

WESTMARCH MISSION

An IFGS Game Written by

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GAME RATINGS

Physical Rating:

This game is intended to have a high physical rating, which will derive from the unusually high exertion and variety of activities over the lengthy game course. It is my intention to run this game across City of Boulder Open Space lands located east, west, and south of Marshall, Colorado, and north of the Jefferson County line. The anticipated course is approximately 7 miles long and involves an elevation change from 5530 to 6390, or approximately 860 feet of net gain. Approximately 2/3 of the game course follows existing trails or roads, the rest is on a cross country basis. About half of the course is across dry grasslands, and one third passes through dry open woods, with the last 1/6th paralleling streams through wet marshes, meadows, and woodlands. At two points the PCs will be required to stoop and walk through a large culvert or under a low concrete bridge; in both cases the distance is small, approximately 40 to 60 feet. There will also be a ropes course of above-average complexity, adding to the physical element. The GD proposes that the game be rated a Physical High or Very High.

Because of this, the GD reserves the right to reject any PC who he regards as insufficiently healthy to play the game. This rejection will be based upon the probability of slowing down the game time to an unacceptable degree.

Mental Complexity Rating:

This game is fairly straight-forward; enemies are generally obvious and friends are few and generally alone. There is little mental complexity and the goal is simple, though its execution is complex. Therefore the GD proposes that the game be rated a Complexity Low.

Fighting Rating:

There are several fighting encounters in this game, and the team will be fighting while trying to escape in at least one and probably two of them. But the assembled NPCs are not particularly powerful or numerous for the most part. Therefore the GD suggests a rating of Fighting Medium.

Risk Rating:

There is a significant risk of character mutilation or death in at least four encounters and possibly more. While there is an in-game resurrection device, the Players should be warned that risk of getting dead is Medium to High, while risk of staying dead is Low.

Thus, the ratings would be:

Physical: High or Very High.
Complexity: Low.
Fighting: Medium.
Risk: Getting killed = Medium to High, staying dead is Low.
Type: Serious Heroic.

Rules, Numbers & Levels:

This game will be run under the 6.5 edition IFGS Fantasy Rules, with teams of 7 players of levels 6 through 10.

Map of Proposed Game Course

STORYLINE

Advance Lore:

The Council of the Seven is hiring adventurers to go into a desolate and unpopulated area of the country and fetch out a piece of information - the True Name of one of the Nine Sorceresses of the Jepali (see appendix). The Name is believed to be inscribed in a crypt whose location may have been recently discovered by some Karkan Rangers patrolling Westmarch. Having it would be of great use in getting leverage to make the Jepali negotiate - and would help protect the Land if the Nine actually do wake and walk again.

The players are going into a rugged and dangerous stretch of the Westmarch of the L.O.S.T. This area is claimed by the Tribes, but it is only nominally under their control. About four times a year it is patrolled by the Knights of St. Michael, otherwise it rarely sees any other agent of the government. The Toad Swamps lie not far to the north, and isolated outposts of Toads are scattered throughout the countryside - illegally, since this is land that the Toads lost to the Tribes in the last war, by treaty afterwards. Even though the Tribes theoretically own it, since the last Toad War this has remained a no-man's-land where humans tend to go only in armed bands. Even today very few humans live here, and most of those are criminals. The Knights report odd doings and strange sightings, but always at such a distance that the people or creatures involved cannot be caught. There are still occasional Toad and Human clashes, as the border is uneasy.

The Knights are not the only representatives of the Seven Tribes in this area, however. The Karkan Rangers have been sending individual Rangers into the area to monitor the Toads, and this elite Ranger force has a good bit of knowledge about the terrain. It was they who located the old Jepali ruin that is believed to contain the Name. The players will have to rendezvous with some Karkan Rangers to find the site. The Players are given a token so that the Rangers will recognize them as legitimate agents of the Council.

The players will travel for several days to get to the edge of the desolate area, then they begin the game itself. The first encounter puts them on notice that they have entered terrain that is not dominated by humans any more.

1) The players follow a section of very old road, now overgrown; it radiates magic very faintly and generally points towards the ancient ruin that houses the artifact. However, it deteriorates to nothing after a while and is lost. Before it is gone, the road comes to a gulch that once had a bridge (now gone). A band of desperate criminals tries to ambush the team for their money and food, but can be killed or driven off.

2) A woman is being tormented by three more renegades; the team can rescue her by driving off or killing the renegades. Her name is Old Mags, she is a herbalist who hides out in this countryside. She is wanted for murder back home in Meldinnium, where she poisoned her stepfather for abusing her when she was young. She has lived here so long that she has no interest in going back even if she wasn't wanted for murder. She can tell the PCs about the next three encounters and can sell them some potions that are only usable for this game day.

3) A troll named Charmer is guarding a bridge, demanding payment from all who try to pass by. He is somewhat sniveling and whining, easily tricked or intimidated, and the teams can get by him in a variety of ways. He will threaten them but if they hurt him he will run away rather than fight.

4) Smasher is the brother of Charmer, the first troll, and he is mean and dangerous. He will try to get something valuable from the Players or threaten them with death, but he hits much harder, faster, and more ruthlessly than his little brother. However, he too does not want to die himself and if they make a serious attack on him he will run away.

5) While crossing a barren plateau, the PCs are set upon by a pack of Dogmen that attempt to separate one PC and kill him for dinner. The team must protect each other or one of them will die. They must also escape the pack as a whole by crossing the plateau.

6) On the far side of the Plateau is the Dragonpath (State Highway 128), and on the near side is the Karkan Ranger who is waiting for them. When they show him their token, he will believe they are agents of the Council and will show them the way across the Dragonpath (under it through a culvert). Crossing the surface is very dangerous, since the Dragons who follow the path are very fast. They seem to be some creation of the Wizard in the Brown Tower, and they are a recent phenomenon.

7) The Rangers lead the PCs along a stream for a distance, trying to stay hidden in the shrubbery; they warn the PCs that there are other Dogpacks around, and stranger things have been seen wandering the open spaces. The streams are dangerous because of Toads, but the open land is worse. They bring the team to the second passageway under the Dragonpath, only to find that it is guarded by three Silver Men. These machine-like guards come from the Brown Tower and they will attack the PCs and the Rangers on sight, killing one of the Rangers. A fight ensues, some PCs are poisoned, some trapped armor is available, and then the PCs have to get under the Dragonpath (under a bridge). The way is barricaded by a new door with a lock, which the thief must pick or which the team must spend magic damage to break. Then they need to find the Toad Shamaness to get the poison cured.

8) The team searches for the Toad Shamaness to get a cure for the poison ravaging some of their members. They meet a band of Toads who agree to take them there.

9) Once at the enclosure where the Toad Shamaness dwells, the team has to bargain with her for help. The Toad chieftain is opposed to helping them, wants them dead. She wants the team to break the 'metal snake' (pipeline) that the wizard is using to drain away the water for the Toad Swamps. She will cure them if they accept a geas to do it. The PCs have to figure out the doing of it. If the PCs ask the right questions they can learn about some 'Strange Female Humans' - Jepali, in the area recently. The Toads release the PCs, cured of the Wizard's poison.

10) The PCs encounter the Dry Wights, which are undead that are repelled by open water but attracted by living flesh. These undead will be very hungry and driven to a frenzy by the PCs proximity, they will fight to get a hold of even one PC and drain all the blood (and life) out of him/her. The team must either beat them to the Ropes Course, or kill them to continue. If killed, they stay dead for 10 minutes and then come back.

11) There is another section of swamp, with a ropes course across it. Once the team is on the ropes the Dry Wights will no longer pursue - they cannot risk water. In the midst of the ropes course, a peaceful grove offers the PCs a safe stop to rest. Healing flowers here will let them recover their life points and spell points, to a certain extent.

12) The PCs get off the ropes course onto dry land. A little while later they meet the Wanderer, who will share with them some of his knowledge about the doings of the Wizard in the Brown Tower. He tells them that the water pipe is vulnerable at its supports, but they must enlist the aid of the Toad ancestors (ghosts) to take it down. He also gives them a ring to aid them in the effort, and promises to distract the Tower wizard while they try.

13) The PCs come down a hill into the small shriveled stream that once fed the local Toads' swamp. They can see the huge green pipe that the Wizard has built to drain away the water. There is a shrunken pond with the bones of hundreds of long-dead Toads lying in it, visible through the water (GM tell them, no actual props). If the team tries to speak to them, some of the dead will talk - and agree to help them with the pipe supports.

14) The team comes to the end of the pipe that is draining away the Toad's water. A Silver Man is guarding it, they must lure him away (he does not walk fast) or kill him. Casting 4 rock-to-muds under one of the supports will cause it to collapse, freeing the water. The team should cross over the ditch or under the pipe before they do this, since if they break the pipe first they will have to cross a rushing torrent as well.

15) There is another Karkan Ranger here, who can show them the way to the Jepali Crypt. There are ghostly Watchers in the woods, some of whom have the Cold Touch - they drain temporary life points with Cold attacks. These points heal just like savvies do, but the more you suffer the longer it takes for them to heal. If you take more than half of your total points in damage, then you cannot be 'Healed' until you naturally regenerate up to your 1/2 point. If enough temporary points are lost, then the person is dead. The only way to be safe is to avoid them, since they cannot move fast.

16) The Ranger leads the Team to the crypt, which must be entered by climbing down some ropes. He and his Ranger companions help the team descend. Once all Team members are down, the rangers are attacked by Jepali and the body of one is tossed down the cliff, then the ropes are cut loose. The Jepali leave the team to die inside the tomb, with no way to climb out.

17) Inside the tomb, the team has to get past glyphs, snakes, traps, etc, to the burial chamber, where the skeleton of a Jepali ancestor lies with the True Name on a scroll in her hand. Also, they can learn the name by doing Speak With Dead on the skeleton.

18) The team finds a tunnel out of the Crypt, and learns that disturbing the dead has brought up all the local undead, who now attack them. They can kill the undead and get away.

19) The team reaches a patrol of the Knights of St Michael, who are patrolling this area. The leader knows of them, as previously arranged, and gives the team shelter. The leader of the Knights agrees to take them back to the nearest border station. From there they can get back to the Land and communicate the True Name to the leaders of the LOST.

LEGEND LORES:

MONK Legend Lore on Places:

Brundabaguet Fortress, or The Brown Tower

Built by King Heorold I shortly before his death, in a move to annex the Westmarch. Badly damaged during the earthquake that closed Blue Dragon Pass. Abandoned at the start of the Fourth Toad War. After the Fourth Toad War, the Council of the Seven deeded away the ruins of the old Brundabaguet Fortress. This building now is usually referred to as 'The Brown Tower'. It is tall, shaped like a big cylinder, and had no outbuildings. It does include several dozen acres of land, fenced in. It was deeded to a Belthar wizard named Bright, on the condition that he put it back into good repair and maintain it as a defensive bulwark against the Toads. This was done about 10 years ago when the fear of Toad attacks was still strong.

THF Legend Lore on People:

Bright, a Wizard

The wizard named Bright is a Belthar Tribesman, born and raised in one of the villages circling Belthar's mountain. He served in various undistinguished posts in the Tribal schools and such, and developed a reputation as a reliable but quiet worker; a minority opinion held that he was a secret schemer who maneuvered himself into positions by cleverly derailing the careers of opponents with stealthy sabotage. At a young age (for a wizard) of 40, he successfully helped defend a flank of the Mountain against the Toads during the last skirmishes of the Fourth Toad War, and was granted a favor by the Council of the Seven as a reward. He asked for the old ruined Brundabaguet Fortress, which nobody else wanted. He was given it on the condition that he put it back into good repair and maintain it as a defensive bulwark against the Toads. At first he seemed industrious enough, recruiting helpers and masons and such to restore the place. But over the last two years his communications have stopped, his relationship with the Knights of St. Michael has grown so prickly that they no longer visit him, and he has become a recluse, refusing to respond to messages or admit anyone from the LOST into his tower. The Belthar mages are attempting to reason with him, but others should leave him alone.

RGR Legend Lore on Nature:

The Toad Swamps:

Large wetlands along the Western River, covering thousands of acres, with many smaller wetlands in the forest surrounding. Occupied by humanoid creatures called Toads, who are amphibious and antagonistic to humans.

ENCOUNTER #1 - AMBUSHER'S GULCH

GM NOTES:

Detect Magic: On the road pavement (buried beneath dirt and grasses)

Detect Evil: On the Bandits

Detect Traps: On the center of the Gulch.

Legend Lore: Road is an old Jepali road dating from before the fall of the Jepali Empire, some 500 or more years ago.

Gold & Magic: None takeable. Chainmail is not recoverable. Road savvies as `Magic road', but pieces are not magical, only whole assemblage is magical.

NPCs:

Bandits - Fisher & Red

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
2	RGR	8	(8/30/38)	16 rp	4	7	--	---	

DETECT: Evil **SPELLS:** Rev. Exuberate, Bladesharp +1, Aspect of Falcon. **WEARING:** mundane Chain in poor condition, long swords, bows with 160/90% hit/crit at 8 seconds reload.

Blackheart & Guiny

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
2	FTR	6	(6/28/36)	---	5	8	--	---	

DETECT: Evil **SPELLS:** Rev. Exuberate, Battlefever, Bladesharp **WEARING:** Mundane Chain in poor condition, long swords.

Boberini

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
1	MNK	6	(6/24/32)	20 mp	4+3B	5	--	---	

DETECT: Evil **SPELLS:** Rev. Exuberate, Blocking +3, Healing Specialty. staff, purple beanbag for Phys. Attack (= 12 pts damage).

Astafer

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
1	THF	5	(5/20/28)	---	3	5 (15B)	--	---	

DETECT: Evil **SPELLS:** Rev. Enhance, Bladesharp **WEARING:** Leather, 2 short swords, crossbow with 70/30 hit/crit at 8 seconds reload.

Description:

The players are walking along a trail through the grassy wilderlands when they come upon the old road. It is a sudden flatness cutting across the land, overgrown with grass and abandoned. But some of the old magic used to make it still persists, and it detects faintly as magic whenever anyone checks for it (Savvy = `magic road'). It leads west.

About 1/4 mile down the road it comes to a small side stream that used to be bridged, but the bridge is long gone. The gulch crossing the road has steep walls and is about 8 feet deep. The PCs must go down into it to cross. The bottom of the gulch has a trap - a pitfall which will catch the first PC to step on it. There are carefully-swept away traces of human activity here (a Ranger Conceal Tracks L-8).

The PCs may either cross by scrambling down into the gulch and up the other side, or by going uphill around a thicket of bushes; going down hill puts them into wet marshy ground and they are not likely to actually want to walk into real swamp. If they go uphill they will avoid the pitfall, and the encounter will probably begin with them surprising the Bandits out of ambush.

If they cross the gulch, they will trigger the pitfall; the Ranger NPC will be in the bushes 30 feet away and will call out `Pitfall Trap!'. The bandits come out from behind the bushes and attack the team with arrows, etc. The Rangers fire arrows and the Fighters and Monk swarm right in, while the Thief tries to get in a backstab from behind the party, and uses his crossbow. If the NPCs take maximum advantage of the terrain, this should be a true surprise attack.

The team can drive these guys away with some effort - this is not a warm-up, this is a real fight. As soon as things start going badly for the NPCs they will retreat/flee, without regard to whether any one of them is left behind. None of them will fight to the death unless he is completely trapped.

If captured, the PCs can learn from these guys that they are wanted criminals in various parts of the LOST; the FTRs and RGRs are murderers, the thief is just a thief (who got caught one too many times), and the monk is a failed assassin who dares not face his guild brothers in Meldinnium again. They want only food and money and can be bought off with some combination of both (as long as they get at least 500 gp total from the Team).

If they escape, the bandits will NOT run forward toward the next encounter, but sideways or backwards along the PCs' trail.

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

Props: None.

ENCOUNTER #2 - OLD MAGS

GM NOTES:

Detect Magic: Yes on Mags, no on her assailants.

Detect Good/Evil: Good on Mags, Evil on the bandits.

Detect Traps: None.

Gold & Magic: No gold, chainmail not recoverable; 8 herbs on Mags.

#1-3) Skillee - 3 portions of this herb. 1) It temporarily restores up to 10 used or lost character points to any character that has points, and may be consumed in increments as small as one point; 2) the herb has the side effect that it makes the user -1 versus all LI spells for the rest of the day, and both the herb and its effects last for one day only despite any attempts to preserve it. 10 gp each. Effects won't last beyond game day.

#4-6) Restoree - 3 portions of this herb. 1) It temporarily restores up to 10 life points to any character that is either temporarily or permanently down life points and may be consumed in increments as small as one life point; 2) it has the side effect that it makes the person easily confused for the rest of the day (they are affected by any LI spell for rest of day) and both the herb and its effects last for one day only despite any attempts to preserve it. 10 gp each. Effects will not last beyond game day.

#7) Shiverweed - 1 dose of this herb. 1) Equal to an Elemental Protection versus Cold, 21 pts protection for one game day; 2) the side effect is that the PC is affected by a Dropsy immediately after taking this herb, as per spell. The herb and its effects last for one day only despite any attempts to preserve it. 20 gp.

#8) Hotweed - 1 dose of this herb. 1) Equal to an Elemental Protection versus Fire, 21 points protection for one game day; 2) the side effect is that the PC is affected as if by an Insect Strike for 30 seconds after taking this herb. The herb lasts for one day only despite any attempts to preserve it. 20 gp.

NPCs:

Old Mags

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
1	DRU	7	(7/26/34)	40 sp	3	0	--		#1-8

DETECT: Neutral **SPELLS:** Elephant Hide **WEARING:** no weapons, no armor.

Bandits

Name	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
Jorge	FTR	7	(7/30/38)	----	4	7	--		---

DETECT: Evil **SPELLS:** Rev. Enhance, Battlefever, Bladesharp **WEARING:** Chain, long swords.

Name	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
Miter	CLR	5	(5/22/30)	21 sp	2	4	--		---

DETECT: Evil **SPELLS:** Rev. Enhance, Wrath, Phys. Prot. **WEARING:** leather, polearm.

Name	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
Springer	RGR	6	(6/24/32)	12 rp	3	6	--	---

DETECT: Evil **SPELLS:** Rev. Enhance, Bladesharp **WEARING:** Chain, long swords.

Description:

A little further down the road, there is an old woman being tormented by three more bandits, partners of the same group the PCs have just fought. These guys are beating her with their weapons for one or two points damage. She is protesting in a loud voice, begging them to leave her alone and saying that she has no money or anything else of value. Every time one of them hits her she cries out as if in pain. As the players appear, she will fall to her knees, notice them, and cry out to them for help. The Toughs will turn and confront the Players, aggressively at first. Then they will realize that they are outnumbered, and turn cunning. They will offer to sell the old woman to the PCs if they want her. If not, then they will threaten to kill her. They will always keep an eye on her, and if she tries to cast they will strike her to prevent her from completing a spell.

These guys are cruel and selfish, but they are not complete fools and they do not want to die. They can be intimidated, bargained with, or simply attacked, in which case they will drop the old woman (without harming her), and concentrate on trying to escape. Hopefully, the players will rescue her from them. If they appear not to be, she will call out to the PCs begging for help - the bandits will let her, hoping that the team will ransom her. If she has the opportunity to escape, she will, and if there is a fight, she will try to help the PCs by casting spells on the bandits.

If the PCs free her, she will be grateful and can help them. She knows about both trolls and has heard the dogmen barking, though not seen them. She has heard of the Wizard in the Brown Tower but never goes over there (because of the dogs), even though the tower can be seen from the edge of the plateau above her valley. The bandits appeared a week ago, she had been hiding from them but was driven out by hunger; she had just eaten some mushrooms and roots when the bandits caught her. She knows nothing about the bandits except that they are cruel and there were nine of them total.

She is an herbalist and she has some special herbs that can help the PCs, she will offer to sell them for a mere 10 gp each as an expression of thanks. There are three herbs that restore character points (10 pts each), and three that restore life points (10 pts each), and one that grants 1/2 resistance to magical cold for one day (20 gp), and one that grants 1/2 resistance to magical fire for one day (20 gp). They can be eaten, or brewed into a potion, or crumbled under the nose of an unconscious person and inhaled; any of these three alternatives will work. They radiate magic, and will only last for one day despite any effort to preserve them, as she will warn the team. This includes the use of magic items and spells (since the herbs are magical, other magic doesn't work upon them).

She is willing to make up to 2 Earth Seeds for the team, and to spend up to 10 points Healing them. She can't tell them anything more about the place they are going, since she never goes there. She will tell them that the first Troll, Charmer, is easy to intimidate with a little show of magic ability, but the second, Smasher, is smarter and hence very dangerous.

Props: 8 dried herbs on Mags (3 gray, 3 brown, 1 blue, 1 red).

ENCOUNTER #3 - CHARMER

GM NOTES:

Detect Magic: On Charmer.

Detect Good/Evil: None

Detect Traps: none

Wathiit: Troll's greatest strength is Strength, weakness is Fire.

Legend Lore: None.

Gold & Magic: 25 gp on Charmer, no magic.

NPCs:

Name	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
Charmer	FTR	6	(16/62/70)	----	2	11	25	---	---

DETECT: Neutral **SPELLS:** None **WEARING:** big club or axe, rotted smelly leather armor, not takeable (falls apart when removed from him). **NOTE:** Takes double damage from all magic or mundane fire attacks.

Description:

The players can continue walking along the trail; it leaves the old road and cuts up through small trees and brush to the bank of a river (actually, a canal, but this is fantasy). The stream is small, as wide as it looks, and a Monk could Leap it easily. The PCs can also wade it if they want to, but they will get wet for real. There is a wooden bridge crossing the stream, and on the bridge there is a green-skinned troll.

The Troll tells them that his name is Charmer, and this is his bridge. He tells the team that they have to pay a toll to cross the stream. If they don't pay, he says, he will hit them and break all their bones. He has a big club which he wields very clumsily, but every time it hits something it does 11 points of damage (because he is so strong). He tells them that the toll amount is 100 gp, or 'one life' (theirs).

Charmer will be putting on a big bluff - he is actually a terrible coward and is scared to death of the idea that he might actually have to fight. He is also somewhat dim-witted. The team can bargain him down to 25 gp if they work at it a little. If they intimidate him, such as by having their archers or spellcasters threaten to attack him, he will turn sniveling and threaten to "tell my big brother Smasher on you!". If they actually hurt him, with anything, he will cry "Ow! You hurt me!" and run away, with shouts of "I'm telling Smasher!" as he flees. Also, a spellcaster can scare him away with a big impressive-sounding casting, even if the spell that comes out is not damaging - he is afraid of spellcasters, especially Old Mags, and will run from them.

If they drive him off, he will run up the path and vanish into the trees - if anyone wants to follow his trail, they can do it easily, as he will not go far and will sit down under a tree to regenerate his wounds, whining to himself. He can grow back a lost limb (the original rots away), but if cut to pieces then his body just rots. He needs 5 minutes per limb to regenerate plus 5 for torso damage. The team can catch up to him and chase him onward, or fight him, and even kill him, though in a real fight he will stand with his back to the tree and swing his club at them as much as he can. He takes double damage from all types of fire attacks, regular from other attacks.

If they do enough points damage to him, he will die, but as a troll he regenerates in two minutes unless they burn his body.

Cutting him up, even cutting off his head and carrying it away, will not stop him from regenerating - he will just grow a new one while the old one rots away. Once severed and carried away from him, all of his body parts decay remarkably fast (1 minute) unless preserved using magic.

Charmer doesn't know much about the surrounding lands - he isn't very bright. But he does know that:

`Old Mags' lives in the woods over `there' (point to the road behind them), and she is powerful and dangerous - Smasher said he must stay away from her or she might turn him into a newt and swallow him or something worse! After all, she's a witch and can change herself into things, maybe even a dragon! Better stay away from her. Otherwise he knows nothing about her except what she looks like - he has seen her once or twice.

Smasher said for him to manage this crossing as his very own bridge, and suggested the 100 gp toll. So far, Charmer has had only one single (a Karkan Ranger, though he doesn't know the title), and one group of customers (the bandits), but he's only been here for two weeks. The bandits turned back rather than pay or fight him. But the single man paid him with a leg of fresh-killed deer - boy, that was good!

Charmer used to live with Smasher back over at the `other bridge'. Where is the `other bridge'? Why, back `that way' (points up the trail). He's lived there ever since he can remember, though Mommy used to live there too before she went away. He doesn't remember Mommy too well, it's been more than a year since she went away.

Charmer never goes up on the Plateau - the dogmen live there, and they mob people and tear them to pieces. But they never come down into the woods, so he and Smasher never have to deal with them.

Encounter Coordinator: Doug Marston **# NPCs:** 1

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

Props: Big fake club weapon, or axe.

ENCOUNTER #4 - SMASHER

GM NOTES:

Detect Magic: None.

Detect Good/Evil: None.

Detect Traps: None.

Wathiit: Troll's greatest strength is Strength, weakness is Fire.

Gold & Magic: Chainmail not takeable; 750 gp under the Bridge.

NPCs:

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
Smasher	FTR/MNK	9	(22/92/100)	28mp	5	16	750	#9

DETECT: Neutral **SPELLS:** Any 1-9 level MNK abilities he wants. **WEARING:** dirty but sound chainmail, polearm, pouch with gold. **HE IS A MOVEMENT MONK.**

Description:

The PCs come to a second stream, with a second bridge, with a second Troll. This one is named Smasher, big brother to Charmer, and he is guarding the Bridge. If the PCs chased Charmer away from the first bridge, he comes here for refuge, crying loudly that `they were mean to me!'. Smasher will put his little brother behind him and will be very aggressive with the PCs in this case; he will be less aggressive if they haven't done anything to Charmer.

The PCs must either fight him or pay him an exorbitant price, or cross the stream somewhere else (out of his sight, or he'll run over there and attack them). If they maneuver so that there are two groups of them, he will stay with his bridge and the other group can get across without trouble - although Charmer might go over and interfere with them. If the PCs get a group across and attack him from behind, he will try to escape or bargain to save his life. He will also bargain to save Charmer, though not at the expense of his own life. He has a bolt hole farther back in the woods, which he will run to if they chase him away from the bridge.

If he can get the PCs to pay him he will demand 500 gold each as a starting position. If they bargain with him, he will come down as low as 500 for the party; but if they have hurt Charmer, he will want an extra 500 for that. If they attack him, he will swing for max damage in an effort to prove to them that they will get hurt too badly, but if they persist in fighting and he begins to take much damage (approaching half), then he will try to get away and let them go by. He regenerates just like Charmer. He can grow back a lost limb (the original rots away), but if cut to pieces then his body just rots. He needs 5 minutes per limb to regenerate plus 5 for torso damage.

He is personally brave, but takes double damage from fire. If they hit him with a Flare or Firestrike he will be angry and a little bit scared; if they use a Fireball he will be scared and will run.

He has a gold hoard under the far end of the bridge, with 750 gp in it. He will not reveal this unless under the influence of spells, but the PCs can find it by searching (really searching). Detect magic does not do it.

Encounter Coordinator: # NPCs: 1

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

Props: Will use real bridge, need 3 pouches with gold reps in each.

ENCOUNTER #5 - DOGMEN

GM NOTES:

Detect Magic: None.

Detect Good/Evil: None.

Detect Traps: None.

Wathiit: Greatest weakness is Spell Attacks, strength is L-I Resistance.

NPCs:

Dogmen

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
12	Monster	12	(12/52/60)	26mp	8	10	--	---

DETECT: Neutral **SPELLS:** May use Blocking, Death Feint, Evade (FTR), Kip, Leap, Roll Out, Sense 1, and Heal Self, and may do two (2) Ki-ai Barks each (14 pts damage), but no others.

WEARING: Nothing; use 2 short swords for combat.

Gold & Magic: None.

Description:

The Dogmen are NPCs who have furry tabards and floppy ears, with black dog noses. They hunt as a pack and they will tend to stick together during attacks, with several of them picking upon the most isolated or farthest-behind PC. These NPCs should practice making dog sounds and roleplaying dog behavior. They are basically very debased mixtures of man and dog, more animal than man.

As the Players venture out from the woods onto the plateau, the Dogmen are resting under a tree nearby. They spot the PCs promptly and begin to move toward them slowly, with lots of looping in circles and sudden darts forward followed by equally sudden retreats (but not as far back). As they approach the PCs they will start uttering little barks and growls, challenging them. The Players can get the jump on the Dogmen by running out onto the plains immediately. Then it is a race, with the dogmen trying to catch them and the PCs trying to stay ahead. Once the PCs get to the far side, and the marshes by the Dragonpath, the Dogmen will sheer off. They are not willing to go into the marsh lands, where they can get bogged down and become diseased, and where Toads sometimes prey upon them.

Alternatively, instead of immediately running, the PCs can stand their ground. They can let the dog men get close, and then hit them with spells. Spells will frighten the dog men and they will retreat out of spell range for a while, during which the PCs can head out across the Plateau and gain some lead time on them. After at least a couple minutes of delay and confusion, the lure of running prey will be too strong and the Dogmen will follow the PCs. But every time any Dogman gets hit with a spell, the others will tend to get frightened and back off for a while. Using this approach, the PCs can keep the Dog-men from actually engaging them closely.

If the PCs choose to engage them, standing to fight, the Dogmen are formidable. They have immense resistance to weapons strikes because of their thick hide, and though they don't hit for very much it does add up. The Dogmen will be relentless attackers until a magic spell is used on one or more of them. The PCs' only hope for successfully dealing with these things is to get

away from them; the Dogmen can keep healing up and returning to the attack, and they will, until either the PCs have crossed the plain, or they are dead.

IF HIT WITH AN L-I SPELL OF LESS THAN 12, SAY `NO EFFECT' TO THE PC.

Encounter Coordinator:

NPCs: 12

Length of Encounter: 40 minutes

Time to next Enc.: 10 minutes.

Props: Dog-ear headbands, furry tabards etc.

ENCOUNTER #6 - KARKAN RANGER

GM NOTES:

Detect Magic: Yes on Ranger

Detect Good/Evil: Good on Ranger

Detect Traps: N/A

Gold & Magic: None.

NPCs:

Karkan Rangers - Roland Burl & John Chaa

Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
RGR	5	(5/22/30)	17 rp	3	7	--	---	

RGR	5	(5/22/30)	17 rp	3	7	--	---	
-----	---	-----------	-------	---	---	----	-----	--

DETECT: Good **SPELLS:** None **WEARING:** Leather, long sword, bow.

Description:

On the far side of the Plateau is the Dragonpath (State Highway 128), and on the near side of it are John Chaa and Roland Burl, the Karkan Rangers who are waiting for them. They are hiding in the reeds and bushes at the edge of the marshes and will stand up as the PCs approach. If the PCs are still being pursued by the dogs, they will fire arrows into the dogs to help chase them away. When the PCs show them the Council token, the Rangers will know the PCs are agents of the Council, but until then they will not confide anything and will not offer to take them anywhere.

The leader of the two Rangers is named Roland Burl; he is a younger son of one of the eight Karkan Houses of Nobility. He entered the Rangers years ago and enjoys working in dangerous frontier lands. John Chaa is a member of one of the minor Karkan houses, with no claims to nobility at all. He and Roland have been friends for a long time.

The Rangers will show the PCs the only safe way to cross the Dragonpath, which is to stoop and walk under it through a culvert (Note to SC: This culvert is very large and can easily be walked through if a person ducks his head). They will tell the PCs that they will lead them to the second crossing, then they must go off to the east on another mission, but they will tell them how to find their third partner, who can lead them to the actual crypt. They are sorry that they cannot accompany the team all the way, but they have waited too long as it is and must go meet another ranger off to the east. But for now they are traveling companions to the team.

They also tell the PCs that crossing the surface of the Dragonpath is very dangerous, since the Dragons who follow the path are very fast, they appear out of nowhere and crush the unwary. They seem to be some creation of the Wizard in the Brown Tower, and both they and the paths they run upon are a recent phenomenon (this summer). Roland knows nothing else about them, but he mistrusts the Wizard greatly. He and John have been attacked by the Tower servants at least twice in the last two months. John is more philosophical, but still cautious of the Tower.

Either Ranger can tell the team the following:

The Wizard uses artificial men made of silvery metal, but they are stronger than any human opponent either Ranger has ever known. The first time Roland met them their weapons

were electrified, and the second time they spit lightning bolts. Each time the Rangers escaped death by running away - the silvery men move quickly in combat but cannot run. Both Rangers know that their attackers were the Wizard's servants because more of them can be seen through the fence around the Tower. The Tower itself has grown in recent months, adding more buildings and vast furnaces and belching chimneys. Long pipes and roaring machines have begun to reach out into the surrounding lands, stripping something from the earth to feed the fires inside the Tower. It is a foreboding place now.

Roland will lead them along the creek, generally trying to maintain cover among the bushes; John will cover the rear. Both will also mention that there are Toads and worse creatures in this land. They will specifically tell the team that there are undead haunting the land in greater numbers, ever since their third partner, Cameron Vigg, found the Jepali ruins last year. The Rangers are glad that the PCs have come to deal with it, but worried that they may set loose even more undead.

Encounter Coordinator:

NPCs: 2

Length of Encounter: 25 minutes

Time to next Enc.: 0 minutes.

Props: None.

ENCOUNTER #7 - SERVANTS OF THE BROWN TOWER

GM NOTES:

Detect Magic: On the Silver Men's armor.

Detect Good/Evil: None.

Detect Poison: On the Silver men's weapons before they are used, and on the third one's special metal sword before it burns up.

Detect Traps: None.

Wathiit: Greatest Strength is resistance to Cold & Heat, Greatest Weakness is Electricity.

Lock: Medium Type C, pts damage to break it.

Poisons:

1) The Red Death kills in one minute, so Roland will probably die unless a PC has Athelas or can take the time to find and brew it.

2) The Venom Poison kills in 5 minutes and causes a knockdown until cured (tell the PCs `Knockdown until cured'); the victim cannot stand or spellcast, but she/he can fight defensively.

3) The Metal Poison must be purged from a body, it cannot be cured by spells or potions as a normal poison, so Neutralize and Freeze Poison do not work. See addenda below, and Encounter #9.

Gold & Magic: No gold, but Magic Items #10-12. Three suits of:

a) Magical +2 plate armor;

b) Provides wearer with 24 pts Elemental Protection versus Fire;

c) Needs no maintenance, sheds all liquids equivalent to a Duckback, and cannot be mud-covered, painted, stained, or otherwise discolored;

d) Causes wearer to take double damage from all electrical attacks;

e) Wearer is minus one on any attacks against another wearer of this type of silver armor;

f) Causes wearer to be -3 on LI versus the Wizard of the Brown Tower (only);

g) One hour after taking possession (claimed ownership or physically carried), whether or not he/she has worn it yet, the possessor of this armor feels a strong desire to wear it at all times, even while sleeping (armor has hatches for excretion, eating, etc.);

h) 24 hours or one game day, whichever comes first, after taking possession, the possessor of this armor feels an irresistible compulsion to put it on and cannot willingly take it off again (but he can be Enthralled into doing so, or he can be forcibly disrobed by others);

i) 48 hours or 2 game days, whichever first, after taking possession, the wearer of this armor feels a strong desire to travel directly to the Brown Tower but can overcome this by will;

j) 72 hours or three game days after taking possession, the wearer of this armor falls under an irresistible compulsion to travel to the Brown Tower and will use all his/her mind and strength to do so, turning aside only for obstacles and constantly seeking to get back on the path to the Brown Tower (and will know where this is as if by a Clerical Bump of Direction);

k) 96 hours or four game days, whichever comes first, after taking possession of this armor, the wearer will be completely charmed (as if by a Simon's Spell rather than an Enthral spell) by the Wizard of the Brown Tower. This enthrallment shall endure for so long as he/she wears the armor and is alive, unless the White Flower of Avalon is used; this flower will release the victim from this magic.

l) 30 days after taking possession, the wearer's insides will begin to be converted into robotic parts, but he/she will still be alive and functional. The process can be reversed by exposure to a Grey Flower of Avalon administered any time up to a year minus a day after taking possession.

m) 1 year plus one day after taking possession, the wearer will be totally and irrevocably converted to a robot, with no remaining flesh, no memory of his/her past, no consciousness of self or self volition. During the last two days before this happens, the process can only be reversed by deity intervention.

Toad Medallion: Not magical, no innate value, but has a pattern on it. A **MNK Legend Lore** reveals that it is the Symbol of a Toad royal house, the Crocodile Family.

Swords: The poisonous metal sword burns up ONCE IT IS TOUCHED BY A PC, the other two swords are just mundane swords. Their poison was applied and is used up when they hit, or when the swords are dropped on the ground after they are killed.

NPCs:

Karkan Rangers - Roland Burl & John Chaa

Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
RGR	5	(5/22/30)	17 rp	3	7	--	---

DETECT: Good **SPELLS:** None **WEARING:** Leather, long sword, bow.

Silvery Men

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
3	KNT	8	(8/38/46)	18 cp	5	9	--	#10-12

DETECT: Neutral **SPELLS:** Equivalent to an Elemental Protection versus Fire at 24 pts

WEARING: Armor, long swords or polearms. **NOTE:** They are immune to LI Spells and to Dropsy.

Description:

Roland leads the PCs along a stream for a distance, trying to stay hidden in the shrubbery; he warns the PCs that there are other Dogpacks on the plateau around the Brown Tower, and stranger things have been seen wandering the open spaces. The streams are dangerous because of Toads, but the open land is worse. John keeps watch at the rear.

Roland brings the team to the second passageway under the Dragonpath, where the Rangers will leave the team, only to find that it is guarded by a Silvery Man. Two more come out of the bushes as the team approaches, and ambush Roland with a poisoned Weapon (Red Death) that has only the one dose smeared on it. The second Silvery man has a weapon poisoned with a Venom Poison (death in 5 minutes) that makes its victim unable to stand as well (say `Knockdown until cured'). GM note that this means a PC can't use a magic item to cure himself, since Knockdowns don't allow use of magic Items.

The one guard by the passageway lumbers forward and attacks the team as well; his weapon is poisonous and it does 5 immediate points poison -no defense - damage, plus makes one of the PC's limbs useless (NPC: hit limbs only! Tell stricken PC that arm/leg is paralyzed!) He will strike as many PCs as possible with this, for the metal of the weapon itself is the poison.

The Silver Men are immune to Dropsy (shout `No Effect'). They move at half speed, except that the one that ambushes Roland will move quickly on the first shot if necessary to hit him. They lumber about as if their legs would not bend completely, and in fact they do not. But their weapon strikes are at normal speed, which is to say, as fast as the NPCs can move. They

ignore auras and Wrath threats (but take damage) when attacking. They will try to take every PC down (not kill, just down and not moving), but the team outnumbers them and can mob them to death.

John Chaa will rush to Roland's aid where upon Roland tells him to 'Keep Fighting!' and then dies. If a PC has something to save him, then they can save him (and he will leave with John at the end of the encounter).

SILVERY MEN: The outside of each Silvery man is covered by a suit of +2 magical plate armor, which cannot be damaged. A Silvery man is 'killed' by shock or magic damage to his insides (from hitting him). When they are 'killed', they collapse and the exterior armor can be removed. Inside are human bodies with silver metal heads obviously grafted on; the junction makes it appear that the human head was cleanly sliced off by some giant blade and this head put in its place. It does not appear that the human head was changed to silver. The bodies are a little shriveled, and seem to be starved and diseased. Each Silvery Man weighs about 300 lbs with his armor and head on. Their insides are mixed with a mess of strange wires and cogs and odd metal parts, jumbled in among the human guts. The heads are solid, made of some metal that is not real silver. Handling a head causes 1 pt of no-defense damage to the PC for every minute they handle it or have it on their person. Carrying one of these away will let it keep hurting the PC that has it, at the rate of one point per minute. A Diagnose spell will reveal that this is radiation damage. Each silvery head weighs about 100 lbs.

SWORDS: The first two swords are just swords, the third is made of a strange metal. When touched by a PC (even one wearing gauntlets or gloves, or kicking it with his boots) it begins to burn and in 10 seconds it is gone in a large puff of smoke. Any PC within 10 feet of it at that point will breathe the smoke, and get nauseated and poisoned. He will operate at -2 LI, and will also be unable to use both hands at once (can carry his sword, or his shield, but not both) until cured of the effect. He is not as badly affected as the PCs who got hit, for none of his limbs is truly paralyzed.

ARMOR: The armor radiates magic, and by itself is takeable by the PCs and does no immediate damage. Cloth reps will be provided for the team to actually wear. The armor is +2 magic plate, but also has some less savory features, as can be revealed by a few savvies. It will slowly convert its occupant into a robot bound to serve the Master of the Brown Tower (see Savvies).

After the Silvery Men have been 'disrobed' of their armor, one or more of them may actually still be alive (because of the 8 point buffer). This will not be detectable while the armor is on them, only after it is off (so NPCs, if a PC asks 'are you dead?' tell them 'I sure look it!'). If healed, the bodies will get up and begin shambling back towards the Tower (or crawling if they have no legs). The PCs can only stop them permanently by killing them. If not healed, they can be killed outright by damage or by cutting the head free; a throat slit works for this.

The team can deal with Roland's death (or save him), and John's grief (or relief). Then the Ranger(s) must leave (after burying Roland's body) on his other mission, which he will tell the team nothing about. John says that their only hope of defeating the poison from the metal sword is with the Toads. He believes that the PCs must find the Toad Shamaness and beg her help against their common enemy. He tells the team to hold up something grey when they meet a Toad, and the Toad will know that the humans want to parley.

He also gives the team a medallion that he wears around his neck - about 5 weeks ago he saved the life of a Toad youth, who was wandering in the woods alone and was under attack by a bear. The boy had been clawed on the left leg, and John put an arrow into the bear's eye just before it could kill him. Though they could not speak to each other, the youth gave him this thing, then left on his own, hobbling on his bandaged leg. John does not know what the medallion means, but it is the only help he can think of to offer. He hopes that the Shamaness will be in this area, using her magic to slow the effects of the Wizard's magic. At least, she was here two days ago. The PCs simply must find the Shamaness and strike a bargain with her if they hope to overcome the effects of the metal poison.

But to do that, first the Team must get through the passageway under the Dragonpath. This tunnel has had a brand new wire door installed on it, less than 24 hours old (it was put in after John and Roland passed through yesterday). There is a lock Type C medium-difficult on the door. The team's thief can pick it or they can bash it open with points of damage. All the time they are working upon it, they are visible from the Brown Tower (and they can see it as well). Once they are through it, they can pass under the Dragonpath and into the upper drainage beyond, where large swamps spread out around them.

Encounter Coordinator:

NPCs: 3

Length of Encounter: 30 minutes

Time to next Enc.: 10 minutes.

Props: Three suits of silvery armor for NPCs, three cloth Armor props and one medallion for each team, and one medium-difficult IFGS lock with buzzer.

ENCOUNTER #8 - CHALLENGE

GM NOTES:

Detect Magic: On Lumak and Guards
Detect Good/Evil: Neutral on all Toads.
Detect Traps: No.
Wathiit: Fire damage.

Gold & Magic: None.

NPCs:

Name	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
Lumak	RGR	8	(8/30/38)	26 rp	6	11	--	---	

DETECT: Neutral **SPELLS:** Rev. Exuberate, Exhort **WEARING:** Hide = 4 pt protection, wooden or stone sword or spear.

Guards:

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
3	MNK	6	(6/24/32)	21 mp	11+4B(17)	9	--	---	

DETECT: Neutral **SPELLS:** Rev. Exuberate, Exhort, Blocking **WEARING:** Hide = 4 pt protection, wooden staffs. They are **MONKS OF MOVEMENT**.

Description:

The team enters a small swamp on the far side of the tunnel, the Dragonpath was built on a slope across one end of it. Steep hills rise to either side, one toward the Brown Tower and one away from it. Ahead the swamps stretch back along the stream. The PCs must follow the stream if they are looking for the Toads.

The team can readily tell (GM NOTE - you tell them) that the swamp seems much shrunken, with little water in the stream and much dry gravel exposed where there should be mud. A Druid who asks any plants or animals can learn that it has been happening ever since the Wizard started doing his mysterious things in the Tower.

There are Toads here, and a little ways into the woods the team is challenged. Three Toad guards led by Lumak, a Toad lieutenant, step out of the bushes. The guards have their bows drawn and Lumak has a spear held ready, but he holds up a gray feather to show he is willing to talk. He is suspicious and acts somewhat hostile as he demands to know what they do here, in Toad Lands (and never mind that this land was lost to the Seven by treaty after the war).

If the PCs say they are looking for the Shamaness Lumak will at first be even more suspicious. If they say that they killed some of the silver men (or if they are carrying some of the armor), he will be more favorably impressed, but still suspicious.

Silver Armor: If any PC is actually wearing the silver armor, Lumak will be very suspicious of these 'silver men' in the midst of them, and tell the others that any man wearing the armor must be a traitor to human and toad alike. He will tell them bluntly that he will not let anyone wearing the armor get near to the Shamaness, for fear of the Wizard's tricks. If a PC wearing the armor says he is not a servant of the wizard, Lumak will challenge him to take it off

and prove he is still human underneath. The PC wearing it will find that he has a strange reluctance to take the armor off (GM Tell Him), but will do so if pressured by his teammates. Lumak will be mollified by this proof that the PC is not really a Silver Man, but will not want him to put the armor back on.

Medallion: If they hold up the Medallion or hand it over, he will take it and examine it closely to see if it is real or counterfeit. Once he has inspected it closely he will realize it is genuine, and stop being hostile. He will respectfully ask how they got it. If they tell him what John said, about it being given to the Ranger by a young Toad whose life he saved, Lumak will be even more impressed - and worried. He will make a respectful gesture and say that he will take them to the Shamaness. He will not explain anything about the medallion, except to say that it is a symbol of the Ug-lu (Crocodile) family, the ruling family of the Toads Kingdom.

Lumak tells them that he can make no promises about how they will be treated, and tells them that as a gesture of respect he will allow them to bear their weapons as far as the encampment, but not into it. He does insist that they sheath their swords, put their bows on their backs, and in general place their weapons where they will be difficult to reach. For pole-arms, he wants them either handed over to his guards or slung on the PC's backs so they can't grab them readily. In general, he wants the team's weapons to be in positions where they can't get at them easily, just in case they try to attack his men or threaten the Shamaness.

Once the teams have complied or negotiated a deal with him, Lumak and the guards will lead them through the swamp toward the Shamaness.

Encounter Coordinator:

NPCs: 4

Length of Encounter: 15 minutes

Time to next Enc.: 5 minutes.

Props: Gray Feather, green face paint for Toads.

ENCOUNTER #9 - THE SHAMANESS

Detect Good/Evil: Evil on Ug-luk (Kevin), neutral on all others.

Detect Magic: On the Shamaness, Ug-luk, and her attendants.

Detect Traps: None.

Wathiit: On the Shamaness - weakness is weapons damage, strength is spell-casting. On Ug-luk - weakness is fire spells, strength is weapons proficiency.

Gold & Magic: None.

GEAS: Does 1 pt of no defense damage for every minute that the PC turns away from the goal (does not include maneuvering on ropes in swamp). Cannot be removed except by Deity intervention, or by a Toad Shamaness, or by completion of the Geas.

NPCs:

Ug-Luk, Toad Chieftan:

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
1	KNT	9	(8/34/44)	36 cp	8	12	--	---

DETECT: Evil **SPELLS:** Rev. Exuberate, Exhort, Strength 3, Bladesharp +2 **WEARING:** Hide = 4 pt prot., obsidian long swords, bone knife.

She-Who-Laugh-At-Fire, Toad Shamaness:

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
1	CLR/MU	10	(15/70/80)	88 sp	8	8	--	---

DETECT: Neutral **SPELLS:** Defense, Exhort, Wrath, Phys. Prot., Bladesharp +3 **WEARING:** mundane decorations and bone articles, but she radiates magic from spells. **NOTE:** Can innately cast Truthforce, Geas (with Consent), and Hold Being, all at her level plus 2 (12th Level); because she is a Shamaness.

Lumak:

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
1	RGR	8	(8/30/38)	26 rp	6	11	--	---

DETECT: Neutral **SPELLS:** Rev. Exuberate, Exhort **WEARING:** Hide = 4 pt protection, wooden or stone sword or spear.

Guards:

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
3	MNK	6	(6/24/32)	26 mp	11+4B(17)	9	--	---

DETECT: Neutral **SPELLS:** Rev. Exuberate, Exhort, Blocking **WEARING:** Hide = 4 pt protection, wooden staffs. They are **MONKS OF MOVEMENT**.

More Guards

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
2	FTR	6	(6/30/38)	----	6	13	--	---

DETECT: Neutral **SPELLS:** Rev. Exuberate, Exhort, Battlefever, Bladesharp +2 **WEARING:** Hide = 4 pt protection, obsidian long swords.

Shala, Attendant

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
1	DRU	5	(5/22/30)	34 sp	8	9	--	---

DETECT: Neutral **SPELLS:** Rev. Exuberate, Exhort, **WEARING:** Hide = 4 pt protection, Bone or wood 2 pt weapon.

Derna, Attendant

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
1	MU	6	(6/18/26)	54 sp	8	6	--	---

DETECT: Neutral **SPELLS:** Rev. Exuberate, Exhort **WEARING:** Hide = 4 pt protection, Bone or wood 2 pt weapon.

Description:

Lumak leads the team to the place where the Shamaness is, with her attendants. It is a thick clump of undergrowth enclosing a small clearing, the clearing cannot be seen from the outside. He will make the team stop outside the enclosure, where he will insist that the PCs put all their weapons under a tree. He promises that they will not be touched, but tells them flatly that no human may bear a weapon in the presence of the Shamaness. He dares not risk that they may be trying to kill her, it is his duty. Lumak is inflexible on this point, and will even threaten them with attack if he must.

NOTE TO GM: Encourage the team to cooperate by making their sickness worse from the poison.

Once the team has done so (they may succeed in concealing a knife or two, and possibly convince him that one of them needs a staff in order to walk, but no bows or swords will be allowed in), Lumak leads them into the enclosure where the Shamaness is dwelling. It lies down a short path through some thick growth.

She is in conversation with a toad Chieftain, Ug-Lak, who has come to consult her. Lumak makes the PCs bow before her, as does he, and introduces her as 'She-who-laughs-at-fire'. If he has the medallion, he gives it to her; if a PC still has it, he tells that PC to show it to her.

Ug-Luk, the chieftain, is angered that any Human would have the medallion, and doubly so when he sees it up close (Lumak try to get it away from the PC, but if PC will not, Ug-lug come to PC). He will loudly declaim to all that this amulet belonged to his son Ug-lam, who was found dead a moon ago and whose murder is yet unavenged. Ug-lam was found with a human arrow in his chest, bearing the mark of the Knights of St. Michael. Ug-lak accuses the PCs of having killed his son. He demands that the Shamaness let him cut out their hearts as payment of the blood debt.

She-who-laughs-at-fire will ask the PCs to tell their story; how did they get the medallion? Why do they come to her? If they mention the Ranger's name, John Cha, one of the Shamaness' attendant females will gasp and recognize that name. The Shamaness will ask what she knows, and the attendant, named Shala, will say that that is the name of a human Ranger who spared her when she wandered too far from the swamp two years ago. He sent her back with a warning not to do it again. He told Shala that the Knights would kill her if they caught her. He also told her his name.

Ug-lak will say that that proves this ranger is a killer, and must have been the one who killed his son and took the medallion. He will accuse the PCs of being 'companions to murder' as well as evil, toad-hating humans.

Shala is afraid of Ug-lak, but will protest that the human who sent her back to the swamp did not seem like a killer and was kind to her. Ug-lak will say she is deluded and foolish. He will demand the PCs' hearts.

The team can interrupt and defend themselves as they wish, the Shamaness will allow them to speak. She will let Ug-lak rant on for a while, and Shala will grow bolder and argue against him. Then the Shamaness will proclaim that she will put the PCs to the test of Truth, and do a Truthforce on them (innate ability of a Toad Shamaness, needs no casting). She will determine that they are speaking the truth as they know it.

Ug-lak will point out that they might be ignorant of what the ranger really did. The PCs can handle this as they wish. The Shamaness declares (if the PCs don't suggest it first) that there is a better solution than killing them. The team can fight against the Wizard of the Brown Tower, who is a much bigger threat. She points out to Ug-lak that it is the Wizard who sent the 'long metal snake with a thirst that never ends' (diversion pipe); it is drinking up all the water from the Toad Swamps and drying up this area. The Shamaness proposes that the PCs accept a Geas to destroy the great metal snake, and set the water free to feed the swamps again. In return the Toads will cure the PCs of the Wizard's metal poison and free them.

Ug-lak agrees with poor grace; but he takes back the medallion, as a memory of his son, before he stamps away.

Assuming that the PCs agree to help the Toads (and she won't cure them unless they do), the Shamaness gathers them kneeling before her. She checks for magic items that might influence LI, and has them removed from the PC (returned afterwards). She then asks them individually to accept this Geas, (they must refuse aloud if they are to escape its effects) before casting her Geas spell on them (innate Toad Shamaness ability, requires assent). Otherwise they are geased (silence is assent). Then she sprinkles each of them with water from her ceremonial asperger (hollow ball with holes). They are now Geased (do not radiate magic because of it, but detects as a curse - not removable except by divine intervention).

Then she directs the poisoned PCs to lie on the ground before her. Her attendants bring out a ceremonial clay bowl, into which she puts some herbs and water, then spits into it and chants over the mixture while stirring it. She has the un-poisoned PCs hold the arms and legs of the poisoned ones, and tells the poisoned PCs that this will hurt and cause convulsions, but they will survive it and be cured. Then she hands her ceremonial knife to Derna, one of her attendants, and the bowl to Shala. Derna makes a shallow cut on the arms of the infected PCs (role play), Shala rubs the mixture into each wound. The PC immediately feels a hot fever pass through him, and convulsions pass through his body for a full minute (GM tell him to roleplay). When they end, he is weakened so that he cannot stand for another full minute. Then the fever breaks and he is cured of the poison. He can be helped to his feet and his full strength will return to normal in five minutes. Meanwhile the team can talk to the Shamaness or to Lumak.

If the PCs ask the right questions they can learn some things. The 'metal snake' lies due west of this spot (Lumak draw map in dirt with a stick). It is bigger around than a Toad is tall. It

drinks from the river channel near what used to be a sacred pool where the dead are laid to rest. Between here and there are some hills and another swamp in which no Toads are living at the moment. The Toads have recently seen some 'Strange Female Humans' (Jepali) in the area recently, but they stayed away from the swamps. They don't know anything about the Jepali Crypt, or the Nine Sorceresses, but the Shamaness knows that there is something of magic on the mountainside to the west, something human and female and old. She doesn't know if it is alive or dead, or precisely where it is, just somewhere on the mountainside. The Toads have suffered much at the hands of the 'poisonous silver men', so they hate the Wizard of the Brown Tower and all his works, but they dare not attack him - his magic is too strong.

If the PCs ask for any healing or magic, she will tell them 'I know you have means of your own, and as for the rest, the Forest will provide'. She also advises them to "Seek the Wanderer in the forest beyond our Swamp - he may help you where he will not help us". If they ask what this Wanderer looks like, she will say "He is human most of the time, but sometimes he changes. Ask your gods for help." She will cast 'Extended Bloodhound' - a special Shamaness spell - on the team so that they can find him. She won't tell them any more, saying "You have abilities - use them!"

The Toad Shamaness sends the team onward. Lumak takes them back to the tree where they retrieve their weapons, and points to the west when he sends them away from the encampment. He will not use any of his abilities to help them. The Toad guards follow them with spears to make sure they go west from the swamp - and the PCs find that they have to, the Geas gives them a push when they try to turn back east.

Encounter Coordinator: Kevin Taylor & Margo Toth

NPCs: 10

Length of Encounter: 30 minutes

Time to next Enc.: 10 minutes.

Props: Green, yellow, brown, & black face paint; leather, bone, wood, feather and bead ornaments and garments; asperger (hollow ball on stick with holes in ball), large cup with water, small bowl with paste, extra water.

ENCOUNTER #10 - DRY WIGHTS

GM NOTES:

Detect Magic: Yes on all Wights.

Detect Good/Evil: Evil on all Wights.

Wathiit: Greatest Weakness = vulnerable to acid and water, holy or otherwise; holy water does double damage (4 pts) per strike, acid is normal.

Description:

The PCs can use the Extended Bloodhound cast on them by the Shamaness to find the Wanderer; he is presently roughly due west of them. As the Team leaves the wet bottomlands of the Toads to cross a high grassy/forested ridge, they encounter the Dry Wights. These are Jepali undead that are repelled by open water but attracted by living flesh. These undead will be very hungry and will attack the team, but will ignore any PC wearing the Silver Armor as if he wasn't there.

Appearance: Dry Wights are a special type of Jepali Undead, with the Jepali tattoo on the cheek. They look like ghostly pale, gauzy female spirits, colored in pastel hues (lavender, grey, pale blue, pink, pale green). They have shreds of the clothing put on them when they were buried, but usually this is so decayed that it can only be identified as generally Jepali-type clothing (balloon harem pants, skirts, scarves, etc.). A billowy mist (large piece of gauze drape) wreaths each of them and radiates magic. They do not bear weapons.

Movement: They will have white invisibility flags and will reveal themselves when the PCs are about 20 feet away from the nearest Dry Wight. They will appear in a line running perpendicular to and across the PC's direction of travel. Dry Wights move at normal speed. They will be attracted to the PCs and will follow relentlessly until stopped by an obstacle (such as water, which they will not cross).

Attacks: If they get within 10 feet of a PC they will attack him/her with an Autocast L-10 Clinging Vine (innate to all of them) in an effort to hold the PC there (Note - do not attack ALL of the team at once). Then they will close in on the trapped PC and begin doing temporary lifepoint drains (call it as '2 Lifepoint drain' - GMs let them know later that it is not a permanent loss). They do not touch the trapped PC but they must have a hand within 2 feet of him/her, and have their attention focused on the PC for 6 continuous seconds before they can perform each drain (chant something while looking at them, so they can know if your concentration is broken). Each wight can repeat the drains every 30 seconds, and each time they drain a PC they transfer those life points to themselves, and can immediately use them. In effect, they are 'healed' by draining points from the PCs. Any PC who is so attacked, even by one Lifepoint Drain, will be -3 on damage for the rest of the day or until cured. Multiple drains do not stack, only the first causes the -3. (GM tell PC).

Armor: The mist that covers them provides them with two defensive features; it provides 6 pts of protection against any attack, and it gives them the MU spell Concentration as per normal rules (carry 2 blue flags). In addition, they can only be affected by magic weapons, though spells on mundane weapons will work (Lightning Strike works, and Electrify or Celtic Fist, for example).

Escape: In order to escape, the team must get past the Dry Wights (dodge and duck and run and evade), and then the PCs must stay ahead of them. If the Wights capture someone, they will all tend to gather round the victim. They will alternate draining life points with protecting each other from the PCs. But the PCs can drive them away from the captured PC (temporarily) with Holy Water or Acid (beanbags), or spells; mundane weapon attacks have no effect. Holy water makes them back off a few steps each time they are hit, and scream and shudder as if it hurt, but then they come right back.

The route the PCs want is one that leads to the swamps, for the Wights will not follow them into the water. With a little effort the PCs can stay far enough ahead of the pursuing Wights to reach the shore, then they must find the safe ways into the swamp and get far enough from the shore to be out of the range of the Wights. The Wights will have a marked point (white strings tied around trees about 5 feet off the ground) beyond which they will not go. If the PCs get 15 feet or more past this point, the Wights will give up and leave.

WIGHTS CAST LI SPELLS AT LEVEL 8, and RESIST LI AT LEVEL 12!

NPCs:

Dry Wights

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
2	DRU	8/12	(10/50/50)	30 sp	6	Var.	--	---

DETECT: Evil **SPELLS:** Concentration, plus anything they cast after meeting the PCs.

WEARING: Mist, no weapons or armor.

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
2	MU	8/12	(10/50/50)	30 sp	6	Var.	--	---

DETECT: Evil **SPELLS:** Concentration, plus anything they cast after meeting the PCs.

WEARING: Mist, no weapons or armor.

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
2	CLR	8/12	(10/50/50)	30 sp	6	Var.	--	---

DETECT: Evil **SPELLS:** Concentration, plus anything they cast after meeting the PCs.

WEARING: Mist, no weapons or armor.

Encounter Coordinator: Linda Vanderhoof

NPCs: 6

Length of Encounter: 20 minutes

Time to next Enc.: 5 minutes.

Gold & Magic: None.

Props: 6 large pieces of pastel colored gauze (Pink, grey, white, pale blue, etc), white strings for trees, white invisibility flags.

ENCOUNTER #11 - PEACEFUL GROVE

GM NOTES:

Detect Magic: Yes on flowers.

Detect Good/Evil: None.

Detect Traps: None.

Gold & Magic: No Gold; flowers are:

#13 to 15 - Green = Cure Wight Weakness, will remove the -3 on attacks caused by the Dry Wights.

#16 to 23 - Red = 1) crumbling under nose or inhaling deeply will restore 3 spell or monk or ranger or courage points to the breather; flower will last for one game day or until used, whichever comes first.

#24 to 31 - Pink = 1) crumbling under nose or inhaling deeply will heal up to 3 life points to the breather; flower will last for one game day or until used, whichever comes first.

#32 to 35 - Blue = 1) Sprinkling on face of recently-dead person will cause them to be revived as per Life Spark; Flower will last for one game day or until used, whichever comes first.

#36 & 37 - Grey = 1) crumbling under nose or inhaling deeply will restore complete Regeneration and Battlefever to a Fighter; flower will last for one game day or until used, whichever comes first.

#38 - Ring of Knowledge; 1) Will do one Detect Class as per THF ability per day.

NPCs: None but 2 to 4 spotters in white for ropes.

Description:

The Extended Bloodhound to the Wanderer will lead the PCs the same direction that the Wights are chasing them - towards another swamp. The edge of this swamp is almost imperceptible - the land simply gets wetter, and finally there are standing pools of water all over the place and pools of suck-mud among them. There are giant vines snaking from tree to tree (ropes course) and the PCs can make their way past the treacherous mud pools on these. The trees at the edge of the ropes course have white strings around them, here is the limit that the Wights can reach; they will not pass the strings.

The Suck-Mud grabs PC's legs when they step into it and starts to draw them down slowly, at about 1 inch every 10 seconds. GM make PCs role-play this by kneeling when they have sunk that deep, then sitting, finally laying down when it is up to their shoulders.

The water pools can be waded but they look a lot like the suck-mud and sometimes have aggressive fish in them that bite for 5 points (but no oftener than once every 30 seconds). Also, they tend to have sudden drop-offs in them and the PC can suddenly find himself neck deep with no warning (GM call these effects at random and at your discretion).

Following the ropes leads to a peaceful grove near the middle of the swamp. It offers the PCs a safe stop to rest. There will be healing flowers here that will let them recover their life

points and spell points, to a certain extent. Five flowers will be on the island where the PCs come on the ropes; three will be healing (pink = 6 pts each healing, breathe deeply and then the flower crumbles), and two character-point restorative (red = 3 spell or monk or ranger or courage points, use as above).

NOTE: If any one of these flowers is touched by the Silver Armor, it will fade away immediately and the benefit of that flower will be lost. The flowers cannot be preserved by any means, including magic items - they are magic items themselves, though they last only for the day.

Six more flowers (3 red, 3 pink) grow to the south on an adjacent island that can be reached by a tricky rope (a slack 'X' or other trick).

Beyond that, four red flowers and three blue ones and two grey ones grow on a third island, not reachable by ropes. PCs can get there with either a Monk Leap or a line strung with a Ranger's Penetrating Arrow (GM: if they come up with something clever, give it to them). The Green Flowers each do Cancel Wight Weakness and the grey restore a Fighter to complete Regeneration and Battlefever capacities (if he is down any - it will not raise him above his starting total). Also, behind a tree on this island lies the decomposed skeleton of a man, with a gold ring on one finger-bone (Magic Item #38).

To the north of the main island, in the opposite direction of the islands above, lies a fourth island that can be jumped to or swung to on a rope; it has 3 red flowers, a blue one, and two pink ones.

The main direction (west) has another ropes course to leave the island and continue on through the forest.

Encounter Coordinator:

NPCs: 2-4 spotters for ropes.

Length of Encounter: 25 minutes

Time to next Enc.: 10 minutes.

Props: Ropes, 3 green flowers, 8 pink flowers, 8 red flowers, 4 blue flowers, and 2 grey flowers; white string for trees on east edge of swamp, colored yarn for pools of water, etc, skull and bones for skeleton, one gold ring per team (3).

Map of Islands In Swamp.

ENCOUNTER #12 - THE WANDERER

GM NOTES:

Detect Magic: YES.

Detect Good/Evil: Good on the Wanderer.

Detect Traps: None.

Gold & Magic: No gold, but:

#39 - potion in mundane bottle; has a Rock-to-Mud spell that covers 10`x10`x10`; will only last to end of the day, and cannot be preserved.

NPCs:

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
1	DR/MU/MK	8	(8/40/50)	50 sp	12	8	100	#39	

DETECT: Good **SPELLS:** 4 pt Defense, Elemental Protection vs Ice 24 pts, Electrify, Sense I & II **WEARING:** Leather armor that is magically treated to be +4 protection for the rest of the day; staff. **NOTE:** Immune to all L-I spells.

Description:

The PCs leave the Peaceful Grove and head on towards the west, following the directions of the Toad Shamaness thru their Extended Bloodhound spell for the Wanderer. They cross an open meadow with more of the Wizard's work in it; great steel towers carrying lines that crackle with magical energies. These towers cut a swath through the forest and march off toward the Brown Tower in the distance.

As they are crossing under these towers with no incidents, the PCs are observed by a man in a brown robe. The Bloodhound leads them right to him. He is carrying a staff and does not seem too concerned by their approach - but he puts his back to a tree, just in case.

If any PC is wearing the Silver Armor, he will be extremely wary of that PC. He won't let that PC get behind him, and will ask the PC if he knows what he is wearing. He will encourage the team to savvy the armor fully, if they haven't already done so. He will warn them that it is a dangerous thing to wear, and if they still have it on at sundown they could regret it deeply, but he will give no specifics as to his concerns.

If they ask him if he is the man that the Toads call 'The Wanderer', he will say that he is called many things. If the PCs give their names to him, he will tell them that he is called Neb Nilknarf. If they admit that they are from the Seven Tribes, he will admit to being a Belthar. If they ask is he an MU, he will say yes. He will not volunteer any information about himself, but will ask them questions instead. He will be pleasant and friendly but will not volunteer information about himself.

If the PCs explain their problem (they are Geased by the Toad Shamaness to destroy the water-pipe that is drying up the river), he will be amenable to helping them. He is a foe of the Wizard of the Brown Tower, and has been studying his weaknesses for some months now. He will tell the team that they cannot destroy the water pipe itself, it is too strongly built, but they can undermine its supports right behind the intake gate, and it will collapse. He suspects that a series of Rock-to-Mud spells would work best, and he has a gift (Item #39) that will help them with

M - it has a large (10' x 10' x 10' Rock-to-mud spell in it, which he was considering using on the pipe himself. He thinks it better that they do it.

However, to use it they will first need to do two things - destroy the guard (a powerful Silver Man), and counteract the powerful spells upon the ground, which the Wizard put there to protect his pipe from being undermined by normal erosion. The Guard is akin to the one they have already met, he expects that they can handle it. They can counteract the Wizard's spells if they just get the cooperation of the Toad spirits who control moisture in the ground. If the Toad Spirits put forth their power, they can counteract the Wizard's spells for a little while. The spirits' resting place is in a pond on the way to the pipe - how the PCs can woo them he has no idea, they will have to solve that one themselves.

That is all he is willing to tell them. He cannot come help - he has a task of his own to perform shortly, which will have the helpful side effect of distracting the Wizard's attention from the water pipe while the PCs try this. He bids them good luck and leaves. The Extended Bloodhound ends.

Encounter Coordinator:

NPCs: 3

Length of Encounter: 15 minutes

Time to next Enc.: 10 minutes.

Props: One bottle of water per team of PCs.

ENCOUNTER #13 - TOAD BURIAL GROUND

GM NOTES:

Detect Magic: On the pool and the bones.

Detect Good/Evil: Both on the Bones.

Detect Traps: None.

Gold & Magic: No gold or magic.

NPCs: None - GM do roles.

Description:

The PCs reach the edge of the plateau and are looking down into the shrunken river that once covered the Toads burial pool. The team can easily see the large pipe that is draining away the water - it is huge, painted green, and crosses the valley on legs to run off toward the brown Tower. The team must descend into the narrow valley and pass up the far side to reach the point at which the pipe takes the river.

As the PCs approach the small pond that is all that remains of the Toad Burial ground at the bottom of the canyon, Toad spirits rise to greet them (floating on the surface of the pond). These are all insubstantial and wispy, they have no physical substance, but their presence within 5 feet of a living human does 2 points of mundane cold damage to that human every two minutes (so stay out of the pond!). Spells protect from this; physical armor does not. (GM - call it as `armor-independent cold damage - 2 pts')

The ancestors are immune to Control Undead. At first the ancestors will be hostile (but impotent); they remember much ill treatment at the hands of humans. When the PCs tell of their purpose, the ancestors will be eager to help, since it helps them and their Toad descendants. They will agree to exert their power to suppress the Wizard's spells, if the PCs will use their abilities to break the water diversion system. They will demand that the PCs seal this bond with a drop of blood from each of them (GM - tell PC it takes one point of damage). If any PC doesn't want to do so that is OK, as long as at least two PCs are willing to do so.

Then they will flow away into the water again and prepare to do their work. From the pond to the pipe, the PCs will feel as if something giant was buzzing deep underground, but there is no noise - just a ghostly vibration.

Encounter Coordinator:

NPCs: 0

Length of Encounter: 15 minutes

Time to next Enc.: 10 minutes.

Props: None.

ENCOUNTER #14 - WIZARD WATER

GM NOTES:

Detect Magic: On all structures and on the Silver Man.

Detect Good/Evil: Evil on the Silver Man

Detect Traps: None.

Wathiit: Greatest Strength is resistance to Cold & Heat, Greatest Weakness is Electricity.

Gold & Magic: No gold, but Magic Items #40-42 (three suits of armor, savvy as follows):

- a) Magical +2 plate armor;
- b) Provides wearer with 24 pts Elemental Protection versus Fire;
- c) Needs no maintenance, sheds all liquids equivalent to a Duckback, and cannot be mud-covered, painted, stained, or otherwise discolored;
- d) Causes wearer to take double damage from all electrical attacks;
- e) Wearer is minus one on any attacks against another wearer of this type of silver armor;
- f) Causes wearer to be -3 on LI versus the Wizard of the Brown Tower (only);
- g) One hour after taking possession (claimed ownership or physically carried), whether or not he/she has worn it yet, the possessor of this armor feels a strong desire to wear it at all times, even while sleeping (armor has hatches for excretion, eating, etc.);
- h) 24 hours or one game day, whichever comes first, after taking possession, the possessor of this armor feels an irresistible compulsion to put it on and cannot willingly take it off again (but he can be Enthralled into doing so, or he can be forcibly disrobed by others);
- i) 48 hours or 2 game days, whichever first, after taking possession, the wearer of this armor feels a strong desire to travel directly to the Brown Tower but can overcome this by will;
- j) 72 hours or three game days after taking possession, the wearer of this armor falls under an irresistible compulsion to travel to the Brown Tower and will use all his/her mind and strength to do so, turning aside only for obstacles and constantly seeking to get back on the path to the Brown Tower (and will know where this is as if by a Clerical Bump of Direction);
- k) 96 hours or four game days, whichever comes first, after taking possession of this armor, the wearer will be completely charmed (as if by a Simon's Spell rather than an Enthral spell) by the Wizard of the Brown Tower. This enthrallment shall endure for so long as he/she wears the armor and is alive, unless the White Flower of Avalon is used; this flower will release the victim from this magic.
- l) 30 days after taking possession, the wearer's insides will begin to be converted into robotic parts, but he/she will still be alive and functional. The process can be reversed by exposure to a Grey Flower of Avalon administered any time up to a year minus a day after taking possession.
- m) 1 year plus one day after taking possession, the wearer will be totally and irrevocably converted to a robot, with no remaining flesh, no memory of his/her past, no consciousness of self or self volition. During the last two days before this happens, the process can only be reversed by deity intervention.

NPCs:

Silver Man

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic Items
3	KNT	8	(8/38/46)	18cp	5	10 --	#40	

DETECT: Neutral **SPELLS:** Equivalent to an Elemental Protection versus Cold at 24 pts;

WEARING: Armor = +2 plate, long swords or polearms. **NOTE:** immune to LI spells and

Dropsy

Description:

A the PCs ascend the hill from the pond toward the pipe, they feel a subliminal vibration following them; it is the Ghosts preparing to fight the Wizard's spells. As the team comes within 30 feet of the pipe, they feel a ghostly pressure pushing them back - and then it is immediately weakened and vanishes, as the subliminal humming gets stronger. This happens again at 20 feet and a final time at 10 feet. Then the Toad ancestors have done their work, and the PCs can do theirs.

When they get to the mouth of the pipe that is draining away the Toad's water, they can see the Silver Men guarding it. They will not see them until the PCs are close (and preferably in safe fighting terrain). Then the Silver Men will begin to autocast 18 pt Icestrikes and Firestrikes at them - no incant, six seconds between strikes, unlimited supply. They will keep this up until someone engages them in combat, then they will fight the opponent(s). They are only three and can be killed.

As with the first group the PCs met, these Silvery Men have weapons poisoned with a Venom Poison (death in 5 minutes) that knocks its victim down as well; they will try to get one PC each with it.

GM Note: The Venom Poison kills in 5 minutes and causes a knockdown until cured (tell the PC); the victim cannot stand or spellcast, but she/he can fight defensively.

The Silver Men move at half speed, lumbering about as if their legs would not bend completely, and in fact they do not. But their weapon strikes are at normal speed, which is to say, as fast as the NPC can move. They will try to take every PC down (not kill, just down and not moving), but the team outnumbers them.

The Geas will not let the team leave this general area until they have tried for 30 minutes to break the pipe and free the water. The team should cross over the ditch on the bridge (or duck under the pipe downhill of the intake) before they do this, since if they break the pipe first they will have to cross a rushing torrent as well (GM - cope with it). By pouring the Rock-to-Mud potion under any one of the piers of the pipe, they can undermine it and it will slowly begin to tip over. It will require at least 30 seconds for the pipe to break, so the PCs have time to scramble out of the way. Once the pipe breaks, tons of water go gushing down the hill and back into the old riverbed. The Geas is fulfilled and the team can leave.

Encounter Coordinator:

NPCs: 3

Length of Encounter: 20 minutes

Time to next Enc.: 5 minutes.

Props: 3 Silvery armor props. Pipe will be an actual pipe.

ENCOUNTER #15 - SECOND KARKAN RANGER**GM NOTES:****Detect Magic:** Yes.**Detect Good/Evil:** Good.**Detect Traps:** None.**Gold & Magic:** None.**NPCs:**

Karhan Ranger - Roger Burl

Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
RGR	6	(6/24/32)	19 rp	3	7	--	---	

DETECT: Good **SPELLS:** None **WEARING:** Chain, long sword, bow.**Description:**

Shortly after the PCs finish breaking the Pipe (maximum 5 minutes), another Karkan Ranger shows up, attracted by the noise. He is impressed by the PC's deed and greets them. They can tell him who they are, and that they met Roland Burl & John Chaa (two of his comrades).

He will welcome them. He is Roger Burl, a cousin to Roland, and he can show them the way to the Jepali Crypt. He will ask the PCs to come along with him, and will lead the way into the woods. The team and the Ranger will walk back through a meadow and pick up an old road. He will explain that this area is doubly dangerous, not just from the Brown Tower's wizardry but because of other, more recent, and more supernatural things.

There are ghostly Watchers in the woods, some of whom have the Cold Touch - they drain temporary life points with Cold attacks. These points heal at 10 minutes/point, but the more you suffer the longer it takes for them to heal. If you take more than half of your total points in damage, then you cannot be 'Healed' at all until you naturally regenerate up to your 1/2 point. If enough temporary points are lost, then the person is dead. The only way to be safe is to avoid them, since they cannot move fast.

He will lead the way to the hidden camp he and his fellow Rangers (including Cameron Vigg, the discoverer of the Crypt) maintain near the Crypt. If asked, he will use up to 1/2 of his ranger points to help them. He will NOT give them any of his arrows.

Note - if necessary, the PCs can also find the Crypt by Bump of Direction.

Encounter Coordinator:

NPCs: 1

Length of Encounter: 15 minutes**Time to next Enc.:** 0 minutes.**Props:** None but what NPC brings himself.

ENCOUNTER #16 - THE MOUNTAINSIDE

GM NOTES:

Detect Magic: Yes on crypt entrance, none elsewhere.

Detect Good/Evil: Good on Rangers, Evil on the crypt entrance.

Detect Traps: None.

Gold & Magic: None.

NPCs: Two helpers in white, who will become Jepali voices, help handle ropes and stuff.

Karkan Rangers

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
2	RGR	6	(6/24/32)	19 rp	3	7	--	---	

DETECT: Good **SPELLS:** None **WEARING:** Chain, long sword, bow.

Jepali

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
2	MU	6	(6/24/32)	32 sp	3D	6	--	---	

DETECT: Neutral **SPELLS:** Defense, Electrify, Elemental Protection vs Fire 18 pts.

WEARING: staves or swords.

Description:

Roger Burl, the Karkan Ranger, leads the Team to the Karkan Ranger's camp above the Crypt. The Crypt is in a cave on a shelf in the mountainside, with sheer cliffs all around. From the top, where the Rangers' camp is, it is a 30 foot descent by ropes. From the shelf, it is a sheer 100 foot fall down the face of the mountain. On either side the shelf pinches out and vanishes in broken slopes.

Roger's partner, Cameron Vigg, tells the team how he climbed down there alone, with Roger holding the rope, and looked in the cave entrance. There is a Jepali inscription that he cannot read but which he copied. He had a torch and saw the light reflecting off a Jepali symbol, and smelled a foul tomb-like odor. He left, since there was a blockage in the cave that he could not wriggle past and was not strong enough to lift; also, something inside was moving..... He reported on this discovery to his superiors in the Karkan Rangers, including the inscription. They told various people in the Capital, who put this information together with some old manuscripts and then told Lord Calenbach, who sent the PCs here.

To get to the crypt, the PCs must rappel down a cliff onto the shelf, then enter a cave. Roger and his partner, Cameron Vigg, will help the PCs by holding the ropes. They will warn the team that it is dangerous down there and urge all of them to stay together, don't let anyone get isolated, and be careful. The unspoken assumption is that all of the team members will go down into the crypt. If anyone wants to stay behind, the NPCs should try to talk them into going down too, as their team mates will need them.

After all of the team is down (and this will probably take a while, so the first few may have already moved on to other parts of this encounter), the Jepali attack the two Rangers, killing them. Roger's body (dummy) falls down the cliff onto the shelf. The Jepali cut the ropes (drop ropes from top onto shelf), and call down to the PCs, telling them that they can die there with the

ancestors. The team is trapped on a mountainside with no clear way out. The rock wall is NOT climbable by a Thief in the up direction, it is too steep. However, a THF could climb down off the ledge, over the lower cliff.

Encounter Coordinator:

NPCs: 4

Length of Encounter: 15 minutes

Time to next Enc.: 0 minutes.

Props: rappeling ropes, mountainside.

ENCOUNTER #17 - THE CRYPT

GM NOTES:

Detect Magic: Yes on crypt entrance, none elsewhere.

Detect Good/Evil: Evil on the crypt entrance.

Detect Traps: None on the entrance, yes on the Marsh.

Gold & Magic: No gold.

#41 - Wand of Knowledge; a) Twice per day it will allow the user to select one of the following spells/abilities and do it: L-8 Enhanced Savvy, Detect Class, Know Aura, Detect Good/Evil, Wathiit 1 ability/use, Reveal Curse, THF Detect Poison, Detect Undead, THF Hearing, or True Sight. b) Each use does one point of damage to the user, no defense, but this damage may be Healed by any of the normal means. c) This item will not bond to any PC.

#42 - Wand of Power; a) once per day it will allow the user to do one of the following: Hold Being L-9, KNT Strength III, or Ki'ai 18 pts; b) Each use of the wand does four points damage to the user, no defense, but this damage may be Healed by any of the normal means.

#43 - Ring of Spell Protection Level 5; a) the wearer may once per day call upon this item to provide 10 pts protection from either fire, or ice, or earth, or electrical attacks (select one); b) protection lasts for one combat or 30 minutes, whichever is longer.

#44 - Ring of Mist Bridge; a) twice per day the wearer may cast a Mist Bridge as per the Druid spell, but at no cost in spell points; b) Each time the wearer uses this ring he/she receives one point of no-defense damage, which may be healed by any of the conventional methods.

#45 - Ring of Transfer/Conversion; 1) Allows wearer once per day to perform a spell- or character-point transfer at a cost of one point for every two points transferred from one character to another character; 2) Allows user to convert the transferred character or spell points from any of the six casting and pseudo-casting classes into points usable by any other one (Monk, Ranger Knight, Cleric, MU, Druid); 3) Both donor and recipient must be conscious and assent to the procedure as per normal 'Assent' rules, and the wearer of the ring may be either donor, recipient, or an intermediary in the transfer; 4) User may only transfer a total of up to twice his level in points.

#46 - Ring of Thieve's Endurance; 1) Gives any Thief an extra touch on every lock she/he attempts to pick; 2) Confers an extra 8 life points on a Thief while dealing with any one known or unknown Trap per day; 3) These life points last for up to 5 minutes after the trap is either disarmed or triggered, up to a maximum protected time of 30 minutes per trap, and then go away. If the Character goes below his/her threshold for unconsciousness or death as a result of those points going away, then he/she is unconscious or dead. Dealing with more than one trap during the protected period provides no increase in protection.

#47 - Ring of Concentration; 1) will allow any Cleric or Druid of the requisite level to cast the Magic User spell Concentration by using his own spell points; effects are as per the MU spell and is usable up to twice per day only.

NPCs: 2 snake handlers in white.

Description:

The cave leads to a steeply-sloping ramp leading up to a door. There is an inscription on the wall beside the door, in Jepali; when translated it says:

"Here lies Asphodetid the foul, evil servant of thrice-vile Naglareigna, the Mist Queen. Let none release her from her bondage or waken her memories."

The team must open the door, which is partially blocked; Knight Strength I, or two PCs working together, will move the fallen rocks (Cameron Vigg could not do this by himself). There is a room at the top of the ramp, beyond the rockfall, with Jepali symbols painted on its walls. There is a stone bier with a skeleton, two chests, and a great many SNAKES here.

The 30 small snakes do 3 points no defense toxin poison if the PCs step upon them or get within 6 inches of one. These snakes have 5 life points each, they are level 1.

The 24 medium snakes do 6 points no defense toxin poison if they are stepped upon or if a PC gets within 1 foot of them. They have 15 life points each and one point of armor, they are Level 2.

The large red snake does Venom Poison if the PCs get within 1.5 foot of it. It has 30 life points and 5 points of armor, is Level 5, and it is guarding Chest #1.

The large green snake does Spitting Poison - putting the affected PC at -2 on all his attacks and on his armor until it is neutralized or the end of the day, whichever comes first. It has 30 life points and 5 points of armor, it is Level 6 and is guarding Chest #2.

The large brown snake does Spitting Poison - Blindness if a PC gets within 3 feet of it; a Diagnose can tell that this will last for 5 minutes unless the Poison is neutralized first. It has 30 life points and 5 points of armor, is level 7, and it is curled at the left side of the bier in front of the sealed exit door.

The large black snake can do one Entrhall at Level 8, at a range of 10 feet, and then cause the affected PC to come close enough that it can bite him with a Venom Poison (death in five minutes). It has 50 life points and 7 points of armor and is Level 8; this snake is perched on the skeleton that lies on the stone bier, at the far end of the room.

The two chests in this room contain:

Chest #1 is tipped over and spilling Magic Item #41 onto the floor (the red snake is partially atop this);

Chest #2 is closed and contains Magic Item #42, it is locked with a Type F medium lock and must be pried loose from the floor where it is rusted onto the stones (3 points of damage will do this);

The bier is open, with no walls or lid. The skeleton radiates evil and holds a scroll in its hands, which have rings on them (Magic items #43 - 47). The scroll is not magical and has decayed almost to dust, as soon as they touch it it collapses into powder. It has the true name of Naglareigna the Mist Queen on it, written in the Jepali language. In order to read the full name,

the PCs must disturb the scroll and hence destroy it. They cannot read the name without destroying the scroll, but they can Mend the scroll and carry it away.

But there is one other source of the True Name; the dead skeleton of Asphodetid. If they do a Speak With Dead on her they can get the name. She will also be angered at the disturbance, and will call down the wrath of the Jepali Gods upon them. This will result in no immediate effects, but will cause the next encounter. If they don't Speak to her, the next encounter happens anyway.

To leave this room, there is a door. It is not locked, it is sealed with melted rock - that is cracked, letting fresh air blow through into the tomb. The PCs can remove the seal with a Rock-to-Mud spell, or break through by delivering 500 pts of damage. Beyond, there is a tunnel sloping down into darkness - but the air in it is fresh. Somewhere it opens to freedom, but it has no stairs - it is a slick chute leading downwards into darkness. Once they go down it, they cannot come back up unless they tie a rope to the top, somehow, and climb down and up the rope.

Encounter Coordinator:

NPCs: 2

Length of Encounter: 40 minutes

Time to next Enc.: 10 minutes.

Props: Black plastic and ropes for entrance tunnel, Jepali symbol for wall, Black plastic & ropes & poles for low tunnel, foam spikes with brown splotches on points, 30 small rubber snakes, 24 medium rubber snakes, 4 large snakes (1 red, 1 black, 1 green, 1 brown), 2 small chests - one with medium lock, one with no lock, 2 wands and 5 rings per team; cardboard door that looks like melted stonework.

ENCOUNTER #18 - FAMILY GATHERING

GM NOTES:

Detect Magic: None

Detect Good/Evil: None

Detect Traps: None

Gold & Magic: None.

NPCs:

Gas Spores

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
2	N/A	N/A	(20 amorph)	N/A	0	Spec.	--	---	

DETECT: Neutral **SPELLS:** None **WEARING:** No possessions.

Wraiths

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
2	DRU	8	(8/30/38)	26	4	5	--	---	

DETECT: Evil **SPELLS:** Concentration, Defense +4 **WEARING:** 2 pt weapons.

Dry Wights

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
3	MU	7	(10/50/50)	30 sp	6	Var.	--	---	

DETECT: Evil **SPELLS:** Concentration **WEARING:** Mist, no weapons or armor.

Skeletons

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
4	FTR	9	(8/32/40)	---	3	10	--	---	

DETECT: Evil **SPELLS:** Battlefever **WEARING:** Rusted plate (not takeable, shatters on a killing impact or spell), rusty long swords (no Bladesharp).

Description:

The tunnel leads the team to a secret door that opens outward and is not visible from the outside. It can be pushed open easily but tries to close itself, and if it does it has no edge to be grasped and opened again. It is at the base of the cliff, the tomb is 100 feet above them.

Shortly after the team comes out, as they are leaving, all the local undead begin to gather around. They have been drawn by the disturbance to Asphodetid, and they begin to come out of the woods by ones and twos after the PCs exit the tunnel. They will attempt to herd the PCs away from the Crypt without being too obvious about it, so as to make room for the next team. Once the PCs are moving away, several of the ghosts will operate from ambush, trying to catch the PCs as they come round a large tree or bush. As always, safe fighting terrain will be paramount.

The ghosts are all energized by the aroused spirit of Asphodetid, they move at normal speed now and some have greater endurance (armor). They are Wights, Wraiths, Gas Spores, and Skeletons. The skeletons are simply fighting types, and can be dealt with like any other fighter. The Gas Spores are creatures that do a magical Firestrike for 12 points every 15 seconds, and they

have no armor at all (balloons on poles). The Wraiths are magical ghosts of spellcasters, they can do normal spell attacks.

As each one is killed the total number declines steadily and the PCs can get away.

The team can leave the Crypt area and shortly find an old road, it leads to a newer road that goes across a bridge over a river. They can then follow the road downwards towards 'civilization' - away from the Toad Swamps and towards the next encounter.

Encounter Coordinator: # NPCs: 10

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

Props: 2 Gas Spores (Big balloons on poles with cloth covers), 4 skeleton outfits, 2 wraith outfits (lots of shreds of cloth on a robe underpinning, with part covering head), 3 Dry Wights.

UNDEAD CREATURES

GAS SPORES:

Large floating balloon of gas, with eyes. If they get within 10 feet of a PC they spit 6-pt Flares at the PC. If hit with a destructive spell and if struck they explode like a Fireball for 21 pts damage, centered on them.

SKELETONS:

Animated skeletons of fighters from the past, they have no extraordinary powers but they fight without a care for any damage they take, they will fight on until dismembered (no unconsciousness, only death).

DRY WIGHTS:

Appearance: Dry Wights are a special type of Jepali Undead. They look like ghostly pale, gauzy female spirits, colored in pastel hues (lavender, grey, pale blue, pink, pale green). They have shreds of the clothing put on them when they were buried, but usually this is so decayed that it can only be identified as generally Jepali-type clothing (balloon harem pants, skirts, scarves, etc.). A billowy mist (large piece of gauze drape) wreaths each of them and radiates magic. They do not bear weapons.

Movement: They will have white invisibility flags and will reveal themselves when the PCs are about 20 feet away from the nearest Dry Wight. They will appear in a line running perpendicular to and across the PC's direction of travel. Dry Wights move at only 1/2 speed normally, but when scenting humans they can speed up to a normal brisk walk. They will be attracted to the PCs and will follow relentlessly until stopped by an obstacle (like water, which they will not cross).

Attacks: If they get within 10 feet of a PC they will attack him/her with a Autocast L-10 Clinging Vine in an effort to hold the PC there. Then they will close in on the trapped PC and begin doing lifepoint drains (call it as 'Lifepoint drain, no defense, 2 points, great pain'). They do not touch the trapped PC but they must have a hand within 2 feet of him/her, and have their attention focused on the PC for 6 continuous seconds before they can perform each drain. They can repeat the drains every 30 seconds, and each time they drain a PC they transfer those life points to themselves, and can immediately use them. In effect, they are 'healed' by draining points from the PCs. Any PC

who is so affected, even by one Level Drain, will be affected as if by the MU spell Weakness, cast at Level 7.

Armor: The mist that covers them provides them with two defensive features; it acts as a Mist of Obscurement, providing 6 pts of protection against any attack, and it gives them the MU spell Concentration as per normal rules (carry 2 blue flags). In addition, they can only be affected by non-magic weapons, though spells by themselves will work (Lightning Strike works, but not Electrify or Celtic Fist, for example).

ENCOUNTER #19 - BANDIT HUNTERS**GM NOTES:****Detect Magic:** On Knights**Detect Good/Evil:** Good on Knights.**Gold & Magic:** None.**NPCs:**

Sir Matthew of Waterrill

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
1	KNT	9	(8/34/42)	44 sp	4	10	--	---	

DETECT: Good **SPELLS:** None **WEARING:** Plate, long sword

Knights

Number	Class	Level	Life Points	Sp Pts	Armor	Damage	Gold	Magic	Items
5	KNT	6	(6/24/32)	26 sp	4	7	--	---	

DETECT: Good **SPELLS:** None **WEARING:** Plate, long sword**Description:**

The team reaches a patrol of the Knights of St Michael, who are patrolling for Bandits, etc. as they do periodically. The leader knows of them, as previously arranged, and gives the team shelter and any healing they need. The Knights agree to take them back to the nearest border station. From there they can get back to the Land and their payment for the True Name scroll (GM handle this at the end if the team wishes, or they can have a Bar Game later).

Encounter Coordinator:

NPCs: 6

Length of Encounter: 10 minutes**Time to next Enc.:** 0 minutes.**Props:** 6 Knights of St. Michael tabards.

MASTER NPC LIST**ENCOUNTER #1 - AMBUSHER'S GULCH**

Bandits - Fisher
Red
Blackheart
Guiny
Boberini
Astafer

ENCOUNTER #2 - OLD MAGS

Old Mags
Bandits - Jorge
Miter
Springer

ENCOUNTER #3 - CHARMER

Charmer

ENCOUNTER #4 - SMASHER

Smasher

ENCOUNTER #5 - DOGMEN

Dogmen

ENCOUNTER #6 - KARKAN RANGERS

Roland Burl
John Chaa

ENCOUNTER #7 - SERVANTS OF THE BROWN TOWER

Roland Burl
John Chaa
3 Silvery Men

ENCOUNTER #8 - CHALLENGE

Lumak:
3 Guards:

ENCOUNTER #9 - TOAD SHAMANESS

Ug-Luk, Toad Chieftan
She-Who-Laugh-At-Fire, Toad Shamaness:
Lumak:
3 Guards:
2 More Guards:
Shala, Attendant to Shamaness
Derna, Attendant

ENCOUNTER #10 - DRY WIGHTS

6 Dry Wights

ENCOUNTER #11 - PEACEFUL GROVE

2 spotters in white for ropes.

ENCOUNTER #12 - THE WANDERER

1 Wanderer

ENCOUNTER #13 - TOAD BURIAL GROUND

None - GM do this.

ENCOUNTER #14 - WIZARD WATER

3 Silver Men

ENCOUNTER #15 - SECOND KARKAN RANGER

Roger Burl

ENCOUNTER #16 - THE MOUNTAINSIDE

2 Karkan rangers, Roger Burl & Cameron Vigg

ENCOUNTER #17 - THE CRYPT

NPCs: 2 snake handlers.

ENCOUNTER #18 - FAMILY GATHERING

2 Gas Spores

2 Wraiths

3 Dry Wights

4 Skeletons

ENCOUNTER #19 - BANDIT HUNTERS

Sir Matthew of Waterrill

5 Knights

MASTER GOLD AND MAGIC ITEM LIST

Underlined items are usable that day only and do not come out of game; **Boldfaced** items can be taken out of game.

ENCOUNTER #1 - AMBUSHER'S GULCH

Gold & Magic: None.

ENCOUNTER #2 - OLD MAGS

Gold & Magic: No gold, 8 herbs on Mags.

#1-3) Skillee - 3 portions of this herb. 1) It temporarily restores up to 10 lost character points to any character that has permanently or temporarily lost his character points, and may be consumed in increments as small as one point; 2) the herb has the side effect that it makes the user -1 versus all LI spells for the rest of the day, and the effect and the herb both last for one day only despite any attempts to preserve it. 10 gp each.

#4-6) Restoree - 3 portions of this herb. 1) It temporarily restores up to 10 life points to any character that is permanently or temporarily down life points and may be consumed in increments as small as one life point; 2) it has the side effect that it makes the person easily confused for the rest of the day (they are affected by any LI spell for rest of day) and the herb and the effect last for one day only despite any attempts to preserve it. 10 gp each.

#7) Shiverweed - 1 dose of this herb. 1) It grants Elemental Protection versus Cold for 21 pts, for one game day; 2) the side effect is that the PC is affected by a Dropsy immediately after taking this herb, as per spell. The herb lasts for one day only despite any attempts to preserve it. 20 gp.

#8) Hotweed - 1 dose of this herb. 1) It grants Elemental Protection versus Fire at 21 pts, for one game day; 2) the side effect is that the PC is affected as if by a Ray of Itching for 30 seconds after taking this herb. The herb lasts for one day only despite any attempts to preserve it. 20 gp.

ENCOUNTER #3 - CHARMER

Gold & Magic: 25 gp on Charmer, no magic.

ENCOUNTER #4 - SMASHER

Gold & Magic: 750 gp under the Bridge.

ENCOUNTER #5 - DOGMEN

Gold & Magic: None.

ENCOUNTER #6 - KARKAN RANGER

Gold & Magic: None.

ENCOUNTER #7 - SERVANTS OF THE BROWN TOWER

Gold & Magic: No gold, but Magic Items #10-12. Three suits of:

- a) Magical +2 plate armor;
- b) Provides wearer with 24 pts Elemental Protection versus Fire;
- c) Needs no maintenance, sheds all liquids equivalent to a Duckback, and cannot be mud-covered, painted, stained, or otherwise discolored;

- d) Causes wearer to take double damage from all electrical attacks;
- e) Wearer is minus one on any attacks against another wearer of this type of silver armor;
- f) Causes wearer to be -3 on LI versus the Wizard of the Brown Tower (only);
- g) One hour after taking possession (claimed ownership or physically carried), whether or not he/she has worn it yet, the possessor of this armor feels a strong desire to wear it at all times, even while sleeping (armor has hatches for excretion, eating, etc.);
- h) 24 hours or one game day, whichever comes first, after taking possession, the possessor of this armor feels an irresistible compulsion to put it on and cannot willingly take it off again (but he can be Enthralled into doing so, or he can be forcibly disrobed by others);
- i) 48 hours or 2 game days, whichever first, after taking possession, the wearer of this armor feels a strong desire to travel directly to the Brown Tower but can overcome this by will;
- j) 72 hours or three game days after taking possession, the wearer of this armor falls under an irresistible compulsion to travel to the Brown Tower and will use all his/her mind and strength to do so, turning aside only for obstacles and constantly seeking to get back on the path to the Brown Tower (and will know where this is as if by a Clerical Bump of Direction);
- k) 96 hours or four game days, whichever comes first, after taking possession of this armor, the wearer will be completely charmed (as if by a Simon's Spell rather than an Enthral spell) by the Wizard of the Brown Tower. This enthrallment shall endure for so long as he/she wears the armor and is alive, unless the White Flower of Avalon is used; this flower will release the victim from this magic.
- l) 30 days after taking possession, the wearer's insides will begin to be converted into robotic parts, but he/she will still be alive and functional. The process can be reversed by exposure to a Grey Flower of Avalon administered any time up to a year minus a day after taking possession.
- m) 1 year plus one day after taking possession, the wearer will be totally and irrevocably converted to a robot, with no remaining flesh, no memory of his/her past, no consciousness of self or self volition. During the last two days before this happens, the process can only be reversed by deity intervention.

ENCOUNTER #8 - TOADS

Gold & Magic: No gold or magic items.

ENCOUNTER #9 - DRY WIGHTS

Gold & Magic: None.

ENCOUNTER #10 - PEACEFUL GROVE

Gold & Magic: No Gold; flowers are:

#13 to 15 - Green = 1) crumpling under nose or inhaling deeply will cancel Wight Weakness -3; flower will last for one game day or until used, whichever comes first.

#16 to 23 - Red = 1) crumbling under nose or inhaling deeply will restore 3 spell or monk or ranger or courage points to the breather; flower will last for one game day or until used, whichever comes first.

#24 to 31 - Pink = 1) crumbling under nose or inhaling deeply will heal up to 3 life points to the breather; flower will last for one game day or until used, whichever comes first.

#32 to 35 - Blue = 1) Sprinkling on face of recently-dead person will cause them to be revived as per Life Spark; Flower will last for one game day or until used, whichever comes first.

#36 & 37 - Grey = 1) crumbing under nose or inhaling deeply will restore complete Regeneration and Battlefever to a Fighter; flower will last for one game day or until used, whichever comes first.

#38 - Ring of Detect Class; 1) Will do one Detect Class per day as per THF ability.

ENCOUNTER #11 - THE WANDERER

Gold & Magic: No gold, but:

#39 - Potion that will do one 10` x 10` x 10` Rock to Mud spell but which decays by end of the day.

ENCOUNTER #12 - TOAD BURIAL GROUND

Gold & Magic: No gold or magic.

ENCOUNTER #13 - WIZARD WATER

Gold & Magic: No gold, but Magic Item #40 - 42. 3 suits of armor the same as the suits in Encounter #7.

- a) Magical +2 plate armor;
- b) Provides wearer with 24 pts Elemental Protection versus Fire;
- c) Needs no maintenance, sheds all liquids equivalent to a Duckback, and cannot be mud-covered, painted, stained, or otherwise discolored;
- d) Causes wearer to take double damage from all electrical attacks;
- e) Wearer is minus one on any attacks against another wearer of this type of silver armor;
- f) Causes wearer to be -3 on LI versus the Wizard of the Brown Tower (only);
- g) One hour after taking possession (claimed ownership or physically carried), whether or not he/she has worn it yet, the possessor of this armor feels a strong desire to wear it at all times, even while sleeping (armor has hatches for excretion, eating, etc.);
- h) 24 hours or one game day, whichever comes first, after taking possession, the possessor of this armor feels an irresistible compulsion to put it on and cannot willingly take it off again (but he can be Enthralled into doing so, or he can be forcibly disrobed by others);
- i) 48 hours or 2 game days, whichever first, after taking possession, the wearer of this armor feels a strong desire to travel directly to the Brown Tower but can overcome this by will;
- j) 72 hours or three game days after taking possession, the wearer of this armor falls under an irresistible compulsion to travel to the Brown Tower and will use all his/her mind and strength to do so, turning aside only for obstacles and constantly seeking to get back on the path to the Brown Tower (and will know where this is as if by a Clerical Bump of Direction);
- k) 96 hours or four game days, whichever comes first, after taking possession of this armor, the wearer will be completely charmed (as if by a Simon's Spell rather than an Enthral spell) by the Wizard of the Brown Tower. This enthrallment shall endure for so long as he/she wears the armor and is alive, unless the White Flower of Avalon is used; this flower will release the victim from this magic.
- l) 30 days after taking possession, the wearer's insides will begin to be converted into robotic parts, but he/she will still be alive and functional. The process can be reversed by exposure to a Grey Flower of Avalon administered any time up to a year minus a day after taking possession.
- m) 1 year plus one day after taking possession, the wearer will be totally and irrevocably converted to a robot, with no remaining flesh, no memory of his/her past, no consciousness of self or self volition. During the last two days before this happens, the process can only be reversed by deity intervention.

ENCOUNTER #14 - SECOND KARKAN RANGER

Gold & Magic: No gold or magic.

ENCOUNTER #15 - COLD WATCHERS

Gold & Magic: No gold or magic.

ENCOUNTER #16 - THE MOUNTAINSIDE

Gold & Magic: No Gold or Magic Items.

ENCOUNTER #17 - THE CRYPT

Gold & Magic: No gold.

#41 - Wand of Knowledge; a) Twice per day it will allow the user to select one of the following spells/abilities and do it: L-8 Enhanced Savvy, Detect Class, Know Aura, Detect Good/Evil, Wathiit 1 ability/use, Reveal Curse, THF Detect Poison, Detect Undead, THF Hearing, or True Sight. b) Each use does one point of damage to the user, no defense, but this damage may be Healed by any of the normal means. c) This item will not bond to any PC.

#42 - Wand of Power; a) once per day it will allow the user to do one of the following: Hold Being L-9, KNT Strength III, or Ki'ai 18 pts. b) Each use of the wand does four points damage to the user, no defense, but this damage may be Healed by any of the normal means.

#43 - Ring of Spell Protection; a) the wearer may once per day call upon this item to provide 10 pts protection from spell damage; b) protection lasts for one combat or 30 minutes, whichever is longer.

#44 - Ring of Mist Bridge; a) twice per day the wearer may cast a Mist Bridge as per the Druid spell, but at no cost in spell points; b) Each time the wearer uses this ring he/she receives one point of no-defense damage, which may be healed by any of the conventional methods.

#45 - Ring of Transfer/Conversion; a) Allows wearer once per day to perform a spell- or character-point transfer at a cost of one point for every two points transferred from one character to another character; b) Allows user to convert the transferred character or spell points from any of the six casting and pseudo-casting classes into points usable by any other one (Monk, Ranger Knight, Cleric, MU, Druid); c) Both donor and recipient must be conscious and assent to the procedure as per normal 'Assent' rules, and the wearer of the ring may be either donor, recipient, or an intermediary in the transfer; d) User may only transfer a total of up to twice his level in points.

#46 - Ring of Thieve's Endurance; a) Gives any Thief an extra touch on every lock she/he attempts to pick; b) Confers an extra 8 life points on a Thief while dealing with any one known or unknown Trap per day; c) These life points last for up to 5 minutes after the trap is either disarmed or triggered, up to a maximum protected time of 30 minutes per trap, and then go away. If the Character goes below his/her threshold for unconsciousness or death as a result of those points going away, then he/she is unconscious or dead. Dealing with more than one trap during the protected period provides no increase in protection.

#47 - Ring of Concentration; a) will allow any Cleric or Druid of the requisite level to cast the Magic User spell Concentration by using his own spell points; effects are as per the MU spell and is usable up to twice per day only.

ENCOUNTER #18 - FAMILY GATHERING

Gold & Magic: No gold or magic.

ENCOUNTER #19 - BANDIT HUNTERS

Gold & Magic: No gold or magic.

CALCULATIONS FOR TOTAL GOLD AND FOR MAGIC ITEM VALUES

Total Gold Pieces: 775 gp.

10 permanent items with benefits	Estimated Blue Book \$
Ring of Detect Class 1/day	750 gp.
Wand of Knowledge	3,000
Wand of Power Spells	3,300
Ring of Spell Protection	1,200
Ring of Mist Bridge 2/day	1,250
Ring of point transfer/conversion	3,000
Ring of THF Endurance	2,500
Ring of MU Concentration for CLR or DRU	1,400
Subtotal	16,400 gp.

Total value of Treasure:

$$775 \text{ gp} + 16,400 \text{ gp} = 17,175 \text{ gp}$$

$$17,175 / 7 \text{ PCs per team} / 9 \text{ hours} = 273 \text{ gp/person/hour.}$$

Average of 273 gp per PC per hour. Probability that 750 gp (12/person/hour) will not be found (Troll hoard under bridge).

MASTER PROPS LIST

ENCOUNTER #1 - AMBUSHER'S GULCH

Props: None.

ENCOUNTER #2 - OLD MAGS

Props: 8 dried herbs on Mags (3 gray, 3 brown, 1 blue, 1 red).

ENCOUNTER #3 - CHARMER

Props: Big fake club weapon, or axe.

ENCOUNTER #4 - SMASHER

Props: Will use real bridge, need one pouch per team with gold reps in it.

ENCOUNTER #5 - DOGMEN

Props: Dog-ear headbands, furry tabards etc.

ENCOUNTER #6 - KARKAN RANGER

Props: None.

ENCOUNTER #7 - SERVANTS OF THE BROWN TOWER

Props: Three suits of silvery armor for NPCs, three silver cloth armor props for each team, and one medium-difficult IFGS lock with buzzer.

ENCOUNTER #8 - CHALLENGE

Props: Green face paint, grey feathers.

ENCOUNTER #9 - TOADS

Props: Green, yellow, brown, & black face paint; leather, bone, wood, feather and bead ornaments and garments; bowl, asperger, cup of water.

ENCOUNTER #10 - DRY WIGHTS

Props: 6 large pieces of pastel colored gauze (Pink, grey, white, pale blue, etc).

ENCOUNTER #11 - PEACEFUL GROVE

Props: Ropes, 3 green flowers, 8 pink flowers, 8 red flowers, 4 blue flowers, and 2 grey flowers; white string for trees on east edge of swamp, colored yarn for pools of water, etc, skull and bones for skeleton, one gold ring per team.

ENCOUNTER #12 - THE WANDERER

Props: One potion bottle per team of PCs.

ENCOUNTER #13 - TOAD BURIAL GROUND

Props: None.

ENCOUNTER #14 - WIZARD WATER

Props:

3 Silvery armor suits.

ENCOUNTER #15 - SECOND KARKAN RANGER

Props: None but what NPC brings himself.

ENCOUNTER #16 - THE MOUNTAINSIDE

Props: ropes for rappeling, fake dead body.

ENCOUNTER #17 - THE CRYPT

Props: Black plastic and ropes for Cave entrance, Jepali symbol for wall, 30 small rubber snakes, 24 medium rubber snakes, 4 large snakes (1 red, 1 black, 1 green, 1 brown), 2 small chests - one with medium lock, one with no lock, 2 wands and 5 rings per team.

ENCOUNTER #18 - FAMILY GATHERING

Props: 2 Gas Spores (Big balloons on poles with cloth covers), 2 skeleton outfits, 2 wraith outfits (lots of shreds of cloth on a robe underpinning, with part covering head), 2 more Cold Watchers & Dry Wights.

ENCOUNTER #19 - BANDIT HUNTERS

Props: 6 Knights of St. Michael tabards.

TIMELINE

ENCOUNTER #1 - AMBUSHER'S GULCH

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

ENCOUNTER #2 - OLD MAGS

Length of Encounter: 20 minutes Time to next Enc.: 15 minutes.

ENCOUNTER #3 - CHARMER

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

ENCOUNTER #4 - SMASHER

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

ENCOUNTER #5 - DOGMEN

Length of Encounter: 40 minutes Time to next Enc.: 10 minutes.

ENCOUNTER #6 - KARKAN RANGER

Length of Encounter: 25 minutes Time to next Enc.: 0 minutes.

ENCOUNTER #7 - SERVANTS OF THE BROWN TOWER

Length of Encounter: 30 minutes Time to next Enc.: 10 minutes.

ENCOUNTER #8 - CHALLENGE

Length of Encounter: 15 minutes Time to Next Enc.: 5 minutes.

ENCOUNTER #9 - TOAD SHAMANESS

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

ENCOUNTER #10 - DRY WIGHTS

Length of Encounter: 20 minutes Time to next Enc.: 5 minutes.

ENCOUNTER #11 - PEACEFUL GROVE

Length of Encounter: 25 minutes Time to next Enc.: 10 minutes.

ENCOUNTER #12 - THE WANDERER

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

ENCOUNTER #13 - TOAD BURIAL GROUND

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

ENCOUNTER #14 - WIZARD WATER

Length of Encounter: 20 minutes Time to next Enc.: 5 minutes.

ENCOUNTER #15 - SECOND KARKAN RANGER

Length of Encounter: 15 minutes Time to next Enc.: 0 minutes.

ENCOUNTER #16 - THE MOUNTAINSIDE

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

ENCOUNTER #17 - THE CRYPT

Length of Encounter: 45 minutes Time to next Enc.: 10 minutes.

ENCOUNTER #18 - FAMILY GATHERING

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

ENCOUNTER #19 - BANDIT HUNTERS

Length of Encounter: 10 minutes Time to next Enc.: 0 minutes.

TOTAL OF ENCOUNTERS: 380 MINUTES

TOTAL TRAVEL TIME: 165 MINUTES.

Total time elapsed:

6 hours & 20 minutes + 2 hours & 45 minutes = 9 hours & 5 minutes.

FORM 1 : Checklist

TO BE FILLED OUT BY THE PERSON SUBMITTING THE GAME:

Name of Game _____

Proposed Date(s) of Game _____

Do you have:

FORM 2: _____ Completed: _____

FORM 3: _____ Completed: _____

FORM 4: _____ Completed: _____

FORM 5: _____ Completed: _____

FORM 6: _____ Completed: _____

A Map of Game location: _____

A Map of Encounter sites: _____

Magic Item List: _____

Magic Item Descriptions: _____

Gold Listed per Encounter: _____

Storyline: _____

Encounter List: _____

Encounter Descriptions: _____

=====

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

Persons assigned to Game:

Name: _____

Person in charge of organizing meetings: _____

Whose Copy this is: _____

FORM 2 : Game Copyright & Release Form

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

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

_____, and do grant IFGS the right to run this
(print name of game)

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

Signed: _____ Date: _____

Signed: _____ Date: _____

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

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

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

Signed: _____ Date: _____

Signed: _____ Date: _____

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

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

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

Signed: _____ Date: _____

Signed: _____ Date: _____

Accepted for IFGS Inc. by _____, _____ Date _____

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

FORM 3 : Basic Information on Game and Game Personnel

BASIC INFORMATION

Name of Game :	_____	1
Name of Designer/Writer(s)	_____	2
Phone number(s): Home:	_____ Work: _____	3
Mailing Address(s):	_____	4
Watchdog:	_____ (nominate someone, or SC will assign)	5
Proposed Location of game:	_____	6
Land owner:	_____ Phone: _____	7
Draft Date (if any):	_____ Draft Location: _____	8
Date(s) for game:	_____	
Requested:	_____ Alternate: _____	9
If no draft, method of money collection:	_____	10
Proposed Date of money collection:	_____	11
Number of Teams playing:	_____ Number of Players per team: _____ Total # of PCs: _____	12
Game is Intended for Player Characters of Level:	_____ to _____	13
Intended Length of game:		
Total Hours:	_____ Sanctioned Hours (filled out by SC): _____	14
Starting time:	_____ ,Down time (if multiple runs): _____	15
Starting time (2nd day):	_____ Down time: _____	16
Starting time (3rd day):	_____ Down time: _____	17
Number of Days game is intended to run:	_____ Number of runnings: _____	18
INTENDED CLASSIFICATION		
Size (check one):		
Major (70 people or more)	_____, Minor (26 to 69)_____, Mini (25 or less)_____.	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_____ , Physical_____ , Fighting_____ , Risk_____		25

FORM 4 : GAME STAFF INFORMATION

Role	Print Name	Signature	Phone #
GD/GW (circle one)	_____	_____	(____)_____
*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 (Optional)	_____	_____	(____)_____

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

FORM 5: EXPENDITURES FOR GAME PARTICIPANTS

Total number of participants in the game: _____ PCs + _____ NPCs + _____ Staff = _____	1
Major, Minor, & Special Game Fees: Chapter & Society \$5.00 X # of PARTICIPANTS X DAYS: 5.00 x _____ = _____	2
Mini and Bar/Informational Game Fees: Chapter & Society \$3.50 X # of PARTICIPANTS X DAYS: \$3.50 x _____ = _____	3
(A game day is from 12:01 AM to 12:00 PM)	
Land Rental: _____	4
Food & Drink: _____	5
Building Materials: _____	6
Paperwork (Major/minor games = \$100 minimum): _____	7
Transportation: _____	8
Special Effects: _____	9
Make Up: _____	10
Pyrotechnics: _____	11
Lighting: _____	12
Costuming: _____	13
Props: _____	14
Other: _____	15
Other: _____	16
GROSS GAME EXPENSES (total of lines 2-16): _____	17
EMERGENCY FUND (Line 17 X 0.10) = _____	18
BUDGETED GAME EXPENSES (Lines 17 & 18) = _____	19
Number of NPCs/Staff paying = _____	20
Actual NPC Fee = _____	21
TOTAL NPC Income (Line 20 X Line 21) = _____	22
TOTAL GAME EXPENSES (Subtract Line 22 from 19) = _____	23
Total number of PCs in game = _____	24
Minimum PC Fee (Divide Line 23 by Line 24) = _____	25
Actual PC Fee the GD wishes to charge = _____	26
(This must be equal to or greater than Line 25; it is suggested that the number in Line 25 be rounded up to the next even dollar amount or next even five-dollar amount.)	

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

Total Income from the PCs Actual Member PC Fee X Total # of PCs. _____	1
Total Income from the NPCs/Staff (Form 5, Line 22): _____	2
Other (GD Contribution, product sales, etc): _____	3
TOTAL INCOME : Add lines 1-3: _____	4

BUDGETED EXPENSES

Budgeted Game Expenses (Form 5, Line 19): _____ (This includes the Emergency Fund)	5
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TOTAL BUDGETED NET REVENUE

Total Income (Line 4) minus Total Expenses (Line 5) equals NET INCOME: _____	6
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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.

FORM 6: EXPENDITURES FOR GAME PARTICIPANTS

Total number of participants in the game....21 PC + 45 NPC + 15 staff 1

Major, Minor, & Special Games:

Fees: Chapter & Society

\$5.00 X # of PARTICIPANTS X DAYS.....\$5.00 x 81 x 1 = \$405 2

Mini and Bar/Informational Games:

Fees: Chapter & Society

\$3.50 X # of PARTICIPANTS X DAYS.....\$3.50 x x = \$ 3

(A game day is from 12:01 AM to 12:00 midnight)

Land Rental.....	0	4	
Food & Drink.....	0	5	
Building Materials.....	0	6	
Paperwork (Major/minor games = \$100 minimum)....	\$100		7
Transportation.....	\$30	8	
Special Effects.....	0	9	
Make Up.....	\$10	10	
Pyrotechnics.....	0	11	
Lighting.....	0	12	
Costuming.....	\$50	13	
Props.....	\$30	14	
Other.....		15	
Other.....		16	
GROSS GAME EXPENSES (total of lines 2-16)		\$625	17
EMERGENCY FUND (Line 17 X 0.10) =		\$625 x .10 = \$62.50	18
BUDGETED GAME EXPENSES (Lines 17 & 18) =		\$687.50	19
Number of NPCs/Staff paying =		42	20
Actual NPC Fee =		\$4.00	21
Total NPC Income (Line 20 X Line 21) =		\$168	22
PC GAME EXPENSES (Subtract line 22 from 19) =		\$519.50	23
Total number of PCs in game =		21	24
Minimum PC Fee (Divide line 23 by line 24) =		\$24.74	25
Actual PC Fee the GD wishes to charge =		\$25.00	26
(This must be equal to or greater than line 25)			
PC Fee for Non-IFGS Members:			
Actual PC Fee (Line 26) =		\$25.00	27
X 1.33 =		\$33.30	28
Actual Non-member PC Fee =		\$35.00 *	29
(Must be equal to or greater than Line 28; it is suggested that the number in line 28 be rounded up to the next even dollar amount or next even five-dollar amount.)			

FORM 7: Total Income and Expenses.

BUDGETED INCOME

Total Income from the PCs

Actual Member PC Fee X Total # of PCs.....	\$525	1
Total Income from the NPCs/Staff (Form 6, Line 21).....	\$168	2
Other (GD Contribution, product sales, etc).....	0	3
TOTAL INCOME : Add lines 1-3.....	\$693	4

BUDGETED EXPENSES

Budgeted Game Expenses (Form 6, Line 19)..... (This includes the Emergency Fund)	\$687.50	5
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TOTAL BUDGETED NET REVENUE

Total Income (line 4) minus Total Expenses (line 5) equals NET INCOME.....	\$5.50	6
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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.