13 = Wand of Gale - 1) Does one charge of Gale (as DRU spell), 2) can be recharged once each day by casting another Gale into it, 3) cannot hold more than one charge at a time (value = 750 gp).

#14 = Scroll of Awaken 1) When read over one person, this scroll neutralizes all aspects of any sleep-inducing drug or poison that is affecting the target, and wakes them up (value = 200 gp).

#15 = Scroll of Reverse Enhance - When read casts a Reverse Enhance as per the spell (value = 200 gp).

Encounter #12 - TUNNEL OUT

Gold & Magic: None.

Encounter #13 - MINERVA AGAIN

Gold & Magic: None.

Encounter #14 - SERENA

Gold & Magic: No magic, 200 gp each (1400 per team).

AFTER GAME:

Gold: 50 gp each for heads of bandits, up to 300 gp total.

End of Master Magic List

MASTER PROPS LIST

Encounter #1 - GARNET TEMPLE

Props: Sheets for 'Garden Wall', 2 chairs for NPCs, benches or rocks for PCs to sit upon, 8 pouches for gold for 8 teams.

Encounter #2 - SIGNPOST & SNOOP

Props: Signpost with arrow pointing to River (ahead), another pointing to Waterrill (behind), one pointing to Greenbriar Pond - 6 miles (sideways). Mule costume (brown cloth drape over body, head a stuffed face mask worn on NPC's head. Minerva NPC provides own spinning.

Encounter #3 - BLOOD SOLDIERS

Props: 8 representations for +1 short sword.

Encounter #4 - RIVER

Props: rope set-up, blue tarps for river, cardboard bridge construction, cardboard Boat with paddle (one man), cardboard 'shark' fin.

Encounter #5 - VICTIM

Props: representation for wagon, 8 beanbags for the throwing dagger (1/team) stuffed clothes 'body' with Council symbol and Constable badge.

Encounter #6 - SHRINE

Props: shrine altar, skull, 2 arrows, signpost for border of 7 tribes.

Encounter #7 - CAVE

Props: Cave construction (tarps & flats), deck of cards, 8 sets of the following (1/team):
Pouch (for Toads' gold), ring, potion bottle, chainmail patch.

Encounter #8 - SECRET DOOR

Props: Cave construction (same as in last encounter), rounded cardboard stone at back, Type A-Easy wire lock placed next to it, Type D-Medium wire lock inside, waist-high tunnel covered with back plastic and about 20 feet long, then just side walls of black plastic for 100 feet.

Encounter #9 - UNDERGROUND CHASM

Props: Tunnel Construction (tarps & flats), sealed 'door' for #1 side room, glyphs for #2 (2 Pyro, 2 Wid, 1 Uvaas), plastic 'Chasm', cardboard & rope 'bridge' crossing 'chasm', Dire Worm costume, spray bottle of water, cardboard skeleton, beat up Golden Lion tabard, rusted cardboard long sword, 8 scrolls (1/ team) of 12 pt healing.

Encounter #10 - SLIME ROOM

Props: Tunnel & Room Construction (tarps & flats), green plastic for 'slime' floor, wood stepping stones (at least 25), 2 green ponchos for 'slime monsters', 1-lb bag of red-hot candies for the ants.

Encounter #11 - TREASURE ROOMS

Props: Hall & Room Construction (flats), small altar, two doors, two gates, 10 cardboard bows, 10 cardboard swords, 10 cardboard staffs, 30 beanbag throwing knives, Jepali symbol, 3 glyphs (Svarq, Uvaas, Wid), small chest, 8 sets of the following: 1 ribbon, 2 potions, 1 scroll, 1 ring, and

1 wand; and 8 sets of the following (1/team): a cloth bundle containing a spearhead (cardboard), a book, and three scrolls.

Encounter #12 - TUNNEL OUT

Props: Lines of string tied between trees to indicate tunnel, door flat for exit door.

Encounter #13 - MINERVA AGAIN

Props: River set-up (blue tarps, 2 small cardboard boats).

Encounter #14 - SERENA

Props: Garnet Tabards as before, nothing new.

END of Master Props List

Denver/Boulder Sanctioning Committee FORM 1 : Checklist

TO BE FILLED OUT BY THE PERSON SUBMITTING THE GAME:

Name of Game: Tunnels of the Toads

Proposed Date(s) of Game: _____

Do you have:

- FORM 2 Completed _____
- FORM 3 Completed _____
- FORM 4 Completed _____
- FORM 5 Completed _____
- FORM 6 Completed _____
- FORM 7 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: _____

Denver/Boulder Sanctioning Committee FORM 2 : Game Release Form

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

1) I/we, Peter Sartucci , claim copyright as of (year) 1992 on the game named (print names)
Tunnels 'N Toads , and do grant IFGS the right to run this game 4 (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 4/10/92

Signed _____ Date _____

Signed _____ Date _____

2) I/we, _____, do not claim copyright on my/our game named _____, (print name) and written in ___(year), and 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 _____

Signed _____ Date _____

3) I/we, _____, claim copyright as of (date) _____ on the game named _____, and do hereby grant this copyright to the IFGS, Inc, and its heirs, successors, and assigns.

Signed _____ Date _____

Signed _____ Date _____

Signed _____ Date _____

Accepted for IFGS Inc. by _____, _____, Date _____
(Name) (Office)

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

D/B SC FORM 3 : Basic Information on Game and Game Personnel

BASIC INFORMATION

Name of Game Tunnels 'N Toads 1

Name of Designer/Writer(s) Peter Sartucci 2

Phone number(s) H = 938-8981, W = 937-0222 3

Mailing Address(s) 3185 Folsom St, Boulder, CO. 80304 4

Watchdog _____ (nominate someone, or SC will assign) 5

Location of game Heil Valley Ranch 6

Land owner Bud Heil Phone _____ 7

Draft Date (if any) 6/12/94 Location 3185 Folsom St, Boulder, CO. 8

Date(s) for game:
Requested 6/18&19/94 Alternate _____ 9

If no draft, method of money collection N/A 10

Date of money collection At Draft 6/12/94 11

Number of Teams playing 4/day Number of Players per team 7 12

Game is Intended for Player Characters of Level 1 to 3 13

Intended Length of game:
Total Hours = 10; Sanctioned Hours (filled out by SC) = _____ 14

Starting time 8:30am, Down time (if multiple days) 7:00 15

Starting time (2nd day) _____, Down time _____ 16

Starting time (3rd day) _____, Down time _____ 17

Number of Days game is intended to run 1; Number of runnings 2 18

INTENDED CLASSIFICATION (information also used for your advertisements)

Size (check one):
Major Game Minor Game _____ Mini Game _____ 19

Game Type (check one):
Fantasy Undercover _____ Other _____ 20

Style (check one of each):
Modifier: Intense _____, Serious _____, Moderate , Humorous _____, Silly _____ 21

Subject: Dark _____, Heroic , Chaotic _____, Light _____ 22

Course Type (check one):
Line , World _____, Hybrid _____, Room _____, Other _____ 23

Registration Type (check one):
Draft , Invitational _____, Open _____, Unlimited _____, Other _____ 24

Intended Difficulty Levels (use High, Med, Low):
Complexity Low, Physical Low, Fighting Low, Risk Low 25

DB SC FORM 4 : GAME STAFF INFORMATION

	Print Name	Signature	Phone #
GD/GW (circle one)	Peter Sartucci	_____	938-8981
*Co-GD/GW (if any)		_____	
Game Producer (if any)		_____	
*Game Aide		_____	
*Game Aide		_____	
*Game Aide		_____	
*Watchdog (nominated)		_____	
Safety Officer		_____	
*NPC Coordinator		_____	
*GM Coordinator		_____	
Treasury Rep		_____	
*Quartermaster Rep		_____	
Bank Rep		_____	
*Medic/EMT		_____	

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

DB SC FORM 5: EXPENDITURES FOR GAME PARTICIPANTS

Total number of participants in the game.....21NPC + 32PC + 20staff		1
Major, Minor, & Special Games:		
Fees: Chapter & Society		
\$5.00 X # of PARTICIPANTS X DAYS.....\$5 x 73 x 1 = \$365		2
Mini and Bar/Informational Games:		
Fees: Chapter & Society		
\$3.50 X # of PARTICIPANTS X DAYS.....		3
(A game day is from 12:01 AM to 12:00 midnight)		
Land Rental.....	\$2.50 x 73 = \$182.50	4
Food & Drink.....	-0-	5
Building Materials.....	-0-	6
Paperwork (Major/minor games = \$100 minimum)....	\$30	7
Transportation.....	\$10	8
Special Effects.....	-0-	9
Make Up.....	-0-	10
Pyrotechnics.....	-0-	11
Lighting.....	-0-	12
Costuming.....	-0-	13
Props.....	-0-	14
Other.....		15
Other.....		16
GROSS GAME EXPENSES (total of lines 2-16)	\$587.50	17
EMERGENCY FUND (Line 17 X 0.10) =	\$587.50 x 0.10 = \$58.75	18
BUDGETED GAME EXPENSES (Lines 17 & 18) =	\$646.25 per day	19
Number of NPCs/Staff paying =	21	20
Actual NPC Fee =	\$2.00	21
Total NPC Income (Line 20 X Line 21) =	\$42	22
PC GAME EXPENSES (Subtract line 22 from 19) =	\$646.25 - \$42 = \$604.25	23
Total number of PCs in game =	32/day	24
Minimum PC Fee (Divide line 23 by line 24) =	604.25/32 = \$18.88	25
Actual PC Fee the GD wishes to charge =	\$19.00	26
(This must be equal to or greater than line 25)		

DB SC FORM 6: Total Income and Expenses.

BUDGETED INCOME

Total Income from the PCs		
Actual Member PC Fee X Total # of PCs.....	\$19 x 32 = \$608	1
Total Income from the NPCs/Staff (Form 6, Line 21).....	\$42	2
Other (GD Contribution, product sales, etc).....	-0-	3
TOTAL INCOME : Add lines 1-3.....	\$650 per day	4

BUDGETED EXPENSES

Budgeted Game Expenses (Form 6, Line 19).....	\$646.25	5
(This includes the Emergency Fund)		

TOTAL BUDGETED NET REVENUE

Total Income (line 4) minus Total Expenses (line 5)		
equals NET INCOME.....	\$ 3.75	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.

Note: Since this particular game is a one-day game that is run twice, all numbers should be doubled. Budgeted game expenses = \$1,292.50, budgeted income = \$1,300. Net income = $(\$3.75 \times 2) + (73 \text{ bodies} \times 2 \text{ days} \times \$3 \text{ chapter fee}) = \445.50 to the Chapter budget, assuming all of the expense buffer is spent; if buffer is not spent, total = $\$445.50 + (2 \times 58.75) = \563 total income to Chapter from 2 runnings of this game.