

# **FABLEFIRST**

a line-game by william haddon

An I.F.G.S. Game (last edited: 6/21/11)

In cooperation with the Denver Boulder Chapter of the I.F.G.S.

A Serious Heroic Fantasy Line Game

Proposed Run Date: TBA

For 4-6 PCs levels 1-2 (Max 8)

Teams may choose to run the game as a “Novice” or “Advanced” team.

## **Using 7.0 edition rules**

Players may bring in replacements for deceased characters. No cloning or other special character rules apply.

Magic Rating: A

This game is Sanctioned Pending Production

Estimated sanctioned hours: 5 hours

Fighting: 6 Physical: 5 Mental: 3 Risk: 3 (novice) 7 (advanced)

Staff Requirements: 6 Staff & 18 Npcs

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1. Encounter #. 2. Encounter Name. 3. NPCs needed. 4. encounter type 5. encounter time

1.	2.	3.	4.	5.
1.	Meet Jenny	2	RP/Informational	20min
2.	Meet Sarah	1	RP/Informational	10 min
3.	Meet Daniel	1*	RP/Informational	20 min
4.	Trouble with the Queensguard	5*	Combat	20 min
5.	The Dark Forest	0*	Physical	30 min
6.	Meet Richard	6*	Combat/Mental	60 min
+	Interlude: Dryad	1	RP/Mental	25 min
7.	Meet the Knight, Belemere	2*	RP/Informational	30 min
8.	Finally... Meet Malefica	6*	Combat	20 min
9.	Happily Ever After	4	RP	20 min

\*does not include Sarah.

+optional encounter

Note about descriptions and abbreviations:

Under "Classes":

C = Cleric

D = Druid

F = Fighter

K = Knight

MK = Monk

Mn = Monster

MU = Magic User

P = Peasant

R = Ranger

T = Thief

Under "Dmg":

First number is Melee. Second is Thrown. Third is Missile.

Thus 4/3/2 is 4 Melee, 3 Thrown, 2 Missile.

m = magic

Thus 6m/4/8m means 6 magic Melee, 4 Thrown, 8 magic Missile.

Under "AR"

A = amorphous

L=Leather

C=Chain

P=Plate

Under "AL"

G = Good

N = Neutral

E = Evil

### INVITATIONS:

This game can be played at one of two levels. If it is played at a novice level, the fights are easier and the risk is lower. The NPC pickup guide will give more help and has special abilities to help out a new team. If it is played as an advanced game, the risk is higher and the fights harder. The LM can choose for his/her team which level the game will be played at, and should inform the Producer when the LM invitation is accepted (i.e. long before game day so that NPCs can be briefed). Ideally, novice and advanced levels would be separated onto different days. There is no requirement as to how many novices need to be on a team, or how new players have to be. Teams simply choose which level they want to play at. Teams with newer players should be strongly recommended to play the novice level, and the game is designed to be a good introduction to IFGS. The Producer may, at his/her option allow a single PC, or pair of PCs to run through this game as a team, although fees would have to be negotiated.

**W**hen she was young, Jenny was given to the Sorceress Queen Malefica because her parents could not pay their taxes. Many ended up as the Sorceress Queen's slaves because her taxes were high and unjust. Some whisper that the Queen fed off her slaves to keep herself young and beautiful.

Malefica had not always been the Sorceress Queen. Malefica's brother, Richard, was once the King, and he was brave and just and loved the Land like he loved his beautiful wife Amanda. But when their newborn son, Jonathan, was stolen from them, Amanda was heartbroken. Some say she killed herself, and that Richard took poison when he saw that she had taken her life... others say Malefica had slain them both and taken the throne for herself.

Daniel, an orphan, grew up near the tower where the Sorceress Queen lived. He and Jenny fell deeply in love and he thought of nothing but her. The fisherman and his wife who had found him, abandoned in the reeds, encouraged him to bargain with Malefica and buy Jenny's freedom. He tried to make his fortune as an adventurer, but each time he came back, with more gold under his belt, she had raised the price just high enough that he could not buy his love's freedom.

Finally, he called out in despair, and asked what he could give her for his Jenny's freedom.

"Your heart" she said.

He made the trade, gleeful that he and his love would now be united.

But when Jenny left the tower that day, she discovered a very different Daniel: Cold, hard, with no emotion or care. He did not love her, nor anything he had once loved. Even the old man and woman who had cared for him no longer mattered to him. His step-mother, spurned by the new, heartless Daniel, died of heartache.

Jenny, in despair, now living with the old, widowed fisherman sold the golden locket that was the last reminder she had of her parents, and hired a group of adventurers to help retrieve the heart from the evil Malefica, and save the Kingdom from her cruelty.

## Chapter 1: Meet Jenny

Detect Alignment:	Benjamin and Jenny both detect as Good
Detect Magic:	None
Detect Supernatural:	None
Detect Traps:	None
Detect Poison:	None
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	Benjamin and Sarah have always treated us well. When there is no rain, they give us rain. When there is no food, they give us food.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	None
People Lore:	<b>Richard (or the King):</b> King Richard Andrilaine was the ruler of this Land of many years before suddenly disappearing after the death of his wife and son. Tales say he was compassionate, just, and caring for his family and people. He wielded the legendary sword of Andrilaine. He has one elder sister, Malefica Andrilaine. <b>Malefica Andrilaine (or the Queen):</b> Known mostly for the actions of her brutal Queensguard, since the disappearance of her brother, she has ruled the Land, enslaving many of the poor. Rumors say that she lives on the blood of virgin girls and turns men into toads. She lives in a dark tower, instead of in the Andrilaine Castle, and used to live in the “Queen’s Village”, an island of strange creatures and evil beasts.
Religious Lore:	None
Legend Lore:	The Queen’s Village: This is actually an island out past the swamp where the Queen Malefica lived for many years before coming back to take over for her brother when he disappeared. It is rumored to be filled with dark creatures, especially those poor souls who Malefica has turned into animals.
Heraldic Lore:	None
Wathit:	Normal
Savvies:	None

**Overview:** The PCs arrive at the crossroads that the letter spoke of (see Appendix B: Loremaster invitation) and find there an old, sad man and a young, beautiful but heartbroken girl. They invite the team to their camp for some crackers and water, as they have little else, and Jenny tells her tale.

### Jenny’s Tale:

When Jenny was very young, the land was ruled by wise king Richard Andrilaine and his beautiful wife, Amanda. Eighteen years ago, a terrible tragedy occurred. The Prince, Jonathan, disappeared, and the Queen went into a deep despair. It is believed that she killed herself, and that King Richard, faced with the loss of his son and wife, took off into the forest, never to be seen again. The King’s sister, an evil woman named Malefica, took power since the Prince could not be found, nor any sign of kidnappers. Malefica was an evil woman, who closed down the castle and lived in an ancient, dark tower. Those who could not pay her ever rising taxes became slaves. Jenny’s parents, already poor, quickly found themselves thrown in a debtor’s prison and Jenny herself became a maid in the tower, at the age of 5. She has worked there for the last 14 years.

About two years ago, she was doing an errand for the evil Queen and met the son of a fisherman, a young man named Daniel. He was warm and loving and the two quickly fell in love. Every time Jenny would be sent on an errand, they would find time together, kissing beneath the stars, or talking as they walked.

Daniel swore he would buy Jenny's freedom, and left to become an adventurer. He came back with gold in his pockets and visited Malefica to offer to buy her slave. Malefica, shrewd as she was, named a price just higher than what Daniel had. Determined, Jenny's beloved left again, to earn more gold by his skill with a sword. He returned, only to find the Queen's price had risen to slightly more than he had. Again, he traveled, and each time he returned, the price was higher.

Daniel finally asked of the Sorceress Queen what he had that could buy Jenny's freedom. "Your heart," the Queen replied. Daniel, willing to give anything for his one true love, agreed, and she took his heart from him.

Jenny was freed, and what a joyous day! She ran to the home of the fisherman and his wife, and found her beloved Daniel there.

But it was a cold welcome. Without his heart, Daniel cared for no one. He had no love, no joy, no smile at all.

Jenny pawned her golden locket, the last reminder of her parents, who she has not seen in twelve years and believes dead, so that she could hire adventurers to go into the dark forest that surrounds the tower, to a secret place that Jenny knows, where the Sorceress hides the spoils of her evil deeds, to retrieve Daniel's heart and make their love whole once more.

If questioned, the old man Benjamin, a fisherman, has his own tale to tell:

#### Benjamin's Tale:

Benjamin and his wife Sarah were very happy together. Though he was not a rich man, being only a fisherman, they had love, and that was easily enough. The only thing that his wife ever wanted was a child. They tried and tried, and hoped and hoped, but no child came.

Finally, a miracle occurred. One of the women in the village had a baby while too young to care for it, and asked Sarah to take it in and be its mother. They adopted the little boy, named Daniel, and raised him as their own. It was a joyous family, and Daniel grew up tall and strong.

Two years ago, Daniel fell in love. He could talk of nothing but the beautiful Jenny, and Sarah knew then that he would do anything for his young love. Daniel took off into the dangerous world of adventure, and came back with gold, determined to buy Jenny's freedom. But the evil Queen kept raising her price until Daniel knew that she would not take money for something as worthy as Jenny.

The Queen took Daniel's heart as trade, even though Sarah begged him not to. He became cold and cruel, joyless and emotionless. Sarah, already suffering with a little ill health, could take it no more, and died of heartbreak, her loving son now a heartless monster.

Jenny came to live with Benjamin, keeping him company and cooking his meals when he came home from the lakes at the end of a long day. Daniel comes by occasionally, but he cares only for gold now, and works as a mercenary, free of conscience and soul.

Jenny offers each team 500 gold to find and return Daniel's heart (If Advanced, she says she found an additional piece of jewelry to sell and offers 700gp). She also gives them directions to the dark wood and tells them how to find the "Queen's Village" where her darker minions reside. Jenny says that the heart is there, for that is where the Queen keeps the spoils of her dark dealings. She warns the PCs that some believe that talking to the Queen entralls the listener. Jenny once followed her from the castle.

Benjamin and Jenny have a bouquet of flowers and ask if the PCs can lay them on Sarah's grave. The graveyard is on the way to the forest, and they ask if the PCs would give Sarah the flowers and assure her that they are on the job and will save her son.

If pressed about the Queen, both Jenny and Benjamin know the following:

- The Queen's name is Malefica. She was King Richard's sister, and took control when Richard disappeared.
- She is a sorceress as well as a queen and has not appeared to age in two decades.
- Many believe that those she throws in the dungeons and debtor's prisons are used to feed her, granting her eternal life.
- She is cruel, unyielding, and spends the money she leeches from the struggling people on jewels, clothes and expensive luxuriances.

NPC Table

<u>#</u>	<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>Points</u>	<u>AR</u>	<u>Dmg</u>	<u>AL</u>	<u>Notes</u>
1	Benjamin	P3	3/10/16	-	0	2/2/2	G	1)
2	Jenny	P1	3/6/12	-	0	1/1/1	G	1)

1) They have no weapons and no abilities

Rules of Engagement;

There should be no combat. If there is, the NPCs will likely die and the game will be over.

APPROXIMATE RUN TIME: 20 min

TREASURE: 500 or 700 gold

PROPS & COSTS:

Flowers, crackers, water, "camp".

## Chapter 2: Meet Sarah

Detect Alignment:	Sarah detects as Good
Detect Magic:	None
Detect Supernatural:	Sarah detects as Supernatural
Detect Traps:	None
Detect Poison:	None
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	None.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	None
People Lore:	None
Religious Lore:	None
Legend Lore:	None
Heraldic Lore:	None
Wathit:	Sarah is immune to physical attacks, but cannot hurt others either.
Savvies:	None

**Overview:** Heading towards the forest, the PC pass a small graveyard with only a few markers in it. All have names, and one says, simply, “SARAH”. If the PCs put flowers on the grave and say any words at all to or about Sarah, Daniel, or Benjamin, the ghost of Daniel’s mother will rise out the ground. She should be pale, and dressed in white (for game reasons she is a ghost. She can be seen and this is not “white” as in the IFGS I can’t see you white), and obviously a match to Benjamin for age. If it looks like the PCs are going to bypass the graveyard, the GM should tell the LM that he/she feels a chill. It should get worse and more obviously a bad omen as the PC get further from the graveyard. This should eventually become powerful enough that the LM simply cannot go on.

Sarah, unlike many others in this story, has two tales. The first is the tale she tells. The second is her real tale. Sarah will not admit the truth until after she hears the tale from the Knight Belemere in encounter 7.

### **Sarah’s Tale (for the listener):**

Sarah and her strong, handsome husband Benjamin were very happy together. Though they were never rich, they had love, and that was easily enough. Sarah could see the delight in Ben’s eyes every night when he came home to her, and would happily collapse into his arms (once he had washed the fish-stink from his skin). The only thing that she ever wanted that he could not provide for her was a child. He was good, and honest, and strong, but it was not quite enough. She had always wanted a little baby to call her own and raise in love.

Finally, a miracle occurred. One of the women in the village had a baby while too young to care for it, and asked Sarah to take it in and be its mother. She brought the little boy, named Daniel, and raised him as her own. It was a joyous family, and Daniel grew up tall and strong.

Two years ago, Daniel fell in love. He could talk of nothing but the beautiful Jenny, and Sarah knew then that he would do anything for his young love. Daniel took off into the dangerous world of adventure, and came back with gold, determined to buy Jenny’s freedom. But the evil Queen kept raising her price until Daniel knew that she would not take money for something as worthy as Jenny.

The Queen took Daniel’s heart as trade, even though Sarah begged him not to. He became cold and cruel, joyless and emotionless. After all she had done to have a child, the



thought of such a creature was insufferable. She could take it no more, and died of heartbreak, her loving son now a heartless monster.

**Sarah's Tale (the one she keeps secret in her heart) She will not reveal this until encounter 7:**

Sarah and her strong, handsome husband Benjamin were very happy together. Though they were never rich, they had love, and that was easily enough. Sarah could see the delight in Ben's eyes every night when he came home to her, and would happily collapse into his arms (once he had washed the fish-stink from his skin). The only thing that she ever wanted that he could not provide for her was a child. He was good, and honest, and strong, but it was not quite enough. For years, they tried without success. She had always wanted a little baby to call her own and raise in love.

One day, traveling to market to buy apples for her husband's favorite pie, she found, on the side of the road by the reeds, a beautiful basinet with a perfect, golden child inside. He was cold, and wet from the river, but she knew that this was meant to be, that this was the answer to her prayers. It had obviously been abandoned by a mother who did not care, and she had now found it and would give it all the love it ever needed. She named it Daniel, and took it home to her husband Benjamin. She only ever lied to Benjamin twice in her whole life. This was the first.

It was weeks later when she heard that the King and Queen had lost their son, and from the finery of the basinet, Sarah immediately knew that the child she held was Jonathan, Prince of the realm. But she could not bring herself to give up this child that had become her greatest love. She buried the knowledge deep inside her, knowing how awful a thing she had done.

As the terrible events unfolded, and the Kingdom fell to the horrible Malefica, the knot of guilt twisted in Sarah's soul. Still she buried the knowledge, and loved her son all the more fiercely.

When he fell in love, she was overjoyed. Jenny was such a beautiful, wonderful girl, and her son was happy with her like he had never been. Sarah watched as Daniel fought and strove for her, and when, one day, he told her of Malefica's offer, she begged him not to give away his heart to such an evil creature.

In the end, when the heartless thing came back to her home, all the pain and guilt of what she had done came rushing back. She had destroyed the Kingdom and that was ok as long as she had her son, but now that betrayal had cost her Daniel as well. She fell ill, and with no desire to live, soon perished.

But she could not rest. Not until her misdeeds were atoned for. Helping these young adventurers find Daniel's heart might finally let her sleep, and forget that fateful day she went to buy some apples.

**Instructions for the NPC**

Sarah's ghost will travel with the PCs and help them. She is their guide and advisor, meant to help novices with any number of questions and concerns. She should avoid making decisions for the group. She cannot be seen by any NPCs... only the PCs can see her. Nor can she affect objects or people. She can walk across water and through walls.

In the following chapters, there are sections labeled "Sarah's Advice". These are tidbits that she gives the team if needed.

For novice teams, Sarah has two additional abilities: She can cast a 2pt Heal with a six-second meditation 5 x day (which she should not volunteer, but only use if a PCs is unconscious, in dire need, or the team has run out of healing). If the PCs have no Magic User, she can cast Savvy, at will, with a six-second meditation.

NPC Table

<u>#</u>	<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>Points</u>	<u>AR</u>	<u>Dmg</u>	<u>AL</u>	<u>Notes</u>
1	Sarah	P2	3/8/14	-	0	1/1/1	G	1)

1) Sarah is a ghost.

Rules of Engagement;

There should be no combat. Sarah cannot be harmed .

APPROXIMATE RUN TIME: 20 min

TREASURE: 0 gold

PROPS & COSTS:

Gravestones, ghost costuming.

### **Chapter 3: Meet Daniel**

Detect Alignment:	None
Detect Magic:	None
Detect Supernatural:	None
Detect Traps:	None
Detect Poison:	None
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	None.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	None
People Lore:	None
Religious Lore:	None
Legend Lore:	None
Heraldic Lore:	None
Wathit:	Normal
Savvies:	None

**Overview:** Heading towards the forest that Jenny spoke of, the PCs run into a young man coming towards them. He will not step aside, and will have a demeanor of cool loathing. He will not stop unless the PCs call to him, or block his path. He is quite happy to run into PCs if they do not get out of his way (care should be taken that the contact is not too hard or physical).

If a PC blocks his path, he will draw weapons and coldly tell the person to get out of his way. Daniel is an expert swordsman and has no compunctions about killing.

If the PCs talk to him, or ask him questions, he will answer them emotionlessly, being cruel to the PCs whenever possible. Here is what he knows, filtered now through the eyes of a man who does not believe in love and thinks it mere irrational folly.

#### **Daniel's Tale:**

Daniel's childhood was a sunlit realm of waves and wind. He loved to go out on the boat with his father, only to come home to a delicious meal made ready by his dear mother. Daniel had many friends as he had an easy-going demeanor and a glowing smile. Although his parents were not rich, Daniel never felt like he wanted for anything. He had his imagination, and the trees and grass, rocks and lake.

Daniel knew he was adopted, but also knew that his birth mother did not want the shame of having given up a child, so he respected her wishes and did not pry too much in the village. Besides, he loved his mother, Sarah, and had no need to find another. He felt he led a charmed life and that nothing could get better.

About two years ago, he found out he was wrong. On the road, he beheld a creature of gold and sunlight, an impossibly beautiful girl who moved with the grace of trees in a breeze. He could not breathe, nor think. The very light dimmed and the sun and sky became drab grey in comparison to this girl. He was in love.

He spent every possible moment with this goddess, and brought her flowers and vowed to marry her. He learned her name was Jenny and that she was a slave in the dark tower of Malefica, the evil Sorceress Queen who ruled the land.

Daniel swore he would buy Jenny's freedom, and left to become an adventurer. He won his first sword on a bet of courage, and learned its use. He fought the good fight, helping villages with wolves, and escorting nobles through troll infested lands. He came back with gold in his

pockets and visited Malefica to offer to buy her slave. Malefica, shrewd as she was, named a price just higher than what Daniel had. Determined, Jenny's beloved left again, to earn more gold by his skill with a sword. He returned, only to find the Queen's price had risen to slightly more than he had. Again, he traveled, and each time he returned, the price was higher.

Daniel finally asked of the Sorceress Queen what he had that could buy Jenny's freedom.

"Your heart," the Queen replied. Daniel, willing to give anything for his one true love, agreed, and she took his heart from him. It was then the world seemed to grow cold. He realized the folly of his ridiculous desires and turned himself towards the only things that matter... money and power. Power he could take at the edge of the sword. Money too, came that way. He did not remember why he would want so plain a creature is this "Jenny" when there were titles to be gained and gold to be had.

The world is a harsh, cruel place, and only those who can match and beat that cruelty will survive. Love is mere weakness, a dalliance of lesser men.

**Sarah's Advice:** Talk to him and find out what he knows.

NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Daniel	F3	3/20/28	-	1L*	5/4/4	N	1)

1) Has a single sword. Will not use any SAS abilities.

\* For advanced teams he is wearing non-recoverable Plate. (3P)

Rules of Engagement:

There should be no combat. If there is, Daniel will do his best. He will not throat-slit or attack downed PCs and will leave the PCs unconscious if he wins. If he is killed, he will not take part in Chapter 7, but instead will be "dead" in Jenny's arms in Chapter 8.

APPROXIMATE RUN TIME: 20 min

TREASURE: 0 gold

**PROPS & COSTS:**

Leather Armor Patch

Plate Armor Patch

#### Chapter 4: Trouble with the Queensguard

Detect Alignment:	All the Queensguard detect as Evil
Detect Magic:	The Captain has a magical glove. All Knights have magical weapons.
Detect Supernatural:	None
Detect Traps:	None
Detect Poison:	None
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	None.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	None
People Lore:	The Queensguard is a perversion of the old Kingsguard, an order of Knights devoted to upholding the justice and honor of the Land. Even in times of a Queen the order was still called the Kingsguard, but now, under Malefica, the Queensguard is a personal brute squad, bringing terror and corruption wherever it goes.
Religious Lore:	None
Legend Lore:	None
Heraldic Lore:	The Queensguard is a perversion of the old Kingsguard, an order of Knights devoted to upholding the justice and honor of the Land. Even in times of a Queen the order was still called the Kingsguard, but now, under Malefica, the Queensguard is a personal brute squad, bringing terror and corruption wherever it goes. Their codes surround absolute obedience to Malefica, and a code of brotherhood and loyalty to one another.
Wathit:	Normal
Savvies:	<b>Lightningblade Glove</b> found on Captain ([Game ID Number]-01). 1. Once per day after 5 seconds of meditation, you cause a 6 point electrify. <b>Extra-Large Quiver</b> found on Pvt Abhor in Advanced ([Game ID Number]-05) 1. This magical quiver holds 30 arrows. Novice: Knight's swords are +0 magical weapons of the Queensknight order. All are unrecoverable. Advanced: <b>Captain Loathe's Knight's Sword:</b> +1 sword of his order (non recoverable)

**Overview:** Some of Malefica's Queensguard troops head towards the PCs. They are used to getting their own way and spread Malefica's dictates of fear and control. To them, the PCs are a threat, a spark of hope and rebellion that need to be crushed. But they can't just attack. Captain Loathe will stop the PCs and tell them that they are not allowed to wield weapons in the Queen's land without paying a license fee. Each adventurer must pay 100 gold to be able to walk around armed. Else they must give up their weapons. If the PCs agree, and pay the gold, the Captain will mention the additional 50 gold in armor tax, and if that is paid, the 25 gold road toll. The Captain will push and push, bullying the PCs, demanding to search them, or making them swear oaths of allegiance to his Queen until they break, and a fight ensues. If the PCs have dawdled and delayed for more than 15 minutes, the Queensguard will attack.

#### Sarah's Advice:

- Don't give up your weapons.

- The Queensguard have been bullying and terrorizing the populace for years.
- Make sure to search bad guys, especially with a detect magic scan.

Novice NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Captain Loathe	K2	3/14/22	18	2C	3m/3/3	E	1)
2	Pvt Hait	F1	3/12/20	-	1L	3/2/2	E	2)
3	Pvt DeTeste	K1	3/11/19	14	1L	2m/2/2	E	3)
4	Pvt Abhor	R1	3/11/19	10	1L	2/2/3	E	4)

Advanced NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Captain Loathe	K3	3/17/25	18	2C	5m/4/4	E	1)
2	Pvt Hait	K2	3/14/22	18	2C	3m/3/3	E	2)
3	Pvt DeTeste	K1	3/11/19	14	1L	2m/2/2	E	3)
4	Pvt Abhor	R2	3/14/22	16	1L	3/3/4	E	4)

- 1) Uses any weapons and any SAS. Has a magical sword on him (non-recoverable). He also has a magical glove on him.
- 2) Uses any weapons and any SAS.
- 3) Uses any weapons and any SAS.
- 4) Will use a bow and sword. Has 3 honed arrows. Will try and use the bow as much as possible. Novice: 1 crit per 10 arrows. Advanced: 2 crits per 10 arrows. Advanced: Carrying an extra-large (30 arrow) quiver.

If desired (or needed for larger teams), the following guards can be added:

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Pvt DeSkust	K1	3/11/19	2	0	2m/2/2	E	5)
2	Pvt Latreen	F1	3/12/20	-	0	2/2/2	E	6)

- 5) Can use any one weapon and any SAS
- 6) Has a -1 mundane shortsword (or, ideally, latrine shovel). Mend or the like will remove the -1. Can use no SAS including battle fever.

Rules of Engagement:

The NPCs will not throatslit or attack downed PCs and will leave the PCs unconscious if they win. Advanced teams will be quickly searched (should find all non-hidden items) and their items and equipment will be taken, especially anything that looks possibly magical. They may continue if they wish, but it will not be easy without weapons or equipment. They may choose to retreat and end game if they wish. Producer may allow the team to play through the rest of the game normally, but without treasure reward at the end.

APPROXIMATE RUN TIME: 20 min

TREASURE: Lightningblade Glove found on Captain Loathe. Extra-large quiver for Advanced teams.

PROPS & COSTS:

Glove per team. Quiver for Advanced teams. Queensguard uniforms.

## Chapter 5: The Dark Forest

Detect Alignment:	None
Detect Magic:	None
Detect Supernatural:	None
Detect Traps:	Yes, mechanical
Detect Poison:	Yes, on the darts.
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	The plants here are nasty, cruel and secretive. They reveal very little, except that they hate all humans. Some may hint that their Mistress now rules the land of men and they find that humorous.
Animal Information:	Birds will say that they only enter the forest now because food is becoming scarce elsewhere. Normally they would stay away. The crops are bad, so the other animals and bugs are scarce. Here, though, life seems to thrive, although it has a bitter taste. Other animals seem spiteful, especially against humans. They have been told that humans are cruel and evil, and that only Malefica can protect them from human's torture. They will hint, if spoken to enough, that they love the Toad-King, for he fills them with a deep calm and makes them feel, strangely, free and loved.
Battlefield Lore:	None
Nature Lore:	The natural world here is corrupted, but subtly. The animals are bolder, but more aggressive. The trees and plants subtly twisted from their normal course, with darker leaves and sharper thorns.
People Lore:	None
Religious Lore:	None
Legend Lore:	None
Heraldic Lore:	None
Wathit:	None
Savvies:	None

**Overview:** Once green and verdant, the forest now suffers from the dark deeds of Malefica. It is said that the King is the Land, but the King is not well and evil rules. As the PCs enter the dark forest and head towards the “Queen’s Village”, they will encounter traps and tribulations. If it is too cumbersome production-wise to fill the whole area with such traps, it may be described that most of the forest is impassable, with only a wide path being available.

There are three kinds of traps: Tripwires, poison darts, and bear traps.

Tripwires should be built with pieces of black yarn or string strung taught between trees or bushes at 6 to 8 inches off the ground. They should break easily so that they do not cause a tripping hazard. **Novice:** If a PC breaks one of these wires, the trap goes off and the PC takes 4 points of damage to the leading leg, as a blade slices into it. **Advanced:** The trap does 3 points of no-defense damage.

Poison darts are also set off by tripwires, but these should be green or brown...easier to see, and can be at any level. A PC that breaks a poison-dart tripwire is struck by a dart doing 1 point of no defense poison damage.

**Novice:** If the poison isn’t neutralized in one minute, the PC will take 6 points of no defense damage to his torso. 6 pts of healing will neutralize the poison.

**Advanced:** If the poison is not neutralized in 30 seconds, the PC will take 8 points of no defense damage to his torso. 6 pts of healing will neutralize the poison.

Bear traps should be set up as spring loaded snappers (like safe mousetraps) hidden on the ground. When a PC steps on a bear trap and it snaps, the PC's leg is trapped, and takes 3 points of no-defense damage. The PC cannot move his leg unless another PC helps him open the bear trap's jaws. Knight Strength 1 will also open the jaws.

Then the PCs will come to a wide river (marked out with engineering tape or the like) that they will have to get across. Exploring a little they can find two trees that have been tied together with two ropes. One rope is approximately 2 feet off the ground, the other is 6 feet off the ground. The PCs will have to climb across these ropes (the river should be about 15-19 feet wide to allow for Leap) to get to the island that the "Queen's Village" is on.

The "Village" is really just an island where the tortured souls who have been transformed by Malefica into toad-like creatures live. Once the PCs cross the rope, they should be able to see the first toads off in the distance.

**Sarah's Advice:**

- If the team has a 2<sup>nd</sup> level thief: Use Sense traps.
- Poisons can sometimes be neutralized with healing.
- Plants and nature can often give a clue about a place to those who can read them.

APPROXIMATE RUN TIME: 20 min

TREASURE: None

**PROPS & COSTS:**

Tripwires. "Bear traps". Engineering Tape, 2 long ropes



## Chapter 6: Meet Richard

Detect Alignment:	Toads are all evil, including Richard Toad-King.
Detect Magic:	Boxes 3,4 and 5 have magic inside them. The Sword of the Line of Andrilaine also detects as magical.
Detect Supernatural:	All toads detect as supernatural.
Detect Traps:	Box 5 is trapped mechanically.
Detect Poison:	Box 5 has poison on the trap.
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	The plants here are nasty, cruel and secretive. They reveal very little, except that they hate all humans. Some may hint that their Mistress now rules the land of men and they find that humorous.
Animal Information:	<p><b>The Toad-King</b> is no animal. He is not a natural creature, and is obviously the corrupted form of some other, more noble creature.</p> <p><b>The toad-men</b> are not natural creatures, but transformed men. They are those who have given in to spite, and who have lived in this place of darkness and corruption too long. You would guess their transformation would be aided by some other magic too.</p> <p><b>Birds</b> will say that they only enter the forest now because food is becoming scarce elsewhere. Normally they would stay away. The crops are bad, so the other animals and bugs are scarce. Here, though, life seems to thrive, although it has a bitter taste.</p> <p><b>Other animals</b> seem spiteful, especially against humans. They have been told that humans are cruel and evil, and that only Malefica can protect them from human's torture. They will hint, if spoken to enough, that they love the Toad-King, for he fills them with a deep calm and makes them feel, strangely, free and loved.</p>
Battlefield Lore:	There have been many fights here before. The most recent was probably a year ago, but the marks of combat go back decades, maybe more.
Nature Lore:	The natural world here is corrupted, but subtly. The animals are bolder, but more aggressive. The trees and plants subtly twisted from their normal course, with darker leaves and sharper thorns.
People Lore:	The Toad-King is not a person of note. For King Richard's information, see his tale below.
Religious Lore:	None
Legend Lore:	The Queen's Village is known as the heart of the dark forest. People of the land fear it as the ultimate exile and punishment. Some rumors say that this is where King Richard ran away to hide from the pain and sorrow of his life.
Heraldic Lore:	None
Wathit:	The toads are supernatural creatures, changed from their original forms. They are not bright, but are able fighters. Watch out for their tongues.
Savvies:	<p><b>Magic item in Box 3: 2 pt point generator</b> ([Game ID Number]-02)</p> <ol style="list-style-type: none"><li>1. Once per day you can draw two ability points from the stone.</li></ol> <p><b>Potion in Box 3: Potion of Renewing Purity</b> ([Game ID Number]-03)</p> <ol style="list-style-type: none"><li>1. This potion will neutralize poison on the drinker. One-shot. Lasts only until the end of the game-day.</li></ol> <p><b>2pt Healing Icon</b> ([Game ID Number]-03):</p> <ol style="list-style-type: none"><li>1. Adds 2 points into the character's Generic Healing Pool.</li></ol> <p><b>Item in Box 4: Golden Heart</b> (unrecoverable):</p>

1. This is the heart of a human man magically turned to gold. It holds his goodness, love and empathy AND
2. If returned to him, it will enter its owner on its own accord.

**Potions of Healing in box 5:**

1. Each potion will heal 4 points of damage when quaffed AND
2. the potions will only have potency for the rest of the game-day AND
3. 5 seconds must pass before drinking another potion.

**Sword of the Line of Andrilaine** ([Game ID Number]-99):

1. This is a +1 magical sword AND
2. it grants +1 bonus to armor as a ring of protection AND
3. it does 1 only point of damage in the hands of someone not directly in the land's line of succession
4. AND it grants no bonuses and cannot be bonded to an individual not in the land's line of succession.

Sword is recoverable.

**Overview:** The area is filled with old clothes, refuse and debris. There are toad like creatures half hopping, half stumbling around, and in the center of them is a much larger toad-monster obviously in charge. Although the toads chitter back and forth it is his chittering that is loud and all stop to listen. He looks ugly and old and tired, but is dressed in a long purple robe or cloak and is holding what is obviously a beautiful magical silver sword. On the ground around the King are five boxes or chests, each with an A1 type lock (25 pts physical, 5 pts spell damage or a 2 pts reverse lock, single strand of wire, no longer than 4", no more than 90 degrees of total bend).

Once the toad-men see the PCs they will surround the PCs and corral them as their King-toad comes forward. Once he is there, shambling his way, he will raise his sword and give a strange cry as he points at the PCs. The toads attack and the PCs must fight for their lives. Note that the toads die when they go unconscious.

**Richard's Tale:**

The land was strong and healthy. Ever since the old king, Arthur, had died, Richard had been plagued with doubts about his own wisdom, his own fitness as the land's King. For the first time, he finally felt right. All was going well, the people were happy, and succession was assured. He had a beautiful baby boy, Prince Jonathan, and the Queen, Amanda had never seemed more beautiful or radiant.

The only, tiny blight in his world was his sister, Malefica, a bitter old woman who had always felt denied her birthright ever since her younger sibling Arthur was born, taking succession simply because he was a male. That fateful day she had summoned him to come visit her in her self-imposed exile in the forest.

He took the royal carriage, and his wife insisted she come with him, knowing how much he hated his sister, and knowing that he would do his duty to family anyway. Prince Jonathan sat, quiet and alert, barely a year old, in a basinet in the carriage, watching the sunlit world through the windows.

Just as they arrived in the forest, the carriage was attacked. The evil toad-people of the forest and nearby swamp swarmed the royal caravan, and the Kingsguard immediately took to them, hewing through them like grass. The King ordered the convoy to make a run for it as the numbers of toads increased. The horses were spurred and the carriage bolted, leaving the battle far behind. It was at that moment that he heard Amanda scream.

The boy was gone. Vanished.

They turned the carriage around, and the King himself joined the fray, wielding the great sword of the line of Andrilaine, a sword that had served his family for generations and which could only be held by one in the true line of the land's succession. There was no mercy that day, and the forest and toad's homes and villages were searched and plundered for weeks. Nothing. No sign. Gone.

In the weeks that followed, Amanda grew ill. Even Malefica's evil heart softened and she tended to Amanda, giving her herbs and medicines from the forest. They did not help and Amanda grew worse and worse. She seemed crazed and feverish at times, delusional and in a deep despair beyond anything the King had ever seen. One day the word ran through the palace... she had taken her own life. Richard ran to her, but it was too late.

The weeks that followed were a blur to him. He remembered crying more than he ever thought possible, more than a King should. He remembered the pain, the loneliness, and asking someone, anyone to take it all away.

He remembered the darkness that crept over him, the pain as his body bent and changed. He remembered the forest and the taste of flies.

Richard, once King of the land, is now the King of Toads. He knows nothing of what he once was and even if Speak Easy or the like is used, can communicate only in snippets of lucidity. He would speak of sorrow, and pain, and hiding, and betrayal, but without specifics. He wants pity, and wants his suffering to end: he thought this place would make him forget, but he still has the pain. In the clothing and debris around the boxes is a golden crown. Once slain, the King will change back into his true form.

**If the Toad King is kissed**, he will immediately revert to King Richard. He will look surprised and thankful, but will immediately clasp his chest. He is having a heart attack. He looks at the PCs and tells them that they are true heroes, and that they must stop Malefica. Then he expires.

There are five boxes, each with a type A1 lock (25 pts physical, 5 pts spell damage or a 2 pts reverse lock, single strand of wire, no longer than 4", no more than 90 degrees of total bend).. Their contents are:

- 1) **Advanced:** This box has three 2pt Healing Icons. **Novice:** Empty.
- 2) Some rocks and 50 gp.
- 3) **2pt ability point generator** ([Game ID Number]-02) and **1 Potion of Renewing Purity** ([Game ID Number]-03).
- 4) A golden heart
- 5) **4 potions of healing.** (Will shatter if box is broken open). This box is protected with a poison needle trap. If the lock is not picked correctly, the trap will spring, doing 1 point of no-defense toxin damage. Novice: If the poison is not neutralized in 30 seconds, the PC will take 10 points of no defense damage to his torso. 6pts of healing will neutralize the poison. Advanced: If the toxin poison is not neutralized in 30 seconds, the PC will take enough damage to put him at 1 point below consciousness. 6pts of healing will neutralize the poison.

The sword of the Line of Andrilaine, although beautiful and magical, will not feel good in any PC's hands, and will do only 1 point of damage when wielded in combat. The fact that the weapon will only do 1 point of damage should be communicated to its wielder.

#### **Sarah's Advice:**

- Much can be learned from the lore of places and people.
- Use detect magic on the boxes before opening them.
- Be careful about opening boxes with force, since it can break fragile items.

- Make sure to take the Sword of the Line of Andrilaine and the crown.
- Savvy all magic items.
- Items that will lose potency before the next game should be used.
- Toxin poisons can be usually be neutralized with 6 points of healing.

#### Novice NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Toad King	K2	3/14/14	18	3	4m/3/3	E	1)
2	Toad (4)	Mn1	3/11/11	-	2	3/2/2	E	2)
3	Tadpole	Mn1	6a	-	0	2/0/0	E	3)

- 1) Once during the combat, the Toad King can call Tongue Sweep against one PC. It is a 0 second Knockdown to one PC within melee distance. Has 2 points of natural armor plus one from the sword.
- 2) Uses one or two swords as weapons. Has no SAS. Has 2 points of natural armor.
- 3) Tadpoles do not wear armor and have 6 points of amorphous life. This encounter can have as many tadpoles as are needed/desired, but for every three tadpoles, one toad should be removed.

#### Advanced NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Toad King	K3	3/17/17	22	3	5m/4/4	E	1)
2	Toad (4)	Mn2	3/14/14	-	2	3/2/2	E	2)
3	Tadpole	Mn1	6a	-	0	2/0/0	E	3)

- 1) Every six seconds, the Toad King can call Tongue Sweep against one PC. It is a 5 second Knockdown to one PC within melee distance. Has 2 points of natural armor plus one from the sword.
- 2) Uses one or two swords as weapons. Has no SAS. Has 2 points of natural armor.
- 3) Tadpoles do not wear armor and have 6 points of amorphous life. This encounter can have as many tadpoles as are needed/desired, but for every three tadpoles, one toad should be removed.

#### Rules of Engagement:

The NPCs will not throatslit or attack downed PCs and will pick up the PCs and deposit them on the other side of the river if they win. Advanced teams will also have all their magic and gold taken from them and it will be found in the debris piles if they wish to go back.

APPROXIMATE RUN TIME: 20 min

TREASURE: Stone found in box 3. Potion of Renewing Purity found in box 3. 50gp.

#### PROPS & COSTS:

Toad makeup. Crown per team Debris. 5 boxes/chests. Sword of Andrilaine per team. 5 locks. 5 potion bottles per team. Golden Heart per team. 2pt generator stone.

### **Interlude (Optional Encounter): Dryad**

Detect Alignment:	Dryad detects as evil
Detect Magic:	None
Detect Supernatural:	Alara detects as supernatural.
Detect Traps:	None
Detect Poison:	None
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	The plants here are nasty, cruel and secretive. They reveal very little, except that they hate all humans. Some may hint that their Mistress now rules the land of men and they find that humorous.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	Dryads are tree spirits who live bonded with a single tree. They are generally good, although since they are fey, that may not be beneficial. This Dryad, however, is a dryad of a corrupted tree.
People Lore:	None
Religious Lore:	None
Legend Lore:	The Queen's Village is known as the heart of the dark forest. People of the land fear it as the ultimate exile and punishment. Some rumors say that this is where King Richard ran away to hide from the pain and sorrow of his life.
Heraldic Lore:	None
Wathit:	Dryads fight fiercely to protect their tree and cannot be killed unless their tree is killed.
Savvies:	<b>2 pt crystal:</b> Allows the holder to draw 2 ability/spell points from the crystal once/day after a 5 second meditation AND goes inert at sundown today. <b>+1 whetstone:</b> When used to sharpen a bladed weapon for 5 seconds, gives the weapon a +1 nonmagical bonus until the end of the next combat AND goes inert at sundown today. <b>Wand of Shocking:</b> Does a 6 pt, 5 sec KD Lightning bolt once after 10 seconds of meditation) AND goes inert at sundown today.

**Overview:** This encounter is meant as a delaying encounter and is entirely optional.

The Dryad, Alara, comes out to talk to the PCs and ask them to save her forest. She is hideous and deformed, and her will is bent by Malefica's hold over the forest. She tries to tell the PCs that since Malefica came to this forest, it has been warped and evil, but each time, the Queen's will supersedes hers and she changes her story to praise Malefica. For example:

- She begs them to kill Malefica, then pleads for Malefica's life since she is so beautiful and wise.
- She tells the PCs that Malefica has destroyed the forest, then tells them, with a forced smile, how much better all of nature is now that Malefica is in control.
- She cries about how ugly and deformed she has become, then quickly clarifies that she means in relation to the beautiful Queen, and that nothing in the forest has ever looked better.

She finally tells the PCs she wants to help them if they are going to stop Malefica. If the PCs don't say anything, or say they are not going to hurt Malefica (or might not), Alara starts a forced, almost puppet-like dance and cheers about how happy she is that the PCs won't hurt her "wonderful and generous Mistress". If the PCs make it clear they plan to kill or stop Malefica, Alara will tell them that she will tell them how to find some things that will help them, but that she can only be half trusted. Then she tells them that she has nothing, and needs nothing but what Malefica grants her. *When being forced to help, praise Malefica, the Dryad should be stiffer and forced, but not TOO obviously.*

Then she provides the following clues:

**Find a tree with a strange mark on it and look directly at the mark.**

Go left for ten paces.

**Go right for 12 paces.**

Go backwards for 6 paces.

**Go forwards for 3 paces.**

Turn right.

**Turn left.**

Walk forward for a count of 5.

**Make a standing leap forwards.**

Take a step to the left.

**Dig,**

Do not touch what you will find, because it belongs to the Queen!

The first instruction and every second instruction after that is right. The others are lies. The true instructions are bolded above.

If the PCs dig in the right spot, they will find a small box with up to three items. These items are non recoverable and go inert at the end of the game day.

If the team is having a hard time, the GM may choose to let the PCs have all three items. If they are doing particularly well though, the GM should make the whetstone a non-magical stone and the crystal just a pretty rock. The GM may use discretion, making the whetstone just a rock, but the crystal a generator if he/she feels that the casters are having a hard time. The wand is always magical as described.

- Wand of Shocking (Does a 6 pt, 5 sec KD Lightning bolt once. After 10 seconds of meditation).
- +1 whetstone (gives Additional damage +1 once after 5 seconds of sharpening).
- 2 pt point crystal.

Finally, whether the PCs begin hunting for her treasure or not, Alara will look to the sky, obviously panicked and in agony and call out that she promises she wasn't helping them, and make other pleas of fealty and love to Malefica, as if Malefica were standing there, looming above her, punishing her. Then she will return to her tree.

**Sarah's Advice:**

- If a novice team just isn't getting the "right then wrong" pattern, Sarah can make some vague hints.

Novice NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Dryad Alara	Mn4	4/20/28	-	2	0	CE	1)

- 1) Alara can do an Autocast 4<sup>th</sup> level Enthrall once per day, Autocast Clinging Vine 4<sup>th</sup> level twice per day and can cast unlimited 4pt Flares (5 second cast). She can phase into her tree (she should choose one close by) if she can touch it.

Rules of Engagement:

If the PCs attack, Alara will defend herself, but she has no weapons. She will use her Enthrall ability to help protect her. She will phase into her tree if she can. She will not kill, but will leave. If her tree is destroyed, she dies immediately.

APPROXIMATE RUN TIME: 25 min

TREASURE: None

PROPS & COSTS:

Tree mark. Small box. Crystal. Wand. Whetstone.

## Chapter 7: Meet the Knight, Belemere

Detect Alignment:	Belemere and William are both Good.
Detect Magic:	All Knights have magical weapons.
Detect Supernatural:	None
Detect Traps:	None
Detect Poison:	None.
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	None.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	None
People Lore:	Belemere is known as the “Old Man” of the Kingsguard. The other knights looked up to him as their Captain and leader. He was known for his honor, integrity, and warmth of spirit. Tales say that he never aged a day until the day that Prince Jonathan was lost.
Religious Lore:	None
Legend Lore:	None
Heraldic Lore:	The Kingsguard is an Order of Knights devoted to protecting the ruler of the land. They are generally of lawful good demeanor and protect the royal family.
Wathit:	None
Savvies:	<b>Belemere’s Sword:</b> It is a sword of his order (non-recoverable)

**Overview:** Now that the PCs have the heart of Daniel, they can return it to him. On the way back, they come across a Knight and his squire. The Knight’s name is Belemere and his squire is William. Belemere is an older man, and a scholar, and served under the old king Richard. He was the captain of the Kingsguard on the fateful day the carriage was attacked and the Prince disappeared, and has quested ever since to find the boy, to make up for his failure on that day.

Seeing the PCs he will stop and talk to them, telling them of his oath to find the Prince.

### **Belemere’s Tale:**

That fateful day, the King announced that his sister had summoned him to her home in the forest and that they would visit her. Sir Belemere, captain of the Kingsguard, did not trust the dark forest where the King’s sister lived and had extra guards added to the King’s entourage.

Just as they arrived in the forest, the carriage was attacked. The evil toad-people of the forest and nearby swamp swarmed the royal caravan, and the Kingsguard immediately took to them, hewing through them like grass. Belemere himself was in the middle of the fray, his arm tireless as he battled to save his wards. The King ordered the convoy to make a run for it as the numbers of toads increased. The horses were spurred and the carriage bolted, leaving the battle far behind. Belemere and his guards stayed, keeping the toads from following.

He felt a deep sickness when he saw the carriage returning. In a voice choked with fear and anger, Richard called that the Prince was kidnapped by these foul creatures. The guards redoubled their efforts, trying to break through the line of toads to begin their hunt for the Prince. The King himself drew the Sword of the Line of Andrilaine and waded into battle.

The fight lasted long, until the toads fled, dozens of them dead on the ground. The hunt began, with trackers and hunters working round the clock to find the boy. There was no mercy that day, and the forest and toad’s homes and villages were searched and plundered for weeks. Nothing. No sign. Gone. Belemere swore that day that he would find the Prince and bring the one who took him to justice.



In the weeks that followed, Amanda grew ill. Malefica tended to the Queen, but many believed that the old woman was poisoning the young Queen, making her worse. Queen Amanda seemed crazed and feverish at times, delusional and in a deep despair beyond anything the court had ever seen. One day the word ran through the palace... she had taken her own life.

Soon after, the King fell into a despair, and one night he ran off into the forest, never to be seen again.

Here is what he knows:

- The Prince disappeared when he was one year old. He would now be 19 years of age.
- The Queen killed herself after the Prince disappeared.
- The King disappeared soon after. Reports from witnesses say he ran off into the forest. Although many have searched, no one has ever found him.
- The King carried a sword, called the Sword of the Line of Andrilaine, that can only be truly wielded by one in the true line of the land's succession
- The Prince is alive. Belemere must believe it, or all hope is lost.

Belemere can identify the sword as the Sword of the Line of Andrilaine.

Here is what Belemere believes:

- Someone stole the child from the carriage. He tracked someone down to the river, and believes that whoever took the child, thought to drown it in the river.
- Malefica has always had some sort of control of the toad people and it is likely she arranged the attack
- She poisoned Queen Amanda.
- She feeds off the blood and life of her slaves, making her younger each year.

Once Belemere tells his story, he will say that if he could only find the Prince, the land might be saved and the evil banished forever. If told of the King Richard and the toads, Belemere will say he will investigate further and take off towards the forest. Else, he says he must continue on his search.

Once he is gone, Sarah will break down and tell her true story.

**Sarah's Tale (the one she keeps secret in her heart) She will not reveal this until encounter 7:**

Sarah and her strong, handsome husband Benjamin were very happy together. Though they were never rich, they had love, and that was easily enough. Sarah could see the delight in Ben's eyes every night when he came home to her, and would happily collapse into his arms (once he had washed the fish-stink from his skin). The only thing that she ever wanted that he could not provide for her was a child. He was good, and honest, and strong, but it was not quite enough. For years, they tried without success. She had always wanted a little baby to call her own and raise in love.

One day, traveling to market to buy apples for her husband's favorite pie, she found, on the side of the road by the reeds, a beautiful basinet with a perfect, golden child inside. He was cold, and wet from the river, but she knew that this was meant to be, that this was the answer to her prayers. It had obviously been abandoned by a mother who did not care, and she had now found it and would give it all the love it ever needed. She named it Daniel, and took it home to her husband Benjamin. She only ever lied to Benjamin twice in her whole life. This was the first.

It was weeks later when she heard that the King and Queen had lost their son, and from the finery of the basinet, Sarah immediately knew that the child she held was Jonathan, Prince of

the realm. But she could not bring herself to give up this child that had become her greatest love. She buried the knowledge deep inside her, knowing how awful a thing she had done.

As the terrible events unfolded, and the Kingdom fell to the horrible Malefica, the knot of guilt twisted in Sarah's soul. Still she buried the knowledge, and loved her son all the more fiercely.

When he fell in love, she was overjoyed. Jenny was such a beautiful, wonderful girl, and her son was happy with her like he had never been. Sarah watched as Daniel fought and strove for her, and when, one day, he told her of Malefica's offer, she begged him not to give away his heart to such an evil creature.

In the end, when the heartless thing came back to her home, all the pain and guilt of what she had done came rushing back. She had destroyed the Kingdom and that was ok as long as she had her son, but now that betrayal had cost her Daniel as well. She fell ill, and with no desire to live, soon perished.

But she could not rest. Not until her misdeeds were atoned for. Helping these young adventurers find Daniel's heart might finally let her sleep, and forget that fateful day she went to buy some apples.

**Sarah's Advice:** None. She is strangely distant and silent.

#### NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Belemere	K8	8/32/40	52	3P	10m/7/7	LG	1)
2	William	K2	3/14/22	28	2C	3m/3/3	LG	2)

- 1) Has a sword of his order as well as a shield. Wearing platemail of his order as well. All are non recoverable.
- 2) Uses sword and shield. Wearing chainmail of his order. All are non recoverable.

#### Rules of Engagement:

There should be no combat. If there is, although William will go crazy, trying to protect his master, his master will show significant control, fighting only enough to show the PCs how little chance they have and asking them to stop. He will do his best to bring things back to talking. If he must, and takes the PCs down, he will not throatslit or attack down PCs. He will tie their hands and wrists and leave them as he continues on his quest. Without special abilities, a PC can free himself after 5 minutes of struggling or cutting.

APPROXIMATE RUN TIME: 20 min

TREASURE: None

PROPS & COSTS:

Plate and chainmail armor patches.

## Chapter 8: Finally... Meet Malefica!

Detect Alignment:	Malefica and her Queensguard detect as Evil.
Detect Magic:	None
Detect Supernatural:	Malefica detects as Supernatural.
Detect Traps:	None
Detect Poison:	None
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	None.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	None
People Lore:	Malefica, Sorceress Queen of this land. The tales about her are endless: that she drinks the blood of her slaves to stay young; that she killed her brother, King Richard, to take the throne; that she rules the dark forest and uses the creatures there to capture children for her supper. Some things are known to be true: that she squeezes the land and its people hard, taking slaves from those who cannot pay her taxes and fees.
Religious Lore:	None
Legend Lore:	None
Heraldic Lore:	The Queensguard is a perversion of the old Kingsguard, an order of Knights devoted to upholding the justice and honor of the Land. Even in times of a Queen the order was still called the Kingsguard, but now, under Malefica, the Queensguard is a personal brute squad, bringing terror and corruption wherever it goes. Their codes surround absolute obedience to Malefica, and a code of brotherhood and loyalty to one another.
Wathit:	Greatest Strength: Powerful magic, enthralling voice. Greatest Weakness: Weapons of true heroes.
Savvies:	None

**Overview:** The PCs have the Heart, and the Sword, the Crown, and now know that Daniel is in fact Prince Jonathan. A little ways up the road, they are met by the evil Queen herself. She is guarded by three of her Queensguard and a mercenary: Daniel himself. (if Daniel was killed in encounter 3, he will not be present). The Queen is on her way to the dark forest, having sensed interlopers there. She suspects that peasants have gathered up gold to hire heroes to depose her.

Daniel, heartless, does not care what the PCs have to say. He does not care if he is the Prince, or anything else. He will even admit that he doesn't do the job for the money... but so he can kill people. Malefica will under NO circumstances, allow the PCs to give Daniel the heart or the sword. She will talk to them if they are willing to talk, and trade accusations, but eventually she will decide they are too dangerous to let live and order the others to attack.

Once the battle is over, if the PCs have killed Daniel, Sarah will suggest that perhaps without a heart, he cannot truly die. Once the PCs have given Daniel the heart, (dead or not) he will revive, and be totally different, warm and charming. He will be able to see and hold his mother, and forgive her for what she did. He will want to return to Jenny as soon as possible.

If Daniel was killed earlier, Sarah can suggest that the PCs return to where he was killed. Perhaps without a heart, he cannot truly die.

**Malefica’s Tale:**

Once upon a time there was a beautiful girl, beyond the beauty of any woman that ever had been born. She was also smart, and strong, and ever so clever. Born to be Queen of the land, she was robbed of her birthright by her cruel and stupid little brother, Richard. She knew one day, she would set right what went so horribly wrong and save the land from his ridiculous posings. And now she has, and the whole land loves and adores her for it. She has brought them order, happiness and prosperity beyond their wildest dreams and all live happily ever after.

**Sarah’s Advice:**

- Use Loremaster’s Inspire to prevent or counter Malefica’s LI spells.

NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Malefica	MU3	3/14/22	25		2/2/0	E	1)
2	Daniel	F3	3/20/28	-	1L*	5/4/4	N	2)
3	Pvt. Meen	F1	3/12/20	-	1L	3/2/2	E	3)
4	Pvt. Rood	F1	3/12/20	-	1L	3/2/2	E	5)

- 1) Has a 2 pnt defense up (blue flag) and a 7 point electrify on her staff (red flag). Will try to use **Crash Time** and **Dropsy** the most. If she talks to a PC and the PC responds, she can autocast **Enthrall** (1st level). If the PC continues to talk to her (i.e. she speaks and the PC responds again) she can autocast an **Enthrall** at 2nd level. Has gp on her: amount is dependent on PCs and "mode".
  - 2) Uses sword and shield. Will use any SAS ability.
  - 3) Uses any combination of weapons and shields. Will use any SAS ability.
  - 4) Uses any combination of weapons and shields. Will use any SAS ability.
- \*Advanced: Daniel wears non recoverable Plate Mail. (3P)

If desired (or needed for larger teams), the following guards can be added at GP discretion.

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Pvt Implyte	F1	3/8/16	-	0	2/0/0	E	1)
2	Pvt Vyl	F1	3/8/16	-	0	2/0/0	E	1)
3	Pvt Kynde	F1	3/8/16	-	0	2/0/0	E	1)

- 1) Cannot use any SAS including battle fever. May use one or two swords, or one polearm, but no shields.

Amount of Gold on Malefica

	Novice Mode	Advanced Mode
4 PCs	150gp	150gp
5 PCs	1150gp	1650gp
6 PCs	2150gp	3150gp

Rules of Engagement;

For the novice teams, this is a really tough fight. The NPCs should do their best to make this a tough fight, but not win it. They should do their best to keep the PCs off Malefica so she can cast spells. The NPCs will not throatslit or attack downed PCs and if the PCs go down, will be stripped of all gold and magic and will be imprisoned for 3 out of game months (unplayable except by game design) until the PCs manage to find a way to escape the dark tower (which takes 3 months).

NPCs for the Advanced teams should not throw the fight. This should be a tough one and will take a lot of hard work on the PCs part to win. Advanced teams will also have all their magic and gold taken from them and will be imprisoned for 12 months (unplayable except by game design). PCs that go down to Malefica will be throatslit.

APPROXIMATE RUN TIME: 20 min

TREASURE: 150gp on Malefica

PROPS & COSTS:

Malefica's costume. Queensguard uniforms. Red and blue flags. Leather/plate armor patches.

## Chapter 9: Happily Ever After

Detect Alignment:	Jenny, Daniel/Jonathan, Benjamin and Sarah all detect as Good.
Detect Magic:	The Sword of the Line of Andrilaine detects as magic.
Detect Supernatural:	Benjamin and Sarah both detect as supernatural.
Detect Traps:	None
Detect Poison:	None
Detect Glyphs:	None
Foresee:	Per GM
Plant Information:	None.
Animal Information:	None
Battlefield Lore:	None
Nature Lore:	None
People Lore:	None
Religious Lore:	None
Legend Lore:	None
Heraldic Lore:	None
Wathit:	Sarah and Benjamin are immune to physical attacks, but cannot hurt others either.
Savvies:	<b>Daniel's gift: Sword of Earth's Fury</b> ([Game ID Number]-04): Once per day, will do +2 earth damage until the end of the next combat after a 5 second meditation.

**Overview:** Daniel and Jenny are reunited. Daniel wields the Sword of the Line of Andrilaine, and Sarah has atoned for her dishonor and can now rest.

At the end of the fight, Jenny comes walking up: Jenny runs into Daniels arms, Benjamin's now-pale ghost can be seen flitting through the trees. Jenny takes the PCs to where she's hidden her gold to move the team out of the encounter.

Jenny starts to pay the PCs, and Daniel insists on paying them himself. After all, he will soon have the treasury at his disposal. He also insists on giving them an additional gift from his adventuring days. He gives the PCs his magic sword and his old mail (Chain for novice teams ([Game ID Number]-06), Plate for advanced teams ([Game ID Number]-07)). The only sad news is that Benjamin has died while the PCs were off questing, but they will see Benjamin, pale and dressed in white, join hands with Sarah and walk off into the distance with her.

If Daniel was killed in encounter 3, Sarah will suggest that the PCs find his body. There, he can be raised with the heart. Then everything should continue normally.

If the PCs refuse to give Daniel the Sword, he is sad and disappointed, but he will not fight them. He asks that they never return.

Advanced Teams: If Daniel is given the Crown, the Sword, and wasn't killed, he will ask the team to kneel before him. He will solemnly ennoble each of them, "By the power of the Land, the King, and the Line of Andrilaine, I knight thee..." and naming them "Lord" or "Lady" before asking them to rise. He tells each one that they will be granted a small demesne within his borders.

Everyone lives happily ever after.

Sarah's Advice:

- Thank you!

NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL	Notes
1	Jenny	P1	3/6/12	-	0	1/1/1	G	1)
2	Daniel	F3	3/20/28	-	2L*	6m/4/4	G	2)
3	Benjamin	P3	3/10/16	-	0	2/2/2	G	3)
4	Sarah	P2	3/8/14	-	0	1/1/1	G	4)

- 1) Has no weapons and no SAS.
  - 2) He should now have the Sword of Andrilaine. Will use any SAS if a fight breaks out.
  - 3) Is a ghost like Sarah and cannot be harmed and cannot interfere.
  - 4) Cannot be harmed and cannot interfere at all.
- \* For advanced teams he is wearing Plate. (4P)

Rules of Engagement;

There should be no combat. If there is, Daniel will fight to his last to save his Jenny. He WILL throatslit and attack downed PCs and will leave the PCs dead if he wins.

APPROXIMATE RUN TIME: 20 min

TREASURE: Sword of Earth's Fury, Plate Mail/Chain Mail

PROPS & COSTS:

Benjamin's ghost costume. **Daniel's Gift.:** Sword of Earth's Fury

## APPENDIX A: TREASURE

Risk is 3 (200 gp per hour). (300gp per hour Advanced)  
1000 gp per PC (1500gp per PC Advanced)

### Novice:

500 gp from quest reward.  
150, 1150 or 2150 gp on Malefica  
900gp in Chapter 4  
50 gp in Box 1 in Chapter 6  
1000 gp in treasure in Chapter 6  
2080 gp in treasure in Chapter 9  
50 gp in treasure if Sword of Andrilaine is removed from game.  
TOTAL:  
3980 (for 4 PCs).  
4980 (for 5 PCs).  
5980 (for 6 PCs).

### Advanced:

700 gp from quest reward.  
150, 1650, or 3150 gp on Malefica  
900 gp from treasure in Chapter 4  
770 gp in Box 1 in Chapter 6  
1000 gp in treasure in Chapter 6  
2430 gp in treasure in Chapter 9  
50 gp in treasure if Sword of Andrilaine is removed from game.  
TOTAL:  
5800 (for 4 PCs)  
7300 (for 5 PCs)  
8800 (for 6 PCs)

## CHAPTER 4:

Lightningblade Glove ([Game ID Number]-01):

- Once per day you can cast a 6pt electrify with a 5 second meditation.

Value: 900gp

*Advanced:* Extra Large Quiver (30 arrows) ([Game ID Number]-05):

- Holds 30 arrows.

Value: 300gp

## CHAPTER 6:

2pt point generator ([Game ID Number]-02):

- Once per day you can draw two ability points from the stone.

Value: 1000gp

*Advanced:* 2pt Healing Icon ([Game ID Number]-03):

- Adds 2 points into the character's Generic Healing Pool.

Value: 240gp

## CHAPTER 9:

Sword of Earth's Fury ([Game ID Number]-04):

- Once per day, will do +2 earth damage until the end of the next combat after a 5 second meditation.

Value: 930gp

*Novice:* Chain Mail ([Game ID Number]-06):



Value: 400gp

- 2pts of armor

**Advanced:** Plate Mail ([Game ID Number]-07):

Value: 1500gp

- 3pts of armor

Sword of the Line of Andrilaine ([Game ID Number]-99):

- This is a +1 magical sword AND
- it grants +1 bonus to armor as a ring of protection AND
- it does 1 only point of damage in the hands of someone not directly in the land's line of succession
- AND it grants no bonuses and cannot be bonded to an individual not in the land's line of succession.

Value: 50gp

APPENDIX B: LM INVITATION

*Dear {LOREMASTER},*

*I CANNOT TELL YOU HOW MUCH I NEED YOUR HELP. MY LAND HAS FALLEN INTO DARK TIMES, AND IT SEEMS THERE ARE NO HEROES ANY MORE. MY TRUE LOVE, DANIEL, HAS TRADED HIS HEART TO THE EVIL SORCERESS-QUEEN MALEFICA WHO NOW RULES US, AND ONLY YOU CAN GET IT BACK.*

*Please.*

*I HAVE SOLD WHAT I COULD, AND CAN OFFER YOU A SUM OF 500 GOLD TO HELP ME GET MY LOVE'S HEART BACK AND REUNITE US. MEET ME AT THE CROSSROADS WHERE THE ANDRILAJNE HIGHWAY MEETS THE FOREST ROAD IN TWO WEEK'S TIME.*

*Yours in gratitude,*

*Jenny*

## APPENDIX C: FLYER

# FABLEFIRST

a novice line-game by william haddon

In cooperation with the Denver Boulder Chapter of the I.F.G.S.

A Serious Heroic Fantasy Line Game

Proposed Run Date: Saturday, September 26th & Sunday, September 27th

Proposed Run Location: Heil Ranch in Lefthand Canyon

Produced by: Brandon Slaten

For 5 PCs levels 1-2 (Max 8)

Once upon a time, an evil Queen brought great darkness to a once beautiful land. True love was torn asunder, families were broken, and evil creatures roamed the countryside. Perhaps it is too much to ask new heroes to save a whole country, but if they can even do the smallest good, and bring two young lovers back together, perhaps it will begin the healing.

Or perhaps it will change the world.

Teams may choose to run the game as a “Novice” or “Advanced” team.

Using 7.0 edition rules

Players may bring in replacements for deceased characters. No cloning or other special character rules apply.

Magic Rating: A

This game is currently pending sanctioning.

Estimated sanctioned hours: 5 hours

Fighting: 6 Physical: 5 Mental: 3 Risk: 3 (novice) 7 (advanced)

Staff Requirements: 6 Staff & 18 Npcs