

UNICORN HUNT  
MODERATE HEROIC LINE COURSE  
BY  
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A GAME FOR A 6 HOUR NOVICE GAME USING 6.5 RULES  
for  
7 1-3 LEVEL CHARACTERS

THIRD LEVEL NOVICE LOREMASTER(AN INDIVIDUAL WHO HAS NOT HAD AN OPPORTUNITY TO LOREMASTER IN A GAME BEFORE), AND SIX FIRST AND SECOND LEVEL CHARACTERS. TOTAL NUMBER OF LEVELS TO EQUAL 12. A DRUID OR RANGER IS HIGHLY RECOMMENDED.

NOVICE RULES IN EFFECT. NOVICE WILL BE DEFINED TWO WAYS. A "TRUE" NOVICE BEING SOMEONE WHO HAS NOT PLAYED IN AN IFGS GAME BEFORE AND "SECONDARY" NOVICE BEING SOMEONE WHO HAS NOT PLAYED IN MORE THAN TWO IFGS LINE COURSES OR GAMES CONTAINING LINE COURSES OR WORLD COURSES BEFORE. TRUE NOVICES WILL BE DRAFTED BEFORE SECONDARY NOVICES AND SECONDARY NOVICES WILL BE DRAFTED BEFORE EXPERIENCED PLAYERS. PC FAIRNESS WILL BE IN EFFECT. NON-TOUCHING SEARCH RULES. ONE TIME USE OF FATE POINT THROUGHOUT WHOLE GAME.

Fighting: Medium(6)            Mental: High (6)  
Risk:            Medium (5)            Physical: Medium(5)

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ENCOUNTER 1: THE DRUID'S CIRCLE  
Informational and Role Playing Encounter  
Detect Magic: Alchek, The Druid's circle, Alchek's staff, Magic Rocks  
Detect Good: Alchek  
Foresee: Boon: To take up the Druid's mission  
          Boon: To trust the Druid  
          Bane: To attack the Druid

Encounter length: one hour

The PCs have been traveling for several days and have felt strangely compelled to travel in this direction. Even the Druids and Rangers on the team have never been this way. They come upon a rock circle, about 30 feet in diameter with an old man sitting in the middle brewing something over a small fire. The old man asks the PCs to join him in the circle. Druids and Rangers can recognize the circle for what it is: A Druid's Circle of power. Magic Users can only feel a great but disquieting power. Anyone using DETECT MAGIC or REVEAL MAGIC on the circle will take a 10 second knockdown by the onrush of all of the power. The Circle is not SAVVIABLE. Anyone attempting to Savvy it will get no information, and still lose points. When all of the PCs have entered the circle and sat down, Alchek will introduce himself and identify himself as the Druid whose task it is to defend this forest from those who would destroy it. He has been doing this for 200 or 2000 years. He is re!

ally not sure how long. The NPC is encouraged to ramble on from topic to topic until the PCs ask if he is the one who has called them here. The NPC is encouraged to embellish the story a little, but must include and stress the following items.

1. He has been protecting the forest from those who would destroy it for a great deal of time.
2. He has used his powers and abilities over the animals to assist him in this endeavour. He has made several friends, most notably a tall hairy humanoid and a unicorn. He doesn't know the humanoid's name, but the Unicorn is called Alyara.
3. In recent years a tribe of Goblins, called the Blood Drinkers, has made several forays into the forest. Each time Alchek has been able to repulse them, but they always return in a relatively short period of time. "They breed like rabbits", he will say.
4. The Goblins have returned again, but he knows that his time is near. He sent out Alyara to scout, but she has yet to return. He is worried for her safety.
5. He wishes for the PCs to find her and if they happen to kill a few goblins on the way then all the better.
6. He will pay the PCs 350 gp. Anything that they find along the way they are allowed to keep, except for any remains of any animal of the forest. Those are to be turned over to him or his agents who will be bearing his symbol. (Symbol has yet to be determined and may be assigned game day.)

7. If he can, he will send help. There is a small community of wood elves several days distant, but he has yet to hear from them.

After all of the haggling, he will ask the PCs to join him for some White Pine needle tea. Local folklore states that those who drink the tea will be successful in their endeavours. It is also used to seal contracts. Once the tea has been drunk, Alchek will call for a Ranger or a Druid if one is not available. He will explain that Unicorns are notoriously difficult to track and he will give them a special blessing that will allow them to track a unicorn. This is also for roleplaying purposes. Once this has been accomplished he will call any Druids aside and speak to them briefly and privately. He will ask them if they will return after their mission and help him prepare for his death. If they agree he will bless them and tell them he will wait.

#### NPC

Alchek, 7th level Druid

Lifepoints: 7/26/34

Spellpoints: 33

Spells in effect: ELEPHANT HIDE, CELTIC FIST

Armor: 4 Leather plus ELEPHANT HIDE

Damage: 7(Base+Staff+CELTIC FIST)

Special: The Druid's circle allows Alchek to Autocast CLINGING VINE at 7th level at will as often as needed within the circle. You will only fight to defend yourself. You are a senile old man who from time to time forgets where he is and rambles. When you embellish, try to recall instance from your (the characters) past life. Example. If you were asked where the nearest gas station was, you would start off by telling them where there used to be a gas station, how good the service was, end by telling them when it was torn own and when that new fangled service station was opened, that you don't like... etc..

#### Lores:

(LEGEND & PEOPLE) Alchek: A Druid who is responsible for the protection of these woods.

Some people think him great and wise, others think that he is a nut.

LEGEND & NATURE: Druid's Circle: A circle of rocks or trees used by Druids to enhance their powers. The abilities of the circles vary from LEGEND to LEGEND.

LEGEND& NATURE: White pine needle tea: Local folklore states that those who drink the tea will be successful in their endeavours. It is also used to seal contracts.

Recoverable Treasure: 350 gp

Props: fire pit, tattered cloak weapons(provided by NPC if necessary).

#### ENCOUNTER 2: GOBLIN FIGHT

Fighting encounter and possible informational

Detect Magic: Nothing

Detect Good: Nothing

Detect Evil: Garl, Gunk, Kirth, Kack

Foresee: Bane: To deal with the Goblins in good faith.

Boon: To attack the Goblins

Bane: To interrogate the Goblins.

Encounter Length: 15 minutes

Time to next encounter 10 minutes

After traveling a small distance, the party will come upon a small goblin hunting party.

Currently these goblins are involved in an argument. Garl believes that he should be the leader of the Goblin tribe instead of the current leader, Korack. Kirth has just stated that Garl cannot be the leader and Garl strikes him across the face. Once they spot the party, they will try to parlay with them until they can attack. Once they realize they are losing, they will run. They carry no treasure and only Garl's armor is recoverable.

#### NPC's

NPC notes: These Goblins are supposed to be poor fighters, except Garl who is average. Please try to keep this in mind. Roleplay your hearts out. Use outtakes from Monty Python, Kids in the Hall, etc.. Just give the party a little sting; you aren't supposed to win.

Garl: 3rd level monster  
Lifepoints: 3/12/20 (3/16/24 BATTLE FEVER)  
Damage: 5  
Armor: 3(Naturally thick skin plus recoverable chain mail.)  
Alignment: Evil  
Special abilities: Goblin battlefever  
Restrictions: Single weapon only, no pole arms or staves. No shield

Garl is a lunatic in combat. He sometimes will strike at his own people doing only one point of damage to them while in while in BATTLE FEVER. He will attack the better armored opponents first thinking to take them out and take their armor. He believes that he should be leader of the Goblin tribe and not Korack. He will spit at the mention of his name. He will make up as many tall tales as he can, but he will mention that Korack wears a "pretty shiny" that makes him immune to the toughest blows." Will not convert.

Grunk: 1st level Monster  
Lifepoints: 3/8/16  
Damage: 2(4 BACKSTAB)  
Armor: 2(Naturally thick skin plus leather)  
Alignment: Evil  
Special Abilities: 4 point BACKSTAB, 2 weapons  
Restrictions: Backstab any single PC only once. Weapon length shouldn't exceed 30 inches. Only  
Speaks Goblin.

Grunk is probably the most intelligent of the group and will be the first to run. He will try to circle around the party and BACKSTAB spellcasters. Remember he will only BACKSTAB any PC only once. He too, will barter for his life, and if Garl is still alive will readily agree with any stories he tells, or if he is alone, will create his own. Will not convert.

Kirth: 2nd level monster  
Lifepoints: 3/10/18  
Damage: 3  
Armor: 2(Naturally thick skin plus leather)  
Alignment: Evil  
Special abilities: None, Sword and shield allowed  
Restrictions: No pole arms or staves

Kirth is average Joe Goblin. He is intensely loyal to Korack and will give out no information, even under the pain of torture or death.

Kack: 1st level Monster  
Lifepoints: 3/8/16  
Damage: 3 both melee and archery  
Armor: 1 (Naturally thick skin)  
Special abilities: Archery scores (H,H,H,H) 6 second reload.  
Restrictions: Only carrying four arrows. Will not shoot any one PC more than once.  
Start with spellcasters or those in leather. Only speaks Goblin.

Kack is a Goblin Ranger, making him a "master" of the bow. He has no information to help the PCs, but will make up stories to save his life, but will try to contradict any told by Garl.

Recoverable treasure: One suit of chain mail(400 gp)  
No LEGEND LORES or NATURE LORES  
Plants and Animals: No useful information

Encounter 3: A BRIDGE TOO FAR  
Physical challenge  
Encounter length: 30 minutes  
Time to next encounter: 10 minutes

The party comes upon an old rope and plank bridge over a chasm 20 feet wide and 100 feet deep with a river below. Any one falling into the chasm will take 4 points NO DEFENSE damage. The bridge has been cut and the remains of the bridge are located on the far side. A monk can leap to the other side with no difficulty. On this side of the chasm are the stakes and small pieces of the rope attached to them. This will test the PC's ingenuity as they try to cross the chasm. Here are a few possible solutions to getting a bridge back across the chasm: A monk can leap across and either takes a rope with him, ties it to the remains and they are pulled back across, or he throws them back across. The second takes a Ranger, and only a Ranger, shooting an arrow with a small line attached to it into one of the planks in the remains. Another is to use a grappling hook to catch the remains and drag them across, however the PCs are only allowed three tosses.

Once pulled across, the lines

need to be reattached either through a Ranger's TIE KNOTS or a Mage's MEND spell(costing one point) or the bonds will not hold. If the above methods of attaching are not used

the bridge will swing and sway and as the third person goes across, the bonds will break.

The PC on the bridge will be able to scramble up the bridge to safety, but the bridge will need to be reattached. The GM should narrate the effects, talking about how the knots seem to be unraveling. If the PCs opt to, they can climb down the cliff, providing they have enough rope to reach 100 feet, swim across the river and climb up the other side. If they do this, Alyara will already be dead when the team reaches Encounter 6. Any Magic items lost in this encounter can be returned by the elves at encounter number 11. On the far side of the bridge is a sign warning people away since this area is "duminated bi da bluddrinkerrs".

No Lores

No recoverable treasure.

Plants and Animals: They know that there is no one waiting in ambush on the other side.

ENCOUNTER 4: MY WHAT BIG FEET YOU HAVE

Informational encounter

Detect Magic: None

Detect Good: Big Phoot

Detect Evil: None

Foresee: Boon: To talk to Big Phoot

Bane: To attack Big Phoot

Encounter length: 15 minutes

Time to next Encounter: 10 minutes

As the PCs come down from the area of the chasm, they see a very large and shaggy humanoid. This is Big Phoot. Big Phoot is very amiable and will greet the party in a very friendly manner, trying to hug them and slapping them on the back( Only do this if the Players allow it or say that you walk up and hug them.) Although he is very big, he has the mentality of a six year old and is very playful. He is searching for Alyara, but has no clue where to look. He is heading in a different direction than the party and will not join them. He will warn them of the graveyard ahead, telling them of the guardian that is "scary-scary". If attacked, Big Phoot will knock as many members of the party down and lumber off. He will not fight unless he has to. As the encounter ends Big Phoot will leave, wishing the party well.

NPC's

Big Phoot

Level: 7th level ?

Life points: 7/30/38

Armor: 4 (all innate)

Damage: 3

Special abilities: Phoot stomp will cause all those within 15 ft a 10 second knockdown.

The NPC only needs to call a time stop, announce the footstomp, the colors and the effect. The attack causes no damage. Big Phoot will only fight if he has too. He will retreat as soon as he can.

No Recoverable treasure

Animal and Plants: They know Big Phoot is a friendly and good being who helps the old Druid of this area.

Nature and LEGEND LORE: Big Phoot: It is said that a large creature lives in the woods, helping to protect the innocent. It is said that the ground trembles when he passes.

#### ENCOUNTER 5: THE GRAVEYARD

Puzzle solving, role playing and possible fighting

Detects magic: The Guardian

Detects Evil: Nothing

Detect Supernatural creatures: The Guardian

Detect Good: Nothing

Encounter length: 20 minutes

Time to next encounter: 10 minutes

As the party follows the trail from the last encounter, they will see a translucent figure standing in front of a vast graveyard. For dramatic effect, the NPC should be dressed or draped in white, with the face made up in black or green make up. As they approach he will call out to them, demanding who they are and what their task is. He has the innate ability, with a little help from the GM, to tell if the PCs are lying. Once they have answered truthfully, he will bid them to come closer and tell them of the tale of who he once was and the reason he guards this graveyard.

His name was Sir Aston, A knight of a long dead order who ran from a great battle on this very spot, centuries ago. He was seen and cursed by his dying comrades to never know peace in the afterlife. Although he tried to atone for his brief bout with fear, the curse stayed with him and when he died he was charged with the guarding of this graveyard of those who had fallen in that battle. He will guard them for all eternity with the arcane powers he was granted upon his death. Only those who are Warriors borne, or who prove themselves may pass through the graveyard. The graveyard is vast and will take several days to go around. He will then ask if they will accept his challenge. If they do, then he will ask them to move off a short distance and approach him one at a time. He will ask each PC the following questions: What is your name? Do you Acquit yourself with honor? What is your profession? What God do you worship? What order do you belong to. He will be able to!

tel

l when the PCs are lying. Fighters, Rangers, Knights, Clerics of gods of war, Militant Wizards(Battle mages) and militant monks will be waved on and told to proceed to the far side of the graveyard. They have met the challenge and won. Those that fail at this questioning will be told to gather at a different place. Once everyone has been questioned, he will turn to the group who failed and state that since they obviously make their way in the world, by their wits and abilities and not the strength of their arms or the sharpness of their blades, their task will be to solve a riddle. He will state the following riddle twice only:

In my life, I met a frail old man. He was easily 4 score in years, but in all my dealings with him he

accounted himself as no more than a score of years.

How can this be?

Answer: He was born on a leap year on the 29th of Feb.

If anyone in the group that failed to pass his questioning can answer the question, he will let all of the group pass. The warrior group will not be able to help and will be told of this. If they fail to answer the riddle, he will tell them to leave. If the party attacks he will call upon the dead to help him as he raises undead to defend himself. If the party decides to leave, going back the way they came he will allow them to pass. If they try to force their way through, they will be attacked.

NPC's

Sir Aston, 7th level Guardian

Lifepoints: NA

Damage: 0

Armor: 0

Alignment: Neutral

Special abilities: Permenately phased out. Cannot directly attack or be damaged. Can call upon the bodies of the dead to defend the graveyard

Sir Aston calls 4 zombies to defend the Graveyard they are all the same except for Carl, the one armed Zombie(with Joey Thompson's permission of course).

Zombies, 2nd level monsters

Lifepoints 3/16/24

Damage: 5

Armor: 2 Vs. all attacks except holy water: 0 Vs. holy water.

Alignment: Neutral

Special abilities: Will fight to the death. Only run away when turned. Not effected by CRASHTIME, DROPSY, ENTHRALL,

Restrictions: Move a half speed, Fight at normal speed. Will pursue until they or the PC's are dead.

No treasure

LEGEND LORES:

Sir Aston: A brave knight who has been cursed to walk the earth forever for one brief moment of cowardice.

Graveyard: This graveyard is the final resting place of thousands of bodies from a battle that knew no victor, except Death.

A&P: There are no animals to be found and the plants are carrying out a litany of names of all the dead contained in he graveyard. They are nearly through. If interrupted they will be very angry at having to start all over again.

ENCOUNTER 6: THE LAST UNICORN

Roleplaying informational

Detect Magic: Unicorn, but fading

Detect Good: The Unicorn

Encounter length: 10 minutes

Time to next encounter: 10 minutes

If the PCs did not delay at Encounter 3 the following will take place: As the PCs leave the Graveyard, they will hear the whinny of a horse in the distance. When they investigate, they will find a large, silvery-white horselike creature. It is the unicorn, Alyara and she is dying from wounds she received from an attack by the goblins.

She fought them valiantly, but lost, now they have taken her horn. She is dying and nothing the party can do will save her. She is being kept alive by strength of will alone. She implores the party to revenge her and asks them to retrieve her horn and give it to the Alchek or his agents. He will know what to do with the horn. She points out the direction that the Goblins left and then dies.

If the PCs did delay, they will find Alyara dead and a Ranger will find the tracks leading towards Encounter 7.

Alyara, 4th level Monster

Lifepoints 4/20/28 (currently at -50 lifepoints)

Damage: NA

Armor: NA

Special abilities: NA

Restrictions: NA

LEGEND and NATURE LORES: This is Alyara, one of the last Unicorns in the world. She is known for helping the Druid Alchek.

A&P: The Animals and plants will tell of the battle and how Alyara fought valiantly, but the goblins prevailed in the end.

No recoverable treasure.

ENCOUNTER 7: BRIDGING THE POSSIBILITIES

Puzzle solving, possible fighting

Detect Magic: Nothing

Detects Evil: Little Gobby

Foresee: Bane: To let the goblin ring the bell

Encounter length: 10 minutes

Time to next encounter: 5 minutes

The party comes upon a second bridge. It is up and still standing, guarded by a single

"goblin", who is actually an ogre who thinks he is a goblin. The bridge is 20 feet long.

The guard is on the opposite side of the bridge and is looking in the wrong direction since he is not very intelligent. A large bell or gong sits about 10 feet from him and he is 5 feet from the bridge. He is to ring the bell if he sees anyone approaching the bridge, unfortunately no one told him from which direction. The party's task is to find a way to get past the guard without setting off the alarm. If Gobby does manage to see the party and set off the alarm, the NPC's from encounter ten will arrive 2 minutes after the alarm was sounded. If the PCs find a way to take out Gobby without physically harming him, then their spells and abilities tied to combat will not drop for the group, by game design. Kill Dagger will not work since it does cause a point of damage. The abilities that will work !

are

CRASHTIME, ENTHRALL, KNOCKOUT, and GITHAR's ARROW OF CRASHTIME. DROPSY will make him unable to ring the gong since he cannot hold the mallet and is too stupid to think about using anything else. The guard can be led away with food, since he is particularly fond of "Debbis". Anything else will cause spells and abilities to come down for those persons who attack Little Gobby. If they take him out with a quick combat, be sure to watch the one minute after combat time limit, if the NPC managed to ring the alarm. The bridge is over a small ditch, 8 feet deep.

NPC's

Little Gobby, 2nd level Monster

Lifepoints: 3/16/24

Damage: 5

Armor: 3

Special abilities: Little Gobby is actually an ogre who thinks he is a goblin. No special abilities aside from his size and strength. Can use KNIGHT STRENGTH I once per combat for non-damaging effects (Arm wrestling, picking things up etc...).

Special restrictions: Little Gobby is just plain dumb. Ignore the PCs until they get on the bridge, then if they give you time, ring the alarm. Fight to the death. If someone ENTHRALLs you and ask you to come away, do so, but be hesitant about it. You are dim witted and slow moving except in combat.

No recoverable treasure

A&P: The plants and animals know that Gobby is actually an Ogre and will tell the party if asked.

No Lores

ENCOUNTER 8: GOBLIN CAMP

Fighting encounter

Detect Evil: All goblins

Detect Magic: Korack, Shirak, Unicorn horn, wand, ring, torc

Foresee: Boon: To attack the goblins

If the party managed to remove the guardian of the bridge without setting off the alarm, they will come upon the Goblin camp. In the camp are the Goblin leader, Korack, his Witch Doctor advisor, Shirak, and five Goblin warriors. All are intent upon Shirak, who is preparing to offer up the unicorn's horn as a sacrifice to the dread god, Belzem. The Goblins will be facing away from the bridge. I expect the party will fight and not

barter, but if they try, the Goblins will demand any female members of the party as part of the trade for horn. (Gold, Debbis (Little Debbie snacks for those of you who don't know), Gems, pretty shinies can all be included.) Once a trade has been made the Goblins will still attack hoping to keep everything.

There is a lockbox in the camp with an easy "B" lock on it. In it are 300 pieces of gold. Other treasure is scattered about the goblin bodies.

NPC notes: This battle should be a little more intense than the first. These Goblins fight like normal people, but only Korack and Shirak should be really good. In this fight if a PC dies, its okay, but don't go out of your way to kill them. If they are down and not fighting or appear to be unconscious, leave them alone.

Korack, 4th level Monster

Lifepoints: 4/22/30

Damage: 6

Armor: 5(Thick skin+Chain+ENHANCE+Torc)

Special abilities: The NPC will be able to fight normally with any weapon combination he desires.

Korack is an egotistical bully, who believes that he is invincible. He doesn't know about is vulnerability to fire based attacks. The bonded owner takes one more point of damage from fire-based attacks. He will fight to the death.

Shirak, 2nd level Witch Doctor(1st level MU/2nd level Cleric)

Lifepoints: 3/10/18

Damage: 4(Innate plus CELTIC FIST off of ring)  
11 Electrify

Armor: 3(Thick skin + leather armor + DEFENSE)

Spell Points: 24(26 normally)

Special abilities: Able to cast Mage and Clerical spells

Special Restrictions: Only able to use a short staff. Electrify is not up at beginning of encounter. It will have to be cast once the goblins spot the party. Can only cast DEADEYE, ENTHRALL, DEFENSE, HEAL, REPULSE GOOD, SIMON's SPELL (NPC discretion but something in good taste please), and ENHANCE. LI spells are cast at level of class: i.e. Mage at first and Clerical at second.

Shirak is a Witch Doctor in service to the dread god, Belzem. He is responsible for the actual removal of the horn and will not part with it for anything. He hopes to sacrifice it in exchange for great power. He will fight and try to HEAL members of the tribe if possible. He will try to ENTHRALL PCs and get them to help defend him. NPC, be specific if you have to: Tell the PC to actively, and physically defend you or else they may stay back and tell their friends not to harm you, but not defend you. He will fight to the death.

Larry 2nd level Monster

3/14/22

Damage: 4

Armor: 3(Thick Skin+Leather+ENHANCE)

Special abilities: None

Special Restrictions. Average fighter, one weapon and shield, no pole arms.

Larry carries the Wand Of BLADESHARP, but doesn't know what it is or how to use it. He will fight to the death.

Moe, 2nd level Monster

3/14/22

Damage: 4

Armor: 3(Thick Skin+Leather+ENHANCE)

Special abilities: None

Special Restrictions: Average fighter, two weapons, no pole arms

Curly, 2nd level monster

3/14/22

Damage: 4

Armor: 3(Thick Skin+Leather+ENHANCE)

Special abilities: none

Special Restrictions: Average fighter, one weapon, no polearms.

Shemp, 2nd level Monster

3/14/22

Damage 4 (5 for missile fire whether crit or hit)

Armor 2 (Thick Skin+ENHANCE)

Special abilities: Goblin Ranger carrying The Bow of Ulysees. 6 second reload time is 6 seconds. (C,M,H,M,H,M,H,M,C,M). Will fire arrows until engaged in melee. Will fight to the death.

SAVVIES:

TORC OF PROTECTION (1275gp)(25 gp mundane)

1. This Torc provides one extra point of protection.
2. The bonded owner takes one more point of damage from fire based attacks.

RING OF CELTIC FIST:(640gp)(10 gp mundane)

1. Allows the wearer to cast a CELTIC FIST onto a wooden weapon only once per day. Incant is  
"When the White Eagle of the North is flying over head  
and the red and golds of autumn lie on the forest floor

dead, remember then the birds of  
Spring with wings of fire flamed, born of leaves  
decayed".

WAND OF BLADESHARP:(500)(20 gp mundane)

1. By running this wand over a blade for a full minute, the bonded owner is able to sharpen a weapon as per Fighters BLADESHARP once per day.

UNICORN HORN(priceless, but cannot be fenced)

1. The bonded owner of this horn can detect all lawful good virgin females within a 50 foot radius, after eating of the grass of a sacred Druid grove for thirty minutes.
2. This ability only works if the bonded owner is a unicorn.

THE BOW OF ULYSEES(1200 gp ):

1. This bow provides the bonded owner with an extra point of damage on all non-magical arrows.

ENCOUNTER 9: THE ELVES OF SLEEPY HOLLOW

Reward, roleplaying, possible fight(I hope not)

Detect Magic: All the Elves, bag, gauntlet, earcuff, headband

Detect Good: All the Elves.

Foresee: Boon: To give the elves the unicorn horn

Boon: To trust the elves.

Bane: To attack the elves

(Given the relative inexperience of the party and the fact that the elves do not come out of the forest there are No Legend Lore's for these characters.

As the party is heading off, a small group of three unarmed elves will approach them and hail them in peace. They will approach as close as the party will let them and speak, telling them they have been sent by Alchek to see if they needed any help, presenting Alchek's symbol as proof. Once they hear of the party's story they will tell them that Alchek feared that Alyara may be dead and have sent them to also bring any remains back to him. They will ask if the party will allow them the honor of bearing the horn back to Alchek. They will be firm in their asking, but will accept whatever decision the party makes. Whether the party gives the horn to the elves, they will give them the bag containing the items, telling the party that as a favor to Alchek, they have donated some items to help pay the party for their troubles. If attacked, the elves will use CONCENTRATION, and then cast CRASH TIMES on the party. They will then take the horn, leave the bag, and an apologetic note.

The game then ends with treasure division and paper work.

NPC's



Encounter 9

300 gp pieces		8789	
Torc of protection	1275	7514	
Ring Of CELTIC FIST	640	6874	
Wand of BLADESHARP	500	6374	
Bow of Ulysees	1225	5649	(24*60*.85)
One suit of chainmail	400	5249	

Encounter 10

Earcuff of Autocast Freeze poison	750	4499	
Gauntlet +1 vs Supernatural(Demons)	480	4019	
Ring of Regeneration	1350	2669	(amount left over)

The excess is held to compensate for any mistakes I may have made in calculating treasure values. Once we finish haggling over values for items I will feed some, but not all, of the remainder back into the game and place it as gold in encounters 1 and 9. I really don't wish to place any more magic items into the game since there is now a greater length of time for advancement between levels. There is great potential for low level characters to earn many items before reaching second level. You could potentially play first level three times and end up with three or more magic items.

Budget/Prop list

for items not already in chapter for one team game

	Item	Expected cost	ENC#	
1.	Tea Cups and pot	6.00	1	
2.	Chain mail patch			.25
	2			
3.	Bridge			20.00
	3			
4.	False Feet for Big Phoots			6.00
	4			
5.	Unicorn Horn			2.00
	6			
6.	Bow	1.00	8	
7.	Wand	1.00		8
8.	Torc	2.00		8
9.	Ring			2.00
	8			
10.	Headband			1.00
	9			
11.	Gauntlet	1.00		9
12.	Earcuff	2.00		9
13.	Ring	2.00		Epilogue
TOTAL		46.00		

Income		
7 PCs * 15/PC		105.00
12 NPCs*6/NPC-staff	72.00	
Total Income:		177.00

Expenses		
2\$ society fee * 19		38.00
4\$ Chapter fee *19	76.00	
Props		46.00
Total	160.00	

Balance: 17.00 (10.6 % profit)

Budget/Prop list for items not already in chapter for two team game

Item	Expected cost	ENC#	
1. Tea Cups and pot	6.00	1	
2. Chain mail patch			.25
2			
3. Bridge			20.00
3			
4. False Feet for Big Phoots			6.00
4			
5. Unicorn Horn*2			4.00
6			
6. Bow *2	2.00		8
7. Wand*2	2.00		8
8. Torc *2	4.00		8
9. Ring*2			4.00
8			
10. Headband *2			2.00
9			
11. Gauntlet*2	2.00	9	
12. Earcuff*2	4.00	9	
13. Ring*2	4.00		Epilogue
TOTAL	60.25		

Income		
14 PCs * 15/PC		210.00
16 NPCs*6/NPC-staff	96.00	
Total Income:		306.00

Expenses

2\$ society fee * 30	60.00	
4\$ Chapter fee *30	120.00	
Props		60.25
Total	240.25	

Balance: 65.75 (27.4% profit)

NPC Listing and Scheduling  
for One team Game (12 Staff+NPCs)

Alchek-----Sir Aston-----Elf  
4 Goblins-----4 Zombies-----4 Goblins at end  
Big Phoots----Shirak-----Elf (Treasury Rep)  
Alyara-----Korack-----Bank Rep  
Little Gobby--Elf

WD, SO, GP, 1 GM

Two Team game NPC Scheduling (16 staff+NPCs)

Alchek-----Elf  
4 Goblins-----Zombies-----4 Goblins at End  
Big Phoots-----Elf (Treasury Rep)  
Alyara-----Elf  
Little Gobby  
Korack  
Shirak  
Sir Aston (Bank Rep)

GP, WD, SO, 2 GMs  
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