

Fluff & The Bunnies

**The Typical IFGS Game:
Only More So.**

**The evil warlord Fluff is threatening Bunnyland.
You have been contacted to come and aid the inhabitants of this land.**

A Humorous Heroic line course

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A game for 4 teams (2 teams a day) with up to 6 players each, levels 1-3.

Total levels not to exceed 12.

The proposed running time is 8 hours.

Risk 5 Fighting 7 Mental 7 Physical 5

6.5 rules, No touch, PC fairness, novice rule
1997 blue book.

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PC Fees:? NPC Fees: 6

\$2 for returning PCs and NPCs from day 1.

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Outline

1. Down the Rabbit hole
The party has gathered together to travel to the land of bunnies, when a hole opens in the ground and they fall down to the land of bunnies.
2. Mission Assignment
The party meets Buster, who attempts to hire them to find and revive the Slumbering Sovereign to restore the land to it's former glory.
3. The Ambush
The party finds a bunch of Bunnies lurking in the bushes. They attempt to ambush the party. Of course the party can bribe them to not attack.
4. No Win Situation.
The party meets a powerful bunny who is willing to play a game. If the party wins then they get a prize, if the party loses they are eaten. In the event of a tie nothing happens. The game is tic-tac-toe. The party will have an opportunity to win by cheating.
5. Gratuitous physical encounter
The party encounters a series of physical challenges. First stepping stones across a swamp, nothing happens if they step in the swamp. Second a maze of red vines. Absolutely nothing happens if they touch the vines.
6. The potion
The party comes to the cave where they can retrieve the potion of Slumbering king revival. The potion is on a dais in front of a mirror. The dais is actually a pressure sensitive plate and removing the potion without substituting a weight on the plate will cause a skull to appear in the mirror. This skull will laugh and summon 3 skeletons to attack the party.
7. Ridiculous Riddles
The party encounters a stone beast guarding the entrance to the Mound of the Slumbering Sovereign and are given a few token Tolkien riddles to answer. (Of course the stone beast is merely an artifact being controlled by a playful child.)
8. The Slumbering Sovereign
 - a) The Sepulcher of the Slumbering Sovereign
The Slumbering Sovereign The party arrives at the cave of the Slumbering Sovereign and awakens him.
 - b) The Hero saves the Day
The Slumber Sovereign awakens and goes into a square area and summons Fluff to a duel to the death. While this is going on the square boxing ring is enclosed in an impenetrable force field. The party can do nothing. A referee will be in there to give the rules which Fluff ignores. After a long fight Fluff kills the SS with a red death. While the party is watching a popcorn vendor is going around serving popcorn & lemonade. The popcorn & lemonade are poisoned with a sleep poison. The popcorn vendor will attempt to capture the party.
9. You should watch what you eat
The party has been captured and put into an elaborate death trap. If they figure out how to escape from it then they can get out with no damage. However the death trap is so elaborate that it won't work as designed. Even if the party fails to figure out a method to escape they will take damage, but not enough to kill them.
10. Your Mission, should you choose to accept it.
The Spirit of the Slumbering Sovereign appears and tells the party that they should seek the reducing oil at the Secret cave of power in the Mountains of Merriment.
11. Search for the cave
The party arrives at the Mountains of Merriment and attempts to find the secret Cave of Power. They can solve a mental puzzle, or walk a little ways down the trail to find the sign pointing towards the cave.
12. The Secret Cave of Power™
 - a) Entrance
The party follows a variety of signs to the secret cave of power. At the entrance they find a souvenir vendor who is selling a wide variety of goods, including a guidebook to

- the secret cave, which they will need to survive. They can also buy a hot air cooler, and hairdresser disguises along with several magic items.
- b) Antechamber
The party arrives in the antechamber, they must play a game of twister to open the rest of the cave. Naturally the guidebook provides instructions on how they must do this.
 - c) Passage choices
The party must go down the passage making correct choices whenever a branch occurs. The correct choice leads further in the cave, the other leads to a death trap. Of course the guidebook provides instructions on which passage to take.
 - d) Greed Test
The party finds an alcove with 10,000GP, and several bodies. One of the bodies is wearing a ring. Touching the gold kills whoever touches it.
 - e) The McGuffin Room
The party arrives at the storage location of the Villain reducer. They must deposit 2 GP into a vending machine to get it. They can get more than one if they choose.
13. The Egg Hunt
The party can recover some points by finding hidden plastic eggs.
 14. The Troll Bridge
The party encounters a black knight who thinks he's a troll guarding a bridge. The standard bridge fight can now ensue. The knight is rather tough, 5th level, but he only has one point in each limb, and a limb sever will occur when one of his limb is hit. He has tough armor however. They might be able to trick their way past.
 15. The party encounters a group of hairdressers on their way to work on Fluff, the party can attempt to dispose of them however they choose. If they fail to dispose of them, then the next encounter is almost guaranteed to be a fight.
 16. Knock Knock
The party must trick their way past the guards to Fluff's Castle. (Or they can fight their way)
 17. The Final Battle
The party reduces Fluff by imitating hairdressers, preferably while emulating the greatest bunny hero of all time, Bugs. After this they battle Fluff in a desperate battle to the finish. As Fluff is using his acme escape contraption, they can use the hot air cooler to prevent his escape.
 18. Finale
Now that they have defeated Fluff, Baron Buster comes in, and attempts to kill them (if they didn't ice him in the 2nd encounter).
 19. The Return
After they defeat Buster, the Spirit of the Sleeping Sovereign appears, makes them honorary bunnies and sends them home.

General Notes (for GMs and NPCs)

1. There is no such thing as overacting in this game. NPCs are encouraged to be hams (or bunnies). Most NPCs will be wearing bunny ears, to represent they are bunny men. Bunny men can do a monk's leap once /day and a monk's speed once/day. (So every NPC should be issued a purple flag at the beginning of the game)
2. Just before each encounter there will be a small sign with the name of the encounter on it. The PC's will know the encounter name as they approach. This sign will be physically placed, but the GM should describe them as floating in mid air. (Except for the few signs with a different approach (such as the one starting encounter 7B)
3. Gold is worth far more in Bunnyland, 1 GP in Bunnyland has the buying power of 200 GP in Bengalia.
4. The following abbreviations are used. GR - Recoverable, but only for this game, R - Recoverable and can be taken out of this game, NR - can't be removed from the encounter.
5. Every NPC except for the skeletons in this game can use Monk Speed. It is the NPC's choice on how to use this ability. What Monk's Speed does is "By using this ability, the monk is able to move at a rapid speed. While the monk is using the speed ability no attacks, including magical attacks will harm the monk. Other characters cannot pursue the monk until the monk finishes his movement.

When a monk uses this ability, time does not stop the monk only moves faster than every one else. When a monk uses SPEED all other individuals should ignore the monk for the duration of the ability; combat or other interactions would therefore continue for everyone else. This ability cannot be used to initiate combat. The monk must wait two seconds after the SPEED is completed before he can attack. No meditation time is required to use SPEED., but the duration of the ability is 15 seconds. Material Component: purple flag. There are two uses that I foresee occurring for Monk Speed: .

1. Escape

when Monk speed is used for escape it gives the monk a good chance to escape from an encounter and flee into the wilderness. Although they get a 15 second head start, the conceptual distance they could have traveled is probably greater than that, since they were moving REALLY fast for those 15 seconds. This means that it would be difficult to catch them by chasing them, especially since they can run away and pop down a hole in the terrain and enter a maze of tunnels. Unless the party comes up with something ingenious they couldn't catch someone who did this. If they do come up with a good idea, then it is up to the GM to adjudicate this matter. If a bunny runs off, just run to the edge of the encounter and yell '*I continue running*' to indicate that you attempted to escape'.

2. In combat use

Monk speed can also be VERY useful to make a temporary withdrawal from combat to a slightly more secluded area, (perhaps behind some comrades), and then heal yourself, or just get out of a tactically disadvantageous position. NPCs are encouraged to use speed in this manner.

[Game Writer's Note: Some of the NPCs the first time this ran brought some pink & brown makeup and colored NPCs noses pink, and drew whiskers on people. We didn't have time to make tails, so we did without.]

Encounter 1. Down The Rabbit Hole

Encounter Type: Informational/starting

Encounter Description: The party meets at the at the loremaster's home [or some other convenient location] and wait for the portal to Bunnyland to appear. After a brief wait a strange hole opens, and a sign appears reading 'Encounter 1, Down the Rabbit Hole'. They enter it to travel to another world.

Time 5 minutes

This is a pretty simple encounter, it's only purpose is to provide flavor to the game [and to ensure that the ambush is encounter 3]. They arrive together at some convenient location and a hole opens in the ground. When they enter the hole, they travel through a dimensional portal.

The rabbit-hole goes straight on like a tunnel for some way, and then dips suddenly down, so suddenly that the party has not a moment to think about stopping themselves before they find themselves falling down a very deep well.

Either the well is very deep, or they are falling very slowly, for they have plenty of time as they go down to look about themselves and to wonder what was going to happen next. Looking down to see what is coming doesn't reveal anything since it is too dark to see anything; and looking at the sides of the well, they will noticed that they were filled with cupboards and book-shelves; here and there they see maps and pictures hung upon pegs. If they take any jars, for example one labeled 'ORANGE MARMALADE', they will be empty. The maps and books are also blank.

Eventually they become rather sleepy, and doze off, dreaming of bats and cats. when suddenly, thump! thump! down they come upon a heap of sticks and dry leaves, and the fall is over.

[Game Writer's Note: Anyone who does not recognize this opening should go and read 'Alice in Wonderland']

Props:

Sign 'Encounter 1, Down the Rabbit Hole'

Encounter 2. Mission Assignment

Encounter Type:	Informational
Encounter Description:	After party lands on the heap of sticks and dry leaves a timefreeze occurs. A sign reading 'Encounter 2. Mission Assignment' will be put out, and they see an humanoid creature with bunny ears and a fluffy tail waiting to talk to them.
Time	15 minutes
Boon/Bane:	Boon to kill Buster Boon to take the mission
Good/Evil	None (The Magic Cheese hides the evil)
Recoverable stuff	20 GP, map (R)
Magic:	Magic Cheese (NR)
Rules of Engagement:	Only attack the party if they attack you. Try to flee if you get the chance so you can reappear in the final encounter.

After the party lands on the heap of sticks and dry leaves a timefreeze occurs. A sign reading 'Encounter 2. Mission Assignment' will be put out, and they see an humanoid creature with bunny ears and a fluffy tail, waiting for them.

This individual will introduce himself as Baron Buster of Bunnyland.

Baron Buster	
Class/Level:	Fighter/4
Alignment::	Evil
Life Points:	4/22/30
Ability Points:	N/A
Armor:	3 (Plate NR)
Damage:	8 (7 +1 Bladesharp, 7 with other hand)
Special Attacks:	Bunny Powers
Special Defenses:	Bunny Powers, Battle Fever, use if combat starts.
Gold:	20 GP
Flags:	Purple

You are the former trusted lieutenant of Fluff, but recently he took a particularly attractive captive that you were wishing to 'have fun' with. This annoyed you so, you've broken off and started to lead the resistance to Fluff. Your goal is to replace him and put yourself in his place. You wish to hire these adventurers to retrieve the potion that will revive the Slumbering Sovereign and therefore defeat Fluff. Naturally you are doing this to advance your own cause. You know from the legends that the king won't stay around and who better to rule the land than yourself. You will have first pick of everything and lots of money, and bunnies to serve your every whim.

The story that you have for the PCs, and will tell them is:

1. Fluff has been doing very evil things and raping villages and pillaging women, or was it the other way around? He must be stopped, however his personal power, not to mention his armies, are far too powerful to stop in direct conflict.
2. The only hope is to awaken the Slumbering Sovereign so that he may stop him. The key to awakening the Slumbering Sovereign is a potion that can be found in a deep cave located in the forest to the east. The Slumbering Sovereign is located in a mound in the center of the country. You have a map showing these locations.
3. You would do it yourself, but according to the legends only a group of heroes can accomplish these tasks. Furthermore you must lead the resistance against Fluff's armies.
4. You will offer them 20 GP to accomplish these tasks, it's all you managed to scrape together. You will pay up to 10 GP in advance.
5. If the PCs ask you about Fluff tell them that Fluff is very vain, after any fight or battle he's involved in he always sends for some hairdressers to ensure that he always looks his best. Fluff has great

power and could easily kill any of the PCs with a single punch. Only by awaking the Slumbering Sovereign is there a chance of defeating him.

6. Fluff can easily be recognized by his purple ears.

The above text is true, you'll just leave out your goals. When talking to the PCs try to play up Fluff's evil, and downplay your own stake, if they ask you hard questions about our stake then you might let your goals slip. In particular if a party seems more likely to join Fluff and help in his evil, then you might try to tell them the TRUE story and enlist their aid to help you take over the land as an absolute ruler. When Fluff is defeated you can use some magical items in his castle to send the party back, you have no method of sending them back to their land at the moment.

[For your information gold is worth far more in Bunnyland, 1 GP in Bunnyland has the buying power of 200 GP in Bengalia, when the PCs object to your offer, you can tell them that they would be able to buy 2 suits of plate and have money left over with this money.]

[Game Designer's Note: Quite often adventurers are paid absurdly small amounts for the job they hired to do. Because of this I decided to make the monetary situation somewhat different in Bunnyland]

Note: If the PCs attack you then attempt to flee. However if they somehow manage to defeat and kill you then accept that result. If they defeat you here, then encounter 18 will not be run. If they still need incentive to finish the game then optional encounter 2 (where they meet Fluff) will be run. The PCs know of no method of returning to their world without going against of with Fluff.

There is still incentive for the game to go through. There is no way to
Magical Cheese

1. The owner of this cheese will not radiate evil when hiring a group of adventurers to do a dirty task.
2. This will only work for villain that purchased it. Buster Bunny.

Bunny Powers

All bunny men have the powers to do a monk's Leap once/day, and a monk's Speed once /day. These are innate abilities.

Props:

Bunny ears, tail, map, 20 GP, Sign 'Encounter 2. Mission Assignment', purple flag, plate patch

Encounter 3. The Ambush

Encounter Type: Combat, role-playing

Encounter Description: As the party walks down the trail, they will see a sign reading 'Encounter 3 - The Ambush'. Further down the trail there will be a bunch of bunnies poorly hidden in the bushes, holding twigs in front of their faces. A combat will ensue.

Time 30 minutes

Magic: Electrify Contraption, all bunnies

Recoverable stuff Electrify Contraption (R), 2 GP (R)

Rules of Engagement: Hide in the bushes holding up twigs. Attack when the party goes past your position. If the party notices you and tries to talk, the leader will talk to them. If the party attempts to bribe their way past, stop the combat for the negotiation (especially if you are losing). Do not hit downed PCs, and attempt to flee if you are losing. Use any abilities as you see fit **after** the combat starts. When you start the battle, yell 'For Fluff'. If the party fights this battle out you will lose, don't make it to obvious and give a good fight, but the party will win this one.

Notes: If the PCs try to blaze a new trail to completely avoid the ambush the ambushers will notice this and shift to meet the PCs, the ambushers will notice people trying to circle around them if the NPCs notice them, otherwise they won't

[Game Writer's Note: Someone in our chapter noticed that the third encounter was an ambush more often than not. It's a cliché in our chapter. The last time this was ran the NPCs stood in the middle of an

open field holding up twigs and trying to pretend to not be there, doing slow shuffles to prevent the PCs from getting around them.]

The party is walking down the trail when they notice the sign saying 'Encounter 3 - The Ambush'. They will probably continue carefully down the trail, and there will be a bunch of bunnies holding twigs in front of their faces as they wait for the party to approach. If the party feigns ignorance of the hiding bunnies, then the bunnies will let them get fairly close prior to attempting to spring the ambush. The bunnies will be lurking around a corner holding twigs in front of their faces.

The bandits were hired by Fluff to destroy the party. Fluff paid them the amazing sum of 5 GP to stop the party from retrieving the carefully hidden 'Slumbering Sovereign Restoration Potion'. The bandits are not fanatically loyal to Fluff and the party can buy them off. 6 GP will cause the bandits to stop attacking and start negotiating, 10 GP is the minimum the bandits will take to leave the party alone, and an offering of 20 GP will be immediately accepted by the bandits. If the party bribes the bandits and lets them get away, they will leave to never trouble the party again. If the party attacks the bandits after paying them off, then they will attack with renewed fury.

Name	Class Level	AI	Life points	Ability Points Avail.	Armor	Damage	Spells /Abilities used	Special Notes	Flags
Leader	druid/3	N	3/14/22	21	3 (NR leather)	4 magic	Rhinohide, Celtic fist	Bunny Powers, electrify contraption	B, R, P
monk	monk/2	N	3/10/18	3	2	3	Blocking	Bunny Powers .5 GP	P
thief	thief/1	N	3/8/16	NA	1 (NR leather)	2, backstab 3		Bunny Powers .5 GP	P
Fighter	Fighter/1	N	3/14/22	NA	1 (NR leather)	4	Battlefever	Bunny Powers .5 GP	P
Mage	Mage/2	N	3/10/18	15	1	3 9 electrify	Defense, 1 sp electrify	Bunny Powers .5 GP	B, R, P

Special Notes

Your group was hired by Fluff to ambush this group and prevent them from going on. None of you are sure why you were hired, your previous career hasn't been illustrious. However when the absolute ruler of most of Bunnyland gives you a task, you do it. Previously you made a meager living with some moderately successful attacks against poor people. Fluff has ordered you to make sure the party knows he ordered you to attack the party. Because of this you will yell '**For Fluff**' as you attack. [In actuality Fluff hired you because he wished to give the appearance that he was opposing the party without actually harming beating them, he has a good idea of the power level of the party and knows you can't beat them]. In battle you should start out fighting with full skill and using any abilities you have available. However you shouldn't waylay any one person and take them down immediately, and avoid incapacitating over half the team at once (for the druid). If it appears that you are beating the team then you should start to let them win. Some methods for doing this are:

1. The NPC can become overconfident. Say that you can beat them with your off hand and then start fighting with them, don't let others interfere with a one-on one fight.
2. When fighting someone you can leave an opening and allow them to hit you. Similarly you can reduce the number of hit points you have so that no matter how much they are swinging or how little damage you've taken, the next hit takes you down, or takes out your arm.

When doing the above, don't be obvious that you are letting the PCs, win, however feel free to overplay overconfidence. The party should be able to win without you having to do any of this, but I've been surprised before.

[Game Writer's Note: This is probably overkill on the NPC instructions but it might be useful instructions for someone somewhere. Basically give as good a fight as possible, but the PCs should win this one]

LOW NPC usage. In the event we are really low on NPCs, then drop the thief and bump the fighter to second level. Status are fighter/2, 3/16/24, 1 (NR leather), 5, battlefever, bunny powers 1 GP, P

Bunny Leader

You took the 3 GP that you had and bought a contraption of electrify once/day. If you get in trouble with them you will use the contraption and put up a red flag. Tell the GM if you used the contraption today, since that means the party won't be able to use it. If the party is paying your group to not attack them, you might notice that they are pretty rich and don't understand the value of money. You'll offer the electrify contraption to them for the outrageous sum of 20 GP (all the other bunnies will giggle at the way you are fleecing these adventurers). You'd be willing to go down to 4 GP for it. [You are rather into the combat, and if your people start running away, call after them saying 'We can win this, just help me'. You will fight to the end] *(1 GP in bunnyland has the purchasing power of 200 GP in normal IFGS, temper you reactions based on this conversion factor, this is for your information only, don't tell this to the PCs outright)*

1. electrify contraption

1. This rod of electrify will cast the a 6 point electrify for its owner. The rod is activated by waving it in the air for 6 seconds. At the end of the 6 seconds a lightning strike will come from the sky, charging the owner. This strike does no damage but causes a 5 second knockdown. This will work anywhere (indoors, outside, underground, in water). The rod can be used once/day.

Blue Book value: 600 GP * .95= 570

Bunny Powers

All bunny men have the powers to do a monk's leap once/day, and a monk's speed once /day. These are innate abilities.

Props:

2 electrify contraptions, 4 .5 GP notes, 5 bunny ears, 5 bunny tails, 5 purple flags, 2 red flags, 2 blue flags. Sign 'Encounter 3 - The Ambush'

Encounter 4. No Win Situation?

Encounter Type: Mental, role-playing

Encounter Description: As the party walks down the trail, they will see a sign reading 'Encounter 4 - No win Situation?'. Just past the sign a Bunny is waiting near a patch of cleared dirt. The Bunny will call out to the players asking them to play a game.

Time: 30 minutes

Magic: Monocle

Recoverable Stuff: Monocle of Know Aura (R)

Rules of Engagement: Only attack if they attack you, or if they lose the game. Fight to the death if they lose. Your goal is to capture them so that they will be alive just prior to the time that you're going to eat them, but if you accidentally kill one that's ok as well.

Curses: The TTT Bunny

The bunny is looking for people to play a game. He is actually a fairly stupid bunny and the game that he wants to play is tic-tac-toe. The bunny will play to his best ability, however he is easily distracted and forgets whose turn it is. On his second move, he will stare at the board for a while and then ask 'Whose turn is it?' If the party replies that it is their turn, they can make a second move. The party will keep being challenged to games until they win, lose, or decide not to play. If the party loses tic-tac-toe then they will be attacked by the bunny. If they win they will receive a prize. If they decline to play (either after the first or other games), then they can just move down the trail. The game is played by drawing in the dirt.

[Game Writer's Note: As an illustration of why a game producer should avoid major roles for his game, I had to substitute for team 2 on day 2 for this encounter so the NPC could go play the Slumbering Sovereign. The team then proceeded to beat me fair and square in tic-tac-toe (sigh :)]

Tic-Tac-Toe (TTT) Bunny

Class/Level: Fighter/8

Alignment:: Evil

Life Points: 8/38/46, (9/46/54 after a combat starts and you use battle fever)

Ability Points: N/A

Armor: 1 (innate)

Damage: 9, 7 with daggers

Special Attacks: Bunny Powers, NO fighter abilities except for one use of Disarm

Special Defenses: Bunny Powers, NO fighter abilities except battle fever, and fighter's recovery in combat, if dropsy is used against you then you can use dodge blow 4 times until you get your weapons back.

Gold: 0 GP

Flags: Purple

After several rampages you have been cursed to never kill except for self defense, or you beat someone in a game. Unfortunately the curse also requires that you give a prize if someone beats you in a game. You are rather stupid and the only game you know is tic-tac-toe, you can play it perfectly, but you are easily tricked into letting your opponent have an extra move [Either you can forget whose turn it is, or they can say 'Look a Comet' and make a move while you are distracted or anything else they decide to attempt]. You won't notice that you've been tricked. If you beat the party, or they attack you should attempt to take them down. If you beat them you will drag them off and eat them. If they decline to play the game they can . You will keep replaying tic-tac-toe until they either beat you, lose to you, or decline to play further. The prize you are offering is the Monocle of Autocast Know Aura once/day. In combat you fight to the death, unfortunately (for you) you recently lost your armor in a game of tic-tac-toe, so you are easy to damage. This role should NOT be given to one of the top fighters in the chapter. If people attack you and then surrender or drop their weapons your curse will prevent you from killing them (since it isn't self defense). Of course if they lose the tic-tac-toe game then anything goes. You have several daggers.

If questioned you might tell them the following information.

You used to work for Fluff as one of his advance attackers, under the direction of Buster. However one time you were conducting a terror raid against a small village and killed a family that was under the protection of a powerful witch. The witch appeared before the TTT bunny and cursed him to never attack without provocation. You don't remember much about the witch, just that she had red fur, and a ring.

[Game Writer's Remark:

In other words look for a Red Hare with a Ring, just remember Red Hare Ring]

Buster used to be one of Fluff's Lieutenants, however he apparently had a falling out a few months ago. He is now leading a resistance to Fluff's rule. You're not sure why.

Bunny Powers

All bunny men have the power to do a monk's leap once/day, and a monk's speed once /day. These are innate abilities.

Reveal curse on the TTT bunny:

As a cruel individual you shall never attack another save in self-defense, or after they lose a fair mental challenge to you. If you loose a mental challenge you must give up something valuable for a forfeit.

2. Monocle of know aura 1/day

1. Once per day the owner of this item can look through it to do an autocast know aura.

Blue Book Value: 500 GP

If the PCs are all knocked unconscious by the TTT bunny, then they are dragged off and prepared for eating [Use your imagination]. As he is preparing them for consumption, another bunny will approach and challenge him to a game. The prize for this other bunny will be the bodies of the PCs. The kindly bunny will beat the TTT bunny by tricking him. The kindly bunny will do 8 points of healing on every

member of the party, introduce himself as the safety valve bunny and Speed away. In the event PCs were killed in this encounter (either after winning or losing), the safety valve bunny will Lifespark them prior to healing them. The safety valve bunny can modify time so that the 5 minute rule doesn't apply.

[Game Writer's remark: Although he can deal out some SERIOUS damage, he doesn't have much armor. This is still a rather dangerous encounter for the PCs which is why there is a safety valve]

Safety Valve Bunny

Cleric/6, don't converse with the PCs, just do your thing and Speed away.

[The safety valve bunny is here because putting an 8th level fighter in a fight is a risky thing to do].

Props:

2 monocles, Sign 'Encounter 4 - No win Situation?', purple flag, salt & pepper?

Encounter 5. Gratuitous physical encounter

Encounter Type: Physical mental

Encounter Description: The party is traveling down a smooth wide road. The road is paved with yellow cobblestones, and is about 20 feet wide at all times. The road appears well maintained, and was obviously built with great care. As they travel down they soon see what appears to be a swamp ahead. As they get closer they see that the road ends abruptly at the edge of a swamp. A series of stepping stones leads across the swamp, and on the other side of the swamp there is a small footpath that seems to be overgrown with fiery red vines. The swamp seems to be about 60 feet across, and the foot path seems go through red vines for 10 feet past the end of the swamp before the road resumes just as abruptly as it stopped. A sign reads 'Encounter 5. Gratuitous Physical Encounter'. There seems to be a small placard in the middle of the swamp.

Time: 20 minutes

Traps: None

GM Notes: Write something down whenever they get hit by a vine, or step in the swamp, try to make it look like something will come back and haunt them later.

When the PCs examine the edge of the swamp they see that the edge is perfectly straight, and lined with identical square stones. The swamp seems to extend for 1 mile to the left and right of the road.

The gratuitous physical encounter is there to annoy the players. The stepping stones go across a swamp that is 3 feet deep. If they fall in the swamp they get wet. While walking through the swamp they must move at ¼ speed.

After that there is a maze of red vines, these vines can not be cut down (because we don't want to restring them for the next team). If they touch the vines nothing happens. The vines are harmless. The GM is however encouraged to write things down when the PCs touch vines, or step into the swamp.

In the middle of the swamp there is a placard (which looks like one of those standard brass historical marker) which reads:

5 years ago this was the middle of a large highway. This highway was central to the economy of Bunnyland, providing a convenient method for traveling from the Point of Pleasure through the Fascinating Forest. This increased commerce helped increase the standard of Living in Bunnyland. Thanks to the Tireless activity of the Committee to Save Our Swamps this section has been converted into the deep swamp, overgrown with indestructible fiery red vines that you see before you. By building this

swamp, we have restored the natural heritage that used to exist here thousands of years ago. In addition to the environmental impact of providing a breeding ground for the endangered mosquito, the economic benefits of forcing travelers to wade through the swamp, and dodge indestructible fiery red vines is incalculable.

Save Our Swamps is a non-profit cross-dimensional organization dedicated to restoring natural habitats in inconvenient locations. Funding for Save Our Swamps is provided by the Council for Physical Encounters in Games, a group dedicated to making travel along roads and bridges more interesting for adventurers. Other activities that the Council is involved in include:

1. Replacing strong bridges capable of holding elephants, with rickety constructs that can hold at most one adventurer (as long as they don't step on weakened boards).
2. Constructing illusionary bridges over chasms.
3. Dredging widely used fords, leaving just enough slippery stepping stones for travelers to jump their way across.

The Council for Physical Encounters in Games, also has a wide variety of traps, swinging blades, falling stones, and glyphs to serve any need that you might have.

For more information about the Council for Physical Encounters in Games contact our local representative, the Fiendish Fluff care of Fluff's Fortress, Bunnyland.

For more information about Save Our Swamps contact our local representative Baron Buster, care of Fluff's Fortress, Bunnyland.

Should the PCs attempt to go around the swamp area, they can feel free to try. They can easily see that the swampland seems to extend for 1 mile in either direction from the road. They can travel alongside the swamp for that distance. About 1/2 mile away from the road they will notice a dark cloud approaching from the distance, as they get closer to the edge of the swamp the dark cloud gets closer. Just as they reach the edge of the swamp the cloud is close enough to see that it is a huge swarm of flying monkeys. The monkeys will fly in, and overbear the PCs, grabbing all of their limbs before they can react. There are too many monkeys for the PCs to beat them off. The monkeys will then carry the PCs back to the road and fly away.

If a druid or ranger talks to the monkeys, then the only thing the monkeys will say is "The Game Designer needed some method of preventing you from going around a physical obstacle, and a swarm of flying monkeys is as good a method as any" [Feel free to canvas for best NPC roleplaying as 'The GM as the flying monkeys']

(Naturally the entire flying monkey part should take place by GM description only)

[Game Writer's note: What can I say, as a player I've seen quite a few encounters placed there just to have a physical encounter without a compelling reason to have it there, and I've done the same thing in my previous two games to shore up weak spots in the logistics of my game]

Props

sign reads 'Encounter 5. Gratuitous Physical Encounter', stepping carpet squares (or flour), red twine, placard

Encounter 6. The Potion

Encounter Type: Mental, potential combat

Encounter Description: The party finds their way to the place that stores the potion. They find a small cave. At the other end of the room there is a raised dais covered in black cloth. On the dais there is a potion, and at the very end (next to the wall) there is a

mirror. The room feels as if it's temperature is around freezing. A sign will read 'Encounter 6. The Potion'

Traps: The dais has a mechanical trap. The mirror is a magical trap
Magic: The potion and the mirror.
Time: 20 minutes
Recoverable Items: The Potion (GR)
Rules of Engagement: Attack when the skull laughs, fight to the death. Give the party a good fight but they should win this battle.

The potion is on a pressure sensitive plate. Removing the potion from the pressure plate will trigger an electrical circuit that causes a skull to appear in the mirror and laugh. The party can bypass this by finding weights to keep the pressure plate from rising. The cloth on the altar can't be moved, but the mechanism directly underneath the cloth can be felt if careful party members attempt to feel it. (The cloth is there to hide the cardboard.) (The prop has open sides, which will be covered by the cloth. The party will not be able to feel into the sides, the prop will appear to be a pedestal to them.)

If the party triggers the trap, then a timefreeze will occur. Three Skeletons will appear, one skeleton will appear on either side of the dais, and the third will appear just outside the door to the room.

3 Skeletons

Class/Level: Fighter/3
Alignment: Neutral
Life Points: 3/20/20
Armor: 3 (innate)
Damage: 6 (3 with off hand weapons)
Special Attacks: None, you may **not** use fighter abilities
Special Defenses: Immune to mind affecting spells and poisons, you may **not** use fighter abilities. When one of you is destroyed the power that is animating you can concentrate on the remaining skeletons. Each time one of you destroyed all remaining skeletons gain 10 life points [This can raise you above 20 points to destruction], you also gain 1 limb point, and you are +1 vs LI effects (including turn undead). This means the last skeleton standing will be level 5 vs turning (and any other LI), and will have 20 more life points and will have 5 limb points. [The extra life points can be used to heal limb damage]. Note that when 2 or fewer skeletons are up, dropsy will only cause weapons to be dropped for 5 seconds instead of 30 seconds.
[Game Writers Remark: This makes it so that a team with a 3^d level cleric will have a somewhat easier time, but it won't be a walkover for them].

Special weakness Holy water does 2 points no defense to you

Gold: None

Flags: None

You will attempt to destroy the party. Don't attack downed PCs, but you will follow the PCs until you are destroyed. When one of you goes down, be sure to call out 'I'm down' so the other skeletons know to heal themselves. In addition when you heal yourself, tell any PC who is facing you that you look stronger.

These are the skeletons of Bunnymen.

[Game Writers note: People told me that seeing skeleton masks wearing bunny ears was actually rather different]

The Mirror: (NR)

1. This mirror has an obnoxious number of savvies designed to waste spell points without giving any really useful information.
2. An attempt to destroy this mirror will activate the mirror, but will not succeed in destroying the mirror.
3. This mirror may not be moved by any means that you have.
4. This mirror is also activated whenever a mechanical trap is triggered.
5. Any room that contains this mirror will feel really cold.

6. This mirror will not allow you to pass through it into another dimension
7. When activated the mirror will perform a summoning.

[Game Writer's Note: To the best of my knowledge only one person savvied this item more than once.]

Legend lore:

The mirror of summoning. This appears to be an ancient artifact that has been passed down through the hands of necromancers throughout history. It is unknown what its precise properties are, but it is highly prized by necromancers.

The potion (GR)

Savvy

1. When administered to a being who is awaiting resurrection to combat some great foe, this potion will awaken this being to combat this evil

Legend Lore: The Potion

Legends of sleeping heroes who will awaken to combat evil when all hope is lost are common. This potion is one of the items of power that are often used to bring these beings back.

[We'll let the PCs have fun with 'administered']

Props:

Spooky Skull Mirror, [a prop I found after Halloween]

Pressure plate mechanism. [Home built, cardboard, a spring, wires and a fair bit of experimentation]

2 potion bottles. 'Encounter 6. The Potion'

[Game writer's note: The previous time I ran this game the players went through the first set of encounters more quickly than I had anticipated, and there was some downtime just before this encounter so that we could reschedule NPCs. The teams were actually taken by surprise when the skeletons appeared because the NPCs were lurking a fair distance away]

Encounter 7. Ridiculous Riddles, or Token Tolkien

Encounter Type: Mental/Roleplaying

Encounter Description: The party arrives at a large mound and finds the entrance. Over the entrance there is a beast's head. A very short jet of flame shoots from the head, and a deep booming voice challenges them 'No one may enter without answering my Riddles' . A sign read ' Encounter 7. Ridiculous Riddles or Token Tolkien'

Time: 10 minutes

Magic: Nothing, the items in range of Detect or Reveal magic are non-magical, and mechanical in nature.

Legend Lore: The Sepulcher of the Slumbering Sovereign
This used to be an old site for worship. To incite fear into the worshipers of this long lost god, the priests created a mechanical beast that could shoot flame, and which would enhance the voice of anyone speaking through it.

[Game Writer's note: This is a time delay encounter to allow NPCs to finish with earlier teams before rushing to encounter 8, NPCs in this encounter will be played and described by the GM, inspired by a Hercules episode where they were going to retrieve some widget and for no apparent reason a large fire-breathing stone head asked riddles... There was some downtime for team 2 in this encounter waiting for team 1 to finish encounter 10.]

This place has long since fallen into disuse, however a small child has found the device, and is playing with this serious looking group of people. The child will threaten them if they try to go past without playing the riddle game.

The three riddles are:

*It cannot be seen, cannot be felt,
Cannot be heard, cannot be smelt.
It lies behind stars and under hills,
and Empty holes it fills,
It comes first and follows after,
Ends life, kills laughter.*
Answer: Dark

*What has roots as nobody
sees
Is taller than trees
Up, up it goes,
And yet it never grows?*
Answer: Mountain

*Alive without Breath,
As cold as death;
Never thirsty, ever drinking,
All in mail never clinking*
Answer: Fish

(Hey what's a game without a few token riddles from Tolkien, as everyone should know these are from **The Hobbit** by J.R.R. Tolkien)

The child is going to ask the party three riddles before they can enter, the party has 2 chances to answer each riddle. If they get any one riddle wrong, the he'll say 'You have failed to answer my riddles. You may not pass' The child will put a time limit of 30 seconds on answering any riddles.

If the party manages to answer all 3 riddles, then when they try to go in, the voice will tell them that 'You have answered the first set, now you must answer questions 3.'. The voice will then proceed to ask 'What is your Favorite color', 'What is your quest', and 'What is the air speed of a laden African Swallow' (The party will get the last question wrong whatever they answer).

In either case, the party failing to answer a riddle, or the child not allowing them to pass after answering the riddles, a farmer rabbit will approach and say 'Roger, stop playing with these adventurers and come home. It's time for supper. The deep voice will then say 'Aw Dad', and a small rabbit (the size of a 6 year old) will come out and speed off. Both rabbits will quickly flee from the party.

Just inside the entrance there is a curtain to the left, if the try to look behind the curtain while the child is there then he will say 'Do not look behind the curtain'. Just past the curtain there is a small room which has a mouthpiece and a small lever. Speaking into the mouthpiece will greatly amplify your voice, and (if the child was still there, he would have used 'Speed' to escape after being revealed.. Pulling the level will cause a small jet of flame (too short to actually hit anyone) to jet out of the mouth of the beast.

Props:

Sign " Encounter 7. Ridiculous Riddles or Token Tolkien'

Encounter 8A. The Sepulcher of the Slumbering Sovereign

Encounter Type: Role-playing

Encounter Description: Just inside the mound the party finds a sign reading 'Encounter 8A. The Slumbering Sovereign'. A sarcophagus is nearby.

Time 5 minutes

Rules of Engagement: If the party is stupid enough to attack you then fight back.

The Slumbering Sovereign is resting in his sarcophagus. The party can administer the potion to revive him. [Pour a bit down the throat, pour a little on the body, let's let them use their imagination] At this point he will ask why he has been awakened.

The Slumbering Sovereign, Champion of the Cute , Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels, Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland,

Class/Level: 10 level knight

Alignment:: Lawful Good

Life Points: 8/38/46

Armor: 6 (+3 plate (NR))

Damage: 10 (7, +3 sword (NR) one weapon only), use +5 Additional Damage to make it 15)

Special Attacks: Knight abilities

Special Defenses: Knight abilities, bunny abilities

Gold: None

Flags: Purple

You are willing to chat with the party for a while but if they start to dilly-dally start the next encounter. [See next encounter]

Bunny Powers

All bunny men have the power to do a monk's Leap once/day, and a monk's Speed once /day. These are innate abilities.

Props:

Sign 'Encounter 8A. The Sepulcher of the Slumbering Sovereign, purple flag, bier/sarcophagus (optional), plate rep

Encounter 8B. The Hero Saves the Day

Encounter Type: Role-playing

Encounter Description: After the Slumbering Sovereign has awakened and is informed of the dire situation in Bunny Land, he will proclaim in flamboyant terms (see below for a suggestion) that he will save the kingdom by challenging Fluff to a duel to the death. He will walk over to a good fighting area and 'call forth the arena of challenge'. (A timefreeze will occur while the NPCs lay out a square ring ~boxing ring size (or whatever area is available at the encounter site). When time resumes the king will walk into the arena and issue a nice verbose kingly challenge to Fluff (NPC can use his imagination (see below for suggestion). (As he is doing this an NPC will go across the scene with a card reading 'Encounter 8B. The Hero Saves the Day'.

Time 15 minutes

Rules of Engagement: The party can't affect the combat between Fluff and the King, but the Popcorn Vendor will speed to his weapons if attacked and try to capture the PCs. The Popcorn Vendor DOES not want to kill the PCs, he wants to capture them. Fluff will be very angry if you accidentally kill someone.

Poison The popcorn & lemonade

Magic: The Slumbering Sovereign, Fluff, The Ring, The Popcorn Vendor's items

Recoverable Items: 4 eight point healing potions (R)

1 neutralize poison potion (including red death) (R)

1 neutralize disease potion. (R)

6 vials of Slumbering poison (GR)

GM's Note: If the popcorn vendor is defeated by the PCs and some PCs are asleep the GM should feel free to 'fast time' past the duration of the poison (just say 20 minutes pass)

After the Slumbering Sovereign has issued his challenge another time freeze will occur and Fluff will appear in the corner opposite that of the Slumbering Sovereign, and a NPC will be in the middle. The NPC in the middle will read the following from a card. In addition any spare NPCs will be in the audience to watch. They will watch, cheering at the appropriate times, booing at other times, and eat the popcorn.

In this corner, weighing in as a 10th level knight we have the Slumbering Sovereign, Champion of the Cute, Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels, Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland, the greatest hero to ever walk the land!

[A NPC behind the ring will hold up a sign reading 'Applause']

In this corner, weighing in as a 10th level monk, we have the vile and despicable, Fiendish Fluff. Ravage of the land, usurper of the crown, the Big Bad Bunny of this game

[A NPC behind the ring will hold up a sign reading 'Boo Hiss']

The rules are simple.

1. No kicking or throwing

2. No Poisons are allowed.

3. Don't fight until I say fight'

Do you understand? [Looking at the Sovereign]

[The Sovereign will give a short gracious speech agreeing to the terms and indicating how noble he is (see below for a suggested speech.)

Do you understand? [looking at Fluff]

[Fluff will then move forward, 'fake' grabbing the referee tossing him, and saying 'Throw', the referee falls to the ground and then Fluff will hit him with a dagger saying 'Dagger Red Death'.]

At this point the fight begins. This will be an incredibly realistic duel that looks just like a couple of NPCs spent time waiting in the woods choreographing it, the sword fighting will be very exaggerated, every once in a while a fake punch that doesn't even come close will be thrown and the opponent will

stagger back . While the fight is in progress a NPC behind the ring will be holding up signs saying "Clang', 'Biff' , 'Bop', 'Whoosh', 'Crash, Pow!, Smack! at the appropriate times.

[Game Writer's Note:

I had originally intended that the fight use the actual abilities of the NPC's so that the PC's could get an appropriate impression of titan's fighting. However this wasn't in the script, and the NPC's just did a choreographed fight ending with the fake disarm, (the SS twirled Fluff's sword , Fluff looked blankly at the SS, and then said 'Oh my Cue' and tossed his sword away. I recommend that you let the NPC's do as they see fit for this encounter. Try to make sure that the SS & Fluff can leave the earlier encounters first, so they can have a chance to work something out]

Eventually the Slumbering Sovereign will take his sword to Fluff's and twirl it around just like the fancy fake disarms we see in the movies, Fluff will then let go of his sword and the Sovereign will back Fluff up towards the edge of the ring saying something noble and pure, like 'Yield Varlet' [Feel free to make a speech if you want]. At this point Fluff will do a Sweep on the king, and hit him with another Red Death dagger. As the Slumbering Sovereign lies dying on the ground, Fluff will look over to the PC's and say 'I hope you enjoyed my popcorn' [Or any other speech you might want to make]. At this point anyone who ate the popcorn will fall unconscious and the Popcorn Vendor will attempt to apprehend anyone still awake (if they haven't already fought). At this point Fluff will disappear, going back to the place he started at.

While the reading of the challenge is going on another NPC dressed in a chef's hat or something similar will come around offering popcorn & lemonade to the PC's. The PC's can take this popcorn if they wish. [The popcorn vendor is actually a servant of Fluff who had come in since Fluff knew the Slumbering king was going to be awakened. The popcorn & lemonade are poisoned with a sleep poison, anyone who consumed any the popcorn will fall asleep at a dramatically appropriate time, and can only be awaked by a neutralize poison, or a black or white flower of Avalon (MU awaken will not work). The poison will wear off after 10 minutes if more is not administered.] The Popcorn Vendor will serve the spectator NPC's first, and they will immediately start eating the popcorn & drinking the lemonade. (The GM should also grab some and start eating as well to help encourage PC's)

[Game Writer's Note:

If PC's are not eating or drinking the popcorn because it's poisoned, you might want to let them do so 'out of character' so that they can have some refreshment.]

Boxing Ring

1. The boxing ring can be used to issue one challenge a day to anyone in bunnyland who is instantly summoned to the ring.
2. No one from outside the ring can do ANYTHING to anyone inside the ring until the challenge is over. Similarly nothing the inhabitants of the ring do will affect anyone outside it.
3. The challenge is not over until one or both of the fighters are dead, or one of them yields.

The Slumbering Sovereign, Champion of the Cute , Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels, Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland,

Class/Level: 10 level knight

Alignment:: Lawful Good

Life Points: 8/38/46

Ability points 45 (-5 for +5 additional damage)

Armor: 6 (+3 plate (NR))

Damage: 15 magic (7, +3 sword (one weapon only), use +5 additional damage

Special Attacks: Knight abilities

Special Defenses: Knight abilities, bunny abilities

Gold: None

Flags: Purple

You are noble and pure, you are trying to save the land from Evil. You have been Slumbering on your bier until the time comes for you to save the land. This vile and despicable Fluff sounds just like the type of villain that you are predestined to fight. You are courteous even to vile villains. Feel free to use any abilities you want to, so long as the fight hits the high points listed above. You are very gullible, no matter how bad of a job the party does trying to convince you to kill Fluff you will do it. If you don't get told about it, you will somehow magically deduce it because we want this encounter to start.

These are some suggested speeches for you, feel free to change them as you see fit. They are suggestions only, if you have a better idea, or don't like something, feel free to change it. [Your list of titles is a running joke, hopefully by the third time you say them people will start to get really tired of it.

[Game Writer's Remarks: The groans as the SS started his titles in the final encounter were gratifying. The speeches in here are intended as a guide for roleplaying. I would much prefer to see NPCs speaking instead of reading, and as long as they hit the high points. They should also feel free to make up new stuff if they come up with a good line.]

Challenge Speech

I the Slumbering Sovereign, Champion of the Cute , Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland, hereby challenge The Evil Warlord Fluff, vile despoiler of the land to an honorable duel to the death to determine the fate of Bunnyland and all of its inhabitants. By my Powers as King I summon the Vile Warlord Fluff to the Arena of Honor. TIMEFREEZE

The Acceptance Speech

I the Slumbering Sovereign, Champion of the Cute , Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland, accept the terms of combat that you have outlined and I swear by the powers and honors granted me as Slumbering Sovereign, Champion of the Cute , Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland, that I shall follow them both by their word and by their spirit.

Fluff.

Class/Level: 10 level killing monk
Alignment:: Pure evil
Life Points: 8/38/46
Ability points 50 (70 - 20 (2 red death, -5 blocking))
Armor: 11 (3 innate, +3 ring of protection, 5 pts blocking),
23 vs area of effect spells
Damage: 10 magic (7 + 3 sword), 5 pts with thrown weapons
Special Attacks: monk abilities, 2 red death daggers
Special Defenses: monk abilities, bunny abilities
Gold: None
Flags: Purple, 2 purple bean bags

You are vile and despicable, and you are currently engaged in a war to take control of Bunnyland, just because you want to do so. You knew about the attempt to revive the Slumbering Sovereign, so you came prepared. You sent your minion to the location where the Slumbering Sovereign was Slumbering so that you can capture these annoying interlopers. Feel free to use any abilities you want to, so long as the fight hits the high points listed above. Remember to cheat whenever you can.

Card Carrier

You are summoned by the magic of the Ring to hold up cards. If attacked you will disappear. You have no weapons.

Spectator NPCs

You are spectators summoned by the power of the ring, you have no weapons, or armor, and if attacked you will use 'speed' to flee. You will cheer, boo, and clap on cue, and when popcorn is served you will immediately start eating it. You can chatter amongst yourself about how Fluff has been abusing you [use your imagination], and that Fluff's former lieutenant, Buster isn't much better, even if he is leading the resistance against Fluff. You will immediately eat popcorn and drink lemonade when it is offered to you.

The Ring Master

You are summoned by the magic of the Ring to run the fight. You will follow the above script, and die on cue. You have no weapons.

The Popcorn Vendor

Class/Level: 5 level/monk
Alignment: Neutral

Life Points: 5/22/30
 Ability points 31 (-3 blocking)
 Armor: 5 (2 innate, +3 blocking)
 15 vs area of effect spells
 Damage: 7 (4, +3 NR magic sword), 2 with offhand weapon
 Special Attacks: monk abilities, physical attack 10. ((you are purposely using weaker physical attacks than you are allowed, so you don't kill PCs, if you are POSITIVE that it won't kill a PC you can go up to a 14 point physical attack)
 Special Defenses: monk abilities, bunny abilities
 Gold: None
 Flags: Purple, 1 purple bean bags.

You have no weapons with you, you hid them a little ways away. If the PCs figure out that you are trying to poison them, you will use speed to run away to your weapons and start the battle. You will attempt to subdue the PCs for capture.

You possess 4 eight point healing potions, 1 neutralize poison potion (including red death), 1 neutralize disease potion.

You also possess 6 vials of Slumbering poison [Which can't be recovered from the game, but which can be taken to other encounters].

Your goal is to get the PCs to eat the popcorn or drink the lemonade, and when they fall asleep you will capture them. If any PCs didn't fall asleep you will attempt to knock them unconscious. (Fight to win, but keep track of your points, if they beat you then they beat you). You will NOT kill PCs [Fluff would be very angry about this].

After the PCs are all asleep or unconscious you will administer more Slumbering poison and take them to the next encounter. If it looks like you are about to be defeated you will attempt to escape.

If PCs discover the poison and attack you prior to the end of the fight then the poison will take effect immediately and they will all fall asleep as above.

You are too much in awe of Fluff to betray him, (especially when he is watching), the PCs can't bribe you.

[Game Writer's Remarks: This is a capture encounter, but it is NOT intended to be unbeatable. The idea is that if the team is smart enough to save all (or in some cases most) of their party from the poison then they should be able to defeat the Popcorn vendor after a rather tough battle. However a 5th level monk is a rather dangerous opponent, especially with a +3 weapon. The person playing this part should be sure to study up on the abilities of a 5th level monk.]

Vendor's Sword

1. This sword does +3 damage when in the hands of the Popcorn Vendor. When the popcorn Vendor dies or is incapacitated it will become worthless rubbish. (In other words you can't have it).

3. 8pt healing potions

1. When drunk this potion will heal 8 points of damage.

Blue Book Value: 96 GP each

4. 1 neutralize disease

1. When drunk this potion will cure diseases as per the cleric's neutralize disease spell.

Blue Book Value: 100 GP

5. 1 neutralize poison (inc red death)

1. When drunk this potion will cure any poison including red death. (As per the thief's neutralize poison ability)

Blue Book Value: 250 GP

Dramatic Slumbering poison:

The popcorn and lemonade include a dramatic Slumbering poison, only detect poison will detect this.

Even licking one piece of popcorn will put enough in the eater's system that they will fall asleep when it is activated. A Dramatic Slumbering poison is activated at a dramatically appropriate moment. The poison on the popcorn will only knock people out for 20 minutes. This effect is LI at 6th level.

The poison becomes activated at a dramatically appropriate moment. These moments are when Fluff says 'I hope you enjoyed my popcorn', or when any PC attempts to cure or freeze the poison. The only cures for the Slumbering poison are neutralize poison, or a white flower of Avalon, or time. The 6 vials of Sleeping poison are a more concentrated dose. One full dose of this will knock someone out for 1 hour or until an antidote is administered. When this wears off, it will wear off in a progressive manner, where

paralization slowly disappears from the top of the body to the bottom. A full dose of Slumbering poison is LI at 8th level. If the popcorn vendor is defeated by the PCs and some PCs are asleep the GM should feel free to 'fast time' past the duration of the poison (just say 20 minutes pass) This poison must be ingested to work.

[Game writer's Note:

The lemonade was added at the last minute, one of the PCs put some on his blade and started calling '3 lemonade'. We decided then that it must be ingested to work, and I'm keeping that ruling because if it wasn't then the Popcorn Vendor's weapons would be coated in it, and it would make the rest of the game too easy if the PCs could use it']

A thief using detect poison, or a ranger using detect poison can determine this information after examining the vials.

Props:

Encounter 8B. The Hero Saves the Day'. 12 potion repsX # of teams, boxing ring rep, 2x purple flags, 3 purple bean bags, popcorn, boo/applause,biff,bap,bop,whan etc signs, 2 daggers

Encounter 9. Watch what you eat.

Encounter Type: Mental

Encounter Description: If the party has been subdued, then they will awaken fully healed. They are in enclosed in a cage suspended by a rope over a pool of acid. The cage is in the middle of a large chamber. The cage is enclosed in glass, and starts slowly filling with water. The rope that holds up the cage goes through a pulley over to the edge of the chamber where it is tied off. Just below the rope there is a candle that is burning through the rope. Fluff is standing near the doorway. A sign reads 'Encounter 9. Watch what you eat'

Traps: The cage, the acid, the rope, pretty much everything in the room.

Time 30 minutes

The party is in a classic deathtrap and Fluff is present to gloat over their pending demise. The party has been casually searched. Their obvious possessions have been taken, but the search was very casual. Anything they made a vague attempt to conceal will not be found. The party will be fully healed when they awake.

Fluff's Gloating speech

[This is a suggested speech, Fluff can feel free to change it entirely, but be sure to reveal the information that is underlined, also feel free to insert sinister laughter whenever you feel like..]

(The party becomes awake, and they can move their heads but they are paralyzed and can't do anything, they are fully healed [Fluff healed them])

(The party becomes awake, they are completely paralyzed, but they are aware of their surroundings (killdagger) they are fully healed)

Greetings fools, you have fallen into to my trap. I knew that Buster was going to be attempting to use the Slumbering Sovereign to destroy me, so I was prepared for your futile attempt to defeat me. It's typical, someone tells a group of adventurers 'There's an evil being threatening the land', and that group goes out and attempts to slay the evil beast, never thinking to check and see 'Is this being really evil?'"

I mean, have you seen me destroy any villages, mistreat women, slaughter babies, perform sacrifices to dark gods? No you haven't. Yet here you were trying to summon a hero to kill me. What is the sense in that, do you not have anything better to do with your time? For all you know I could be a kindly old gentleman trying to restore peace and order to a war torn land, the savior of the land and the last best hope for peace.

Of course I really am an evil Warlord, and I've slaughtered entire cities in the east, saving only attractive young female bunnies who service my needs until I sacrifice them and their babies to my dark gods. And after I conquer Bunnyland I intend to open a portal to your world and lead my

armies of death to conquer your homelands. But you had no way of knowing that. You hurt my feelings with your ready acceptance of the fact that I'm evil.

[About this point the paralization has worn off enough that they will be able to speak]

So do you know why I've brought you here? I know that you're able to speak now.

[PC's hopefully say 'Do you expect us to talk' ?]

[If the PCs say 'You expect us to die', a suggested reply is 'No I expect you to talk. Just kidding, you're right I expect you to die']

No, I expect you to die, I could have had you killed earlier, but what fun is that? In order to keep my membership in the Evil Overlord Club I have to create fiendishly clever deathtraps and put heroes in those traps. It's a rather silly requirement, but the club has a rather nice selection of torture equipment, good prices on mercenaries, some nice escape mechanisms, and of course the Evil Plot of the Month, essential for devising new ways to spread evil around the country side.

What I have here is a fiendishly clever trap, built by a supergenius, myself of course, that will serve as an example to all who oppose me. The cage will fill with water until the rope that is being weakened by my candle breaks. At this point you will plummet into the pool of acid, shattering the glass cage, sending shards of glass into your half drowned bodies . The acid will then eat away your flesh, leaving a nice collection of bones that I can use to build a nice new throne. The water will ensure that your bones are nicely etched by acid instead of being completely consumed. It's my own personal touch that I feel moves this from the standard type X146b death trap into something a little more personalized. I hope you appreciate the distinction of being the first group of foolish adventurers to experience this means of death. As soon as you have finished testing it, I plan to use it on Buster, I mean he was an able lieutenant, who served my needs quite well, but attempting to destroy me so that he could take my place just isn't proper. I mean it was my right as the Evil Overlord to take that captive for my own needs, he had no reason to complain.

[Right now everything above the waist is free of paralization]

I would stay to watch your agonizing demise, but the last battle really messed up my hair. I must return to my castle and summon some hairdressers to fix it. Have a nice day, I'll send my minions to collect your bones in a few weeks.

[Everyone is able to move their entire bodies]

The death trap components:

1. The cage they are enclosed in is a glass cage suspended over a vat of acid. 20 points of damage to any one area of the cage will break that area. (pounding on it with hands does 1 point of damage every 10 seconds to the cage, per person who is trying, kicking does 2 points.). When an area of the cage breaks it will shatter. If care isn't taken to prevent glass shards from cutting people it will do 2 points of damage to people contacting the sides of the cage. There is a class B lock on the cage door that could be opened by a thief who managed to hide a lockpick. It can be smashed open by 35 points of damage (21 points of magic damage). If the cage falls to the ground with PCs in it, everyone takes 5 points of damage from the combination of the fall and the cage shattering. The cage is 8 feet tall, 20 feet over the ground, and the sides are 7 feet long.
2. The cage is filling with water. It will fill 1 foot every 1 minute. The cage is 8 feet tall. PCs don't really have to worry about drowning (see below). The water seems to be magically appearing inside the cave.
3. The candle is burning through the rope. The rope will burn through in 10 minutes. If the PCs don't stop the cage from filling with water then the extra weight of the water will case the rope to break in 5 minutes.. Swinging the cage without water being in it will break the rope after 8 minutes of burning. A critical missile hit, or a Dead Eye can knock the candle over, the cage must be broken for either of these to occur. A Burn Out will stop the candle without having to break the cage.
4. The acid is fairly nasty. Every second in the acid will do 7 points of damage to anyone in it (ARMOR DOES APPLY). However water will dilute it. Every foot of water dilutes the acid and causes it to do 1 point less damage. If the cage smashes into the acid, the acid will splash out of the pool expanding the radius from 10 foot radius, to a 15 foot radius, this reduces the damage by 1 point , with the extra 5 feet doing one less point of damage.

If PCs do nothing the rope will break after 5 minutes falling into the acid pit. The cage will break diluting the acid, and hurting the PCs. Each PC will take 5 points of damage from the fall and the cage shattering and the diluted acid will do 2 points of damage for every second that they remain in it. [The acid was diluted by the water and splashed out into the room. The acid pit's radius increased from a 10 foot radius to 15 foot radius (doing only 1 point of damage/second in the extra 5 foot area).

My ideal solution is to open the cage door somehow, put out the candle, and start swinging the cage. The PCs can jump out outside the acid pit. Everyone will take 2 points (armor doesn't protect, but magical protection does) of damage from the jump (except for monks who don't take any damage). Go with the flow and let the PCs do what they want, the better their solution the better the results. I'm sure inventive PCs will come up with a better solution than mine

Props:

sign reading 'Encounter 9. Watch what you eat', Cage outline with lock, acid pit rep, candle rep, rope rep

Encounter 10. Your mission should you choose to accept it.

Encounter Type: Role-playing

Encounter Description: This will occur after encounter 7 if the party wasn't captured, or after encounter 8 if they were captured. As they are standing around after the Slumbering Sovereign was defeated, or after they escaped from the trap, then the spirit of the Slumbering Sovereign will appear to them. A sign is around reading 'Encounter 10: Your mission should you choose to accept it'.

Time 5 minutes

The Spirit of the Slumbering Sovereign appears to the party to deliver a speech. First the spirit will lifespark any dead PCs. Then it'll begin the speech. [As with all of your speeches, feel free to modify it, just give the important information to the party] After the speech is over, the Spirit will start to count down, when the Spirit reaches 0, then the spirit explodes doing 10 points of fire damage to anyone within 5 feet of it. [As usual the speech is a suggestion, if you come up with some good modifications use them, be sure to give the essential information

I the Slumbering Sovereign, Champion of the Cute , Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland, have failed to defeat Fluff. Now it is up to you to defeat Fluff, if you fail to defeat him then you will never return to your home world. Once he conquers this land, he will expand his efforts to your home world. Your mission, should you choose to accept it, is to go to the Mountains of Merriment and seek out the Secret Cave of Power. Only in there can you find the power that you will need to defeat Fluff. Fail and you shall never see your world again. Now you must take my sword and throw it... sorry wrong speech. This spirit shall self-destruct in 10 9 8 7 6 5 4 3 2 1 0 Fireball 10 points, centered on me

The Spirit of the Slumbering Sovereign

Class/Level: 10 level knight, you are immaterial, and can't do anything (except explode and lifespark), and can't be harmed. You are a vision, not undead.

Props:

Sign reading 'Encounter 10: Your mission should you choose to accept it'.

Encounter 11. The Search for the Cave

Encounter Type: Role-playing

Encounter Description: The party goes down the trail and finds a small notebook on the side of the road. The GM describes a vast mountainside and tells the party that their mental challenge is to figure out how to find the Secret Cave of Power™ . They should describe how they are searching, and what methods they use. For every good method they gain an extra second on the mental challenge (up to 30 seconds). A bump of direction will bypass the mental challenge. A sign reads 'Encounter 11: The Search for the Cave'

Time 10 minutes

The mental challenge is done to represent the mental effort of searching for the Secret Cave of Power™. In order to give the mental test the GM will ask the party to describe the methods that they are using to search for the cave. The GM will then say that to represent the mental effort of searching for the cave, they must take a piece of paper and a pencil. They will have to circle the numbers, in ascending order starting with the lowest number on the page. They will have 5 seconds to do this, +1 second for every good idea that they have.

The piece of paper will contain 10 numbers written down on a piece of paper. The numbers are 1,2,3,4,5,6,7,8,9,10 and they are written in that order in 2 rows of 5.

[Game Writer's note This is a parody of a mental encounter to find something in mountains in a previously run game, there the numbers were written in randomly order and a wider distribution]

If the party fails the test, then you can make them feel bad, and as they leave the mountain despondent over failing to find the cave, one of them trips over a sign pointing towards the cave. Bump of Direction will bypass the mental challenge.

When the mental challenge is complete they can move down the trail a bit and there will be a sign reading 'To the **Secret Cave of Power™** ', and they can follow that sign. [If some PCs got bored and scouted down the trail they can avoid the mental challenge entirely]. The path will be well marked with

many signs pointing to the cave, and eventually they will arrive at the **Secret Cave of Power™**, (which they will easily identify by the big sign over it).

Props:

Sign reads 'Encounter 11: The Search for the Cave', book with numbers, Signs reading 'To the Secret Cave of Power'

Encounter 12A. The Secret Cave of Power: Entrance

Encounter Type: Role-playing, merchant

Encounter Description: Just outside a large cave, conveniently labeled 'The Secret Cave of Power™' there is a souvenir stand. A bunny stands behind the stand ready to sell merchandise to any passing adventurers. Another sign reads 'Encounter 12A. The Secret Cave of Power: Entrance'

Time 20 minutes

Rules of Engagement: If the party attacks grab as much merchandise as possible and flee. Feel free to fight if attacked, and feel free to lurk about and set an ambush or follow them to attempt to crash time them, or whatever you feel like. Don't pick up the Cave of Power handbook or hairdresser disguises or coolness contraption.

Magic: 8 pt healing potion, disguises, generator, contraption, 4 ability potions, potion of n. Poison., Jack, Jack's sword, potion of amorphism

Boon/Bane Boon to get everything

Bane to attack Jack [Unless they figure out a way to take him out without him being able to mess them over]

Recoverable items 2 eight pt healing potions (R)

Cave of Power handbook (R)

Hairdresser disguises (GR)

Insult Generator (R)

Contraption of Coolness (GR)

Potion of Amorphous (GR)

4 four point Ability point potions (R)

20 GP (R)

Potion of autoactivate Neutralize Poison, (R)

Just outside 'The Secret Cave of Power™', there is a small souvenir stand. The souvenir stand is manned by a Bunny Souvenir salesman

Jack [of all trades]

Class/Level: ALL/3

Alignment:: Neutral

Life Points: 16/24 (Amorphous hit points all blows count towards total no limb points), use battle fever for 20/28 if battle starts)

Ability points 43 (50 -3 electrify, -2 defense, -2 strongarm+1)

Armor: 4 (chain (NR) + defense)

Damage: 8 magic (6 +1 strongarm, +1 weapon (NR)) , electrify 6 to weapon

Special Attacks: ALL 3rd level abilities, backstab 10 magic, physical attack 9 [sic, if you use Physical attack call NO MORE than 9]

Special Defenses: mage abilities, bunny abilities, autoactivate N Poison

Special limitations: Use electrify on a weapon only, don't use it on a body shot.

Spells pre-cast: 1 spell point electrify, strongarm +1, 2 point defense.

Gold: 20

Flags: Purple, blue, red, yellow, 2 purple bean bags.

You have the concession for the Secret Cave of Power™. You haven't been making much money, so you recently put out a bunch of signs to try to increase business. Since doing that you've been making a good bit of money selling stuff. *[Note that the economy in Bunny Land is fairly depressed, 1 GP in bunnyland can buy the equivalent that 200 GP can buy in normal lands, Don't tell this to the PCs, just temper that into your reactions]*

You are Jack, Jack of All Trades. You can do everything. You're not quite sure why you've gained all of these extra skills, you think that there really isn't a good reason, and that some strange being decided to give you these abilities as a pointless parody of other games that have multiclassed beings as big bad guys. Try to use as many abilities from as many different classes as possible.

Your chain and magic weapon are special for you and will mystically disappear if you are defeated. When you suggest that the PCs purchase the Cave of Power handbook hold up a sign reading 'Important Clue'. When you mention the hairdresser disguises or the contraption of coolness then you should also

hold up the sign reading 'Important Clue'. This is an extremely subtle way of telling the PCs that these are extra important. You are willing to give savvies of your items to people.

You will also offer your services to the PCs, perhaps you can cast strongarm (1 GP), bladessharp (.5 GP), enhance (1 GP), savvy (.5 GP / 2 items), heal (.5 GP/ spell point), or anything else they want that you can do, feel free to make up prices, Be sure to mention as many classes as possible when doing so.

You are quite willing to use your gold to buy items (at ~1/250 of blue book value).

You won't offer to cast elemental arrow, but if they ask you will sell them for 2 gold pieces/arrow.

Don't do more than 3 of them [Ordinance 21B prohibits you from casting more]

[Game Writer Note: The other abilities that this rabbit can do are more limited in scope. Elemental Arrows can be kept and lobbed at anyone. One of the teams was low on people so I let them have a 4th level ranger, and with elemental arrows he was killing NPCs in one shot in the final fight.

One thing that the NPC who played this role had fun with is killdagging PCs and using their hands to display items, or doing so to explain how useful the autoactivate N. Poison would be]

Items for Sale

<i>Item</i>	<i>Number available</i>	<i>Cost each</i>	<i>Blue Book</i>
8 pt healing potions	2	1 GP	96
Cave of Power handbook	1	0.5 GP	0
Hairdresser disguises	6	0.5	0
Insult Generator	1	3 GP	475
Contraption of Coolness	1	1 GP	0
4 Ability point potions	4	1 GP	200
Potion of autoactivate Neutralize	1	3 GP	300
Poison, Potion of Amorphism	1	3	N/A

Detailed information, savvies and the pitch you will make to the PCs about them.

3. 8pt healing potions

1. When drunk this potion will heal 8 points of damage.

Blue Book Value: 96 GP each

6. insult generator

1. This item will generate 1 spell or ability point for it's owner each game day.

2. This point can only be withdrawn by exchanging 3 insults with the generator (as played by a GM) for the point.

Blue Book (500*.95 (requires GM intervention to get points) = 450 GP

7. Autoactivated N. Poison

1. When drunk this potion will stay in the drinker's system. The next time the drinker is affected by a poison than can be neutralized by Neutralize poison, it will automatically be neutralized. This includes killdaggers, and venom poisons but not red death.

Blue Book 300 GP

This is a very useful item. Not only do you use it yourself, but you've sold these to many people. Why you've sold it to Fluff himself, and a bridge guard that guards the only bridge over the River of Rapture.

8. 4 spell/ability point potions

1. Drinking this potion will restore 4 spell or ability points.

Blue Book Value 200 each

Cave of Power Handbook

This guide is essential for anyone that wishes to delve deeper into the depths of the Secret Cave of Power™. Without it you would be doomed to certain death. This would be very bad since then you couldn't buy souvenirs on your way out. [Hold up CLUE sign]

Hairdresser disguise.

1. When this is put on, a 12 level disguise will be put on the wearer. This will disguise the wearer as a Hairdresser. The duration of this disguise is 8 hours. This only works in Bunnyland.

These disguises are sure to have a use somewhere, you're not quite sure what it is. [Hold up CLUE sign]

[Game Writer Note: Just use a green flag for this. Making them wear ears would just distract from the impact of the final reward]

Contraption of Coolness

1. When this is waved at something hot, that thing will cool down immediately. This only works in Bunnyland.

This is a small fan which cools things down. Perhaps it could have an important use for the party [Hold up CLUE sign]

[Game Writer Note: No one figured out how I had intended to use this item, but people wearing latex masks found it to be nice. (I used a cheap fan from Walmart)]

Potion of Amorphism

1. When drunk this potion gives the imbiber Amorphous hit points for one combat. It only works in bunny land. (Amorphous hit points means that all hits limb, or torso count towards total points and it's impossible to take out limbs).

This is a reasonably common item, you yourself have a permanent version You understand that in some lands it's very available, especially undead.

This role is OPTIONAL, if we have a NPC to spare who doesn't have anything else to do we can introduce:

The Tour Guide

Class/Level: Mage/2
Aligment: Neutral
Life Points: 3/10/16
Ability points: MU2-3
Armor: 1 (Defense)
Damage: 4 (strongarm +1), 1sp electrify (9 vs body, 6 vs weapon)
Spells used: Defense, strongarm, 1sp electrify
Special Attacks: MU spells,
Special Defenses: MU spells, Bunny powers
Flags: Purple
Gold: .5 GP

Your will offer yourself as a tour guide for the people exploring the cave. You will go along with the party and recite the information contained in the guide to the cave, give them the history of the cave (make stuff up), and make up information about the traps and how they were defeated and who's been killed with them. Basically your job is to roleplay with the party and make stuff up to tell them, the wilder the better. If you come up with something particularly interesting you might want to turn it in to the newsletter. The information that you are relating is what you were taught in guide school (at least that's what the NPC thinks). Feel free to change stories for different teams (you were taught different stories in guide school). This is a chance to use your imagination. (When telling stories try to keep the team moving, don't stop to tell them). If attacked then run away. It costs .5 GP to hire you as a tour guide. If the party tries to hire you away from the cave, you tell them that you are under a contract to stay with the cave, and if you break the contract you turn into a pile of goo. If you move more than 60 feet away from the exit of the cave then you will turn into a pile of goo. Other than that anything goes, but you will not initiate a combat with the team. This is a chance for you to use your imagination.

[Game Writer Note: This optional role was NOT used the last time it ran. I have no idea how well it will go over, but in the unlikely event you have an abundance of NPCs you can give someone this part]

Props:

sign reads 'Encounter 12A. The Secret Cave of Power: Entrance', Sign 'The Secret Cave of Power', Purple, blue, red, yellow, 2 purple bean bags.

sign 'Souvenirs', item/price list, for each team 20 gold &

8 pt healing potions	2, Cave of Power handbook	1
Hairdresser disguises	6, Insult Generator	1
Contraption of Coolness	1, 4 Ability point potions	4
Potion of autoactivate Neutralize Poison	1, Potion of Amorphism	1

Encounter 12B. The Secret Cave of Power™: Antechamber

Encounter Type:	Physical/ Mental
Encounter Description:	Just inside the cave there is a small chamber. A sign reads 'Encounter 12B. The Secret Cave of Power™: Antechamber'. There is a doorway that leads further into the cave, the doorway is locked, and there are a bunch of multicolored squares on the ground.
Traps:	The stones
Magic:	the stones Boon to perform a step in sequence Bane to perform a step out of sequence
Time	Boon to pick the lock 10 minutes

Inside the cave there is a set of multicolored squares. The doorway that leads further into the cave can be opened in two ways.

1. The lock has the difficulty of a class C lock, and can be picked but it is unbreakable, and can't be opened by reverse lock.
2. Follow the instructions in the guide book. Touch the multicolored stones in the proper order. If the order is messed up the person that messes the order up will take a 6 point electrify.
 - a) First touch all 4 blue stones
 - b) Second touch all green stones while the 4 blue stones are being touched.
 - c) Finally touch all the purple stones while still touching all other stones.

As the party goes into the secret cave of power, it would have been a good idea to buy the guidebook since it lets them get past this puzzle and warns them about the greed test.

The Stones

Savvies

1. Touching these stones in the proper sequence will open the door
2. Touching these stones in an improper sequence will generate a 6 point electrify shock to the person who touched an improper stone.

Props:

Class C lock, sign reading 'Encounter 12B. The Secret Cave of Power™: Antechamber', twister rep

Encounter 12C. The Secret Cave of Power™: Standard Trapline

Encounter Type:	Mental
Encounter Description:	Just after the doorway, the passage branches. A sign reads 'Encounter 12C. The Secret Cave of Power™: Standard Trapline
Time	10 minutes
Boon/Bane	Boon to ignore traps, Bane to do something stupid
Traps:	None (except for the Greed test)

As the cave continues the PCs will encounter several traps. All of these traps have been disabled however. The traps they find are:

- 1) Several burned out glyphs. The shape can still be made out but the glyphs are burned and non-magical. PCs can't learn new glyphs from this list. Glyphs found include Mord, Maigus, passalon, Pyro, Svarg, Uvas, and anything else the producer feels like putting in.
- 2) Several mouse traps attached to broken trip wires. Just past each of these trip wires one of the following can be found.
 - a) A 21 foot wide pit that fills the passage . At the bottom of the pit there are spikes which are coated with a strange liquid, close examination reveals the unusable remains of red death poison. However a bridge has been put over the pit, and this bridge has handrails. Only by intentionally jumping into the pit can they take damage (10 points).
 - b) A small blackened hole in the floor with a 5 foot radius blast circle.
 - c) A place where the passage is filled with rubble. However a narrow passage has been cleared out, and shored up with heavy boards.
 - d) A place where two stones doors have fallen from the ceiling. Holes have been cut in both doors, and the area in between them has a continuous stream of water coming down, (which flows into a crudely hacked drain).

- 3) A place where a bunch of swinging blades hang from the ceiling. Close examination reveals that the blades have been jammed and can no longer swing. [Game Writer's Note: This is a prop we've had in our chapter for a while it wouldn't be worth constructing them for this game, but the GM could describe them]
- 4) A curve in the corridor where it looks like a big boulder smashed into it (just past a narrow pit). The party can edge past the boulder.
- 5) Anything else the GM feels like making up, as long as it doesn't do any damage to the party.

Note the greed test will occur somewhere in the middle of this encounter, it will extend on both sides of the greed test.

Props:

sign reading 'Encounter 12C. The Secret Cave of Power™: Standard Trapline, swinging blades, burned out glyphs, mousetraps, trip wires, board rep, yarn, rope

Encounter 12D. The Secret Cave of Power™: Greed Test

Encounter Type: Mental
 Encounter Description: A little ways down the passage, there is an alcove. There are several skeletons in the alcove, and a large pile of gold. 10,000 GP are in the alcove. A sign reading 'Encounter 12D. The Secret Cave of Power™: Greed Test' is present.
 Time 10 minutes
 Boon/Bane Boon to pick up the ring of Legends
BANE to do ANYTHING with the gold except leave it alone
 Magic: the ring
 Traps: The Gold
 Curse: The gold
 Recoverable Items The Ring (R)
 GM's Note: if the PC dies here tell them that they can use cap to come back in, or they can just follow the party around. If they then tell you they want to use cap repeat 'Or just follow the party around' (a subtle hint), (they can use the eggs latter to resurrect)]

Next there is an alcove to the side, with 10,000 GP lying in it. Anyone who touches the gold, or disturbs it in any fashion is immediately struck dead. There is no way to recover it, and anything the PCs think of will result in the death of the person or people trying. (It's a pretty smart curse (no TK, mist servants etc..)).

One of the skeletons is wearing a magic ring of lore. One of the skeletons will be holding a piece of burned lasso. It's arm will be outstretched towards the gold [He attempted to lasso the gold, and was killed] The lasso is burned out where it had touched the gold.

10. Ring of Legends.

1. Once per day the owner of this ring can rub it to summon a not-so mighty Genie. The only thing that this Genie can do is to answer one lore question a day. It will answer a legend lore question to the best of it's abilities. The Genie is immaterial, and can not be harmed, and the only thing it will do for it's master is to answer questions, and possibly engage in role-play (as the GM desires). The Genie enjoys telling stories, GMs are encouraged to roleplay telling the legends, and to embellish the details (while still remaining accurate to the legend))

Blue Book 550

Detect curse on the Gold:

1. Touching, or disturbing this gold in any manner will kill the person who does anything to it. No method can be used to avoid death. However they can still be resurrected & lifesparked as normal.

Props:

sign reading 'Encounter 12D. The Secret Cave of Power™, 10000 GP in bowl, skeletons, ring for each team, burned rope

Encounter 12E. The Secret Cave of Power™: The McGuffin Room

Encounter Type: Mental

Encounter Description: Finally the party arrives in a small room, there is a cheesy looking box over in one corner reading 'Deposit 5 GP'. A sign reading '.Encounter 12E. The Secret Cave of Power™: The McGuffin Room' is present.

Magic: The vending machine's contents (the potions)
Traps Further down the tunnel
Time 15 minutes
Boon/Bane Bane to do anything that would break vials (until the party has one)
Boon to get the gold in the machine
recoverable Items 3 vials (GR)
40 GP (R)

The Vending machine has a dial with a lot of options on it. These are the items that can be gotten from this machine, however the machine is out of everything except for the villain reducers. This room has a vending machine with a sign reading Deposit 5 GP, in the corner. The vending machine will give them a reducing oil when 5 GP is deposited into it. They can get as many reducing oils as they desire, but only Buster and Fluff count as major villains. The machine is locked with a class B lock. If they open it they can get at the gold and pick up the reducing oils. [The machine contains 40 GP]. If they attempt to break open the lock with weapons, the first time they hit it they will hear a potion bottle shatter. If they hit it again then they will hear another potion shatter. They might be able to recover enough oil to win the game if they break in quickly and gather it up [within 3 minutes]. Opening the lock with 20 points of acid will work fine. It takes 40 points of physical damage, or 20 points of spell damage to open it. There are 3 potions of Reducing oil in the vending machine. [The extras are there to let them break a few]

There is an exit labeled 'Secret Exit here. Going through this door takes them through a short tunnel to a point outside the Mountains of Merriment. There are enough landmarks for them to tell where they are on the map.

Reducing oil:

1. When this oil is rubbed into the hair of a major villain, it will significantly reduce that villain's power so that a group of adventurers who would otherwise be slaughtered will have a fighting chance. This oil will only last for one game day. The reducing oil takes effect between 30 seconds and two minutes after being applied.

The Vending Machine.

The vending machine is a small device that has a dial. On the dial there is a list of possible devices, prices for each, and number available. Only reducing oil is available and it is listed at 3 (as oils are destroyed/removed the GM should describe that number going down.) Putting the appropriate gold in the machine will yield a reducing oil.

[Game Writer's Note: I originally wanted to turn this into a babel fish like puzzle, but didn't come up with something satisfactory. I think it worked fine as it was]

The items on the dial are: (As many of these as the prop will support).

Golden Falcon	Memory Restorer	Thermonuclear	Brisings' necklace
One Ring to Bind	Mysterious Artifact	Device	Time Machine
All	Swordbreaker	Pandora's Box	4 celtic treasures
Villain Reducer	Magic Mirror	Arc of the Covenant	Dilithium crystals
Broken Sword	Ivory Dagger	Holy Grail	Silver Sword of
Golden Cap	Magic Lamp	Runestaff	Sorcery
Widget of Escape	Magic Belt	Flying Carpet	Heart of Darkness
Fluff & Bunnies	Silver Arm	Flying Mechanical	Talis's head on a
Script	Excalibur	Horse	silver platter
Fairy Tiara	Secret Plans	Coke	Golden Fleece
Seal	Potion of	Balanced Budget	Medusa's Head
Grimoire	Slumbering	Lost City of Gold	Loc-nar
Silver Slippers	Sovereign Revival	map	Tardis
Golden Apple	Anti Magic Amulets	Heart of Gold	Q's lunch
Silmaril (sp)	Cloak of Night	Stormbringer	

[Game Writer's Note: Some of these are specific to previous games, others are more general in nature]

Props:

Vending Machine, secret exit sign, sign reading '.Encounter 12E. The Secret Cave of Power™: The McGuffin Room, 3 oils and 40 GP/team.

Encounter 13. Easter Egg Hunt

Encounter Type:	Mental
Encounter Description:	As the party goes down the trail, a large rabbit comes hopping down the bunny trail. The rabbit has a basket and informs the party that they can regain power by finding the hidden eggs. A sign reading 'Encounter 13. Easter Egg Hunt' is present.
Time	20 minutes
Boon/Bane	Boon to look for eggs Big time bane to attack Easter bunny.
Recoverable items:	20 eggs (GR) The candy (R)
Rules of Engagement:	If attacked the bunny will flee. All eggs will become rotten and any effects that PCs already received from them will disappear. The candy will also become rotten.

There are 20 eggs hidden around a clearing. They party has 15 minutes to search (although they don't know that). After 15 minutes are up the large bunny will return and tell them that they need to move on, so that he can prepare for the next group. If they party doesn't move on, eggs that have been found will start to disappear until they take the advice.

Eggs

1. Opening this egg will restore 3 spell or ability points to the person who opens it. Or it will restore 6 hit points. The opener chooses which application will occur. This happens instantly upon opening.
2. Placing 2 eggs on a dead body will do a lifespark on that body. The time limit for lifespark does not apply, but all other restrictions for lifespark still apply. This ability only works on the group that the eggs were hidden for. The eggs will disappear after this usage is chosen. *[Game Writer Note: this is for the rather likely case that someone dies in the greed test.]*
3. Placing 3 eggs on a body can also restore a life point, but only if that lifepoint was lost in bunnyland. The eggs will disappear after this usage is chosen. All the standard restrictions for restore lifepoint apply.
4. This egg will not radiate magic while it is hidden [So inventive PCs can't find them with detect magic]
5. This egg is only usable in bunnyland [In other words it's not recoverable treasure].

Potential in game choice. The number or power of eggs can be increased if the parties are taking more of a beating than anticipated.

One of the eggs will contain a piece of candy. This candy is of course magical

9. candy

1. Eating this candy will restore 4 spell or ability points.

Blue book value: 200 GP

Easter Bunny

Class/Level:	Symbol/10
Alignment:	Neutral Good
Life Points:	8/40/48
Ability points:	NA
Armor:	8
Damage:	NA
Spells used:	None
Special Attacks:	None
Special Defenses:	Bunny powers, ability to destroy eggs
Flags:	Purple
Gold:	.0

Feel free to roleplay with the party as they search, perhaps hot-cold if they are having problems, chatting with them, whatever you feel like doing. You will be willing to give the savvies of the eggs to the PCs, you'll even drop subtle hints that you can tell them about the eggs if they just ask...

Props:

40 eggs (more will probably be needed since we'll probably lose some), basket, sign reading 'Encounter 13. Easter Egg Hunt' is present.

Encounter 14. The Troll Bridge

Encounter Type:	Combat/ mental/ Role-playing
Encounter Description:	As the party goes down the trail, they will come across a bridge over a deep chasm with a river running through it.. On the bridge there is a knight in black plate armor who tells them that 'None Shall Pass'. A sign reads 'Encounter 14. The Troll Bridge Fight'. It looks like there used to be a heraldic symbol on his armor (or shield if he has one), but it has been blacked out.
Time	20 minutes
Rules of Engagement:	Stay on the bridge and prevent anyone from passing. In the event that you start to take enough missile damage that you will go down soon, bring the fight to the PCs. Remember to bite their kneecaps off. Fight to the death. The PCs can trick their way past you with good role-playing.
Detect Curse:	The 'troll' knight
Recoverable Items:	'So you Want to be a Troll' brochure (R)
GM Notes:	This is not a troll, merely someone that is trying to be a troll. If the PCs ask, you will tell them that he doesn't look much like a troll to them. Smart PCs who got some Slumbering poison will attempt to feed some to the troll. This is acceptable, but note that they have to feed it to him twice, the first time will trip the autoactivate neutralize poison, the second time will actually put him to sleep.

The bridge crosses a 30 foot chasm, and is 5 feet wide. The chasm is 30 feet deep and has the River of Rapture running through it. This is the only bridge across the river. Anyone falling into the river takes 4 points of damage and can find some rocks to cling to. The party needs to figure out a way to get them out (at the very least they can swim to the side and spend time climbing up (it takes 10 minutes to climb up, just tell them that they spend 10 minutes climbing, no need to do it in real time).

The guard at the bridge is under a curse. He has lots of armor, and is pretty powerful but the curse has reduced his limb points. Any damage to a limb severs it. In the event he has time, he can re-attach it with 2 points of healing.

When the Black Knight claims to be a troll the GM should say that he doesn't look like a troll.

The Black Troll Knight

Class/Level:	Knight/5
Alignment::	Neutral
Life Points:	1/22/30
Points	18 (22 -4 for +2 damage)
Armor:	8 (+3 NR plate, +2 Exuberate (from a friendly cleric))
Damage:	8 magic (5 , +1 NR sword, +2 Additional Damage), 5 with off hand
Special Attacks:	knight abilities [Don't use Avenging Blow]
Special Defenses:	knight abilities, bunny abilities, you may NOT use Resist Pain. 1 shot autoactivate Neutralize Poison. You will not notice if the neutralize poison activates. (Note that if your limb is severed, you can still grab it and try to reattach it (if you get time))
Gold:	None
Flags:	Purple

You will fight to the death, either yours or theirs, to prevent them from passing over the bridge. You used to be a Knight, courteous to all, etc, however you annoyed a powerful witch and were cursed so that any blow, no matter how weak, would sever one of your limbs. This proved to be troublesome in your career, so you decided to be a lumberjack. They wouldn't let you in the guild, so as you were sitting despondent by the curb, after being ejected from the Lumberjack Guild you found a flyer 'So You Want to be a Troll'. This flyer caught your eye and you decided to be a troll instead. You aren't very good at it however. You can't regenerate, and you keep slipping out of character.

You keep acting as if you were a knight, and then saying 'sorry', and saying what a troll would say. For example if the party tries to pass you might say "I'm dreadfully sorry, but I fear that I can not allow you to", [pull out your brochure, and read], then continue "sorry, Me guard Bridge You No Pass". If the party tries to trick you then you won't fall for it at first, but then you will pull out your brochure and let them trick you, one trick would be sufficient to let one or two people get past, but then you will be able to notice, and require them to trick you in a different manner to get the rest of the people past.

This is your first assignment, Fluff contracted for a Troll to guard the bridge, but he wasn't willing to pay much so he got you. Your curse can only be removed by completing a career change, you decided that the ideal career for you was being a lumberjack, but that didn't work out, so you are trying out being a

troll. If you do enough troll activities you figure that your curse will be removed. You will be willing to drop your troll character and explain your career move to the PCs if they ask]. You are only using one weapon at first, but if they Dropsy you then you will survive (using Speed if needed) until the 5 seconds are over, speed to a hidden second weapon, and rush the person who cast Dropsy on you. [Remember you have to wait 2 seconds after finishing speed before you can attack]. Your second weapon is NOT magic so if you use it as a primary weapon then you only do 7 points of damage.

You haven't gotten very far in your career changed, you've renounced a few knight abilities (avenging low and resist pain, but you still have access to your other abilities) You'll be willing to loan your guide to the PCs if they are interested.

10th level Curse:

You shall always be susceptible to damage, any blow will sever one of your limbs. You can only be cured by completing a career change.

[Game Writer's Remarks: This is a combination between the general 'troll who isn't a troll', and the Black Knight from Monty Python. The roleplaying aspect of it was the most interesting part. Some of the more amusing parts were when the knight accidentally severed his own arm, or when one of the PCs tried to convince the troll that the PC was a troll inspector here to verify that he was doing a proper job.]

Props:

'Encounter 14. The Troll Bridge Fight'., yarn/flour for river & bridge, troll brochures , plate rep, spare weapons , purple flag, 2 arm reps, 2 leg reps

Encounter 15 Will the Real Haredressers step forward.

Encounter Type: mental/ Role-playing

Encounter Description: As the party heads towards Fluff's Fortress they encounter a group of haredressers heading to the fortress to administer to Fluff's Needs. A sign reads 'Encounter 15. Will the real Haredressers step forward.'

Time 5 minutes (longer if we need more time in the next set of encounters)

Rules of Engagement: If attacked fight a little bit and then run away to the next encounter. You are rather stupid and will let them herd you, (even to get all of you within a 5 foot radius circle).

Recoverable Items: 3 gold

As the party goes down the trail they encounter the group of hairdressers going to help Fluff. They should try to convince them to leave. The hairdressers will accept any plausible reason as long as it is roleplayed well. The hairdressers should question the PCs if they try to talk them out of it. The hairdressers will not be very conscious of positioning, and if the party tries to herd them together into an area where they can be crash timed then they should get away with it. Basically with any attempt at guile the party should be able to take the hairdressers out, but with an outright attack hopefully one or two of them will get away.

Hairdressers (between 1 and 6 (depending on NPC availability)).

Class/Level: Hairdresser/1

Alignment: Neutral

Life Points: 3/8/16

Armor: 1 (Dried hair spray)

Damage: 0 (no weapons)

Special Attacks: None

Special Defenses: Bunny powers

Flags: Purple

The bunnies have 3 gold divided amongst themselves.

Use your imagination and roleplay with the party, if they attack you, then run away if you can (towards Fluff's Fortress where you'll get the guards to help you).

If they try to talk you out of going to Fluff's Fortress, make them work at it, but no matter how lame their reason is, they will be able to convince you, (**you are really gullible**). Have fun roleplaying this, perhaps you can exchange professional notes with the PCs if they are disguised, or offer your services if they aren't disguised.

Fluff is a constant client of yours, he likes to have his hair oiled, and has an account established with your guild. He always gets his hair done in the great hall of his fortress. He isn't a very good tipper, but since he generally has anyone who messes up his hair impaled, he still gets good service. You are somewhat unwilling to let others work on him, so only a large amount of gold will convince you to let them take your place. (about 5 gold should do it).

You will be willing to chat with the PCs for about 5 minutes (longer if we need more time to get previous teams out of the next set of encounters). After that you will really have to move on to make your appointment.

[Game Writer's Note: If at all possible there should be at least 2 or 3 NPCs here so that any attempt to get rid of the hairdressers would have to be by a carefully coordinated ambush instead of just attacking without a plan. If one of you is enthralled you can go along with the PCs unless you are needed for later encounters (make up an excuse if you are needed), be sure to let the PC who enthralled you take the lead in having you do things.]

Encounter 16. Knock Knock

Encounter Type: Combat/Mental
Encounter Description: The party approaches a big fortress, there are two guards guarding the drawbridge leading into the fortress. A sign reads 'Encounter 15. Knock Knock'
Time: 10 minutes
Boon: Boon to bribe/trick your way past the guards
Bane to fight them (unless you can't think of another way past them).
Rules of Engagement: Attack if the PCs attack you. You will fight to the death.

The party gets to Fluff's Fortress, and are asked by the guards why they're there. The party should have disguised themselves as hairdressers, otherwise they are in for a bit of a fight.

2 Guards
Class/Level: Monk/3
Alignment: Neutral
Life Points: 3/14/22
Points: 22 (24 -2 blocking)
Armor: 3 (1 innate, 2 blocking)
7 vs area of effect spells
Damage: 3, physical attack 9
Special Attacks: monk abilities
Special Defenses: monk abilities, bunny abilities
Gold: .5 each
Flags: Purple, 2 purple bean bags each.

You are guarding the fortress. If the PCs are disguised as hairdressers you will allow them in, instructing them that 'Lord Fluff is currently expecting you in the main hall'. In the event that the PCs weren't smart enough to disguise themselves, then you will refuse to allow them in. You will tell them that Lord Fluff is not taking visitors, since he is waiting for his hairdressers. You will fight to the death to prevent them from entering. You are assigned to the door and you can't leave it for any reason [Even to aid later fights]. Of course if you get bribed, you will depart for the hills.

You can be bribed to let the PCs enter for 100 GP total (50 GP each) *[Note that in bunnyland is 1 GP has the buying power of 200 GP in the Normal World]*. That much money is just too hard to resist) You won't give clues that you can be bribed, until they offer you money, if they offer you too little then you can say something like 'You expect me to betray the Lord Fluff for THAT amount of money, you must be joking'. Of course you are a bit hungry, and if the party offers you food then you will take it (but you won't suggest this option).

If the hairdresser party and the PC party both arrive the Guards will recognize the hairdressers as being Fluff's normal helpers (after a bit of roleplaying), and attack the party as imposters. When the party defeats the guards the other hairdressers will flee. In the event that the PC party isn't disguised neither group will be admitted to the keep until the guards are defeated or bribed [or enthralled]. If the guards are bribed, the hairdressers will sense something isn't quite right and vacate the area. If hairdressers ran away from an attack in the previous encounter then the guards will be prepared to attack the PCs.

In addition if the PCs arrive without the hairdresser party then question them a little bit and do some roleplaying before letting them in . ['Hey, what happened to the normal hairdressers?' etc...] Feel free to make up a personality for the guards and roleplay it.

If the PCs spend more than 5 minutes chatting with you without moving on (unless we need the extra time to clear the previous team), you will decide that the team is riff-raff and give them 5 minutes to clear the area before you attack. At this point use your monk ability Timing to start counting down the time, and give the last 10 seconds before you attack in 1 second increments.

Props:

Sign reading 'Encounter 15. Knock Knock', 4 purple bean bags, 2 purple flags

Encounter 17. The Final Battle

Encounter Type: Combat

Encounter Description: The party finally enters the fortress, and come to a very large hall with a large skylight. Fluff is in the center of the room. If the party is disguised, then Fluff will greet them and ask them to do his hair. Otherwise he will attack them, capture them, and then force them to do his hair. A sign reads 'The Final Battle'

Time 30 minutes

Rules of Engagement: Attack if the PCs attack you. You will fight to the death.

GM Note: If PCs fight then get captured this entire encounter will count as a combat, no matter how much time they spend talking or tied up. This is for both Fluff and the PCs. [It'll help the PCs more than Fluff]

The party approaches Lord Fluff, and if they are disguised as hairdressers he will allow them to play with his hair, and go along with them, no matter how bad of a Bugs Bunny approach they use. He won't do anything until they attack him. Between 30 seconds and 2 minutes after the reducing oil (which is either water or just air), is rubbed into your hair you will be reduced to 5th level. You should decide when the oil takes effect, and after it takes effect you will do a monk leap out of the chair and start complaining about losing your power and calling for the guards. Then attack the PCs being careful not to get killed too fast. Use monk speed if necessary to survive until your guards arrive.

If the PCs are not disguised as hairdressers or somehow mess up the impersonation, you will defeat them, and then take their weapons. In the event you killed PCs while defeating them the first time, you will send a guard for a few lifespark scrolls to lifespark them so that you may gloat properly. You will then summon your guards and tell them to guard the PCs, you will then heal the PCs so that they can all watch your triumph. You will then pick one PC to do your hair, since the hairdressers you were expecting never showed up. This gives them another chance to apply the reducing oil, When the reducing oil is applied in this manner, you will call for your guards to attack the person who applied it, which will allow the PCs a chance to grab their weapons. In the event the PCs didn't retrieve the reducing oil, then they will be kept as slaves and the game will end. They can appear in later games by making up some kind of escape plan to a teleportation chamber. (If they somehow manage to beat Fluff while he is 10th level, then they will win. I consider this unlikely). This is the same scenario that will occur if they lose this fight.

Fluff

Class/Level: 10 level killing monk

Alignment:: Pure evil

Life Points: 8/38/46

points 65 (70 -5 blocking))

Armor: 11 (3 innate, +3 ring of protection(NR) , 5 pts blocking),
23 vs area of effect spells

Damage: 10 magic (7 + 3 sword (NR)), 5 pts with thrown weapons

Special Attacks: monk abilities (try not to kill people with your physical attack)

Special Defenses: monk abilities, bunny abilities, 1 shot autoactivate N Poison internal (NR), 1 shot autoactiavte dispel magic 10th level. (NR), widget of escape, Savvy once/day

Gold: None

Flags: Purple, 3 purple bean bags

After that last fight your hair is messed up, so naturally you want to have some hairdressers fix it for you. If the PCs aren't disguised you will take them down, you don't want to kill them however, since slaves are always useful (and you might need to test another trap sometime soon) You may use your heal self on others. Regardless of how much you spent in earlier encounters, the above is your stats, you regained points in a special meditation room in your castle.

Fluff

Monk/5

Class/Level: 5 level killing monk

Alignment:: Pure evil

Life Points: 5/22/30

points 37 (40 - 3 blocking) [Regardless of how much you spent at 10th level]

Armor: 5 (2 innate, 3 blocking)

Damage: 4

physical attack 10 (The shock of the change prevents you from using the full force of your physical attack)

Special Attacks: monk abilities [Don't hit any one PC with more than 1 physical attack.]

Special Defenses: monk abilities, bunny abilities, 1 shot autoactivate N Poison, when you are about to be defeated, NOTHING can stop you until you use your ACME contraption of escape, Don't death feint.

Gold: None

Flags: Purple, 3 purple bean bags

In your reduced status you have the above stats, but nothing else.

You possess an item of "Savvy once/day" (R)

You have the above points no matter how many you used while you were 10th level, you will call for your guards when you are reduced and attempt to defeat the party. You will use your ACME contraption of escape when the party comes close to defeating you, (which they will do, it's your task to ensure that they do (unless they are incredibly incompetent. If it's even close give the benefit of the doubt to the PCs)). You have 20 seconds to survive until your minions arrive. This can be easily accomplished by using Speed to gain some distance and then wait for your minions. (use your abilities to the best benefit) You aren't willing to flee using speed since you think you can beat the PCs.

The reducing oil destroyed your ring of protection and magic weapons.

12. savvy once/day

1. When held up close to an object, this magnifying glass will do a savvy once /day. While the object is being examined the owner must give a careful description of what the owner sees.

Blue Book Value: 550 GP

Guards

3 second level monks

Class/Level: Monk/2

Alignment:: Neutral

Life Points: 3/10/18

Points 19 (20 -1 blocking)

Armor: 2 (1 innate, 1 blocking)

Damage:3 (4 for one of you)

Special Attacks: monk abilities, one of you possesses an item of strongarm once/day

Special Defenses: monk abilities, bunny abilities

Gold: None

Flags: Purple

You are generic guards. You are a little ways away from Fluff. You will join the battle 20 seconds after Fluff yells for help. You are very loyal to Fluff and will fight to the death.

11. strongarm once/day

1. This glove will do a +1 strongarm for it's owner once per day. The strongarm is activated by the glove's owner striking an open palm with a fist (the hand wearing the glove must do the striking) for 6 seconds, while loudly describing a variety of methods in which the owner will beat up or kill someone. The hand wearing the glove will then be affected with a +1 strongarm.

Blue Book Value: 500 GP

When Fluff is about to be defeated, by strange luck nothing the PCs can do to him will take him down before he does this, He will say 'You can't defeat me, I'll use my contraption of balloon summoning to escape so that I can appear in the sequel'. At this point Fluff will pull out a small box with a button, a balloon will appear and Fluff will jump up to it. The PCs can stop Fluff from escaping in any of the following ways. 15 points of damage to the balloon will take it out. (no armor) the contraption of coolness will cause the balloon to deflate marooning Fluff so that he can be hacked to pieces by the party.

Acme Contraption of escape,

1. Pressing the button on this box will cause a vehicle to appear that can be used for transportation to safety.
2. This item will prevent the death and defeat of a major villain prior to his activation of the item.
3. This item can only be used by a major villain, and is out of charges. It may not be recharged. [A small label will read 'acme' on contraption]

[Game Writer's Note: This encounter is INTENTIONALLY misnamed, however it is the last major fight. The next fight should be easier. When one person said told fluff he couldn't escape, I believe he came up with the line 'I have to escape to be in the low budget sequel'. NO ONE thought to use the contraption of coolness on the balloon. A sign I guess that people are quite ready for an inventory based puzzle game :)]

Props:

A chair, a cloak to drape over fluff, some fake scissors, 4 purple flags, 3 purple bean bags, for each team (savvy item, strong arm item), sign reading 'Encounter 16. The Final Battle', barber of seville music, fake hair supplies, glass of water or squirt gun, fake fruits & vegetables. Contraption, balloon rep.

Encounter 18. Finale

Encounter Type: Combat/Mental

Encounter Description: After the party has defeated Fluff, Buster will enter accompanied by 3 fighters. A sign will read 'Encounter 17. Finale'

Time 20 minutes

Rules of Engagement: Buster will order the attack as soon as the encounter starts, but the guards will give the PCs a chance to bribe them.

GM Note: If buster uses speed to escape, the other guards can use speed to catch him, and bring him back to this site.

This encounter occurs after the PCs have had a chance to heal up after their battle with Fluff. This encounter will not occur if they kill their employer when the game starts.

Buster Bunny approaches with a set of guards, and tells the party that 'You have served me well, Fluff is out of the way and I can take over Bunnyland as is my natural right, and now for your reward. Kill them'.

At this point the guards will start towards the party and prepare to attack they are obviously unsure about these instructions, and confer amongst themselves 'Do we want to do this?', oh well he pay's the bills"

The PCs can talk the guards into not attacking them, but instead they should defeat Baron Buster instead, the key to doing this is to bribe the guards. Attempting to talk them out of attacking will be met with comments about Buster paying them] If the party doesn't attempt to bribe the guards, then the combat will start (or if the party bribes the guards they will aid them in defeating Buster). The PCs should be able to outbid Baron Buster, who paid .5 GP each to the 3 fighters. 2 GPs will be more than sufficient to buy the loyalty of these fighters. Baron Buster will be willing to go into a bidding war with the PCs, offering up to 8.5 more GP to have the fighter's serve him loyally.

In the event that the PCs lose this battle, then the following will happen:

1. They will not be killed, but they will be searched and all gold that they posses will be taken from them.
2. Baron Buster will then keep them as slaves.
3. Any PCs that were killed will be lifesparked by Baron Buster. Any eggs they possessed would have been used on lifesparked PCs to restore lifepoints.
4. They may appear in future games. They should make up a story of how they escaped from Buster, and recovered their magic items and then escaped through a portal. They will have been able to recover ½ the gold that was captured by Buster. [This is the amount that should be written down on pink sheets] Basically losing this fight means loosing ½ of any gold that searching finds upon their bodies. [If they hid it well enough that it wasn't found, then they don't lose that gold]

Baron Buster

Class/Level: Fighter/4

Alignment:: Neutral

Life Points: 4/26/34 (4/22/30 + battle fever)

Ability Points: N/A

Armor: 3 (Plate NR)

Damage: 8 (7 +1 bladessharp, 7 with other hand)

Special Attacks: Bunny Powers

Special Defenses: Bunny Powers, battle fever (used when you enter the game)

Gold: 8.5 GP (Less if the party got 10 GP at the start of the game)
Flags: Purple

Now that your pawns have defeated Fluff you are prepared to kill them. This way you can tighten your control and defeat a possible threat, not to mention get all the stuff they gained during their adventures. Reports indicate that they are incredibly rich and you want some of those funds for yourself. You have hired some minions to help you defeat the party. You have paid 1.5 to these minions (.5 GP each) If the party tries to hire the guards away from you, you will enter a bidding war against the party, although you are likely to lose. You firmly believe in running away to live another day, if you can.

You are in a bit of a hurry, you've hired a demolition team to destroy the castle so that you can put up your own.

Magical Cheese

- 1) The owner of this cheese will not radiate evil when hiring a group of adventurers to do a dirty task.
- 2) This will only work for villain that purchased it. Buster Bunny.

Guards

3 Fighter/1

Class/Level: Fighter/1

Alignment:: Neutral

Life Points: 3/14/22 (3/10/18 + battlefever)

Ability Points: N/A

Armor: 1 (NR leather)

Damage: 5 (4, Buster did a +1 blade sharp on all of your weapons (one weapon each))

Special Attacks: Bunny Powers

Special Defenses: Bunny Powers, battle fever, use as combat starts.

Gold: .5 GP each

Flags: Purple,

Buster paid you .5 GP each to help him destroy the party. You are loyal to your purse. The party can outbid him if they pay 2 GP more to each of you than Buster is paying you will work for them instead. If they attempt to cheat you will try to kill them. If the party hires you then you will be willing to use your speed to try to track down Buster to prevent him from fleeing. [Because otherwise he would probably use his power to retaliate against you].

Props

A sign will read 'Encounter 17. Finale', 10 gold, 4 purple flags, 1 plate, 3 leather

Encounter 19. The Return

Encounter Type: The End

Encounter Description: After the party defeats Buster, the castle starts to shake around them. Stones are falling from the ceiling and the walls are shaking. They hopefully rush outside to find a team of bunnies engaged in destroying the castle. As they watch this the Spirit of the Slumbering Sovereign will appear, thank them, and send them back to their home world. A sign reads 'Encounter 18. The Return'

Time 5 minutes

Rules of Engagement: If PCs attack the demolition bunnies, they will run away. They can't affect the Spirit of the Slumbering Sovereign.

Buster had hired a group of demolition Bunnies to destroy the Fortress. They are currently busy banging on the walls with sledge hammers, overseeing giant moles who are burrowing under the walls of the fortress, etc. They will ignore the PCs since they are busy destroying the fortress (they were paid in advance so they don't care that Buster's dead). If attacked they will run away.

The Spirit of the Slumbering Sovereign appears and approaches the party and tells them that they've done well in defeating both of the evils that have threatened the kingdom and that in reward he is making them honorary bunnies and returning them to their world.

[As usual, this speech is a suggestion, feel free to change it]

I the Slumbering Sovereign, Champion of the Cute, Defender of Decency, Friend of the Forgotten, Protector of the Poor, Scourge of Scoundrels Vanquisher of Villains, Ace of Alliteration, rightful ruler of Bunnyland, thank you for saving my land from the twin evil's of Fluff and Buster. Thank you, and in honor of your accomplishment, I hereby make you a probationary Bunny. In the future, if you wish to dedicate yourselves to the Great Deity Bugs, you may become a Full Bunny. I shall now

return you to your own world, so that you may continue to adventure there. I shall now rest until such a time as I am needed again. Farewell. TIMEFREEZE.

The Slumbering Sovereign will raise any dead PCs, but the life point loss will still occur. The PCs will have a chance to use eggs to restore life points (if they have any left) before the game ends however.

TIMEFREEZE, and the staff will put bunny ears on every PC. At this point the GM will explain to the PCs that they feel their ears growing. When time resumes every PC has grown a set of magical bunny ears, and has a piece of paper detailing the ritual of Bunnydom. The loremaster should be given purple ears while everyone else gets the standard white ears.

[Game Writer's Note:

Bunny Ears:

13. Left Bunny Ear

1. This ear allows its wearer to do a monk's leap once/day.
2. The ear is grafted to the body of owner, and cutting it off causes 2 points of damage. It may be reattached with 6 points of healing, or it will automatically grow back the next game day. [Or the owner can start a game without any healing loss, but they will still regenerate the next game day.]
3. This ear only works for the original owner, and will NEVER work for anyone else. [Clones of the original owner count as the original owner for this purpose] The ears may not be fenced, and may only be sold by EXPLICIT game design (this restriction is on 'blue book' trade in only, selling for in game treasure is OK, if you can get a merchant to buy it).
4. By staging a ceremony where all attachments to Bunnydom are renounced and the ears formally cut off and burned, the ears may be permanently destroyed. This can only be done willingly, and will not work if the owner is under the influence of any spells or coerced in any manner. Once this is done, the ears will never grow back and this item is permanently destroyed.
5. For any ability to be used both ears must have been worn for at least 4 hours. If they were worn at the beginning of a game, the ears will work immediately.
6. The while wearing this ears, the wearer should exhibit a mild fear of all predators that attack rabbits.

Blue Book Value $700 * .7$ (15 for the form of the item, 15 % for only working for bonded owner, after 4 hours) = 490 GP

14. Right Bunny Ear

1. After a special ceremony, where the wearer pledges allegiance to the great bunny Bugs is undertaken and 1400 GP are permanently sacrificed (which MUST disappear out of game, and cannot be retained by any PC), these ear will allow it's wearer to do a monk's speed once/day.
2. The ear is grafted to the body of owner, and cutting it off causes 2 points of damage. It may be reattached with 6 points of healing, or it will automatically grow back the next game day. [Or the owner can start a game without any healing loss, but they will still regenerate the next game day.]
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5. For any ability to be used both ears must have been worn for at least 4 hours. If they were worn at the beginning of a game, the ears will work immediately.
6. The while wearing this ears, the wearer should exhibit a mild fear of all predators that attack rabbits.

Blue Book Value $2850 * .7$
= 1995 GP - 1400 GP (sacrificed) = 595 GP from this game.

Both Ears 1085

If a PC wishes to get the FULL powers of the ears in this game and has the funds to do so, then after the game ends let them gather all the PCs & NPCs and conduct the ceremony. Whenever someone becomes a full bunny (either in this game or a later game), the following should appear in your newsletter:

Recently in [your gaming world] the following message appeared in mile high fiery letters over every major population center:

"The Great God Bugs would like to congratulate [The character's names] upon becoming Bunnies. The Great God Bugs urges every resident of [your gaming world] to treat these individuals with all the respect due a Bunny."

This is intended to counteract the tendency some people might have to make ears and try and hide them :)

Props:

6 bunny ears/team, sign reading 'Encounter 18. The Return', ritual sheets for each player,

Appendix A: Savvies

Non Recoverable Items

Magical Cheese

1. The owner of this cheese will not radiate evil when hiring a group of adventurers to do a dirty task.
2. This will only work for villain that purchased it. Buster Bunny.

The Mirror: (NR)

1. This mirror has an obnoxious number of savvies designed to waste spell points without giving any really useful information.
2. An attempt to destroy this mirror will activate the mirror, but will not succeed in destroying the mirror.
3. This mirror may not be moved by any means that you have.
4. This mirror is also activated whenever a mechanical trap is triggered.
5. Any room that contains this mirror will feel really cold.
6. This mirror will not allow you to pass through it into another dimension
7. When activated the mirror will perform a summoning.

The potion (GR)

Savvy

1. When administered to a being who is awaiting resurrection to combat some great foe, this potion will awaken this being to combat this evil

Boxing Ring

1. The boxing ring can be used to issue one challenge a day to anyone in bunnyland who is instantly summoned to the ring.
2. No one from outside the ring can do ANYTHING to anyone inside the ring until the challenge is over. Similarly nothing the inhabitants of the ring do will affect anyone outside it.
3. The challenge is not over until one or both of the fighters are dead, or one of them yields.

Vendor's Sword

1. This sword does +3 damage when in the hands of the Popcorn Vendor. When the popcorn Vendor dies or is incapacitated it will become worthless rubbish. (In other words you can't have it).

Hairdresser disguise.

1. When this is put on, a 12 level disguise will be put on the wearer. This will disguise the wearer as a Hairdresser. The duration of this disguise is 8 hours. This only works in Bunnyland.

These disguises are sure to have a use somewhere, you're not quite sure what it is. [Hold up CLUE sign]

Contraption of Coolness

1. When this is waved at something hot, that thing will cool down immediately. This only works in Bunnyland.

Potion of Amorphism

1. When drunk this potion gives the imbiber Amorphous hit points for one combat. It only works in bunny land. (Amorphous hit points means that all hits limb, or torso count towards total points and it's impossible to take out limbs).

The Stones

Savvies

1. Touching these stones in the proper sequence will open the door
2. Touching these stones in an improper sequence will generate a 6 point electrify shock to the person who touched an improper stone.

Reducing oil:

1. When this oil is rubbed into the hair of a major villain, it will significantly reduce that villain's power so that a group of adventurers who would otherwise be slaughtered will have a fighting chance. This oil will only last for one game day. The reducing oil takes effect between 30 seconds and two minutes after being applied.

Eggs

1. Opening this egg will restore 3 spell or ability points to the person who opens it. Or it will restore 6 hit points. The opener chooses which application will occur. This happens instantly upon opening.
2. Placing 2 eggs on a dead body will do a lifespark on that body. The time limit for lifespark does not apply, but all other restrictions for lifespark still apply. This ability only works on the group that the eggs were hidden for. The eggs will disappear after this usage is chosen. [Sanctioning note, this is for the rather likely case that someone dies in the greed test.]
3. Placing 3 eggs on a body can also restore a life point, but only if that lifepoint was lost in bunnyland. The eggs will disappear after this usage is chosen. All the standard restrictions for restore lifepoint apply.
4. This egg will not radiate magic while it is hidden [So inventive PCs can't find them with detect magic]
5. This egg is only usable in bunnyland [In other words it's not recoverable treasure].

Acme Contraction of escape,

1. Pressing the button on this box will cause a vehicle to appear that can be used for transportation to safety.
2. This item will prevent the death and defeat of a major villain prior to his activation of the item.
3. This item can only be used by a major villain, and is out of charges. It may not be recharged.

Recoverable items

1. electrify contraption

1. This rod of electrify will cast the a 6 point electrify for its owner. The rod is activated by waving it in the air for 6 seconds. At the end of the 6 seconds a lightning strike will come from the sky, charging the owner. This strike does no damage but causes a 5 second knockdown. This will work anywhere (indoors, outside, underground, in water). This can be done once/day.

Blue Book value: 600 GP * .95= 570

2. Monocle of know aura 1/day

1. Once per day the owner of this item can look through it to do an autocast know aura.

Blue Book Value: 500 GP

3. 8pt healing potions

1. When drunk this potion will heal 8 points of damage.

Blue Book Value: 96 GP each

4. 1 neutralize disease

1. When drunk this potion will cure diseases as per the cleric's neutralize disease spell.

Blue Book Value: 100 GP

5. 1 neutralize poison (inc red death)

1. When drunk this potion will cure any poison including red death. (As per the thief's neutralize poison ability)

Blue Book Value: 250 GP

6. insult generator

1. This item will generate 1 spell or ability point for it's owner each game day.
2. This point can only be withdrawn by exchanging 3 insults with the generator (as played by a GM) for the point.

Blue Book (500*.95 (requires GM intervention to get points) = 450 GP

7. Autoactivated N. Poison

1. When drunk this potion will stay in the drinker's system. The next time the drinker is affected by a poison than can be neutralized by Neutralize poison, it will automatically be neutralized. This includes killdaggers, and venom poisons but not red death.

Blue Book 300 GP

8. 4 spell/ability point potions

1. Drinking this potion will restore 4 spell or ability points.

Blue Book Value 200 each

9. candy

1. Eating this candy will restore 4 spell or ability points.

Blue book value: 200 GP

10. Ring of Legends.

1. Once per day the owner of this ring can rub it to summon a not-so mighty Genie. The only thing that this Genie can do is to answer one lore question a day. It will answer a legend lore question to the best of it's abilities. The Genie is immaterial, and can not be harmed, and the only thing it will do for it's master is to answer questions, and possibly engage in role-play (as the GM desires). The Genie enjoys telling stories, GMs are encouraged to roleplay telling the legends, and to embellish the details (while still remaining accurate to the legend))

Blue Book 550

11. strongarm once/day

1. This glove will do a +1 strongarm for it's owner once per day. The strongarm is activated by the gloves owner striking an open palm with a fist (the hand wearing the glove must do the striking) for 6 seconds, while loudly describing a variety of methods in which the owner will beat up or kill someone. The hand wearing the glove will then be affected with a +1 strongarm.

Blue Book Value: 500 GP

12. savvy once/day

1. When held up close to an object, this magnifying glass will do a savvy once /day. While the object is being examined the owner must give a careful description of what the owner sees.

Blue Book Value: 550 GP

13. Left Bunny Ear

1. This ear allows its wearer to do a monk's leap once/day.
2. The ear is grafted to the body of owner, and cutting it off causes 2 points of damage. It may be reattached with 6 points of healing, or it will automatically grow back the next game day. [Or the owner can start a game without any healing loss, but they will still regenerate the next game day.]
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This is intended to counteract the tendency some people might have to make ears and try and hide them :)

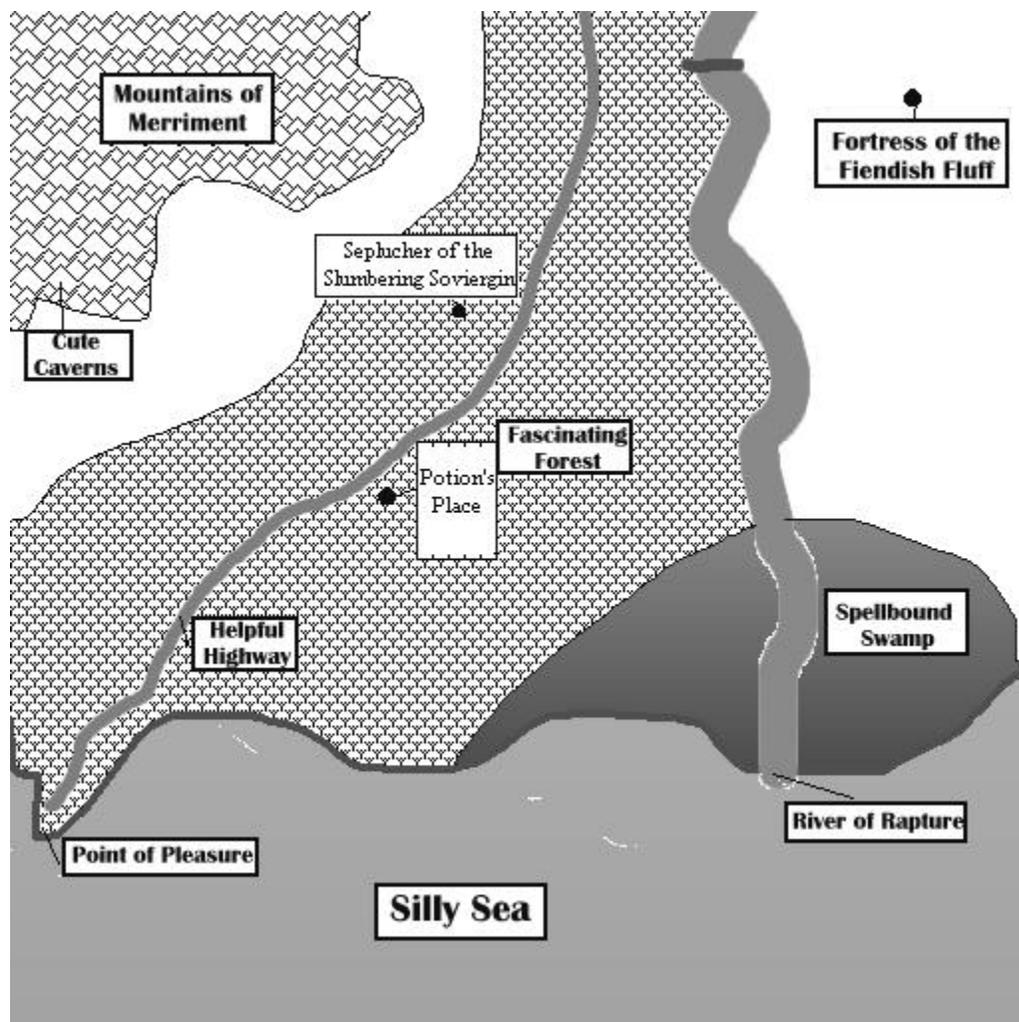
Appendix B: Lore

Legend lore:

The mirror of summoning. This appears to be an ancient artifact that has been passed down through the hands of necromancers throughout history. It is unknown what it's precise properties are, but it is highly prized by necromancers.

Legend Lore: The Potion

Legends of sleeping heroes who will awaken to combat evil when all hope is lost are common. This potion is one of the items of power that are often used to bring these beings back.



Welcome to the **SECRET CAVE OF POWER™**, long the repository of many great and powerful secrets, the **SECRET CAVE OF POWER™** has only recently been opened for the casual tourist. While previously hardy adventurers had to spend years searching for the entrance to the **SECRET CAVE OF POWER™**, now you can easily find your way to the cave by following the many well placed signs.

Be sure to visit our well stocked souvenir stand. We can supply all of your souvenir needs so that your trip to the **SECRET CAVE OF POWER™** will be as memorable as possible.

The first site you will see as you enter the secret cave of power is the Antechamber. This is a difficult mental and physical challenge that ensures only the hardiest adventurers can enter this place of power. On the floor there is a set of multicolored stones that must be touched to enter. First all the blue stones must be touched at the same time. Next while the blue stones are being touched all the green stones must be touched. Finally while all 8 of the previous stones are still being touched all the purple stones must be touched. Failure to do this sequence can be a shocking experience.

Now that you have opened the door in the antechamber you may continue into the dark stygian abyss that constitutes the **SECRET CAVE OF POWER™**. Prior to the **SECRET CAVE OF POWER™** guidebook, you would have had to figure out mental puzzles and solve the mazes. Now with this excellent guidebook you can see the wonders of the **SECRET CAVE OF POWER™** without risk. Remember to follow the guidebook precisely, the **SECRET CAVE OF POWER™** is still a perilous location.

As you enter the Secret Cave of Power you will go down a long passage that is filled with **DEATH TRAPS OF DOOM™** for your safety our Cave Safety Officer (CSO) has disarmed all of these traps. Midway down the passage you will see the alcove of greed. This is a standard character test similar to those found in the **CAVE OF WONDERS™**. You can either ignore the fortune in gold contained in the alcove, OR you can touch (or otherwise attempt to get) the gold and die a horrible and painful death. The choice is yours, however since we would like to have your continued business at our souvenir stands, we encourage you to continue down the passage.

Finally the last stop on our tour is the McGuffin Room. The McGuffin room is the storage location where a wide variety of items can be found. This is the typical destination of an adventuring group since any magical item that might be needed to solve an adventure can be found in this room. Our tour stops at this point, since none of our investigators have returned when attempting to penetrate further into the **SECRET CAVE OF POWER™**. However we have provided convenient access to the 'SECRET EXIT' that leads out of the cave towards your final destination without any messy backtracking.

We hope that you have enjoyed your tour through the **SECRET CAVE OF POWER™**, and encourage you to visit our other franchises, **THE CAVE OF WONDERS™**, the **LOST CITY OF GOLD™**, and the **ANCIENT AND MYSTERIOUS PYRAMID OF WISDOM™**.

Lost City of Gold

The Lost City of Gold is a legendary ancient city which is made entirely out of gold. The streets are paved with Gold, and the gold is as common as stone. The Lost City is a frequent location for travelers to visit, however few people return from an expedition to find the Lost City of Gold, and even fewer return with any gold.

The Pyramid of Power

The ancient pyramid of Power is an enormous pyramid. The pyramid is the final resting place of some ancient ruler, whose name has been lost in the mists of time. The pyramid is laced with traps, false rooms, monsters, and the bones of adventurers. Rumor has it that in the central chamber, time and space are warped so that whomever reaches there can go anywhere, in space and time. Furthermore

any blade that is forged in this chamber will be razor sharp and able to cut through anything. It is presumed that the final resting place of the ruler the Pyramid was built for is filled with treasure, however no-one has returned with any treasure. Pyramid power also keeps bananas fresh and coins shiny, and increases sexual potency.

The Cave of Wonder

This is the legendary cave that Aladdin went into to retrieve his marvelous lamp. The Cave of Wonder consists of four main halls filled with treasure, however anyone who touches this treasure will be killed instantly. Reports also indicate that there is a vast garden filled with trees, that instead of fruit bear enormous gems, the least of which is a King's ransom. Reports of the nature of the Cave are sketchy at best, since few who enter ever leave alive.

Genies:

Genies are powerful beings that are often bound to devices, such as bottles, lamps, or rings. Genies vary greatly in power, and the services they that they can grant. The most famous Genie is the one that was attached to Aladdin's lamp. This was a very powerful Genie that granted every wish it's master had. Genies have different terms of servitude, some only can be called upon a certain number of times prior to disappearing, others can be called upon once a day, and still others (such as Aladdin's Genie), can be called upon as often as desired.

Aladdin:

Aladdin was a poor tailor's son, who was fated to be the only one who could enter the 'Cave of Wonders', and bring out the miraculous lamp found therein. An evil magician found out about this and posing as Aladdin's uncle convinced him to enter the cave and retrieve the lamp. Aladdin ended up being trapped in the cave when he was unwilling to give up the lamp to be helped out. Using a magic ring given to him by the magician, Aladdin summoned a Genie to bring him out. Later as Aladdin's mother was cleaning the lamp in preparation for selling it, she summoned it's servant, being familiar with genies because of the ring, Aladdin quickly took over the genie.. Aladdin then used the powers of the lamp to win the hand of the Sultan's daughter Badr al-Budur. After defeating the magician and his brother, Aladdin finally became Sultan, and ruled well until his death. After his death many people searched for the lamp, but it had disappeared.

So You want to Be a Troll

So You want to be a Troll? Being a Troll is a time honored profession that provides great benefits and excitement for the upwardly mobile being. Remember that as a Troll you are part of a long tradition. Trolls have traditionally served many roles in bedeviling adventurers. Whether you are guarding a bridge, eating any goats that happen to pass overhead, collecting tolls from passing adventurers (watch out for those golden eggs), or just killing anything that crosses your path, you be someone that anyone who meets you will remember.

As a probationary troll you must decide on several aspects of your job.

Appearance

A troll's appearance is critical in inspiring fear in your opponents. There are many appearances that you can take. This is only a partial list, the most important thing is to find a look that works for you.

Perhaps the most famous appearance is to be eight feet tall, with arms that almost touch the ground, hairless green skin with a gash of a mouth, a yard-long nose, and two eyes which are black pools without pupil or white, eyes which drink torchlight without giving back a gleam.

Abilities

As a troll you can possess a variety of talents, not all of these talents are possessed by all trolls, but a good troll needs at least some of them.

Regeneration

A fair number of trolls possess the ability to regenerate wounds. This ability can be VERY useful since you can then suffer life threatening or

mortal wounds, and still keep going. Your arms will crawl back to you after being cut off, and even if your head is cut off your body will still reform. Trolls with this ability are the most feared of all. To be a successful troll you must cultivate this ability. Being able to heal yourself is a good step, but you must really practice wounding yourself and regenerating your wounds.

Strength

A troll is usually very strong. This means that any attacks made by a troll do fearsome damage to foes. In top form a troll can use it's claws to rip a cow in half. To become a troll you must continually increase your strengt.

Fearsome appearance

A troll's appearance is one of his greatest strengths. A fearsome looking troll can win a fight before swinging a single blow. His appearance will cause such extreme fear that opponents will fight with significantly less ability. You really must make yourself appear as fierce as possible.

Weaknesses

Unfortunately being a troll is not all about ripping the limbs off of opponents. As a troll you will typically have one of many weaknesses. Among the many weakness that you might posses are the following:

Extreme dislike of sunlight.

Traditionally trolls turn to stone when exposed to sunlight. This weakness can be quite annoying and is not really recommended. Most adventurers tend to tromp around in the daylight which makes it hard for you to catch and eat them, furthermore they really enjoy tricking you into staying up until the sun rises.

Fire

Fire and acid are another common weakness that a typical troll has. These baneful effects really hurt and prevent you from using your regeneration abilities.

Stupidity

This is the greatest weakness a troll has. Whether it's believing a bunch of goats about tastier brothers, accepting golden eggs, or arguing until the sun rose, a troll is easy to fool. If you wish to be a troll you must practice your stupidity and allow people to trick you. However we encourage you to not be tricked to too great a degree, otherwise your death will occur and the adventurers won't have an appropriate challenge. Make them work for their fun.

Hunger

A troll is always hungry. You should always accept food whenever it is offered to appease your hunger..

Ritual of Bunnydom

Congratulations you have been made an honorary Bunny. This grants you the ability to leap great distances just like a normal bunny once a day. However you are merely a probationary honorary Bunny without the great speed associated with being a full Bunny. You merely have the ability to leap great distances once/day until you complete this ritual.

In order to gain this great speed you must perform a ritual to dedicate yourself to the Great God Bugs. This ritual must be performed with at least 15 witnesses, so that they may properly view your acceptance as a Bunny.

The Steps of the Ritual are:

1. Gather your witnesses in a semi-circle to watch you.

2. Put 1400 gold in the middle of the semi-circle.
3. Repeat the following in order to dedicate yourself. "I dedicate myself to the service of the Great God Bugs, and to that end I wish to become a full fledged Bunny. I sacrifice this gold as a symbol of my dedication and to make the blue book value of my granted abilities work properly. I am a Bunny and I'm proud of it"
4. Leap 10 feet straight in joy.
5. Wait 6 seconds and run around the witnesses with your full new speed.

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The Great God Bugs urges every resident of [your gaming world] to treat these individuals with all the respect due a Bunny."

This is intended to counteract the tendency some people might have to make ears and try and hide them :)

Appendix C: Gold Breakdown

Encounter 2: Buster: 20 GP
 Encounter 3: .5 GP X 4 = 2GP
 Encounter 10a: Jack 20 GP
 Encounter 11d: 10,000 GP [Non Recoverable]
 Encounter 11e: 40 GP in vending machine
 Encounter 14: 3 gold for haredressers
 Encounter 15: .5 GP X 2 = 1 GP (For guards)
 Encounter 17: Buster 20 GP (The same 20 GP in encounter 1, they can only get it once)
 Some of this gold will have been given to the henchmen.

Appendix D: Total Treasure Breakdown

Physical	6 Mental	7 Fighting	7 Risk	5
Hours	8 # PCS	6 Total Levels	12	
GDL	6.333 treasure/hour/pc	250 Total Treasure	12000	

Item	#	Price	Total
buster's gold	1	20	20
ambush gold	1	2	2
electrify contraption	1	570	570
know aura 1/day	1	500	500
8pt healing potions	4	96	384
1 neutralize disease	1	100	100
1 neutralize poison (inc red death)	1	250	250
8pt healing potions	2	96	192
autoactivated n. Poison	1	300	300
insult generator	1	475	475
4 spell/ability point potions	4	200	800
Vending machine gold	1	40	40
Left Rabbit Ear	6	490	2940
rabbit ears	6	595	3570
Haredressers gold	1	3	3
guard monks gold	2	0.5	1
candy	1	200	200
souvenir rabbit's gold	1	20	20
Ring of Legends	1	550	550
strongarm once/day	1	500	500
savvy once/day	1	550	550
			0
			0
Total			11967
Average share			1994.5

Appendix E: Magic Item Breakdown

1. electrify contraption

- This rod of electrify will cast the a 6 point electrify for its owner. The rod is activated by waving it in the air for 6 seconds. At the end of the 6 seconds a lightning strike will come from the sky, charging the owner. This strike does no damage but causes a 5 second knockdown. This will work anywhere (indoors, outside, underground, in water). The rod can be used once/day.

Blue Book value: 600 GP * .95= 570

2. Monocle of know aura 1/day

- Once per day the owner of this item can look through it to do an autocast know aura.

Blue Book Value: 500 GP

3. 8pt healing potions

- When drunk this potion will heal 8 points of damage.

Blue Book Value: 96 GP each

4. 1 neutralize disease

- When drunk this potion will cure diseases as per the cleric's neutralize disease spell.

Blue Book Value: 100 GP

5. 1 neutralize poison (inc red death)

- When drunk this potion will cure any poison including red death. (As per the thief's neutralize poison ability)

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6. insult generator

- This item will generate 1 spell or ability point for it's owner each game day.
- This point can only be withdrawn by exchanging 3 insults with the generator (as played by a GM) for the point.

Blue Book (500*.95 (requires GM intervention to get points) = 450 GP

7. Autoactivated N. Poison

2. When drunk this potion will stay in the drinker's system. The next time the drinker is affected by a poison than can be neutralized by Neutralize poison, it will automatically be neutralized. This includes killdaggers, and venom poisons but not red death.
Blue Book 300 GP

8. 4 spell/ability point potions

2. Drinking this potion will restore 4 spell or ability points.
Blue Book Value 200 each

9. candy

2. Eating this candy will restore 4 spell or ability points.
Blue book value: 200 GP

10. Ring of Legends.

2. Once per day the owner of this ring can rub it to summon a not-so mighty Genie. The only thing that this Genie can do is to answer one lore question a day. It will answer a legend lore question to the best of it's abilities. The Genie is immaterial, and can not be harmed, and the only thing it will do for it's master is to answer questions, and possibly engage in role-play (as the GM desires). The Genie enjoys telling stories, GMs are encouraged to roleplay telling the legends, and to embellish the details (while still remaining accurate to the legend)
Blue Book 550

11. strongarm once/day

2. This glove will do a +1 strongarm for it's owner once per day. The strongarm is activated by the gloves owner striking an open palm with a fist (the hand wearing the glove must do the striking) for 6 seconds, while loudly describing a variety of methods in which the owner will beat up or kill someone. The hand wearing the glove will then be affected with a +1 strongarm.
Blue Book Value: 500 GP

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1. When held up close to an object, this magnifying glass will do a savvy once /day. While the object is being examined the owner must give a careful description of what the owner sees.
Blue Book Value: 550 GP

13. Left Bunny Ear

7. This ear allows its wearer to do a monk's leap once/day.
8. The ear is grafted to the body of owner, and cutting it off causes 2 points of damage. It may be reattached with 6 points of healing, or it will automatically grow back the next game day. [Or the owner can start a game without any healing loss, but they will still regenerate the next game day.]
9. This ear only works for the original owner, and will NEVER work for anyone else. [Clones of the original owner count as the original owner for this purpose] The ears may not be fenced, and may only be sold by EXPLICIT game design (this restriction is on 'blue book' trade in only, selling for in game treasure is OK, if you can get a merchant to buy it).
10. By staging a ceremony where all attachments to Bunnydom are renounced and the ears formally cut off and burned, the ears may be permanently destroyed. This can only be done willingly, and will not work if the owner is under the influence of any spells or coerced in any manner. Once this is done, the ears will never grow back and this item is permanently destroyed.
11. For any ability to be used both ears must have been worn for at least 4 hours. If they were worn at the beginning of a game, the ears will work immediately.
12. The while wearing this ears, the wearer should exhibit a mild fear of all predators that attack rabbits.

Blue Book Value $700 * .7$ (15 for the form of the item, 15 % for only working for bonded owner, after 4 hours) = 490 GP

14. Right Bunny Ear

7. After a special ceremony, where the wearer pledges allegiance to the great bunny Bugs is undertaken and 1400 GP are permanently sacrificed (which MUST disappear out of game, and cannot be retained by any PC), these ear will allow it's wearer to do a monk's speed once/day.

8. The ear is grafted to the body of owner, and cutting it off causes 2 points of damage. It may be reattached with 6 points of healing, or it will automatically grow back the next game day. [Or the owner can start a game without any healing loss, but they will still regenerate the next game day.]
9. This ear only works for the original owner, and will NEVER work for anyone else. [Clones of the original owner count as the original owner for this purpose] The ears may not be fenced, and may only be sold by EXPLICIT game design (this restriction is on 'blue book' trade in only, selling for in game treasure is OK, if you can get a merchant to buy it).
10. By staging a ceremony where all attachments to Bunnydom are renounced and the ears formally cut off and burned, the ears may be permanently destroyed. This can only be done willingly, and will not work if the owner is under the influence of any spells or coerced in any manner. Once this is done, the ears will never grow back and this item is permanently destroyed.
11. For any ability to be used both ears must have been worn for at least 4 hours. If they were worn at the beginning of a game, the ears will work immediately.
12. The while wearing this ears, the wearer should exhibit a mild fear of all predators that attack rabbits.

Blue Book Value 2850 * .7

= 1995 GP - 1400 GP (sacrificed) = 595 GP from this game.

Both Ears 1085

[Game Writer's Remark: By making the ears two separate items you don't have to pay 75% of the cost of Monk Leap once/day to do the upgrade. I give out more gold for this game than I normally like to give out for a low level game, (usually I use 80% of the max treasure as a guideline (unless I'm trying to react to changes in treasure caused by going to a new blue book. however Since many people won't keep the ears, I decided to exceed this limit for this game and give out more than usual. Even without the ears the treasure in the game still exceeds this amount. However it's also quite likely that the party has missed some of the one shots]

Appendix F: NPC usage and timeline

This game is fairly low in NPC requirements so I might want to run 3 teams through it. I figure that I can run 3 teams with 6 NPCs, 3 GMS and a good bit of down time. 10 NPCs will significantly reduce down time.

buster does team 1, team 1 goes to encounter 3, encounters bandits. team 2 starts. 1 NPC from bandits does TTT bunny, and buster takes his place for team 2, buster does team 3 as soon as he's killed, and team 1 waits to go to skeletons until team 3 finishes bandits. When bandits are done 3 people go from there to do skeletons, and remaining two prepare to be fluff and the SS, team 1 pauses just before 8b (fight) until team 2 is done with skeletons, at which point TTT bunny becomes the popcorn vendor and We now have it set up through encounter 11, with everyone in place. When team 3 finishes skeletons those NPCs populate Jack, the easter bunny and the 'troll' guard. (The Easter bunny might end up being played by the 'troll' or a GM to allow us to use that NPC later, and to give people a rest). Everyone can then go through the big fight at encounter 8 and the 3 encounter 8 NPCs go and become Guards, Fluff & minions, buster & minions at the end of the game (here we steal the Easter Bunny to play a minion).

(of course some roles could be switched around, to fit individual preferences)

[Note: The above scheduling worked for 2 teams, with some downtime Because of the speed of the game 6 NPCs for 3 teams is too low. I would want at least 10 NPCs for 3 teams on a single day.

Appendix G: Game Budget

number of teams	5.00		
number pcs / team	6.00		
total pcs	30.00	staff	10

EXPENSES

PC

chapter fee	90.00
society fee	75.00
copying	14.00
props	75.00

total expenses	254.00
15% increase	38.10
total expenses	292.10
min cost / pc	9.74

NPC

chapter fee	30
society fee	25

	55
Newsletter	10
	65

pcs	30 pc fee	14 pc income	420
npcs	10 npc fee	6 npc income	60

total income	480.00
total expenses	357.10
profit	122.90

Appendix H: Game Writer Remarks

This game has a large number of potential fights, however all but two of the fights can be avoided. I would think that the optimal path through the game has 3 fights. (Fight the popcorn Vendor, Fight Fluff, and Hire Buster's guards to defeat him). The probable path through the game has the team fighting at the ambush, fighting the 3 skeletons, fighting at the bridge, fighting fluff, and fighting buster (5 fights). The lowest possible fighting route only has two fights (Fluff and Buster), and the highest fighting path has the party fighting buster (and having him flee), fighting at the ambush, fighting the skeletons, fighting the popcorn vendor, fighting Jack, fighting at the bridge, fighting the guards to get into Fluff's Fortress, Fighting Fluff, and finally fighting Buster. (They might have been stupid enough to attack the Easter Bunny as well). So this game can have anywhere between 2 to 10 fights, my guess would be that they would have around 4 fights but it will really be up to the teams.

None of the optional encounters were run when I ran the game. We didn't have enough NPCs to do them, and the actions that would trigger them didn't occur.

There are some logistical bottle necks in the game that could be good places to put extra encounters to help NPC usage. These are right before encounter 6 for team 1, and right after encounter 7 for team 2.

One thing that surprised me is how fast the game ran. The teams were finished with the first 6 encounters well before I had anticipated, I had to scramble to catch up to them. After they hit encounter 12 they started to slow down a bit. I've left the sanctioned game time @ 8 hours since a slow team could easily take that long (and there are a lot of encounters). The game course that I used had the encounters spaced VERY close together, a longer game course could easily take more time.

Changes from Previous Version

These are the changes I've made from the previous version of this script. Some of these changes were done as watchdog changes for the game.

1. Renamed Troll Bridge fight to Troll Bridge
2. Serve Lemonade as well as popcorn in the 'Hero Saves the Day'. The poison must be ingested to work.
3. Added a variety of Writer notes commenting on the script.
4. Modified the poison so that it will take effect when a PC tries to freeze or neutralize it, not when they discover it.
5. Fixed the savvy on the electrify widget so that it specifies it can be used once/day.
6. Removed the magical trap that was mentioned as being part of the dais. (It's mechanical only)
7. Gave the TTT bunny some more background information.

8. Noted that Fluff has purple ears, and that the loremaster should be given purple ears.
9. Removed some of the artificial time limits from the game. It moved fast enough that they weren't needed.

Appendix I Props

Sign 'Encounter 1, Down the Rabbit Hole' Bunny ears, tail, map, 20 GP, Sign 'Encounter 2. Mission Assignment', purple flag, plate patch
 2 electrify contraptions, 4 .5 GP notes, 5 bunny ears, 5 bunny tails, 5 purple flags, 2 red flags, 2 blue flags. Sign 'Encounter 3 - The Ambush'
 sign reads 'Encounter 5. Gratuitous Physical Encounter', stepping carpet squares (or flour), red twine, placard
Spooky Skull Mirror, [a prop I found after Halloween]
 Pressure plate mechanism. [Home built, cardboard, a spring, wires and a fair bit of experimentation]
 2 potion bottles. 'Encounter 6. The Potion'
 Sign " Encounter 7. Ridiculous Riddles or Token Tolkien'
 Sign 'Encounter 8A. The Sepulcher of the Slumbering Sovereign, purple flag, bier/sarcophagus (optional), plate rep
 Encounter 8B. The Hero Saves the Day'. 12 potion repsX # of teams, boxing ring rep, 2x purple flags, 3 purple bean bags, popcorn, boo/applause,biff,bap,bop,whan etc signs, 2 daggers
 sign reading 'Encounter 9. Watch what you eat', Cage outline with lock, acid pit rep, candle rep, rope rep
 Sign reading 'Encounter 10: Your mission should you choose to accept it'.
 Sign reads 'Encounter 11: The Search for the Cave', book with numbers, Signs reading 'To the Secret Cave of Power'
 sign reads 'Encounter 12A. The Secret Cave of Power: Entrance', Sign 'The Secret Cave of Power', Purple, blue, red, yellow, 2 purple bean bags.
 sign 'Souvenirs', item/price list, for each team 20 gold &
8 pt healing potions 2, **Cave of Power handbook** 1
Hairdresser disguises 6, **Insult Generator** 1
Contraction of Coolness 1, **4 Ability point potions** 4
Potion of autoactivate Neutralize Poison 1, **Potion of Amorphism** 1
 Class C lock, sign reading 'Encounter 12B. The Secret Cave of Power™: Antechamber", twister rep
 sign reading 'Encounter 12C. The Secret Cave of Power™: Standard Trapline, swinging blades, burned out glyphs, mousetraps, trip wires, board rep, yarn, rope
 sign reading 'Encounter 12D. The Secret Cave of Power™, 10000 GP in bowl, skeletons, ring for each team, burned rope
 Vending Machine, secret exit sign, sign reading .Encounter 12E. The Secret Cave of Power™: The McGuffin Room, 3 oils and 40 GP/team.
 40 eggs (more will probably be needed since we'll probably lose some), basket, sign reading 'Encounter 13. Easter Egg Hunt' is present.
 'Encounter 14. The Troll Bridge Fight'., yarn/flour for river & bridge, troll brochures , plate rep, spare weapons , purple flag, 2 arm reps, 2 leg reps
 Sign reading 'Encounter 15. Knock Knock', 4 purple bean bags, 2 purple flags
 A chair, a cloak to drape over fluff, some fake scissors, 4 purple flags, 3 purple bean bags, for each team (savvy item, strong arm item) , sign reading 'Encounter 16. The Final Battle', barber of seville music, fake hair supplies, glass of water or squirt gun, fake fruits & vegetables. Contraption, ballon rep.
 A sign will read 'Encounter 17. Finale', 10 gold, 4 purple flags, 1 plate, 3 leather
 Fluff's Equipment, guards eqpt. from last encounter, sign 'Optional Encounter 2, Premature meeting with the Big Bad Guy',

Prop Construction

This is an attempt to communicate how I built the props for this game. (The Ears were designed by Chip Malinowski). This isn't necessarily the best way to build stuff, but it has some suggestions...

The Cheese

I made the cheese by cutting out a triangle of a manila folder, and then punching holes in it with a hole punch.

Pressure Plate:

Materials
spring
cardboard
tape
2 paperclips
wire
Spooky Skull Mirror (or battery + buzzer)

The original script calls for a laughing skull to appear within a mirror, this was based on a lucky purchase I made after Halloween in 1996. I found a 'spooky skull mirror' which was a mirror that when the light changed caused a light to appear behind a skull mask, and laughter to come out. I disconnected the light sensor and instead connected it's internal wires directly to the pressure plate. I wasn't sure precisely how it decided to make the skull appear but some experimentation helped me set it up so that it worked most of the time (except on game day (sigh :). If this prop isn't available a simple buzzer arrangement can be substituted instead, and the rest can be by description.

First cut out some cardboard to be the top and bottom of the pressure plate, make the bottom piece slightly smaller than the top piece. Glue the spring to the cardboard and attach some paper clips to the tops and bottoms arranged so that when both sides form a hook. When the spring is in it's normal state it the paper clips should contact each other. Make it so that the paper clips are not in contact when the plate is slightly depressed (about 1/8 inch or so).

Next build up 3 sides of the plate making it so that the top piece will rest on cardboard sides when enough weight is on it and be above the cardboard sides when no weight (or too little weight) is present. The 4th side was left open for attaching wires, and re-adjusting the paper clips as needed. Next I took some cardboard and cut a hole just big to fit around the bottom piece and the sides, and attached that to the top of the side pieces. This platform helped to hide the actual pressure plate and also served to hide the wires leading to the skull mirror.

Attach wires to the paperclips. These wires should either lead to your skull mirror, or to a battery/buzzer arrangement (see rule book).

Finally cover the entire arrangement in black cloth, and put your potion on it. Depending on how strong your spring is and how much space you left at the top, you might need something fairly heavy. (I had to use fair sized glass bottles filled with water)

Sarcophagus
(an optional prop that I did because I was tired of seeing 'virtual' coffins)
Materials:
Cardboard
duct tape
Grey paint

I 'acquired' two decent sized boxes (they were lamps boxes), and cut them up. I took the 4 of the side walls & flaps from the boxes and taped them into two pieces that formed the side walls for the sarcophagus. I cut one of the flaps into slightly smaller pieces to make it so that the sarcophagus tapered towards the foot. The flaps were used to form the foot and head of the sarcophagus. I then took the remaining cardboard (and a few extra pieces I had) and placed it on top of the boxes and made a covering. If you construct it in this manner you'll probably want to tape the foot and head together on course.

Add gray paint to make it look better (I actually used spray paint, but based on a recent construction task we've done, you're probably better off going to a hardware store, having them mix you some grey paint, buying a cheap roller and painting it that way, it'll be faster, probably cost about the same and look better)

Bunny Ears:

Designed by Chip Malinowski, methodology written by Jon Lundy (any errors are mine not his :)

Materials:

Steel wire
White Felt material
Purple Felt material
Pink Felt material
Spray adhesive
wire cutters
pliers
knives

To be done later.

Vending Machine

Materials:

1 Paper box

Cardboard

Black Spray paint

Whiteout

Spray adhesive

Glue gun

Knob (I used the lid from something (I think it was one of those big gatoraid cap.

Pencil (it's what i used, anything can be used :)

Cut out a roundish piece of cardboard and place it in the center of the paper box lid so that it can turn completely (this will be called the dial below). Poke a hole through the paper box lid and the dial with the pencil. Now cut three holes in the lid of the box near the edges of the dial. The top box was about 1 inch by 1/2 inch, the bottom three were about 1/2 inch by 1/2 inch. These represent the 'Item', 'Number Available' and 'Price' fields.

Now paint the dial black, and paint the lid any color you want. Put the dial part in the box and make sure it turns on the pencil. Now go through and use white out (or something else that will show up on black) and mark the dial to show where it will show up when the entire thing is finished. Turn the knob until the marks you placed aren't visible, and mark another place. Keep doing so until you've marked as many locations as possible.

Print the text for the box on a laser printer, white letters on a black background, cut them out and use spray adhesive to attach them to the dial in the locations you've marked.

Attach the dial to knob and the pencil with the lid of the box in between the knob and the dial. I used a glue gun. You should now be able to turn the knob and select items.

Next cut a hole in the box large enough for a gold piece representative to be pushed through. I then use cardboard to make a small coinbox that was attached to the lid so that coins went into the coinbox. Cut a hole in the bottom the box lid big enough for your potion rep to come out of. I just had the GMs put a potion rep there when the PCs put the fee in. (I had plans to build a mechanism to do this, but ran out of time)

Poke a hole for a lock mechanism in the paper box.

I also taped one side of the box lid to the box itself, and cut the other side This made it so that the box opened similar to a vending machine.

Add grafitti to taste (perhaps a major villain from an another game could write 'This machine owes me 10 GP).

Appendix J Game Lore

Dear [Loremaster Name] or Current Resident:

I have heard many legends of your prowess and I'm in desperate need of your aid. Our land is threatened by evil forces lead by the evil warlord Fluff, and your aid will be essential in destroying this evil.

I'm opening up a magic portal in 3 days to your home. Please gather 6 friends levels 1-3 total levels not to exceed 12, (including yourself). The magic portal will not support more power.
We are in urgent need of the aid only you [Or any other 3 to 5 other random people] can provide.
Baron Buster of Bunnyland

Appendix K Optional Encounters

This is a set of encounters that may occur, either based on PC actions, or if down time occurs during the game.

1. Random River

Encounter Type: Mental/roleplaying
Encounter Description: The party encounters down time and the GM pulls this encounter out to keep things going. As the party goes along they encounter a random raging river that they must cross. Allow any reasonable method to work. The river is as wide and wild as the GM desires.
Time 10 minutes
Boon: Boon to get across

Describe a river (or chasm), and let the party figure out a way to cross it. They can dam it and cross that way, throw stones in, knock down trees to form a bridge, make a raft, swim (depending on how bad you make it), walk on water.

2. Premature meeting with The Big Bad Guy

Encounter Type: Roleplaying
Encounter Description: The party decides that they wish to go meet Fluff and ignore the starting mission they were assigned. They head off to Fluff's Fortress. They can't branch off to the fortress until after encounter 3 (or 4 or 5 depending on NPC availability), and if they branch off after encounter 8 they head to encounter 14 instead (where they will be hosed in encounter 16). As they walk down the trail they are met by a regal looking bunny (Fluff), and 3 servants. A sign reads 'Optional Encounter 2, Premature meeting with the Big Bad Guy'
Time 10 minutes
Boon: Bane to fight them (unless you can't think of another way past them).

The party has met Fluff early, and Fluff is somewhat annoyed, since this is going against his master plan. Fluff's task is to try and set them back onto his plan (towards the rest of the game)

In the unlikely event they actually manage to defeat Fluff, they win the game. Go to encounter 18 (missing a good part of the treasure).

[Game Writer note: This encounter actually covers a rather unlikely case, the PCs decide to depart the script and head off into the wilderness. Most people will not do this, (They can read the 'plot clue' and go down the expected path), this will also run if they defeated buster and need incentive to go through the rest of the game]

Fluff

Class/Level: 10 level killing monk
Alignment: Pure evil
Life Points: 8/38/46
points 65 (70 -5 blocking)
Armor: 11 (3 innate, +3 ring of protection, 5 pts blocking),
23 vs area of effect spells
Damage: 10 magic (7 + 3 sword), 5 pts with thrown weapons
Special Attacks: monk abilities (try not to kill people with your physical attack)
Special Defenses: monk abilities, bunny abilities, 1 shot autoactivate N Poison, 1 shot autoactivate dispel magic 10th level.
Gold: None
Flags: Purple, 3 purple bean bags

You had hired a bunch of incompetent fools to ambush the PCs, but apparently even that wasn't sufficient to get them to finish the mission, so now you need to put them back on track.

You are somewhat annoyed that these nobodies have decided to come visit you, you were hoping that they would head off to do the 'revive the Slumbering Sovereign' thing, so that you could meet the Sovereign while you were prepared (because if you weren't prepared you would probably lose). So you are here to see what they want, let them do the speaking. If they wish to join you then you can give them a simple task. Go revive the Sleeping Sovereign and convince the sovereign that you (Fluff) is bad and should be killed. You're willing to explain that you have a plan.

What you won't tell them is that if they do as you ask, you'll still use them to test your new deathtrap, its not like you care about them.

In the event the PCs try to fight you then you will take them down. You will try not to kill them (since if you do then you'll have to use one of your lifesparks).

After you take down the PCs, you will want to try to get them to hate you so that they will finish the mission. Take ALL of their gold, and use the special ability 'Detect Best Healer in Party', (which should be called out just like that), and heal that person 8 points. Tell this person that in gratitude for the large fortune you found, you won't kill them, and you'll even give them a small fortune to use as they inhabit Bunnyland, then give them 30 gold and leave. [Keep this gold, if they defeat you, they can recover it.] You have a small non-recoverable selection of lifespark scrolls that you can use if you accidentally kill one of them. You will proclaim that they'd make better slaves alive, and you'll be sending slavers to get them soon.

Use your best judgement on how to run this encounter based on what your spies have reported on the team (i.e. what the producer tells you). Choose your approach to get them to finish the game. The two basic choices you have are to try and make them hate you so that they wake the slumbering sovereign, or try to hire them to wake him.

Minions

3 second level monks

Class/Level: Monk/2

Alignment:: Neutral

Life Points: 3/10/18

Points 19 (20 -1 blocking)

Armor: 2 (1 innate, 1 blocking)

Damage:3

Special Attacks: monk abilities

Special Defenses: monk abilities, bunny abilities

Gold: None

Flags: Purple

You are Fluff's Minions are accompanying him. Obey him, and fight for him. Your job is to prevent him from being mobbed, and to give him weapons if he sucks a dropsy.

Props

Fluff's Equipment, guards eqpt. from last encounter, sign 'Optional Encounter 2, Premature meeting with the Big Bad Guy',

3. The Rabbit Village

Encounter Type: Roleplaying, Timewasting

Encounter Description: A miracle occurs and we have enough spare NPCs to run a village encounter. This encounter can occur anywhere and is used to provide an illustration that the land has actually been oppressed. This is also useful for any children that might have been brought to the game.. A sign reads 'Optional Encounter 3, The Rabbit Village'

Time 10 minutes

Boon:

Note In the event that any of the villagers are attacked by the PCs then the PCs who attacked not be worthy of becoming an honorary bunny and will NOT grow Rabbit ears. The Slumbering Sovereign will rebuke them for their attacks on innocents. (The SS might overlook a slap or two to keep the rabbits away from weapons, but slaughtering the village will result in this loss (GM discretion))

[Game Writer Note: ONLY apply the restriction that people attacking don't get ears if ALL teams have this encounter. If only some teams have this encounter, then it's unfair to apply this extra risk to the teams that have this encounter]

The party arrives at the village and interacts with it's inhabitants. They can learn a few things about the land and have fun roleplaying.

	Class level	AI	Life points	Ability Points Avail.	Armor	Damage	Flags
Children	None/1	N	3/8/16	NA	0	1 (no weapons)	P
Adults	None/1	N	3/4/12	NA	0	1 (no weapons)	P

Adult Villagers

You are farmers, too old to be recruited for either the resistance army or Fluff's army. All the younger/fitter villagers have been 'recruited' into one of those armies. You are very focused on village life and are willing to talk about the following things. If attacked speed away

1. Farming, tell them about your new crops, how you are growing grass for the big grass growing competition.
2. Tell them about Fluff, his forces have been through here several times and committed various atrocities, (use your imagination) upon the populace, taking whatever and whoever they want.
3. Tell them that the resistance fighters aren't much better, under the command of Fluff's former Lieutenant Buster they use the same tactics, but just preach a more sanctimonious tone about it. They are just as bad but pretend to be better and friendlier.
4. Your only hope is the LEGEND OF THE SLEEPING SOVERIEGN which states that when the land is dire need and split between two forces a group of adventurers will awaken the Sleeping Sovereign and defeat the great evil. (You've never heard a definite version of this legend, feel free to embellish it, and make stuff up, the wilder the better).
5. Use your imagination, try to be annoying. Roleplay this as you want, you can be a beat down person who's seen everything, or be in awe of the adventurers and borrow their weapons and otherwise have fun with them. Make up a personality and roleplay it to your heart's content, there is no such thing as overacting, and the more annoying you are the better.

Children Villagers

You are the young children who are too young to be recruited in an army. You are somewhat in awe of these strange looking adventurers and want to know all about them. Pester them however you want. Some suggestions are ask them questions, borrow their weapons and try to use them to cut grass or hold fake fights, ask them to tell stories, follow them around, imitate their actions, repeat everything they say, etc. Your job is to be as annoying as possible. If attacked speed away

Bunny Powers

All bunny men have the powers to do a monk's Leap once/day, and a monk's Speed once /day. These are innate abilities.

Props

Rabbit ears, sign 'Optional Encounter 3, The Rabbit Village', village stuff,