

Daddy's Little Girl

by Eric M. Devlin

Count Lorenzo's daughter, Tabatha, has been kidnapped by Redmond the merchant. Redmond is demanding that Count Lorenzo abdicate in Redmond's favor. While Redmond and Count Lorenzo are negotiating terms, you will be sent as part of a strike team to rescue Tabatha from Redmond's Bailiwick. To delay, means the loss of power to Redmond. To fail, means the death of Count Lorenzo's dearest and only child. Do not delay and do not fail.

A game for 6 teams of up to 4 players, 1-3 level, with the total levels per team not to exceed 11. The proposed run time for the game is 4.5 hours.

Risk 6 Fighting 6 Mental 4 Physical 5 Style: Serious Heroic

Variant 3.1 rules, No touching, NO PC fairness, White is a legal color, Foxx Character Rules, and Novice Rule are in effect. Novices are invitational, No declining a Loremaster at draft, payment due at the draft but checks maybe postdated to the run date.

Date of Draft: 4-Jun-1993 Location of Draft: Burning Tree, Decatur AL
Date of Run(s): 10,11-Jul-1993 Location of Run: TBA, Huntsville

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The proposed game fees are:

\$12 for member pcs	\$16 for non-member pcs
\$5 to npc for one day	\$7 to npc for both days

Reservations are to be sent to:

Game Name; c/o Decatur Provisional I.F.G.S.
Beltline Station, P.O. Box 5246; Decatur, AL 35601

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Loremaster Information.

You have been contacted by a third party requesting that you undertake a raid to rescue Count Lorenzo's daughter Tabatha. The third party doesn't know the Count that well, but is reasonably sure that he can reward you handsomely. The third party supplies you with a map of the general area. Good Luck!

Foxx Character Rules:

(Rules to detail the in game options available to players upon character death)

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

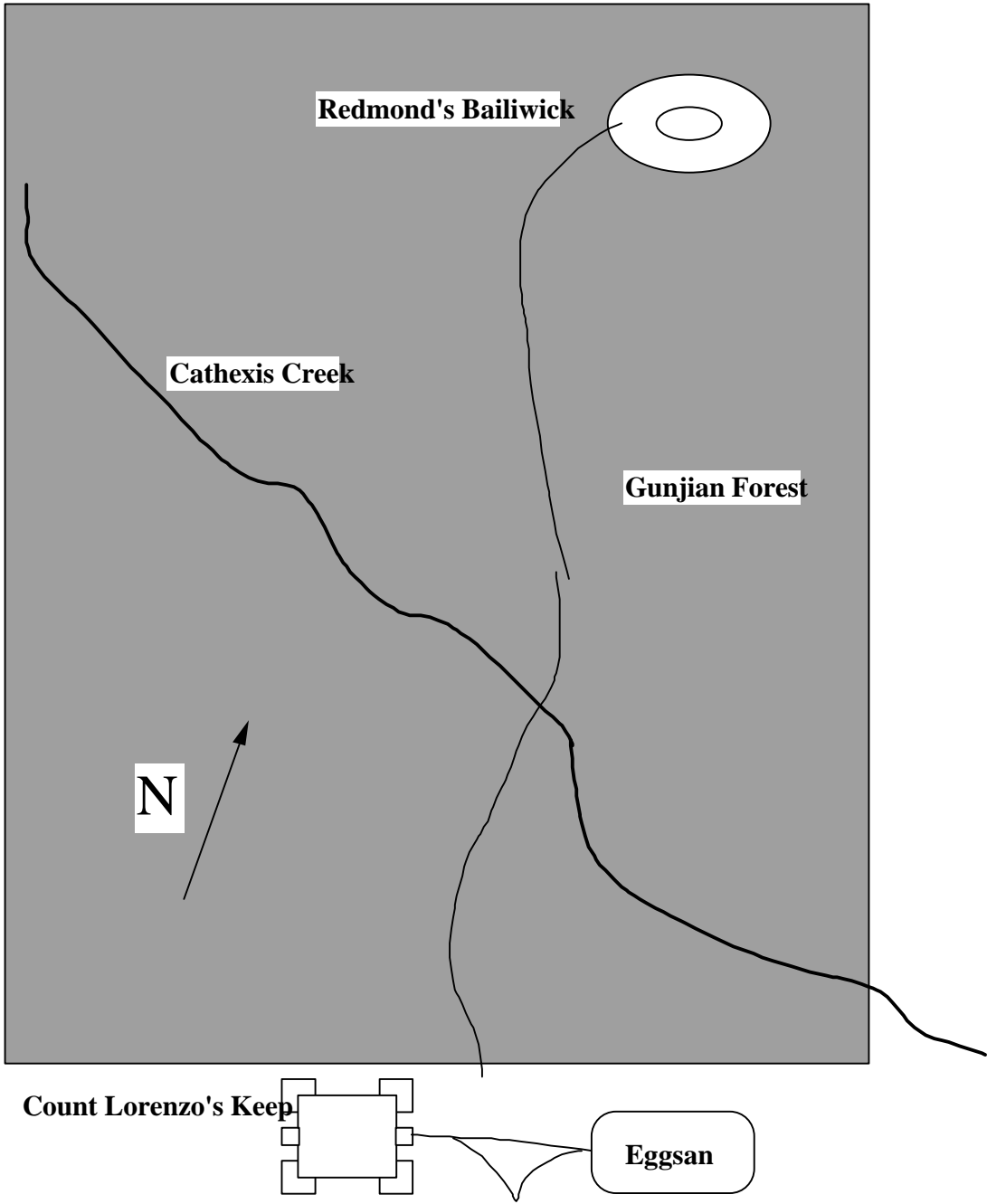
A replacement character is defined as a character that is newly created by the expenditure of CAP and is of the same class and of up to the same level as the recently lost character.

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

1. During combat, a player may not expend CAP to revive a character or to create a replacement character.
2. The player must notify the GM and receive acknowledgement at the time CAP is expended.
3. A revived character returns to the last recorded state (life points, ability points, etc.) as indicated by the GM/Skeep or book statistics as per CAP expended, which ever is less. The character retains only those possessions presents at the time of revival.
4. A replacement character is at book statistics as per the CAP expended, and retains none of the previous character possessions. Once a replacement character has been created the old character is lost to the player.
5. A secondary character (when the use of such has been sanctioned) should be approved at the draft or pregame if no draft.

Novice Rule

1. To qualify as a novice, the player may not have played in a line or world course.



Historical Summary

Twenty five years ago, Count Lorenzo Leftwitch marries Lady Maura Midina. Their marriage was arranged by the Leftwitch and Midina households to act as a bond between the two families. Needless to say both Lorenzo and Maura harbored resentment in regards to the forced marriage. As time passed, Lorenzo learned that he had little in common with his wife which depressed him greatly. Maura was equally disenchanted. Lorenzo and Maura carried out the duties of Count and Countess since it was the obligation and responsibility put upon them by their families.

Twenty years ago, Lorenzo and Maura having surrendered any hopes of escaping the marriage fulfilled their roles, and created a baby. The baby girl was named Tabatha. Both parents loved the child more than they had ever loved their spouse. The love expressed for Tabatha contained all of unfulfilled hopes and dreams that both Lorenzo and Maura could not live on their own. Thus Lorenzo and Maura began competing for the attention of the new born babe. This competition strained the ability of the Lorenzo and Maura to continuing playing their roles with indifferent amicability.

Fifteen years ago, Tabatha had become her Daddy's girl much to the desperate hurt of Maura. If Maura could not have her daughter's unconditional love, she would have her obedience. Maura became a harsh and unyielding disciplinarian to spite Lorenzo's joy in Tabatha's affection. Lorenzo delighted in Tabatha's love for him, and it was the only aspect of family life which sustained him. However, Lorenzo also delighted in the fact that Tabatha displayed more love for him than Maura. Once the harsh side of Maura showed itself, Tabatha worked as hard as she could to earn the approval from her mother that her father had given so easily, but to no avail. Thus as Maura became cold and demanding, Lorenzo decided that he would have to protect Tabatha from his wife's unreasonable behavior.

Fourteen years ago, Lorenzo did not know how to dispatch Maura and insure Tabatha's love for him. Lorenzo sought the old druid, Mackar, who lived in the forest and guarded the magic spring. The magic spring was rumored to grant wishes although only Mackar knew how it was done. Lorenzo approached the druid with desire for wisdom of earth and wind and later with offers of drink. Over the course of a long year, Lorenzo earned the unsuspecting trust of Mackar. Thus in a drunken stupor, Mackar showed Lorenzo the secret of invoking the magic of the spring and the fact that a sacrifice had to be made to the spring. Once Lorenzo had the secret of the spring, he used a magic item to turn Mackar into a statue where he remains to this day beside his beloved spring.

Thirteen years ago, Lorenzo while supposedly on a hunting trip, lured Maura alone to the spring with a note magically forged in her father's handwriting. Lorenzo knocked Maura unconscious and pushed her into the spring where she drowned as a horrific sacrifice. Lorenzo recited the magic incantation. This magical sacrifice caused Maura to become an as yet unformed but cognizant spirit in the spring. Lorenzo then received a magic potion from the spring which would enchant Tabatha. Lorenzo did not understand the true power and limitations of the spring, or the curses it can bestow. Maura was dead, but her spirit was empowered and chained to the spring. The potion which Lorenzo gave to Tabatha not only insured that she would always love her father unconditionally, but also locked her mind at its present age and development. Thus Tabatha continues to behave like a seven year old girl even as she matures physically. Lorenzo became blind to this problem as recognizing it would entail accepting responsibility for his own actions. Maura, as a water spirit, has had only two ambitions. The first ambition is to kill Lorenzo. The second ambition is to free her daughter from Lorenzo's enchantment.

Twelve years ago, Lorenzo declared his missing wife dead and scheduled a requiem in her honor. The Midina family attended in force, and after the requiem was over Lorenzo invited the Midinans to a funeral banquet. During the banquet, the eldest Midinan urged every one present to speak a kind word for Maura and curse on whatever tragedy had befallen her. The dinner was referred to as the Midinan curse by residents of the keep from that point onward although never in Count Lorenzo's presence.

Four years ago, Redmond, a young noble in his late twenties, while visiting Count Lorenzo on business spied the lovely young Tabatha. Redmond's desire for the beautiful young Tabatha was immediate and he stated his wish to court Tabatha. Lorenzo would never let his baby girl leave him. So, Lorenzo answered the request thusly: "If you discover the location of the magic spring and the secret of its wish granting powers and give this information to me, then I will allow you to court Tabatha. You must complete this quest on your own and tell no one of it." Lorenzo thought this seemingly impossible

quest would stymie Redmond, but he immediately agreed. Once a month Redmond would return to Lorenzo's keep to rest and renew his passion for the quest.

Three years ago, Redmond using the resources he piled up during his various business and gambling ventures, built a small bailiwick in the deep forest in order to further his search for the magic spring. During visits to Count Lorenzo's keep, Redmond grew more enraptured with Tabatha's beauty from afar even though Lorenzo denied Redmond any opportunity to speak to the young woman. Redmond hired soldiers to guard and staff the bailiwick, but would not allow them to help him on his quest for the spring as he considered the quest his duty and honor.

One year ago, Redmond found the magic spring and the statue of Macker. As soon as Redmond drank from the spring, Maura enchanted him. Redmond left the spring with a new set of objectives and plans. The first objective to destroy Lorenzo politically. Redmond began to ambush and kill Lorenzo's knights on patrol whenever they were in the woods. Redmond disposed of the bodies such that there was no trace of the missing knights, but the disappearances began to unsettle the remaining troops such that they were unwilling to patrol the woods. There were whispered rumors of the Midinan curse which were mainly planted by Redmond on his monthly visits to the keep.

Six months ago, Redmond, during a private audience with Lorenzo, stated that he had found the magic spring and was working on the way to request wishes. Lorenzo said he wanted proof of Redmond's claim and asked for a description of a large rock (Macker's petrified form) near the spring which legends claimed existed. Redmond delivered the description flawlessly. Since Redmond was closer to fulfilling his quest he had a wish to present to Lorenzo. Since Lorenzo would have the power of the spring, why not let Redmond marry Tabatha and allow the couple to become Count and Countess. Lorenzo was infuriated at this shameless bid to oust him and steal his daughter. Lorenzo ordered Redmond out of the keep never to return again. Redmond, while imitating a ghostly wailing figure, stalked the outer grounds of the keep at night. These nighttime visions frightened the township and knights of the keep. No one was willing to venture into the woods at night or even far from the keep. There was a lot of grumbling about Midinan curse and witchcraft although as usual of no substance.

One month ago, Redmond stopped his nighttime hauntings, and town and keep life returned to a semblance of normal. It was during this time that Tabatha had a strong urge to go and collect wild flowers. She wheedled her father into allowing her to leave the confines of the keep and collect near the edge of the forest. Redmond who was surveilling the keep saw his chance. He killed Tabatha's guards and kidnapped her.

One week ago, Redmond sent a ransom note to Lorenzo demanding that Lorenzo abdicate in favor of Redmond. Lorenzo responded that he would meet Redmond alone at the spring to discuss terms. Since his knights would not enter the forest, Lorenzo at this time sent out a call through an intermediary to assemble a strike team to save Tabatha. The best time for the team to strike would be during Lorenzo's meeting with Redmond.

Yesterday, the team arrived at Lorenzo's keep, but too late to do anything useful or in game time.

Encounter 1 Breakfast with the Count.

Encounter Type: Informational.

Encounter Description: The Count is having breakfast. There is a knight

commander on the parapet. There is a server who comes in and out of the kitchen.

Good/Evil: Good: Count Lorenzo while wearing Scarab of Stones, George, Mithas.

Evil: Count Lorenzo.

Magic: Count, George.

Trap/Poison: None.

Boon/Bane: Boon to talk to the Count.

Boon to talk to George the knight commander.

Boon to talk to Mithas the server.

Legend, Person:

Count Lorenzo was named to this title as part of marriage pact between the Leftwitches and Midinans. His wife and countess, the Lady Maura Midina, disappeared 13 years ago.

It is morning at breakfast, and the pcs have been seated at the table and Lorenzo has just seated himself. There is a servant present who comes and goes filling cups and such, but does not attempt to interrupt Lorenzo. Also, out on the parapet, there is a knight commander surveying the land. Lorenzo is gracious and entertaining host especially as long as he is allowed to continue in his almost unending monologue on topics which he may or may not have an informed opinion. Lorenzo will talk for approximately 20 minutes. Lorenzo may talk about the evil of Redmond, innocence of his daughter, and strange haunting outside the castle interspersed with his stories of boar hunting, rafting, mountain climbing, spelunking, etc., etc.. Lorenzo **WILL NOT** mention anything about Redmond questing for the right to court Tabatha, knowing the secret of the spring, killing Maura, or enchanting either Mackar or Tabatha. Lorenzo will continue talking so long as at least one pc is present at the table the rest may wander off and talk to any of the castle staff they so choose. If the last pc attempts to leave before Lorenzo is ready, he will gently order him back to the table. When Lorenzo finally does pause, it is not really to invite conversation but intended to rest his voice. After approximately 10 more minutes of question and answer, Lorenzo states that here is the plan: "I will meet Redmond at the spring as a distraction, you will raid his bailiwick, kill as many as oppose you, and free Tabatha unscathed. If that all works out, I will reward you with 800 g.p. Got it, good. Well off I go." At this point, Lorenzo leaves the castle and can not be stopped. If the pcs ask Lorenzo why he radiates evil, he will state that there is a curse on a magic item on his person which he can not let go.

The knight commander, George, is a very friendly fellow, and is quite glad that this strike team is here to carry out this raid to rescue Tabatha. George will freely admit that he is quite apprehensive about entering the woods where Redmond's bailiwick is located. It is not so much the fear of dying as not knowing how one would die, and there are many ways. Better and old fashioned sword in the guts rather than being turned into a zombie or worse. George has been at the keep for 15 years and worked his way up through the ranks ever steadily until he reached his present position. George is somewhat surprised by the fact Redmond kidnapped Tabatha as he was monthly visitor at the keep for the last 4 years. George assumed that he was a business partner of some sort of the Count. George will chastise himself for not having recognized Redmond's constant staring at Tabatha as unhealthy. George will also chastise himself for not recognizing that the haunting of the keeps outer grounds as also a warning. George doesn't remember anything as terrible as the kidnapping of Tabatha except for when Countess

Maura, Count Lorenzo's dearly departed wife, disappeared 14 years ago. In fact, George was the last person to see Countess Maura as she road out across the draw bridge and into the unknown of the forest. If Count Lorenzo had not been away on that hunting trip, Count Maura would never have disappeared as he would have protected her. George can recount the terrible sadness of the requiem and the horrible curses the Midinans pronounced. The most memorable curse was pronounced by the elder Midinan was: "May whatever took Maura away from this earth be damned to 1,000 years of undead roaming in search of it's own heart." George will also be able to relate that Tabatha never really recovered from her mom's disappearance. Hopefully, George will be able to weave all this information into a conversation with a pc as opposed to a monologue. George will not tolerate any slurs against Count Lorenzo's character and will challenge anyone who defames the Count to a duel to the death unless the remark is withdrawn.

The servant, Mithas, of course knows all the 'facts', and can be pressured into discussion whenever out of earshot of the knights or Lorenzo. In fact, Mithas will tell a fact for 5 g.p. in advance or for quick sexual encounter per fact lasting no less than 5 minutes if the pc is willing. The veracity of the fact is indicated, but should not be revealed to the pc unless magical means are used.

#1 There was a ghost haunting the outskirts of the keep for about 5 months ending about a month ago. TRUE

#2 Redmond used to visit the keep once a month every month over the past 3 years and visit with the Count or stare uselessly at that idiot Tabatha. Mithas will relate that Redmond never paid any attention to other women and was never seen with other women. Mithas will also state that Tabatha has from all accounts always behaved like a useless baby. TRUE

#3 Many of the villagers say that the ghost is a result of the Midinan curse. Mithas will relate the curse's origin and how it came into effect as it was related many times by passionate knights. The ghost might be Countess Maura. FALSE

#4 The knights became scared of the woods after so many disappeared patrolling there. There is a fantastic beast with horrible fangs lurking in the woods although no one has ever seen it and lived its wailing can be heard at night. It is known to have fangs by the marks on the corpses. FALSE

#5 Redmond established his bailiwick to look for a lost gold mine and staffs it with over 30 mercenaries of the most dangerous sort. FALSE

#6 Count Lorenzo owed Redmond a large gambling debt which could not be repaid quickly enough to satisfy Redmond. FALSE

Mithas has been employed at the keep for 3 years and has had relations with almost every one of the twenty knights in the keep who is willing except Lorenzo who is apparently celibate. Mithas will also provide facts about the knights behavior for 5 g.p. in advance although nothing particularly outstanding comes to light.

NPC NAME **Count Lorenzo.**

Class/Level: Knight 5th.

Alignment: Lawful Evil.

Life Points: 5/22/30.

Spell/Ability Points: 22.

Armor: Chain = 2 **N.R.**

Damage: +2 STRENGTH II, +2 Pt Prof., +1 3 Pt Weapon = 8 Magic.

Special Attacks: None.

Special Defenses: None.

Gold: None.

Treasure: Scarab of Stones.

Description:

Count Lorenzo is an embittered man who has mainly retreated into a world of nonreality rather than deal with pain of his reality. Lorenzo resents his life being determined by his parents and blames others for his unhappiness rather doing something about it himself. Lorenzo escapes his pain by incessant conversation even about topics which he maybe ignorant or only slightly informed. Lorenzo loves prattling about boar hunting, spelunking, climbing, etc., etc. No coincidence these are activities Lorenzo enjoyed in his youth and was only permitted try once or twice. Lorenzo loves his daughter Tabatha, but only as the seven year old child trapped in his mind not as the beautiful, self-sufficient woman she could have become. The evil within Lorenzo is from selfish immature boy within him that was abandoned by his parents.

NPC NAME George the Knight Commander

Class/Level: Knight 4th

Alignment: Lawful Good.

Life Points: 4/20/28.

Spell/Ability Points: 18.

Armor: Chain = 2 **N.R.**

Damage: +2 STRENGTH II, +2 Pt Prof., +1 3 Pt Weapon = 8 Magic.

Special Attacks:None.

Special Defenses: None.

Gold: None.

Treasure: None.

Description:

George has the unusual ability to remember very pertinent details of castle life and history, but he can't seem to connect all the facts together to figure out that something is terribly wrong. After something bad has happened, George blames himself for not having been able to foresee this occurrence. George grew up in the keep, worked his way up the ranks to his current position, and believes that all is right with the world. The Count has always been helpful and kind, and at the center of George's world.

NPC NAME Mithas.

Class/Level: Thief 2nd.

Alignment: Chaotic Neutral.

Life Points: 3/10/18.

Spell/Ability Points: N/A.

Armor: None = 0.

Damage: +1 Pt Prof., 2 Pt Weapons = 3.

Special Attacks:None.

Special Defenses: None.

Gold: None.

Treasure: None.

Description:

Mithas derives all sense of self worth through sex and flirtation. To this end, Mithas flirts and has sex with anybody. Mithas also enjoys gossiping as it proves she must be normal since everybody else is so unusual.

Scarab of Stones

Savvies

#1 Allows the user to cast a limited number of either PETRIFY AT 10TH LEVEL or reverse PETRIFY AT 10TH LEVEL once per day. The PETRIFY and reverse PETRIFY can not be used in combat and cost one charge. To Activate, incant for 30 seconds: "I'm so stoned that I can't see straight."

#2 The scarab radiates good, has zero charges of reverse PETRIFY and zero charges of PETRIFY, is nonrechargeable. The scarab also allows the user to speak with petrified creatures for one minute per day when willed.

Legend Lore

This charged scarab of petrification was fashioned by a blind magic user using the horn of a minotaur.

Gold Piece Value

100 g.p. = 100 g.p. (Speak w/ Petrified Creatures 1 min/day).

Encounter 2 Cathexis Creek.

Encounter Type: Fighting.

Encounter Description: The road approaches a creek. As you near, undead knights rise out the water.

Good/Evil: Evil: Undead Knights, Stream.

Magic: Stream.

Trap/Poison: None.

Boon/Bane: Boon to run across the creek.

Legend, Nature Lore:

These knights were formerly served Count Lorenzo, but were transformed into undead by the magic carried in Cathexis Creek.

After talking with Lorenzo and departing the castle, the team can follow a map which will lead them into the woods and towards Redmond's Bailiwick. The woods are very pleasant and cool. As the walk continues, the pcs come to Cathexis Creek. The creek has a faint aura of magic. NOTE: for production purposes, the 'creek' will be marked off with tape and its boundaries will be pointed out to the pcs. As the pcs approach within 20 feet of the creek, a group of four undead knights rises out of the water. The undead knights can not stray more than 10 feet from the creek onto the bank which the pcs originally approached. The undead may not leave the creek on the bank opposite which the pcs originally approached. The undead knights move at full speed in the creek and half speed outside of it. The undead knights may range any where they want in the creek necessary to stop people from crossing. Redmond put the bodies of the 'disappearing' knights in a cave on the opposite bank of the stream. Maura's magical influence, carried by the water, animated the corpses. The undead knights only rise when those who would threaten Maura or her plans attempt to cross the creek. If all the pcs cross over the creek and there are still undead on their feet at that time, the undead knights who are avoiding the spirits knights will attempt to pursue the pcs onto the opposite bank. When the undead knights step foot on the opposite bank a TIME FREEZE should be announced. The GM should describe the undead knights being destroyed by LIGHTNING STRIKES from the spirit knights in encounter three. This should reassure the pcs that they can deal with spirits knights in safety.

NPC NAME Undead Knights.

Class/Level: Knight 2nd.

Alignment: Lawful Evil.

Life Points: 3/10/18.

Spell/Ability Points: 16.

Armor: Chain Encrusted Bones = 2 **N.R.**

Damage: +1 Pt Prof., 3 Pt Weapon = 4.

Special Attacks: None.

Special Defenses: Move full speed in the creek, half on the first 10' of the bank upon which the pcs initially approach.

May not venture anywhere else except in the above listed places.

Immune to mind affecting spells (CRASH TIME, etc.).

Immune to water based spells.

UNDEAD REPAIR -->> Identical to KNIGHT HEAL except
that it works on undead.

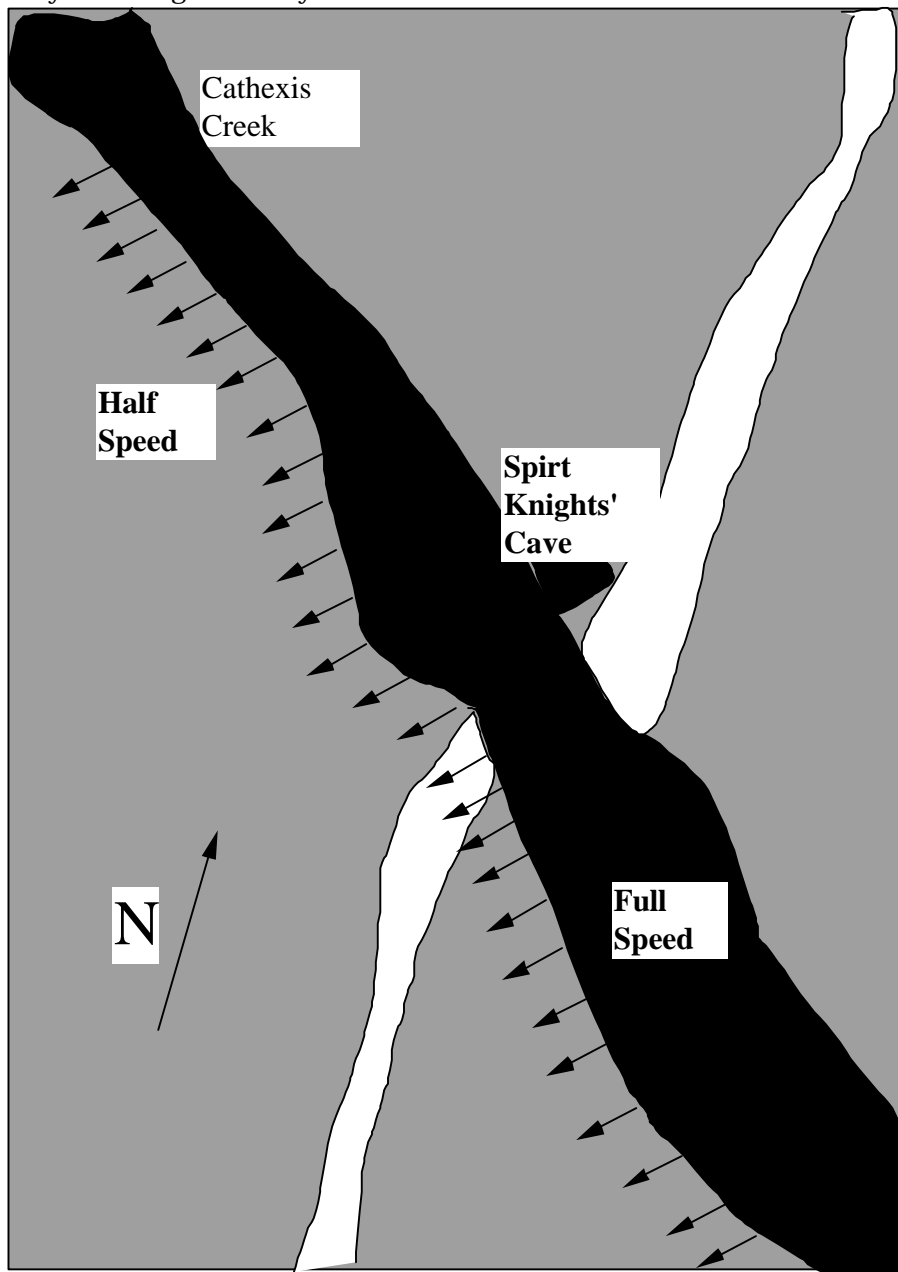
May use no knightly abilities.

Gold: None.

Treasure: None.

Description:

There are four undead knights who sold their corporeal bodies in order to obtain eternal rest. They look rough and they are out for blood.



Encounter 3 Spirit Knights.

Encounter Type: Information, Treasure.

Encounter Description: After crossing the creek, a horrible pleading wail arises from the a cave partially submerged on this side of the bank. Upon entering the cave, three translucent figures can be seen hovering over three bodies.

Good/Evil: Good: Spirit Knights.

Magic: Spirits.

Trap/Poison: None.

Boon/Bane:

- Boon to examine the cave.
- Boon to talk to the spirits.
- Boon to sprinkle holy water on the bodies.
- Bane to steal bodies without spirits permission.
- Bane to attack the spirit knights.

Legend Lore:

These knights who once served Count Lorenzo have not succumbed to the temptation to become undead knights in order to achieve eternal rest.

After the pcs cross the water, they will hear a loud wailing from behind them. The wailing is coming from the cave where Redmond buried the knights. In the cave, the bodies of three knights are visible. Over the body of each knight is its spirit form. As the pcs enter the cave, the spirits should call out: "Who dares to disturb our murdered bodies?! Whoever disturbs our bodies without our permission will be cursed and damned by we spirits three." If the pcs engage in conversation with the spirits the can learn the following:

Redmond ambushed and killed the knights.

Redmond had formerly been friendly with the knights.

Redmond had a strange glow in his eyes when he attacked the knights.

There is a magic in the stream which created the undead knights.

The spirits of the knights had to agree to guard the stream in order to achieve undead status.

If the knights' spirits did not agree to be undead, they were prevented from going to eternal paradise.

The three bodies and spirits represent those knights which would not become undead servants.

There is an evil taint in the waters of the spring.

The magic of the stream had been guarded by the druid Macker who disappeared 14 years ago.

The spirits learned the last two facts from the natural forces in the woods.

The spirits **DO NOT** know the following:

Lorenzo murdered Maura.

Tabatha was enchanted by Lorenzo or held captive by Redmond.

Maura enchanted Redmond.

Maura is the will in the spring.

If the pcs ask if they can do anything for the dead knights, the knights will respond that if pcs will sprinkle a vial of holy water on each body and speak a benediction, the pcs may take the one suit of intact chain mail. The spirit knights can not be converted. If the pcs actually disturb the bodies without permission, the spirits combine to release a 12 pt LIGHTNING STRIKE / 10 seconds on the offending pc(s). After the pcs escape the immediate wrath of the LIGHTNING STRIKE, the spirits pronounce a permanent -1 damage CURSE, at 6th level, on the offending pc(s).

NPC NAME

Class/Level: Monster 6th.

Alignment: Neutral Good.

Life Points: 20/20/20.

Spell/Ability Points: N/A.

Armor: Ether Chain Mail = 5 **N.R.**

Damage: None = 0.

Special Attacks: 12 pt LIGHTNING STRIKE / 10 seconds.

CURSE, 6th level, -1 on damage, permanent.

May not attack unless corporeal body is disturbed without their permission.

Special Defenses: Holy water and a benediction releases the spirits to eternal peace and death.

Gold: 0.

Treasure:

Description:

These spirit knights are loyal steadfast individuals who died in the line of duty. Each wants to find eternal rest and to grant solace to family and friends who maybe holding out hope for them. There names in the former life were Mark, Mathew, and Thomas.

Encounter 4 Redmond's Bailiwick.

Encounter Type: Fighting, Information, Treasure.

Encounter Description: There is an wooded, building around which two sentries circle and one guards a drawbridge. The entire structure is under one roof.

Good/Evil: None.

Magic: None.

Trap/Poison: None.

Boon/Bane: Boon to bribe circling sentries to desert.

Legend Lore:

This is Redmond's Bailiwick which he built in order to make his quest for the magic spring easier.

After continued travel through the woods, the pcs eventually spy Redmond's bailiwick. There is one guard stationed at the draw bridge. The surrounding ditch has no water in it and is approximately four feet deep. The walls are eight feet high. The whole bailiwick is under one roof. There are two guards circling the bailiwick counterclockwise. There are three more guards asleep in the barracks. In Redmond's room, there is a trap door to a tunnel which leads outside of the bailiwick. The guards think that Redmond is inside and is asleep. Redmond has actually left the bailiwick through the trap door. Four of the guards are privates, the two patrolling and two in the barracks, and are working off financial debts to Redmond. Two of the guards are sergeants, the one at the draw bridge and one in the barracks. are professional mercenaries hired by Redmond. The sergeant at the bridge is asleep with his eyes open and will awaken when any loud footsteps or noise (npc judgement) occurs. The patrolling privates will talk to a lone individual, but will immediately summon help if two or more pcs are spotted. The privates are not paying particularly close attention to the forest and are walking a very slow beat. The privates can be bribed to desert for a sum of XXX g.p. as long as neither of the sergeants is present. The sergeants can not be bribed. If the outside contingent is attacked, they will summon help and retreat into the bailiwick. Once inside the bailiwick, the npcs will raise the drawbridge. The draw bridge takes 60 seconds to raise to the point where it can not be crossed. The draw bridge takes 50 pts of damage to destroy. The sergeants will fight to within a point of unconsciousness, but the privates will surrender much sooner if permitted. The sergeants each have 25 g.p. on their person, but the privates have nothing. The privates do not know about the trapdoor or Redmond's change in behavior, but the sergeants do. The guards do not know about Redmond's quest for the spring so that he might court Tabatha. The privates can be converted the sergeants can not. None of the guards knew about Tabatha being held captive at the bailiwick. Any wall can be breached with 100 pts of damage. If the structure is set ablaze, the guards will attempt to escape after 10 minutes, and the bailiwick will be totally engulfed in 15 minutes, and will burn for one hour. The embers of the building will be to hot to search for at least one day.

NPC NAME Sergeant Smythe & Sergeant Dougal.

Class/Level: Fighter 3rd.

Alignment: Neutral.

Life Points: 3/16/24.

Spell/Ability Points: N/A.

Armor: Leather = 1 **N.R.**

Damage: +3 Pt Prof., 3 Pt Weapon = 6.

Special Attacks: None.

Special Defenses: None.

Gold:

Treasure: None.

Description:

Smythe and Dougal are grizzled mercenaries of several foreign wars, and signed up with Redmond to relax and earn some easy money. Smythe and Dougal do not tolerate sloppy soldiering from their privates, and this fact is the main reason that the bailiwick has never been bothered by the natural wildlife or roving brigands. Smythe and Dougal use as many old sergeant tricks as possible such as sleeping with ones eyes open, but this is the exception and not the rule. Smythe and Dougal both subscribe to fighting as hard as possible since they are professional mercenaries, but they also recognize that nothing is gained in dying. Smythe and Dougal will surrender once they've done as much as is humanly possible. Smythe and Dougal will keep the terms of any surrender compact as long as it does not cause their or their comrades deaths.

NPC NAME Privates Rizzo, Whetzel, Beranek, & Hill.

Class/Level: Fighter 1st.

Alignment: Neutral.

Life Points: 3/10/18.

Spell/Ability Points: N/A.

Armor: None = 0.

Damage: +1 Pt Prof., 3 Pt Weapon = 4.

Special Attacks: None.

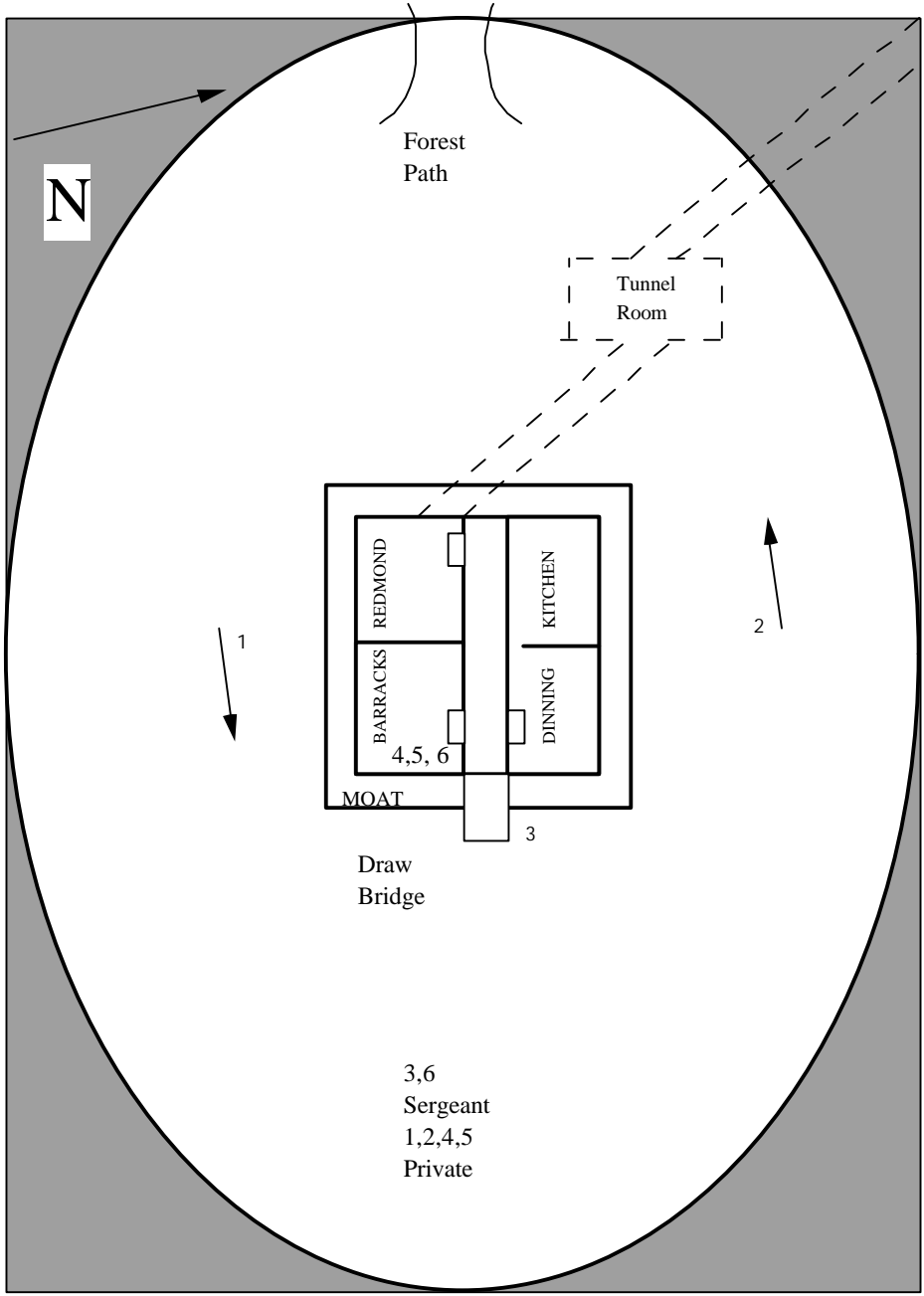
Special Defenses: None.

Gold: None.

Treasure: None.

Description:

These four are addicted gamblers who over wagered and are working off their debt to Redmond. All four tried to escape paying Redmond, but he tracked each one down and exacted a vow of obedience or immediate death. Smythe and Douglas then conducted a boot camp to break them to the mercenary standard. Each is at the point of either backsliding into addiction or becoming professional mercenaries. At such a mental juncture they will fight fairly hard and then sue for mercy. Each has been serving for about nine months.



Encounter 5 Underground Tunnel.

Encounter Type: Information, Treasure, Trap.

Encounter Description: The trap door in Redmond's room leads to an underground tunnel which is straight and has one room in it.

Good/Evil: None.

Magic: None.

Trap/Poison: Needle / Toxin at beginning and end of the tunnel.

Boon/Bane:
Boon to read the diary.
Boon to check for traps.
Boon to check for poison.

Legend Lore:

Redmond had a troop of dwarves who owed him money build this tunnel and the concealed exit.

The trapdoor to the entrance to the tunnel has a type B lock on it. The tunnel which leads outside of the bailiwick has a small room in the middle. This room has a desk, a chair, a bed, and shackles set in the wall. There is a diary in the desk which details Redmond's quest for the spring and its location. It also has a series of love poems dedicated to Tabatha and her beauty. There is a locked box which has 80 g.p., the Bronze Star of Protection, the Sun Spark Pin, the Wood Cup of Antitoxin, the Horn of High Winds, and a type B lock on it. The beginning and end of the tunnel are trapped with three needle traps. The needles are coated with a poison which inflicts 5 pts of damage. The needle traps also have the added functions of setting off a series of loud bells which clang for a minute. The exterior entrance to the tunnel is well hidden to be found accidentally by pcs. The exterior entrance can be found via magical augury (i.e. BUMP OF DIRECTION) if the pcs specifically indicate a hidden entrance to the bailiwick.

Bronze Star of Protection

Savvies

#1 Allows the owner to cast negative ENHANCE at the cost of one charge. The star holds one charge maximum and one currently. The star maybe recharged from any source of spell points.

The star is activated by incanting:

” Star light star bright,
I wish I may,
I wish I might,
fight well this day,
breaking evil's might. “

Legend Lore

The Bronze Star of Protection was fashioned by a cleric and mage who were defenders of their city.

Gold Piece Value

780 g.p. = 780 g.p. (1990 Blue Book).

Sun Spark Pin

Savvies

#1 Allows the user to cast a 2 point per charge expended FLARE spell. The user may expend more than one charge at a time. The pin has 3 charges maximum and 3 currently. The pin maybe recharged from any source of spell points. The pin maybe activated by incanting:

“ In deepest dark,
In vile evil's spite,
Strikes a sun spark,
To make souls light.”

Legend Lore

The Sun Spark Pin was fashioned by elves when they happened to spy fire from the sun fall into a pond. The pond dissolved leaving nothing but an iridescent gem. This gem was bound with layers of platinum and silver.

Gold Piece Value

540 g.p. = 540 g.p. (1990 Blue Book).

Wood Cup of Antitoxin

Savvies

#1 This wood cup when grass and water are mixed within it creates a drink that causes the user to receive a positive ANTIDOTE. If the drink is not taken the same day, the cup rots into nothingness. The cup can not be reused until four spell points of any type have been donated to it.

Legend Lore

This cup was made from the tree in which the Faerie Kings lived. After the tree was struck by lightning, the elves harvested the wood and used it to make many wondrous creations. This cup can create antitoxins.

Gold Piece Value

600 g.p. = 600 g.p. (1990 Blue Book).

Horn of High Winds

Savvies

#1 When this horn is blown to the tune of Do Wah Diddy for 10 seconds, it allows the owner to cast GALE once per day.

Legend Lore

This horn was made from the horns on a bull who was so loud that it used to knock the cows right off their hooves.

Gold Piece Value

600 g.p. = 600 g.p. (1990 Blue Book).

Redmond's Diary

Year 1 Month 1

I've decided to keep this record of my thoughts as I begin the quest set for me by Count Lorenzo. I think most of my thoughts will be in the form of poetry as it is the form most suited and typical for the goal of my quest.

More lovely than
 the deep blue sea,
How can a man
 not drown in thee?

Year 1 Month 4

My heart a ship,
 sails waters strange;
Moved at a clip,
 by hearts aflame.

Year 1 Month 7

Cloudless sunsets,
 pale side her face;
Raze all my debts,
 with touch of lace.

Year 1 Month 10

A piece of gold,
 my only creed,
In times of old,
 accursed by greed.

Year 2 Month 1

I've decided to spend some of the money I've spent seemingly my whole life accumulating. My father would probably not approve, but then I have moved from being primarily his son to being my own man. I don't think I could ever tell him though of the way I feel in my heart about all of this. I would trade every customer that I've ever overcharged for the simple ability to speak my mind to him. This quest has given me so much time to think that my whole life comes into question. Every motivation of old now lacks the ability to bring any enthusiasm to my heart.

Her locks are bold,

and made my need;
God broke her mold,
my soul she freed.

Year 2 Month 4

Roam forests green,
in search of spring;
Woman not dreams,
then hearts will sing.

Year 2 Month 7

Father says find,
the magic spring;
If thou wouldst bind,
love in gold rings.

Year 2 Month 10

Love on stone walls,
hair strown by winds;
Please hear my call,
love needs friends.

Year 3 Month 1

Two years ago, I thought I knew what love was when I saw her at the keep, but now I am not so sure if I really even know my heart or even myself. My mind is wracked daily by the pain and confusion of what love is and the sad fact that I am not sure if I've ever known it. Is it her I want or something more? Great God, if you have any mercy, deliver me from this quest or grant me success!!

Wolves at my throat,
fear moves me not;
On you I dote,
my heart speaks not.

Passion stirs me,
to seek thy hand;
Rapture skirts me,
hearts must expand.

Year 3 Month 4

Waves dance the pond,
 my heart distressed;
Though I am fond,
 my feelings crest.

Year 3 Month 7

Days, weeks, and years,
 walk in woods dark;
For visage dear,
 a mindless lark.

Year 3 Month 10

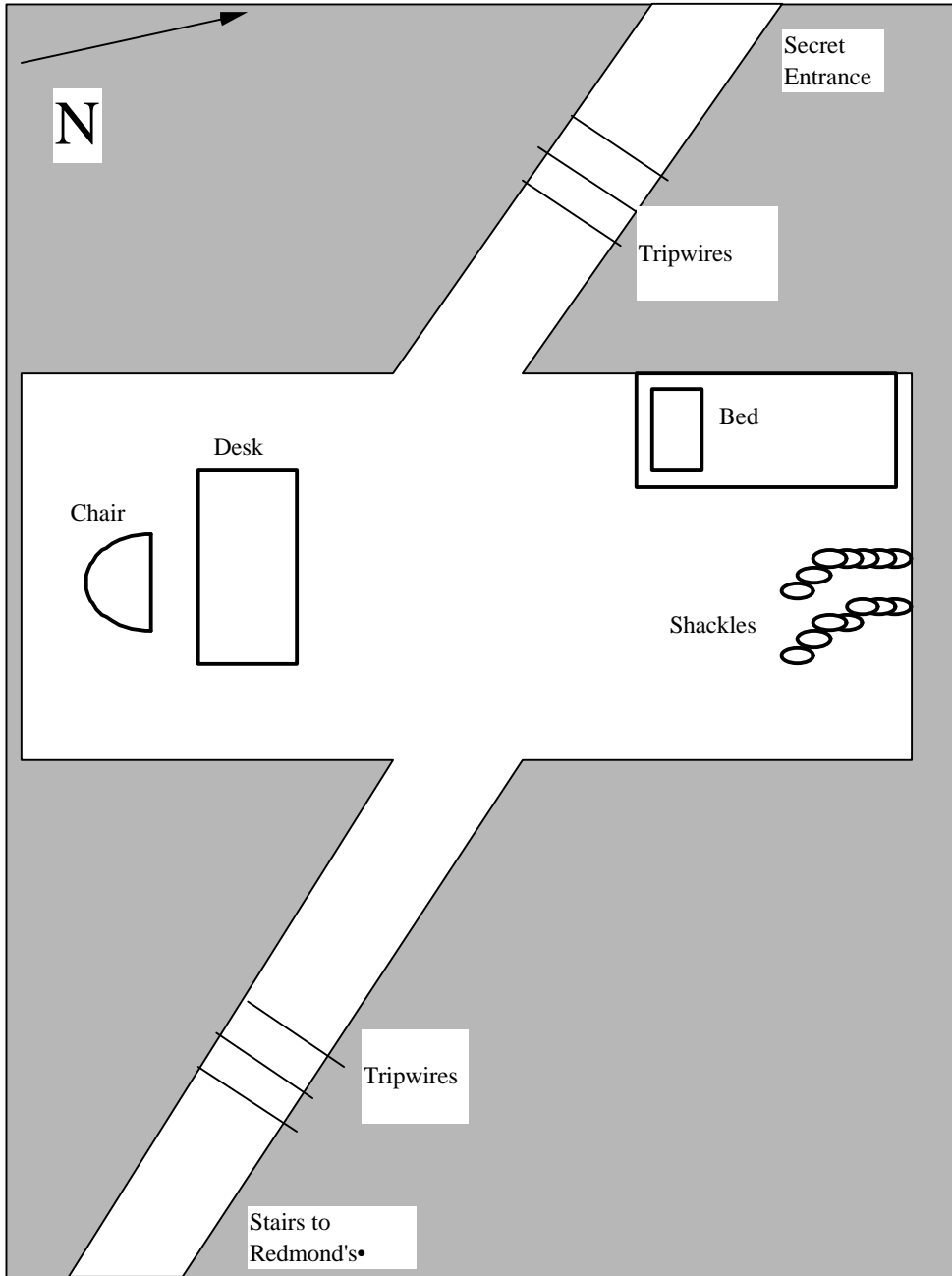
Stones tell no tales,
 for quests in vain;
Through empty vales,
 with naught but pain.

Year 4 Month 1

On this the last day I had decided to quest, I discovered the spring. It can only be the spring for it glows in even the deepest shadow. The spring is a mere four miles over the north ridge in a the little dell filled with the only oak trees for hundreds of miles. It is amazing that I have managed to miss the place for over three years. I've scoured hundreds of miles in this forest only to find my goal underneath my own nose. Tomorrow I will return to verify the fact, but in my heart I know the truth that it is the fabled wish granting spring. Count Lorenzo can have this small thing for the right to court Tabatha. It can only be God's will.

Year 4 Month 7

I can see now that Count Lorenzo will have to die. It is only justice after the foul murder he committed on his own wife. As for Tabatha, I grieve for the horrors that she has undoubtedly suffered at Lorenzo's hands. He is truly a monster! I who have had so much experience in separating fools from their money am made the biggest fool of all. But my humiliation is nothing compared to the unspeakable evil that the monster has committed. He must be stopped and at any price. Tabatha must be saved so my plan will take time, but the monster will know a more foul death than the hideous watery grave into which Maura was cast.



Encounter 6 Redmond.

Encounter Type: Informational, Fighting.

Encounter Description: You see a man standing in the trail hailing you.

Good/Evil: None.

Magic: Redmond.

Trap/Poison: None.

Boon/Bane: Boon to listen to Redmond.

Legend, Person:

Redmond is a well known merchant of armaments and gambler who started his operation with his father's help. Redmond used to run his operations personally all over the country, but has let matters be attended by his lieutenants over the last four years and especially so this last year.

The pcs through some method (tracking, magic, directions in the diary, etc.) can continue after Redmond and Tabatha who have left for the rendezvous at the spring. Redmond has already arrived at the spring when Maura sends him back to deal with the party. Redmond will attempt to negotiate with the party. Redmond will tell the party that unless they listen to what he has to say that they will never be able to find Tabatha as he has her magically concealed. Redmond will tell a tale of how Lorenzo sacrificed/murdered Maura in the magic spring in order to enchant Tabatha. If Redmond is queried about murdering the knights patrolling the woods, he will admit it and state that it was the only way to exact revenge for the evil of Lorenzo's rule. If Redmond is queried about the evil in Cathexis Creek that the spirit's of the knights mentioned, Redmond will state it must be the residue of Lorenzo drowning Maura in the spring. Redmond asks the party if they would like proof. Redmond says that although Maura was murdered she now inhabits the spring as a spirit. If the pcs attack Redmond and he is unable to gain a respite to present his case, he fights to the death. If Redmond thinks that the party is untrustworthy and are about to attack him, he will use his two KILL DAGGERS (target the novice on the team first) and spring into combat. Redmond will use his HEARING to determine any subvert plans to which the GM can alert him.

NPC NAME Redmond.

Class/Level: Thief 4th.

Alignment: Chaotic Neutral.

Life Points: 4/20/28.

Spell/Ability Points: N/A.

Armor: Leather = 1 **N.R.**

Damage: +1 Pt Prof., 2 Pt Weapon = 3.

Special Attacks: None.

Special Defenses: None.

Gold: None.

Treasure: None.

Description:

Redmond made the most of his father's assistance and established a healthy mercantile and gambling operation. Redmond is very secure in his judgments of people and the odds of success or failure. This attitude is currently overwrought due to his enchantment by Maura. Redmond has been brainwashed into believing that his fights' are decent and holy to avenge Maura. Thus, the ambushes and kidnapping are very impersonal acts committed for a higher goal. Redmond's quest for Tabatha's hand has helped him develop from a greedy immature youth into a mature man. Redmond had just about decided to quit the quest, sell his business interests, and seek spiritual enlightenment when he found the spring. Finding the spring has really been more important than his own welfare. Although Redmond is now aware of how much more growth is ahead of him, that will all have to wait until Lorenzo is dead.

Encounter 7. Showdown at the Spring

Encounter Type: Informational, Fighting

Encounter Description: As you approach the spring you note a beautiful

woman of about 21 years standing next to a spring which holds a water spirit.

Good/Evil: Evil: Maura, Lorenzo, Spring while Maura is alive;
Good: Tabatha,
Lorenzo while wearing the Scarab of Stones.

Magic: Spring, Maura, Lorenzo, Tabatha, Redmond (if present).

Trap/Poison: None.

Boon/Bane: Bane to drink from the spring (if Maura is alive).
Boon to use Lorenzo's magic amulet on the statue.
Boon to do as Mackar suggests.
Bane to try and take advantage of the spring.

Religion, Nature Lore:

This is the magic spring which can grant wishes to those who know the secret rituals.

The pcs through some method (tracking, magic, directions in the diary, Redmond's lead, etc.) can continue toward the spring. Once at the spring, the spirit of Maura will introduce herself and her daughter Tabatha whom is now enchanted like Redmond. Maura offers to heal the wounds of the party, and that all they have to do is drink from the spring. Failing that quick solution, Maura's goal is still to kill Lorenzo, and to that end she will tell the pcs about the foul designs Lorenzo had for Tabatha. Maura will naturally leave out any mention of the harsh discipline she inflicted upon Tabatha and why. Tabatha if questioned will confirm Maura's reports about her father although she can only do so with ability of a seven year old girl. Since Tabatha is now under two enchantments, she will be follow the enchantment of whichever parent is present, and she will have free will of a seven year old if both or neither is present.

About 15 minutes after the pcs have been talking to Maura, Lorenzo should come on the scene. If Redmond is alive then Bearden, Lorenzo's bounty hunter, will be present. If the pcs demand answers to their questions, Lorenzo says that the water spirit is not Maura. Lorenzo will state that whatever this water spirit is that it must have enchanted both Redmond and Tabatha. Lorenzo will try to order Tabatha to his side, but Maura will countermand that order. The orders will degenerate into Lorenzo using statements like: "If you love Daddy come here; I love you sweetheart come here;" and Maura using statements like: " Come here or you'll get the worst spanking of your life; The way you act you'd think that don't love your own mother;". Tabatha is so overwhelmed that she breaks down into a fit of crying. **NPCS SHALL WAIT UNTIL THIS MELODRAMA HAS PLAYED ITSELF OUT BEFORE FIGHTING IF POSSIBLE.** Lorenzo will order the pcs and Bearden, if present, to kill Redmond after Tabatha collapses. Bearden will engage any who oppose him from killing Redmond. Redmond will fight Bearden to the death and then turn on Lorenzo. If Bearden kills Redmond, he does nothing else. Lorenzo and Maura engage in combat to the death and fight any who get their way. If Tabatha is killed Maura dissolves into a screaming nothingness, Lorenzo goes catatonic, and any enchanted folks are free. If Lorenzo is killed, Maura dissolves into a laughing nothingness, Tabatha goes catatonic, and any enchanted folks are free. If Maura is killed, Lorenzo rejoices, Tabatha goes catatonic, and any enchanted folks are free.

If the Lorenzo is killed or catatonic, the pcs may discover and use the Scarab of Stones which has one charge left of reverse PETRIFY. If the Scarab of Stones is used upon the statue of Mackar Mackar will instruct the pcs how to use the spring to cast reverse PETRIFY only. After Mackar reverts to normal, he offers to take Tabatha into his care. Mackar will also use the wish granting powers of the spring to LIFE SPARK any dead pcs as his way of thanking the pcs for reviving him. If Mackar is revived and either Lorenzo and or Maura is alive, Mackar uses the magic of the spring to turn Lorenzo and Maura into dust and restore Tabatha to normality as if she was amnesiac just coming to her senses, but with no remembrance of the past. If the pcs attempt to extract some wish other than reverse PETRIFY from the spring using the information Mackar has given them, nothing happens, and the pcs have blown their chance to free Mackar.

NPC NAME Count Lorenzo.

Class/Level: Knight 5th.

Alignment: Lawful Evil.

Life Points: 5/22/30.

Spell/Ability Points: 22.

Armor: Chain = 2 **N.R.**

Damage: +2 STRENGTH II, +2 Pt Prof., +1 3 Pt Weapon = 8 Magic.

Special Attacks: None.

Special Defenses: None.

Gold: None.

Treasure: Scarab of Stones.

Description:

Count Lorenzo is an embittered man who has mainly retreated into a world of nonreality rather than deal with pain of his reality. Lorenzo resents his life being determined by his parents and blames others for his unhappiness rather doing something about it himself. Lorenzo escapes his pain by incessant conversation even about topics which he maybe ignorant or only slightly informed. Lorenzo loves prattling about boar hunting, spelunking, climbing, etc., etc. No coincidence these are activities Lorenzo enjoyed in his youth and was only permitted try once or twice. Lorenzo loves his daughter Tabatha, but only as the seven year old child trapped in his mind not as the beautiful, self-sufficient woman she could have become. The evil within Lorenzo is from the selfish immature boy within him that was abandoned by his parents.

NPC NAME Maura

Class/Level: 5th Druid.

Alignment: Chaotic Evil.

Life Points: 5/22/30.

Spell/Ability Points: 46 - 5 ELEPHANT HIDE -1 CELTIC FIST = 40.

Armor: ELEPHANT HIDE = 3.

Damage: +2 Pt Prof., 2 Pt Weapon, +1 CELTIC FIST = 5.

Special Attacks: Drinking from the spring causes a 5th ENTHRALL.

Special Defenses: Can not leave the spring (i.e. no TREESHIFT).

Gold: None.

Treasure: None.

Description:

Maura is a bitter and spiteful woman who blames all the misery on her life on Lorenzo. To such an end, she spends all her time thinking of ways to take joy out of Lorenzo's life even if that means making herself or Tabatha miserable. The murder/sacrifice which turned Maura into a water spirit also gave her formidable powers over wood, water, and stone. Maura's cold heart has turned her powers to spiteful and evil uses.

NPC NAME Redmond.

Class/Level: Thief 4th.

Alignment: Chaotic Neutral.

Life Points: 4/20/28.

Spell/Ability Points: N/A.

Armor: Leather = 1 **N.R.**

Damage: +1 Pt Prof., 2 Pt Weapon = 3.

Special Attacks: None.

Special Defenses: None.

Gold: None.

Treasure: None.

Description:

Redmond made the most of his father's assistance and established a healthy mercantile and gambling operation. Redmond is very secure in his judgments of people and the odds of success or failure. This attitude is currently overwrought due to his enchantment by Maura. Redmond has been brainwashed into believing that his fights' are decent and holy to avenge Maura. Thus, the ambushes and kidnapping are very impersonal acts committed for a higher goal. Redmond's quest for Tabatha's hand has helped him develop from a greedy immature youth into a mature man. Redmond had just about decided to quit the quest, sell his business interests, and seek spiritual enlightenment when he found the spring. Finding the spring has really been more important than his own welfare. Although Redmond is now aware of how much more growth is ahead of him, that will all have to wait until Lorenzo is dead.

NPC NAME Bearden

Class/Level: Fighter 3rd.

Alignment: Neutral.

Life Points: 3/16/24.

Spell/Ability Points: N/A.

Armor: Leather = 1 **N.R.**

Damage: +3 Pt Prof., 3 Pt Weapon = 6.

Special Attacks: None.

Special Defenses: None.

Gold: None.

Treasure: None.

Description:

Count Lorenzo offered Bearden the easiest bounty he has ever earned. Count Lorenzo and Bearden would kill Redmond at the rendezvous. Bearden would then claim that he had done the whole thing on his own. Bearden spends his time bounty hunting while he ponders the meaning of magic. Bearden is currently working on an idea that magic flows from the sweat of creatures as opposed to the popular 'scientific' notion that magic permeates nature as a field effect. In support and in test of Bearden's theories, Bearden no longer bathes. Bearden postulates his theories with supporting evidence to whomever will listen.

NPC NAME Tabatha.

Class/Level: Fighter 1st.

Alignment: Neutral Good.

Life Points: 3/10/18.

Spell/Ability Points: N/A.

Armor: None = 0.

Damage: +1 Pt Prof., 3 Pt Weapon = 4.

Special Attacks: None.

Special Defenses: None.

Gold: None.

Treasure: None.

Description:

Tabatha is a very confused seven/twenty-one year old. It seems she's just not like the other little girls or women. Tabatha spends most of the time playing by herself or hanging around her daddy. She didn't understand why Redmond killed those guards and took her away from daddy, but now that she had that drink with mommy everything makes sense.

NPC NAME Mackar.

Class/Level: Druid 10th.

Alignment: Chaotic Good.

Life Points: 8/38/46.

Spell/Ability Points: 70.

Armor: Leather, DRAGON HIDE = 5 **N.R.**

Damage: +3 Pt Prof., 2 Pt Weapon, +1 CELTIC FIST = 6.

Special Attacks: Knows and understands the magic incant for the spring.

Special Defenses: None.

Gold: None.

Treasure: None.

Description:

Before Mackar was turned to stone, a despair accompanied the role of caretaker for the Magic Spring and the Gunjian Forest. The petrification Lorenzo committed upon Mackar has permitted Mackar's soul to become intimate with stone and itself. Mackar now hears the joy of the wilderness in

its every form. The act which Lorenzo intended as murder has in fact been salvation. Macker loves nature and would relish the honor to be the caretaker.

Scarab of Stones

Savvies

#1 Allows the user to cast a limited number of either PETRIFY AT 10TH LEVEL or reverse PETRIFY AT 10TH LEVEL once per day. The PETRIFY and reverse PETRIFY can not be used in combat and cost one charge. To Activate, incant for 30 seconds: "I'm so stoned that I can't see straight."

#2 The scarab radiates good, has zero charges of reverse PETRIFY and zero charges of PETRIFY, is nonrechargeable. The scarab also allows the user to speak with petrified creatures for one minute per day when willed.

Legend Lore

This charged scarab of petrification was fashioned by a blind magic user using the horn of a minotaur.

Gold Piece Value

100 g.p. = 100 g.p. (Speak w/ Petrified Creatures 1 min/day).

Magic Spring -- N.R.

Savvies

#1 With proper incantation, which is passed from High Druid to High Druid, the Magic Spring can cast any spell known. This incant must be preceded with a proper sacrifice, which comes to the High Druid in a vision, in order to be effective.

#2 The incantation is a refrain from a song, and after each use of the spring the incantation switches to the next refrain in the song. The right incant with wrong sacrifice causes the wish to be granted, but with an unforeseen curse added. The wrong incant with the right sacrifice causes nothing to be granted.

Legend Lore

The magic spring is a creation of the force of nature and those creatures in it. The magic spring is tended by the High Druid. The High Druids pass the secret of activating the spring from one to another at death. The magic spring is capable of casting any known spell and creating magic items, but doing so without the correct sacrifice causes an unforeseen curse to occur.

Appendix A Treasure Value

	ITEM	MAGICAL	MUNDANE
xx-xx-xx-1	Scarab of Stones	100	5
xx-xx-xx-2	Chainmail	400	400
xx-xx-xx-3	Bronze Star of Protection	780	5
xx-xx-xx-4	Sun Spark Pin 540	500	
xx-xx-xx-5	Wood Cup of Antitoxin	600	1
xx-xx-xx-6	Horn of High Winds	600	50
	Smythe	25	
	Dougal	25	
	Cash Box	80	

TOTAL 3150 g.p. =

175 g.p. /player/hour * 4.5 hours * 4 players

Appendix B Magic/Treasure Items Description

Scarab of Stones

Savvies

#1 Allows the user to cast a limited number of either PETRIFY AT 10TH LEVEL or reverse PETRIFY AT 10TH LEVEL once per day. The PETRIFY and reverse PETRIFY can not be used in combat and cost one charge. To Activate, incant for 30 seconds: "I'm so stoned that I can't see straight."

#2 The scarab radiates good, has zero charges of reverse PETRIFY and zero charges of PETRIFY, is nonrechargeable. The scarab also allows the user to speak with petrified creatures for one minute per day when willed.

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This charged scarab of petrification was fashioned by a blind magic user using the horn of a minotaur.

Gold Piece Value

100 g.p. = 100 g.p. (Speak w/ Petrified Creatures 1 min/day).

Bronze Star of Protection

Savvies

#1 Allows the owner to cast negative ENHANCE at the cost of one charge. The star holds one charge maximum and one currently. The star maybe recharged from any source of spell points.

The star is activated by incanting:

” Star light star bright,
I wish I may,
I wish I might,
fight well this day,
breaking evil’s might. “

Legend Lore

The Bronze Star of Protection was fashioned by a cleric and mage who were defenders of their city.

Gold Piece Value

780 g.p. = 780 g.p. (1990 Blue Book).

Sun Spark Pin

Savvies

#1 Allows the user to cast a 2 point per charge expended FLARE spell. The user may expend more than one charge at a time. The pin has 3 charges maximum and 3 currently. The pin maybe recharged from any source of spell points. The pin maybe activated by incanting:

“ In deepest dark,
In vile evil’s spite,
Strikes a sun spark,
To make souls light.”

Legend Lore

The Sun Spark Pin was fashioned by elves when they happened to spy fire from the sun fall into a pond. The pond dissolved leaving nothing but an iridescent gem. This gem was bound with layers of platinum and silver.

Gold Piece Value

540 g.p. = 540 g.p. (1990 Blue Book).

Wood Cup of Antitoxin

Savvies

#1 This wood cup when grass and water are mixed within it creates a drink that causes the user to receive a positive ANTIDOTE. If the drink is not taken the same day, the cup rots into nothingness. The cup can not be reused until four spell points of any type have been donated to it.

Legend Lore

This cup was made from the tree in which the Faerie Kings lived. After the tree was struck by lightning, the elves harvested the wood and used it to make many wondrous creations. This cup can create antitoxins.

Gold Piece Value

600 g.p. = 600 g.p. (1990 Blue Book).

Horn of High Winds

Savvies

#1 When this horn is blown to the tune of Do Wah Diddy for 10 seconds, it allows the owner to cast GALE once per day.

Legend Lore

This horn was made from the horns on a bull who was so loud that it used to knock the cows right off their hooves.

Gold Piece Value

600 g.p. = 600 g.p. (1990 Blue Book).

Magic Spring -- N.R.

Savvies

#1 With proper incantation, which is passed from High Druid to High Druid, the Magic Spring can cast any spell known. This incant must be preceded with a proper sacrifice, which comes to the High Druid in a vision, in order to be effective.

#2 The incantation is a refrain from a song, and after each use of the spring the incantation switches to the next refrain in the song. The right incant with wrong sacrifice causes the wish to be granted, but with a unforeseen curse added. The wrong incant with the right sacrifice causes nothing to be granted.

Legend Lore

The magic spring is a creation of the force of nature and those creatures in it. The magic spring is tended by the High Druid. The High Druids pass the secret of activating the spring from one to another at death. The magic spring is capable of casting any know spell and creating magic items, but doing so without the correct sacrifice causes an unforeseen curse to occur.

Appendix C: Boon/Bane Summary

Encounter 1.

Boon to talk to the Count.
Boon to talk to George the knight commander.
Boon to talk to Mithas the server.

Encounter 2.

Boon to run across the creek.

Encounter 3.

Boon to examine the cave.
Boon to talk to the spirits.
Boon to sprinkle holy water on the bodies.
Bane to steal bodies without spirits permission.
Bane to attack the spirit knights.

Encounter 4.

Boon to bribe circling sentries to desert.

Encounter 5.

Boon to read the diary.
Boon to check for traps.
Boon to check for poison.

Encounter 6.

Boon to listen to Redmond.

Encounter 7.

Bane to drink from the spring (if Maura is alive).
Boon to use Lorenzo's magic amulet on the statue.
Boon to do as Mackar suggests.
Bane to try and take advantage of the spring.

Appendix D: Lore Summary

Encounter 1.

Legend, Person:

Count Lorenzo was named to this title as part of marriage pact between the Leftwitches and Midinans. His wife and countess, the Lady Maura Midina, disappeared 13 years ago.

Encounter 2.

Legend, Nature Lore:

These knights were formerly served Count Lorenzo, but were transformed into undead by the magic carried in Cathexis Creek.

Encounter 3.

Legend Lore:

These knights who once served Count Lorenzo have not succumbed to the temptation to become undead knights in order to achieve eternal rest.

Encounter 4.

Legend Lore:

This is Redmond's Bailiwick which he built in order to make his quest for the magic spring easier.

Encounter 5.

Legend Lore:

Redmond had a troop of dwarves who owed him money build this tunnel and the concealed exit.

Encounter 6.

Legend, Person:

Redmond is a well known merchant of armaments and gambler who started his operation with his father's help. Redmond used to run his operations personally all over the country, but has let matters be attended by his lieutenants over the last four years and especially so this last year.

Encounter 7.

Religion, Nature Lore:

This is the magic spring which can grant wishes to those who know the secret rituals.

Appendix E: Budget/Prop List

Item	Cost (\$)	Enc #
1. 250' black plastic	\$50	4,5.
2. 6 Bronze Stars of Protection	\$6	5.
3. 6 Sun Spark Pins	\$12	5.
4. 6 Wood Cups of Antitoxin	\$6	5.

5.	6 Horn of Winds	\$12		5.
6.	6 Scarab of Stones	\$6		5.
7.	Folding Bed		\$0	5.
8.	Rubber Manacles	\$0		5.
9.	Chest		\$0	5.
10.	Trip wires	\$0		5.
11.	Bells		\$0	5.
	TOTAL	\$92		

Financial Statement

24 PCs * \$12/PC	\$288
20 NPCs-Staff * \$7/NPCs-Staff	\$140
\$2 Society Fees/Person * 39	(\$78)
\$2 Chapter Fees/Person * 39	(\$78)
Props	(\$92)
Balance	\$180

Appendix F: Running Timeline

	Run (m)	Walk (m)
Encounter 1 Breakfast with the Count.	30	15
Encounter 2 Cathexis Creek.	30	0
Encounter 3 Spirit Knights.	15	30
Encounter 4 Redmond's Bailiwick.	60	0
Encounter 5 Underground Tunnel.	30	15
Encounter 6 Redmond.	15	15
Encounter 7 Showdown at the Spring.	15	0
TOTAL	195	75
3 hrs 15 min + 1 hr 15 min = 4 hrs 30 min		

Appendix G: NPCs/Staff
Day 1

Day 2

Count Lorenzo Team 1&3 _____
Count Lorenzo Team 2 _____
Undead Knight/Spirit Knight _____
Undead Knight/Spirit Knight _____
Undead Knight/Spirit Knight _____
Undead Knight _____
Smythe _____
Dougal _____
Rizzo _____
Whetzel _____
Beranek _____
Hill _____
Redmond _____
Maura _____
Tabatha _____
Bearden _____

SKEEP Team 1&3 _____
GM Team 1&3 _____
SKEEP Team 2 _____
GM Team 2 _____

Producer _____
Watch Dog _____
Safety Officer _____
Bank _____
Treasurey _____