

# Price of Glory

a line course game by William Haddon and Mike Paxton.

An I.F.G.S. Game (last edited; 1/26/14)

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

A Serious Heroic Fantasy Line Course

Run Date: TBA

For 5 PCs levels 1-3. (10 Max, Max one 3<sup>rd</sup> level character.)

Modified Novice rule is in effect: If there are novices who want to play, you must have at least two on your team before you can choose non-novices.

## Using 7.0 edition rules

Special Rules: None

Ask the Producer if you have questions about any of these special rules.

Magic Rating: E

Sanctioned.

Sanctioned Hours: 6 hours

Fighting: 8   Physical: 6   Mental: 7   Risk: 4

Staff Requirements: 10 Staff & 25 NPCs

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**SETTING:** This game takes place in the Southeastern part of The Kingdom, in the foothills to the North of the Sabara Desert. A small village called Alleya has begun to see strange things occur, and food is getting scarce, since many of the outlying farmers seem to have abandoned their farms with little word to anyone. In addition, rumors of strange camps and black-clad soldiers abound. Alleya would normally be ignored, but the family of one of Saara Ryun's children lives there, so as a favor, She has sent a team of nobodies (the low level PCs) to investigate to make a good show. The PCs are not really expected to resolve anything. (Saara Ryun is the Sabara Representative to the the Kingdom Council)

**BACKGROUND:** A few years ago, the Kingdom started running into difficulty with a cult of the demon-god Saavesh. Her cultists seemed to have the power to subvert and change the minds of those they encountered, converting even the most devout or good to their cause. The Cult of Saavesh has been slowly crawling down the from the Northern Provinces, keeping to the Eastern border, and now it threatens the lands of the Sabara Nomads.

**PLOT:** The PCs arrive in the town Alleya to investigate the food shortages and strange soldiers. They quickly learn that the outlying farms are abandoned and the fields are going to weed. The villagers tell of a demon that has been roving the area, and tell the PCs that if they can try to handle the demon, that the rest is the lot of a Sabara villager. The villagers are really good, kind people, and very grateful for the PCs help. On the way to the farm where the demon was seen, the PCs meet two Parcivan Knights (knights from the "civilized" and wealthy Province of Parcivus) who have fought a group of three demons. The largest was slain, the smallest ran off, but the middle one is wounded and probably limping off to heal. The Knights know of a small group of Bhodi Nims disciples in the area, mystics who might give some help in tracking down the wounded creature before it has a chance to heal. The PCs learn to track the demon from the disciples and find it, eventually slaying it. The PCs find that the demon has a Parcivan captive who wears a Medallion of Taurin (the local god of Law), and once she is revived, she can tell them where to find the Parcivan camp. There, the PCs get to meet the Parcivan decanus (corporal) Valus Avernus DeCrye and the remains of his unit. They tell the PCs what is going on, explaining the Cult of Saavesh and their own situation. They tell the PCs that if they want to know what's going on, they should check out the Vaarsi raider camp nearby. The camp is mostly abandoned, but is set about with booby traps and has a few scant guards left. The PCs find out from these guards that the entire Vaarsi group is headed directly for Alleya with the intent of infecting everyone there. Heading back to Alleya, by way of a physically difficult shortcut, the PCs find the town in a panic: a large group of converted Vaarsi raiders is heading for town. The villagers plead for the PCs to help them hold off the invaders. One of the villagers heads for the plateau to summon Iron Soldiers (the Hadid Jundi Knights of the Sabara desert) but fear it will be too late. The PCs hold until the Parcivan force arrives (having been found before the messenger could head up to the plateau) and take over holding the pass into the Mill. Just then, the smallest demon and a group of Vaarsi hit the back side of town, and the PCs are told that if they can just stop those demons from getting through behind, the Parcivans can stop the main invasion force. The PCs do, and the Parcivans meet them at the Mill, having stopped the invasion. The PCs have to meet up with the The Kingdom official who sent them, and must choose whether to reveal the existence of the Parcivan force.

**THE DEMON:** Saavesh is a demon-god of mind-control and seduction. Her cultists can use magics that change the minds and personalities of others, or can convert them into demons to help the cause. Those who are converted keep all of their same memories, but hold radically different views than they did before.

**CONVERSION:** The Cult of Saavesh is an ever more powerful group that worship Saavesh, a goddess of mind-control and seduction. Many believe that they now have the power to convert others to their religion against their will. They do. Every member of the Cult can cast a Rite of Conversion. A person

who has been given the Rite, will black out for up to 10 minutes (up to the GM), and will have retrograde amnesia so that they do not remember the Rite itself.

**Any method of detecting a curse will also detect the effects of the Rite of Conversion. This does not generally include savvy. The converted do not detect as supernatural or magical. Diagnose will only show “cursed”.**

**GMS: Rite of Conversion:**

- The Rite is an LI spell that is cast at the level of the character +2.
- The Rite requires no spell-points and can be done an unlimited number of times per day.
- The Rite requires 5 seconds of casting.
- The range of the Rite is 15 feet.
- The target cannot be actively resisting, and generally must be held, unconscious, or willing.
- A character cannot be affected by more than one Rite in any given hour, nor be affected by more than two Rites in any given month.

**Rules of Conversion:**

Each time a person is given the Rite, they will progress to the next Stage of Conversion. Without additional Rites, a person will progress at the rate listed in the stages below.

**Chart of Conversion:**

Stage One.

- Player keeps control of character.
- Symptoms: Character feels feverish and a little “off”. Dreams are bad.
- Conversion will not grow.

Stage Two

- Player keeps control of character.
- Symptoms: Character is constantly beleaguered with visions of shame, humiliation, and evil from his own past. He will feel the compulsion to infect others and act in ways desired by the Cult of Saavesh, but can resist.
- Will move to Stage 3 in one month without additional Rites.

Stage Three

- Player loses control of character.
- Symptoms: Character can occasionally control his own voice. Other than that he is totally controlled, an instrument of chaos. Inside his own head he is trapped in a nightmare world built from his own sins.
- Will move to Stage 4 in six months without additional Rites.

Stage Four

- Player loses control of character.
- Symptoms: Character is totally controlled. Inside his own head he is trapped in a nightmare world built from his own sins.
- Will not move from Stage Four without additional Rites.

Stage Five

- Player loses control of character.

- Symptoms: Character shows outward signs of demonic features. Horns, wings, lesions. Body may begin falling apart. Gives off unnatural heat.
- Will move to Stage Six in six months.

#### Stage Six

- Body is no longer capable of supporting the demonic energies inside. Creature falls apart, dead. It is a flesh-heap. It cannot be raised.

#### Conversion Locations:

There are four places in Price of Glory where players can get converted.

1. Encounter 7 - PCs can be given a Rite by Jens.
2. Encounter 9 - PCs can be given a Rite by the Vaarsi.
3. Encounter 11 - PCs can be given a Rite by the Vaarsi.
4. Encounter 12 - PCs can be given a Rite by Scythewind.

**PRODUCER NOTE ON NPCs:** There is quite a bit of lore for most NPCs. It is strongly suggested that if possible people are given their parts ahead of time to read up on the lore. Also strong encounter coordinators are suggested as well.

#### GM NOTES:

- All mundane armor in the game is non-recoverable unless specifically noted otherwise. All magic items worn or carried by NPCs are non-recoverable unless noted in the treasure section at end of each encounter.
- No NPC will willingly spell transfer or cast spells on PCs using their own spell points or SAS unless specifically noted in the encounter.
- There are a few special abilities that NPCs use in this game against PCs. It is strongly suggested that the GMs are familiar with these abilities ahead of time to avoid confusion during a battle. These are the acid spit and pheromone call in enc 1, and the iron bands in enc 7.
- Reminder, many of the Pacivian items are intended that only Pacivian's may use them. Pacivians have been sanctified in a specific rite allowing only those sanctified to use the items. There is no way in this game that PCs may be sanctified.

## Pre-Game Encounters

Enc. #	Encounter Name	Min NPCs	Encounter Type
1	Lord Rajian	1	RPing/Info
2	Sgt. Greer's Training	6	Fight

1. Encounter #. 2. Encounter Name. 3. NPCs needed. 4. Encounter type

Enc. #	Encounter Name	Min NPC s	Encounter Type
1	Caught in a Tangle	4	Fight
2	Alleya	7	RPing / Info
3	Old Kayvosh	2	RPing/Fight
4	Two Parcivans	2	RPing / Info
5	Bhodi Nims Disciples	3	Mental
6	Battlefield / Dowsing for Demons	0	Mental/Info
7	Huntsman Jens Miniboss	2	Fight
8	Meet Valus DeKrye	3	RPing/Info
9	Vaarsi Camp	5	Fight
10	Shortcuts	1	Physical/RPing
11	The Raiders and the Cavalry	4-6	Fight
12	Final Moments	3-9	Fight/RPing
A	Dead Prolian	0(1)	RPing/Mental

## Post-Game Encounters

1. Encounter #. 2. Encounter Name. 3. NPCs needed. 4. Encounter type

Enc. #	Encounter Name	Min NPCs	Encounter Type
1	Lord Rajian's Reports	1	RPing

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 Missile. Third is Thrown.

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 "Life"

A=amorphous

Under "AR"

L=Leather

C=Chain

P=Plate

## PRE-GAME FIGHTER'S PRACTICE:

Each Loremaster should be given the letter in **Appendix D**. They are invited to The Capital to receive training. This training does not happen in game. It should happen at an unsanctioned fighter practice before-hand. At the practice minimal prep should happen but at the very least Sergeant Greer should be there and in costume to help facilitate the fighter practice. Entire PC teams are not needed for them to participate in this practice. Teams may combine together if necessary or others may fill in to help them out. Also costume is not required but PCs should have all the equipment that they will bring into game (weapons, flags, beanbag, etc). The intent of this fighter practice is to get them to start fighting together as a team and introduce them to the IFGS rules. If a team cannot make it to that practice, that's fine too and it is not mandatory. The letter in **Appendix D** outlines what happens if they don't show up to practice (they go onto Encounter 1). If actual GMs can be at the practice with the teams to assist them that would be preferred.

Note: Full stats are not given for this practice as it's unsanctioned. The coordinator can come up with whatever stats that they need to make this practice successful.

## LORD RAJIAN

When the PC team shows up at fighter practice they should be pulled aside as a team by an NPC playing Lord Rajian. Lord Rajian thanks them for coming and lets them know that he and Sergeant Greer are responsible for giving them some training before sending them out to the lands of the Sabara. He starts by asking the PCs some general questions about their backgrounds and how they came together as a team. This is to start facilitating some roleplaying between the PCs. Some example questions that he may ask are:

- What are their names?
- Where are they from? Are they from the Kingdom?
- How long have they been adventuring?
- If they are religious (clerics, etc) who do they worship?
- If they are knights, what is their order? What are their codes?
- If not human, what race are they? How do they feel about humans?
- Have they known each other for a long time or did they just meet?
- How did they meet?
- What kind of morals do they have? Will they steal from bandits that attack them?
- Has the PC ever killed someone before?

Once it seems like he's gotten as much information from them as possible he will ask them if they have any questions about their mission and where they are going. He also says that he knows something of the current events in the past few years along with quite a bit about the Kingdom. He will reveal the following information if the PCs ask questions (follow the general outline below):

- He will volunteer information about the lands they are going into including lore from **Appendix B** regarding the Kingdom, Aran, Eastmarch, the Sabara Tribes and Lands, the battle of the Triune Gates and the Three Pools Monastery. If the NPC playing this part knows more about the history of the Kingdom and its political situation, he may give them more information based on the NPC's knowledge.
- If asked he will also mention the Cult of Saavesh but himself he believes it's not real. All he knows is that it's rumored to be some kind of religious invasion, or so the tales go. Nothing has been proven as of yet.

Once done with this information and it seems like the PCs are finished role-playing he introduces them to Sergeant Greer.

### **SERGEANT GREER**

Sergeant Greer is a gruff old war veteran that has gathered some old retired army members (5 or so) to help him train these new adventurers. The PCs and the old retired soldiers all have practice sticks and spells that don't actually hurt each other but act in all ways like the real thing.

The Sergeant should setup the encounters. After each encounter Greer should ask the PCs how they think they did? He will then ask if there is anything they think they could have done better. He will then give his own points regarding each encounter giving suggestions especially on IFGS rules and teamwork. If the team's GM is there they also should help out the PCs with any rules questions they may have and assist them in tracking and counting their points and damage.

#### Sample Encounters: (they are just suggestions)

- Straight up fight against 5 1st level fighters.
- Fight against a 2nd level knight, 2nd level fighter, 2nd level cleric, and a 2nd level MU. Pre-casts should be up.
- Fight against a mountain troll. Moves slowly, 3 points armor, swings 6s, 35 points amorphous. Regenerates 2 HP every 5 seconds out of combat except for fire damage. Can call a knockdown blow (5 second knockdown on successful melee strike) 3 times. Immune to LI.
- Anything else the producer wishes to run against the players as long as there is enough time. These should be encounters that prepare the PCs for the game as much as possible.

## ENCOUNTER 1: CAUGHT IN A TANGLE

**Overview/Encounter Intent:** The PCs come across a young boy trapped in a tangle tree. They may choose to simply walk on past, but if they save him, they will be rewarded at the end of the game. This is an optional warm up type fight.

<b>Detect Good/Evil/Chaos/Law:</b>	Eben is Chaotic Good.
<b>Detect Magic:</b>	Parcivan Black Powder Charm. <i>Geiamei root is non-magical.</i>
<b>Detect/Identify Supernatural:</b>	None.
<b>Detect/Identify Undead:</b>	None.
<b>Sense Traps:</b>	None.
<b>Reveal Glyph:</b>	None.
<b>Reveal Curse:</b>	None.
<b>Diagnose:</b>	If struck by the tangle tree poison: "Poisoned: Takes 1 point of no-defense poison damage every 10 minutes".
<b>Sense Poison:</b>	Yes - Tangle Tree (Tangle Tree Poison)
<b>Foresee:</b>	Helping the Boy: No clear answer (depends on how many resources the PCs use up).
<b>Wathit/Track Lore:</b>	Tangle Tree Strength: Entangling Attackers. Weakness: Ranged attacks.
<b>Heraldic Lore:</b>	None.
<b>Legend Lore:</b>	Merlane (the boy's last name): Merlane was the name of one of the ancient Khans of the Zephor tribe known for his cunning. The Zephor tribe are known for their intelligence and spycraft. Zephor Tribe: See Lore <b>Appendix B</b> .
<b>People Lore:</b>	Merlane (the boy's last name): Merlane was the name of one of the ancient Khans of the Zephor tribe known for his cunning. The Zephor tribe are known for their intelligence and spycraft.
<b>Tracking:</b>	The boy's tracks lead right up to the tangle tree...may have been trying to "sneak".
<b>Identify Plant/Animal:</b>	<b>Tangle Tree:</b> A tree which lives on small animals, using pheromones to attract them, then pulling them into its trunk to be sucked dry of blood. Usually only dangerous to humans who seek the geisamei root that grows on its roots. <b>Geisamei Root:</b> A root known for its powerful healing properties. Even raw it can cure poisons and close wounds. When prepared correctly, can have miraculous curative powers.
<b>Know Plant:</b>	See above.
<b>Speak with Plant/Animals:</b>	<b>Tangle Tree:</b> The tree talks with three voices at once. It is totally unreasonable, simply repetitiously asking the PCs to come closer, to give it some blood, to let it eat them, etc. A druid who uses speak with plants should be able to speak with one of the three and convince them not to attack/hurt the PCs. <b>Geisamei Root:</b> The root makes noises in a quiet soothing



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voice but not speak with understandable words.

**GM Notes:** If asked what the poison does, the GM can say “Nothing for now” or simply “You feel a little ill from it.” When a person is pulled into the trunk, a hold might be needed to explain how it works. There is a charm laying on the ground near the tree, within range of the tentacles. It detects as magical.

In addition, the tangle trees have two special abilities, Acid Spit and Pheromone Call. The GMs should be very familiar with these abilities to explain them in combat.

**Recoverable Treasure:** Black Powder Charm

**Savvies:**

### **Black Powder Charm**

Property: Only useable for this game day.

Savvy:

- 1) This Charm allows the wearer to use Parcivan black powder weapons without undertaking the black powder ritual that bypasses the wards on Parcivan black powder weapons.
- 2) Allows the wielder to always do a base minimum damage of 5 regardless of their class's base missile damage.

**Encounter Description:** The PCs should game in a distance from village. Per the initial letter they were given, they know which direction they need to go to the village. While they are traveling to the village they hear cries of help.

The tree should be made up of three NPCs surrounding the villager with green fun-noodle.

Travelling towards the Sabara village of Alleya, the PCs hear a child's call for help off the path to one side. Looking off to one side, they see a large tree with many vines coming off of it. In the middle of all the vines, there looks to be a young Zephor boy trapped in the trunk of a tree. As the PCs get closer, the boy yells out and tells the PCs not to come any closer. If they do, the tangle tree will capture them. Three NPCs should play the tangle tree using pieces of green or brown fun-noodle as weapons. The tree should do 1 point, poison. If branches from two different NPCs hit the same PC at the same time, that PC is entangled, and should be pulled into the center of the tree (between the NPCs): a hold may need to be called to accomplish this. The PC cannot move, nor fight, but they can talk/yell and autocast. No one can be taken out of the center of the tree until one of the NPCs is killed, leaving a hole in the trunk. The PCs cannot leave on their own power, as they are still wrapped in feeding vines. Two people or one person with Strength I is required to tear a person out through a hole in the trunk. In order to kill the tree, it is necessary to kill all three parts. The NPCs playing the trees cannot move from the spot that they start in. They are allowed to spin around to face different directions but that is all. The tangle tree can only capture up to three people (including the boy). Anyone left in the tree overnight will die from the tentacle tree sucking their blood out.

Anyone who is **poisoned** will take 1 point of no-defense damage when the combat is over, and every 10 minutes after that. Neutralize Poison will halt the effects of the poison, but will not heal any damage already taken. The boy is not poisoned, having taken geisamei already while inside the tree.

Note that the PCs do NOT have to rescue the boy. If they do rescue him, he will introduce himself, although a little gruffly, and ask the PCs what they want. He has trouble believing they risked themselves just to help him. If convinced, he will tell them that he was here seeking geisamei (**GUY**-sam-ay) root, a plant with powerful healing properties that lives in the roots of the tangle trees. Usually he can get in and out without triggering the carnivorous plant, but this time he bungled it. He says the geisamei will help if

the PCs are poisoned, and offers to collect it for them if they wish. If at least one part of the tree is dead and one or more PCs are poisoned, he will offer to collect geisamei for the PCs. He can gather one dose per dead tree part (NPC). The raw geisamei neutralizes non-Red Death poison and heals 3 points of damage. If the PCs aren't poisoned, Eben will keep the geisamei, since it is very valuable to his tribe. The root will only go stale (ineffective) at the end of the game, but may be used any time before that.

**Eben Merlane:** Son of Eben and Liandra Merlane, you are a proud member of the Zephor Tribe. Your people are nomadic herders who pass by to the north of here about every two years. You pride yourself on your herb- and root-craft. You are suspicious by nature, and treat most strangers as hostile until proven otherwise, and even then, you treat them as interlopers and trespassers. Among your people insults are traditional greetings, but you know that non-Zephor take this the wrong way (although you sometimes slip). You are independent, smart, cunning, and not-overly polite. The idea that you might owe others (especially non-Zephor) your life makes you a little angry, but you try your best to be grateful. You like most Sabara, dislike other tribes, especially Hestor, and hate the Vaarsi (local bandits and robbers) with a shaking hatred.

#### **NPC Table**

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Tangle Tree Trunk 1	Mn2	10a	-	3	1 poison	-
2	Tangle Tree Trunk 2	Mn2	10a	-	3	1 poison	-
3	Tangle Tree Trunk 3	Mn2	10a	-	3	1 poison	-

Notes: Side one can do three attacks that do 5 points of damage and a 5 second knockdown. Side two can do one acid spit attack (no invocation time) that does 3 no-defense to one individual within 30'. This should be called as "[Target's Color] Acid Spit, 3pts no defense". Side three can do one Pheromone Call (no invocation time), range: 50ft, that affects at Level 2 and, if effective, causes the individual to walk up to the tree as if in a trance, not actively attacking or defending. This should be called as "[Target's Color] Pheromone Call, Level 2, touch the tree, you may not attack or defend." Once the PC gets to the tree, the Call breaks and he can act normally. This power should only be used if a PC is hanging back and doing ranged damage only.

2	Eben Merlane	P2	3/8/14	-	0	1/0/0	CG
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Notes: No weapons. No SAS.

#### **Rules of Engagement;**

Throatlits: There are no throatlits in this encounter.

NPC Behavior: The boy will defend himself, but has no weapons and will attempt to run.

**Production Notes:** Eben can be switched to Abara, and be played by a girl.

**Approximate Run Time:** 25 minutes.

**Props and Costumes:** NPCs need treelike garb. 6 pieces of green or brown fun noodle. Charm (1 per team), Geisamei plant reps (up to 3 per team).

## ENCOUNTER 2: ALLEYA

**Overview/Encounter Intent:** Here, the PCs arrive at the village and begin getting the information about what is going on and who it affects. The PCs meet the villagers and find them to be really good, kind people. They are asked by the villagers to hunt down a “demonic creature” at the nearby Tazhkan Farmstead to help restore peace to the village.

<b>Detect Good/Evil/Chaos/Law:</b>	Good on all. Lawful on Eli. Chaotic on Junar.
<b>Detect Magic:</b>	Yes on potions, tea, oil, dreamstones, etc. <i>The roots that Yala gives out are non-magical.</i>
<b>Detect/Identify Supernatural:</b>	None
<b>Detect/Identify Undead:</b>	None
<b>Sense Traps:</b>	None
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	None
<b>Sense Poison:</b>	None
<b>Foresee:</b>	GM’s discretion
<b>Wathit/Track Lore:</b>	None
<b>Heraldic Lore:</b>	<b>Iron Soldiers (Hadid Juni)</b> Major Codes: <ol style="list-style-type: none"> <li>1. Keep the secret of the Steel, A knight must never give the secret of Titani or allow for the secret to pass to those not of the code upon pain of death.</li> <li>2. Taking of life, A knight must not shirk the duty of punishment; to break the law is to be returned to the desert. When away from your homeland, remember that the ways of others are different than your own, honor those differences and you shall be true to yourself. Never kill without thought, seek the beauty within all things and kill when the need is real.</li> <li>3. Illusion of being, All that we perceive is the illusion of life, our perception of the world is limited by our eyes and understanding of the world. Differences in the world from what we perceive exist; cherish those differences in others as they show you a perspective that you cannot see.</li> </ol> Minor codes: <ol style="list-style-type: none"> <li>1. Seek beauty, When in the world do not close an eye to beauty, it is what makes us alive. Appreciate the finer things and use them to make yourself more beautiful.</li> <li>2. Learn new crafts, Keep watchful of new forms of steel, and always strive for improvement in yourself.</li> <li>3. Keep the Crystal Soul, Arrogance is the breeding ground for corruption, never keep pretensions in the soul, honor is not an excuse for stupidity, nor is valor an excuse for wickedness or laziness. Stay pure within yourself; do not house ignorance in your soul.</li> </ol>

<b>Legend Lore:</b>	<p><b>Sabara Tribe:</b> See Lore <b>Appendix B</b></p> <p><b>Zephor Tribe:</b> See Lore <b>Appendix B</b></p> <p><b>Iron Soldiers:</b> Knights of the Sabara Tribe dedicated to protecting the Sabara and keeping the secret of the metal called Titani (a special metal that does not get hot in sunlight).</p>
<b>People Lore:</b>	<p><b>Saara Ryun:</b> She is the Sabara's representative on the Great Council. She is a wise woman of few words but great passions, and formidable political skill. She has long been the bitterest foe of the Hestor Province.</p> <p><b>Great Council:</b> The group of nobles who represent the Twelve Provinces in the government at the Capital.</p> <p><b>Prince Antares:</b> Prince Antares is the Council Representative from the Hestor Province, and head of the House of Hestor. He is the chairman of the Great Council and the most politically powerful man in The Kingdom.</p>
<b>Religion Lore:</b>	<p><b>Nos:</b> A seer who can predict the future by communing with the land. In the desert nomad tribes of the Sabara, the Nos often predicts how many children will be born that year, and, if it is too many for food and water to support, helps choose which children will be sacrificed at birth. They have strong connection to the elemental powers the Sabara worship and are considered a direct mouthpiece for the land (specifically the desert) to speak with the Sabara people.</p>

**GM Notes:** The GM should describe a small town/village when the PCs enter. It's not the poorest village that the PCs have ever been in, but it's certainly not rich. The village is made up of several permanent structures as well as some tent-like huts on the edge of town. At least one building looks like a common meeting area, perhaps an inn of some sort. Children play within the village and more people than are represented by NPCs wander in and out, maybe 20 people in total.

**Recoverable Treasure:** Ragveil Shot and Weak Sabara Bloodfire Oil.

**Savvies:**

**Healing Potion (2pts)**

Properties: Goes inert at the end of the game-day. One-shot.

Savvy:

- 1) Heals 2 points of damage; takes at least 5 seconds to drink.

**Expiring Dreaming Glory Extract Tea**

Properties: Goes inert at the end of the game-day. One-shot.

Savvy:

- 1) The character casts spells as if he were one level higher for the purposes of LI effects. This lasts until the end of the next combat. (LI Enhancement +1, MU3)

**Dreamlore Stones**

Properties: Goes inert at the end of the game-day. One-shot.

Savvy:

- 1) By touching the stone to one's forehead and speaking the name of the person/place/thing/concept one wants to know about, the character may use Legend Lore once. If no information is gained, the stone is not used up.

### **Expiring Silverleaf Tea Oil**

Properties: Goes inert at the end of the game-day. One-shot.

Savvy:

- 1) The drinker will resist LI effects as if he/she were one level higher until the end of the next combat. (+1 vs LI effects, K3).

### **Ragveil Shot [Item number: Game ID Number – 002]**

BB Value: 90      Asking Price: 90

Properties: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) This drink neutralizes all non-Red Death poisons currently in the character's system. (Neutralize Poison Self, Mk4)

### **Weak Sabara Bloodfire Oil [Item number: Game ID Number – 012]**

BB Value: 55      Asking Price: 55

Properties: One-shot.

Savvy:

- 1) After 10 seconds of coating a melee weapon with this oil, the weapon begins to do 1 additional point of Fire damage. All melee damage with the oiled weapon is considered Fire damage. This will last until the next end-of-combat (even if it isn't used). (Elemental Damage +1, D3)

**Encounter Description:** The PCs arrive in town and are greeted by children and taken to meet some of the more important villagers. They will first meet Eli Jahar, a *Nos* (a seer and wise-man), who will call other villagers out to see the adventurers. The villagers will generally talk to the PCs, make them feel at home and welcome, and tell them their troubles. They will answer any questions they can. Once most of the info has come out, **they will ask the PCs to investigate the demon sighting at Tazhkan Farmstead.** Starvation, raiders, strange men... these are all part of being a poor villager of the Sabara, but if the thing is truly a demon, that is outside what they can handle. A demon is not a part of the land, and thus outside the influence of even the *Nos*. They thank the PCs for coming and give directions to the Farmstead.

Eli is willing to cast Heal and Neutralize Poison spells, but not additional enchantments. He has three Dreamlore Stones to **give** the PCs. These are one-shot Legend Lore stones that will expire with today's sunset.

The information that all the villagers have is as follows. **Information that MUST be given to the PCs is in bold:**

- The village is a Sabara village. (more can be found on the Sabara in the Lore **Appendix B**) It is one of the few stable villages in the entire Sabara territory because the land here is so much more fertile than the deserts of the actual Sabara plateau.
- There are brigands who call themselves Vaarsi raiders who prey on both the Sabara and Zephor tribes. They normally attack only small outlying groups once every two or three weeks. Their raids have almost stopped over the last few months.
- Food has been getting scarce, and investigations have shown that some of the outlying farms have been abandoned. No one is sure where the families went.

- **Hunstmaster Jens Jorah is missing. Just under four weeks ago, he went to try and track down what, if anything, could be causing people to leave the farm. He was well known for the magical bow given to him by Saara Ryun herself in reward for his service.**
- Men have been seen around the woods for more than a year. They are not Vaarsi, and never seem to travel alone. They take off as soon as they are seen... obviously avoiding contact.
- **A few have reported a “demonic looking” creature in the woods. The last place it was seen was at the abandoned Tazhkan Farmstead about a week ago**

#### NPC Roleplaying Notes:

**Eli Jahar:** You are a *Nos*, one of those in the Sabara tribe that act as a go-between between the elemental powers and the tribe. You are a fairly weak *Nos*, but since your village is an immobile one, outside the desert, with arable land... they don't need the same kind of guidance that other groups do. That said, your lack of power is made up by your patience, kindness, and ability to listen. Although many in your village would call you the leader, or ask you for judgments, you think people can lead themselves, if they feel supported, cared for, and a part of something special. **You are afraid of the recent events and fear that many people will be hurt by what is coming. The raids by the Vaarsi are, thankfully, almost non-existent nowadays (they've been petering off for a month or two) which is a boon in this dark time. The strange men have been seen around here since the end of the last hot season (more than a year). The demon was only seen a few weeks ago, and Huntsman Jens has been missing for just less than a month. The day after the Dijeddi's saw the demon-creature, you asked Morag Dijeddi to send his mother-in-law, Saara Ryun, a plea for aid.** Men came through about two years ago, warning against soldiers from the East. You do not remember what the soldiers were called, but they never came.

**Rani Hijedd:** You are the metalsmith of Alleya, and the richest person in the village. Few amongst the Sabara have learned the use of the forge, since so many are nomadic. This makes you very rare and valuable. With that wealth comes a lot of influence. You are used to being heard and heeded, but you temper that with humility. Eli is wiser. Jens is more woodcrafty. Irini is more beloved. You find the best in everyone around you to help you remember that the influence you have is an accident. Everyone has something to offer and something admirable about them. You are good friends with Khaleed Tazhkan, the owner of the Farmstead where the demonic creature was last seen. You fear for him, as well as for the rest of your villagers.

**Yala Falkeed:** You are known as Mama Yala. You take care of everyone. Your soups are famous for their almost mystical healing and soothing powers. You make sure everyone is OK, and cared for. In this time of troubles, you have trouble sleeping at night, knowing that people you care about are likely suffering and that more is to come. Your husband, Choram Falkeed, joined the Iron Soldiers (the only Sabara Knighthood, also called the Hadid Jundi) 20 years ago, and you have not seen him since. This is a secret pain for you, and for everyone else, you keep up the strong face. As a herbwoman, you have three herb preparations you want the PCs to take with them, all of which will go stale and inert in about 8 hours. These are Hellebore, Devil's Weed, and Melange. These herbs are non-magical.

- **Devil's Weed** – A potion brewed from this root will give the target the ability to cast 1<sup>st</sup> level Magic User spells for a short time. The potion will not provide the target with any spell points, so he must have access to spell or ability points for casting; these can be either innate to his class or provided by magic items. Although the target is limited to 1<sup>st</sup> level Magic User spells, he can cast those spells at his own level of effect for the appropriate point cost; for example, a 6<sup>th</sup> level Ranger could cast a 6<sup>th</sup> level *Enthrall* (Magic User 1) for 3 ability points. This potion does not negate any of the target's other abilities. Duration: 5 minutes or the end of the current combat, whichever is greater.

- **Hellebore** – When a potion brewed from this root is consumed, the target's melee, thrown, and missile damage will be at +3. Duration: 5 minutes or the end of the current combat, whichever is greater. Stacking Group: Damage.
- **Melange** – When a creature drinks a potion made from this root, he will enter into a prophetic dream state for 5 minutes. During this time, the target will be entranced and stationary; he will receive information from the GM about the current adventure or his future, at the GM's discretion. The trance cannot be broken before the duration has passed, except by use of a **Freeze Poison** (Cleric 2), **Neutralize Poison** (Cleric 4, Druid 4, Monk 4, Ranger 4, Thief 7, Thief 10), or related SAS. Duration: 5 minutes.

**Irimi Falkeed:** You are the daughter of Yala ("Mama") and Choram Falkeed. Your father is a brave knight of the Iron Soldiers (the only Sabara Knighthood, also called the Hadid Jundi), but you have never seen him. Your mother is well known as the "Mama" of everyone in the village. Many tease you that you are the "most beloved" in the village, but you think that's just funny. You are kind, warm, welcoming, and gentle with everyone, and truly love everyone in the village. Many boys have asked for your hand, but you have always believed that the man who pays your brideprice will be a hero of epic proportions, like your father. Maybe one of these heroes...

**Mali Busein:** You are the leader of the militia, a volunteer organization of 10-15 men from the village who keep arms and come together when there is trouble. Mostly you exist to frighten off bands of Vaarsi raiders who want easy pickings and are afraid of a fight. You have little respect for the Vaarsi. You are trained in combat, and made the long trek up the plateau to apply to become an Iron Soldier (the only Sabara Knighthood, also called the Hadid Jundi) but were denied because, although your fighting was excellent, your soul was not in the working of the metal. You mistrust strangers, but only because you love your village so much that the very thought of it being harmed makes you violent. You were the second-in-command of the militia before Huntsman Jens Jorah went missing. He was your idol in many ways, and you admired his strength, his skill (especially with the bow) **and his beautiful Titani magic bow (it could shoot arrows of fire)**. He has been gone two weeks, and you secretly fear that if something could take down Jens no one in the village has any hope. Two years ago, men from the Capital came in uniforms of green and gold and said that there were bad soldiers from the East called Avendari who would likely raid the village and take the women. They never came.

**Hedda Sharkajj:** You are the owner of the feed/supply store. You are well known and respected and take your reputation of fair dealing and compassion very seriously. You are a little worried lately, because people are beginning to have trouble paying off their credit lines, leaving you holding the debt. You really want to help get the village back on its feet so that business can return to normal. These adventurers the Council sent seem to be the first ray of hope you've seen. **You let them know that your store has a few potions and concoctions available at the moment. Some you can give away in return for the help, others you must sell, since they are on consignment from other villagers. The price on those for sale is the price for adventurers who try to save your village (i.e. these are "at cost" and you cannot go lower).**

For free:

- Healing Potion (2pts), lasts until end of game-day. (has 2)
- Expiring Dreamleaf Tea Extract - LI Enhancement +1 for one spell, lasts until end of game-day. (has 1)
- Expired Silverleaf Tea Oil: +1 vs LI effects for one combat, lasts until end of game-day. (has 1)

For sale:

- Weak Sabara Bloodfire Oil - Potion of Elemental Damage +1 (Fire): 55gp (has 1)
- Ragveil Shot - Potion of Neutralize Poison (Self): 90gp (has 1)

**Junar Dijeddi:** When you grow up you want to be an Iron Soldier Knight and protect the Sabara from the evil Vaarsi. You practice swordfighting with your cousin Shanti almost every day (using a heavy stick) and you are getting really good. **You and your parents saw the creature out at Tazhkan Farmstead. It was dusk, and you were coming back down from visiting Aunt Didi up on the plateau. You passed by the Farm and saw a large creature (twice the height of Mali!) with small horns and some other weird bumps stalking around in the near darkness. It was shadowed, but you think its eyes were glowing red.** Your parents saw it too, although they tried not to show how scared they were. You reported it to Mali as soon as you got into town and there was a lot of adult whispering that night. Your mom thinks you should move up to the plateau. Your grandmother is Saara Ryun, the Sabara Councilwoman on the Great Council. Your mom, Ciara, is one of her daughters.

### NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Eli Jahar	C4	4/20/28	40	1L	3/0/3	LG

Notes: Has a staff. You will not cast any spells on the PCs as you wish to save your strength in case your tribe has to deal with these demons yourselves.

2	Mali Busein	F3	3/20/28	-	2C	5/4/4	NG
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Notes: Has a single sword. If attacked you will only use Battle Fever.

3	Junar Dijeddi	T1	3/11/19	-	1L	1/1/3	CG
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Notes: Has no weapons. Will use no SAS.

4	Hedda Sharkajj	P2	3/8/14	-	0	1/1/1	NG
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Notes: Has no weapons. Does not have any SAS.

4	All other villagers	P2	3/8/14	-	0	1/1/1	NG
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Notes: Has no weapons and no SAS.

### Rules of Engagement;

**Throatlits:** There should be no throatlits in this combat. No PC should be killed for any reason.

**NPC Behavior:** If the PCs attack, the NPCs will fight back in shock. If they take the PCs down, the PCs will be bound and sent back to the Captial. Saara Ryun will have them all imprisoned for 1 year, plus one year for every villager killed, during which the characters are unplayable. If the PCs win, they can ransack the town and find 3400 in gold. Either way, this is game over.

**Production Notes:** The village works best with lots of hustle and bustle. If it is possible to get Staff and even Treasury and Registry Reps to dress in simple villager garb and camp out in the village (rather than in a separate out-of-game location), this could keep everyone involved. As PCs come off course, throw villager tabards on them to go visit Treasury and Registry Reps. Perhaps make sure that the village takes place near or in the actual parking lot. Cars can be dressed up like huts, etc.

There are a number of villagers given role-playing notes. Only Eli, Mali, Hedda, and Junar are absolutely necessary. The rest are included so that the NPCs have personalities if you can fill the roles. The information that these NPCs MUST impart is in bold.

**Approximate Run Time:** 20 minutes

**Props and Costumes:** The Sabara generally wear long light-colored robes and have facial tattoos. If the town is sacked, the GM can describe them taking 3400 gold. Phys rep is not needed. If possible some sort of town decorations would be a good addition.



## ENCOUNTER 3: OLD KAYVOSH

**Overview/Encounter Intent:** This is an encounter designed to answer any further questions by the PCs and help them out with their fighting if they want it.

<b>Detect Good/Evil/Chaos/Law:</b>	None.
<b>Detect Magic:</b>	Kayvosh's Sword, Shield
<b>Detect/Identify Supernatural:</b>	None.
<b>Detect/Identify Undead:</b>	None.
<b>Sense Traps:</b>	Kayvosh's bag is trapped (mechanical)
<b>Reveal Glyph:</b>	None.
<b>Reveal Curse:</b>	None.
<b>Diagnose:</b>	None.
<b>Sense Poison:</b>	None.
<b>Foresee:</b>	Attacking Kayvosh: Bane
<b>Wathit/Track Lore:</b>	Normal
<b>Heraldic Lore:</b>	None.
<b>Legend Lore:</b>	<b>Vaarsi Raiders:</b> See Lore <b>Appendix B.</b> <b>Zephor Tribe:</b> See Lore <b>Appendix B.</b> <b>Sabara Tribe:</b> See Lore <b>Appendix B.</b> <b>Janari:</b> See Lore <b>Appendix B.</b> <b>Parcivus:</b> See Lore <b>Appendix B.</b>
<b>People Lore:</b>	<b>Marcus Falconius:</b> General Marcus Gaius Falconius Leader of the Honor Vanguard of the Parcivan Colonial Army and Governor of Allevarius Province. Glorious Victor of the Battle of Far Cove and High Templar Champion of The God Taurn.

**GM Notes:** The GM should describe a small camp with a campfire setup.

**Recoverable Treasure:** None

**Savvies:**

**+2 Magical Longsword (non-recoverable)**

Properties: Bonded Permanently to Kayvosh

Savvy:

- 1) Adds 2 points of magical damage.

**Shield of Protection (non-recoverable)**

Properties: Bonded Permanently to Kayvosh

Savvy:

- 1) Acts as a ring of protection +3 adding 3 points of magical armor.

**Encounter Description:** The PCs come to an old man's camp. He is there with a silent but obviously strong and capable man with tattoos on his arms and face. The old man is Kayvosh, a Vaarsi who left many decades ago, becoming a bounty hunter in the northern parts of the continent, vowing never to come back to this part of the Land. He is here now because he thinks he knows where a wanted fugitive is hiding, and the reward is enormous. He is kindly, and wants to pass on what he knows before the "cold visitor comes". He offers to instruct any PC who wants it in any fighting style or weapon choice. He

will explain and offer to use Weapon Instructor (F3) if it seems appropriate. He carries with him a wide variety of weapons including polearms, staves, longswords, shortwords, and others. Kayvosh will even offer to help show two-person fighting tips, or scrimmage against him and Carry (his Janari porter). Kayvosh says very little about his quarry other than that the man is a wanted criminal and that the reward made him break a vow not to return to this area (more can be found on the vow and Kayvosh's background in the roleplaying notes).

If a PC shows a lot of interest in learning how to be a better fighter, Kayvosh will also offer to blade sharp one of their weapons (with +2 damage as per the F5). The PC should really impress Kayvosh for him to do this.

On the ground also is Kayvosh's bag with his belongings in it. This bag is trapped with **Needle Trap (per T3)**. It does 5 points of no defense damage to anyone who opens the bag that is not Kayvosh or Carry. It does that damage to the limb that opens the bag.

### **NPC Roleplaying Notes:**

#### **Kayvosh Garm:**

You are old and probably no longer suited to bounty hunting, but this one last job brought you out of retirement. You have a wife, a young mistress, three strong children that you are proud of, and a small home on the outskirts of Barley and enough money to eke out a living until the cold visitor comes for you. There is a bounty, posted by an anonymous poster, of 15,000gp for the head of Marcus Falconius, and that is enough to bring you out of retirement. You heard rumor he was down here with some of his men, hunting some sort of Cult. 15k would let you live comfortably for the rest of your life, support the women in your life in style and let you do right by your children. You could even set up Carry with his own business... whatever he wants. He has been a true and faithful companion for almost 20 years, and is now a more competent, dangerous fighter than you (you remember all those years ago when he was just a kid you hired to carry your weapons... that night you said "Hey, come here and I'll teach you a little sword play"). He sure doesn't talk much, but he is the best in companionable silence that life can offer. You were once a Vaarsi Raider, living by robbery and bloody crime, taking what you could get including slaves, women, gold. When your first child was born, you realized you couldn't bring him up in such a world of violence and pain... but ironically when you left, his mother stole him away in the night. You assume he has been a Vaarsi raider ever since. You left, though, and swore never to return to this place, or that life. Yet here you are.

#### **Carry:**

You are a Janari. You didn't think you'd ever be a warrior. Your people said you lacked the spirit and the strength. They took your quiet nature and silent stares to be a hatred of authority, of education, but it's just your way. They sent you north to fight toads, to fight tribesmen, to die, but you didn't. You found a strange respect for Kayvosh Garm, watching him respect the burial mounds of your ancestors, even while on The Kingdom land. He understands respect, and in the 20 years you have been his servant, he has made you a warrior and more. You know you might be younger and stronger than he is now, but you could never allow yourself to defeat him in battle... even in sparring. He is a man of profound sadness, wisdom, and integrity. Of course "Carry" is not your real name. But it is now a name you wear with pride.

### **NPC Table**

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Kayvosh	F6	6/32/40	-	5L	9m/6/6	N
Notes: Can use any Fighter 6 SAS. Has nothing currently up.							
2	Carry	F7	7/36/44	-	2L	8/7/7	N

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Notes: Can use any Fighter 7 SAS. Has nothing currently up.

**Rules of Engagement;**

Throat-slits: None

NPC Behavior: If attacked Kayvosh and Carry will both fight to the best of their ability attempting to wound the PCs and discourage them from attacking any more. If possible Carry will grab their belongings and attempt to flee with Kayvosh in a fighting retreat. They will knock PCs down but they have no interest in killing any of them and will try to the best of their ability to avoid it.

**Production Notes:** Kayvosh's Janari porter, Carry, can be removed if needed (due to low NPC resources), but that will leave the NPC playing Kayvosh alone with no company. Additionally, this encounter can be moved if needed for stalling purposes, although that will significantly change the pacing of the game. Printable tattoos (from Amazon, etc) would work well for the Janari tattoos on Carry's cheek.

**Approximate Run Time:** 30min

**Props and Costumes:** Costumes for Kayvosh and Carry. Carry should have Janari tattoos on his cheek (two diamonds). Weapons and shields for Kayvosh and Carry. A single sack of belongings. Campfire.

## ENCOUNTER 4: TWO PARCIVANS

**Overview/Encounter Intent:** In this encounter, the PCs come across two Parcivan soldiers, minimally disguised, heading away from a battle. One is feverish and the other is wounded. Both are poisoned. They tell the PCs about their battle, and plead with the PCs to help stop one of the demons they fought.

<b>Detect Good/Evil/Chaos/Law:</b>	Lawful: Both. Good: Caius.
<b>Detect Magic:</b>	Yes. Tabards, Weapons, Rings and Caius' Medallion.
<b>Detect/Identify Supernatural:</b>	None
<b>Detect/Identify Undead:</b>	None
<b>Sense Traps:</b>	Flintlocks are warded against use (magical).
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	Both are poisoned with Demonsvenom: take 1pt no-defense every 10 minutes.
<b>Sense Poison:</b>	Yes, on both NPCs.
<b>Foresee:</b>	Helping them: Boon. Neutralizing poison: Boon.
<b>Wathit/Track Lore:</b>	None
<b>Heraldic Lore:</b>	<p><b>Templars of Taurn:</b> The “sable, a hammer or (golden hammer on black)” is a well-known heraldic mark of the Armies of Taurn, also known as the Parcivan Army. General bent of the Templars of Taurn is Lawful Good, with emphasis on Lawful.</p> <p>Major Point - Taurnian Knights serve King, God and Country. They follow the orders of the highest ranking noble first, followed by the orders of their religious leadership, followed by whomever they have sworn an oath to (their liege). They will follow these orders swiftly and without hesitation.</p> <p>Minor Point - Taurnian Knights are pledged to follow the laws of Taurn, and shall not lie, cheat steal or murder. They can kill when defending themselves, defending a fellow or target, or when ordered to do so.</p>
<b>Legend Lore:</b>	<p><b>Parcivus:</b> The “golden hammer on black” is a well known heraldic mark of the Armies of Taurn, also known as the Parcivan Army. The Parcivans are from an island to the East called the Kingdom of Parcivus, who have recently “invaded” and occupied the Eastmarch of the The Kingdom. They are known for their strict adherence to law, chain of command, and the god Taurn. They call the Eastmarch Allevarius Province. FarCove is the city they founded on The Kingdom's Eastern coastline.</p>
<b>People Lore:</b>	<p><b>Marcus Falconius:</b> Marcus Falconius: General Marcus Gaius Falconius, once Leader of the Honor Vanguard of the Parcivan Colonial Army and Governor of Allevarius Province. Glorious Victor of the Battle of Far Cove and High</p>

	Templar Champion of The God Taur. After the Battle of the Three Pools Monastery and the Triune Gates, Marcus Falconius was taken back to the island Kingdom of Parcivus to await trial for treason against the Kingdom. He escaped, taking his entire Legion with him (now called the Falconius Free Legion or the Rebellion Legion) and disappeared.
<b>Religion Lore:</b>	<b>Taur:</b> Parcivan god of Law and Justice. He believes that righteousness comes from “treating each as he deserves, and treating alike equally”. Taur is a judging god who supports punishing criminals for their trespasses and bringing rationality and fairness to barbaric peoples.
<b>Tracking:</b>	There are tracks leading from where both Parcivans came from that lead straight to encounter 6 (Tazhkan Farmstead).

**GM Notes:** None

**Recoverable Treasure:** None

**Savvies:**

**Parcivan Tabard**

Properties: Bonded permanently to wearer. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 1) Adds 2 points of armor to the wearer as per a Ring of Protection.

**Parcivan Weapon**

Properties: Bonded permanently to wielder. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 1) Adds 3 points of magical damage to the damage done with this weapon. All damage done is considered magical.

**Parcivan Ring of Rank**

Properties: Bonded permanently to wielder. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 1) Adds +2 to the wearer’s level vs. LI.

**Medal of Taur’s Gratitude**

Properties: Bonded permanently to wielder. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 1) Acts as a 10 point Courage point generator

**Encounter Description:** Off in the woods, a ways off the path, a man is carrying another man through the trees. He is obviously trying to stay away from traffic, but if hailed, or approached, he will sink to his knees in exhaustion, laying the other down on the ground. His name is Caius Porus Hecubar, and he is an soldier in the Knights of Taur, the Parcivan army. His friend is Remius Sextus Xeramede, also in the Parcivan Army. Remius is badly off, poisoned and feverish, and Caius will ask for water for him, if the PCs can spare any. They will also accept any healing or cleansing of the poison that is affecting them if offered, but they will not ask for it.

The NPCs will sit and try and role-play with the PCs for a bit but eventually (no more than 15 minutes) mention that they must continue on to report in. If the PCs insist on going with them, they will mention once again that they must stop the demon if they can before it heals up. They are going for help just in

case the PCs can't/won't stop it. They will point them towards where the Bhodii Nim monks were last seen and strongly suggest that PCs go that direction.

Here's what both Knights know and are willing to say:

- They are soldiers under the command of Valus DeKrye, sent to help stop a trio of demons that were spotted.
- They were here with a priestess named Limna.
- At Tazhkan Farmstead, about an hour ago, Caius, Remius and a priestess of Taurn named Limna fought three demons. The largest was slain, although at the cost of Limna's life. The smallest of the demons ran off almost before the fight began. The middle one was wounded badly, but not killed, after it mauled Remius, but Caius knew he could not defeat the demon by himself.
- The middle one used an ability to create bands of red force around a person. Only with the help of another or the use of Strength II could the bands be broken. The bands slowly crush whoever they hold, so it's important to get them off, but the demon seems to be able to only have the spell active on one person at a time: Once the bands were broken, the demon would throw them onto someone else.
- The large demon had a poison ichor that it spit onto its claws. It was very big and very strong but eventually their swords took it down.
- They didn't see the smallest one much at all since it ran off so fast.
- The knights used their black-powder pistols during the fight. While they worked well against the demons, piercing armor easily, the knights dropped their weapons on the ground while they retreated, wounded.
- **They beg the PCs to hunt it down before it heals. Especially if it finds a large fire-source, it will heal up and their wounds will be for nothing.**
- There is a group of Bhodi Nims disciples on spiritual retreat in the area: Mystics who may be able to help the PCs find the demon quickly. They suggest hurrying to the retreat to get what help they can.

Both NPCs should be familiar with the Knights of Taurn and Parcivus from the **Appendix E: Parcivan Information**.

Here's what both Knights know and will not divulge unless the PCs commit to role-playing with the NPCs and asking them questions:

- The reason their unit was sent to the area was to discover how much a plague had spread within the Vaarsi bands. Soon they discovered that demons had begun appearing, possibly working with the Vaarsi.
- They believe an ancient evil has come to this world, one told of in the myths of Parcivan religion: This is a demonic plague called the Cult of Saavesh. It supposedly converts others to its beliefs by magical rites that control the mind. They are under strict orders NOT to say too much to the locals about this plague.

### **NPC Roleplaying Notes:**

**Caius Porus Hecubar:** You have never had trouble finding friends. You have a way about you that is both open and attractive to others. You grew up in the Kingdom of Parcivus on a farm with 9 brothers and sisters, and your parents seem to have done right by all of you. You joined the Army when you were 19 and have loved almost every minute of it. You miss your family, but know you are on the right path. You would walk a thousand miles to help a friend, and this Legion, and especially your captain, Valus DeKrye, are your friends and family now. You are hurt, exhausted, poisoned, and you will die before you fail Remius or let others hurt him.

**Remius Sextus Xeramede:** You are on the edge of despair. The burning pain of the demon poison in your blood is driving you mad and you keep slipping into fever dreams that the poison is full of Cult of Saavesh, infecting you and taking over your mind (it isn't). You remember, like in slow motion, Limna falling, throat slashed. You had never had the gall to tell her, but you thought you were in love with the beautiful priestess. Now she is gone. Everything is gone. It is just pain and sorrow and nightmare. Normally you are a little dour, a little cynical of the optimistic view that your commander Valus seems to have about everything, but he does inspire you, every once in a while, to believe that heroism is possible, that salvation for the whole world is one bright smile away. You love him and admire him more than anyone you've ever met... even Marcus Falconius himself, and now you are sure you will never see your unit or your legion ever again. You came to the South to fight the Cult even though you were afraid that you would never see the white spires of Parcivus ever again, because you believed in Marcus Falconius and in Valus DeKrye more than even your dark cynicism... but now you realize how foolish you've been.

#### **NPC Table**

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Caius Hecubar	K7	19 - 7/29/37	0/58	5P	10m/0/0	LG

Notes: He has no abilities up, nor points left. Poison is doing 1 no-defense damage every 10 minutes. Has 19 life points left, but his limbs are fine. Wearing Parcivan Tabard, Ring of Rank, and Medal of Taurin's Gratitude (tapped out). Using Parcivan Weapon.

2	Remius Xeramede	K6	10 - 6/26/34	0/44	4C	9m/0/0	LN
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Notes: He has no abilities up, nor points left. Poison is doing 1 no-defense damage every 10 minutes. Has 10 life points left, both legs are at 0 life points (he can't use them). Wearing Parcivan Tabard, Ring of Rank. Using Parcivan Weapon.

#### **Rules of Engagement;**

Throatlits: None.

NPC Behavior: The soldiers are both armed and well magicked, although they have no points. They will fight to the best of their ability if attacked, but will not kill.

**Production Notes:** None

**Approximate Run Time:** 25 minutes

**Props and Costumes:** Parcivan garb and weapons. Reps for ring of ranks and Medal of Taurin's Gratitude.

## ENCOUNTER 5: BHODI NIMS' DISCIPLES

**Overview/Encounter Intent:** Arriving at the disciples' retreat, the PCs must not only convince the disciples to pay attention to them and help them, but then must undergo a series of mind-bending challenges before the disciples deign to help them.

<b>Detect Good/Evil/Chaos/Law:</b>	Good - Up, Forever. Lawful - Forever
<b>Detect Magic:</b>	None
<b>Detect/Identify Supernatural:</b>	None
<b>Detect/Identify Undead:</b>	None
<b>Sense Traps:</b>	None
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	None
<b>Sense Poison:</b>	None
<b>Foresee:</b>	Taking the Rejis: Boon
<b>Wathit/Track Lore:</b>	None
<b>Legend Lore:</b>	See Lore Appendix as needed.
<b>People Lore:</b>	<b>Bhodi Nims:</b> The Mystic Master of the Sabara <i>Nos</i> , he is revered as a giant in the Sabara religion and had developed a number of mystical and psychic techniques, including the creation of Ramual Jadr Tar, the Tears of the Mountain, which collect magical power. <b>Kalel Hadeed:</b> Unknown outside the Sabara.
<b>Religion Lore:</b>	<b>Nos:</b> A seer who can predict the future by communing with the land. In the desert nomad tribes of the Sabara, the <i>Nos</i> often predicts how many children will be born that year, and, if it is too many for food and water to support, helps choose which children will be sacrificed at birth. They have strong connection to the elemental powers the Sabara worship and are considered a direct mouthpiece for the land (specifically the desert) to speak with the Sabara people. <b>Hadei Nim:</b> This splinter cult from the orthodox followings of the mystic Bhodi Nims adds a few beliefs to the straight path of the <i>Nos</i> . They believe in enlightenment, and in the path to enlightenment being testing of mental discipline and patience.

**GM Notes:** Required

**Recoverable Treasure:** None

**Savvies:** None

**Encounter Description:** The PCs arrive at the retreat of 3 Bhodi Nims' disciples. These are actually Hadei (ha-DIE) disciples, a lesser-known cult of disciples who have some slightly different belief than those of the orthodox mystics (such as the need for rigorous testing and training from an early age). They are followers of Kalel Hadeed, a disciple of Bhodi Nims himself who added his own twists to the teachings of his master.

The disciples are currently meditating, and if the PCs talk to them or try to disturb them, Forever will hold one hand out for silence and the three will continue meditating. Further attempts to interrupt the disciples



will be ignored. Attacking the disciples will elicit a response (see below). The disciples will meditate for about 90 seconds more after first being interrupted (or after the PCs obviously arrive). To signal that they are done, Forever will release a deep breath.

Two of the disciples (Blueness and Up) are brown-level, and they are being guided by a green-level disciple named Forever. They explain that until they reach blue-level (right above green), they call each other by a Meditation name. When a monk is tested for each level, he must say what he has learned about his Meditation name. The levels are black, brown, green, blue, and clear, representing the rising clarity of water.

The disciples, if asked, will say that they do have some ways of tracking such a demon, and are willing to teach such mental tricks to the PCs if the PCs are a) enlightened enough to learn and b) disciplined enough to be taught. Up suggests that the PCs undergo the Rejis, a test meant to test disciples and help shore up their mental powers. The other two think it is a great idea but all agree they will give the Rejis Fjilbyin, the version of the test given to 6 year olds (if the PCs object and ask for the full Rejis, see below). Forever tells the PCs that if they can reach the Brown level of the test, they will be taught what they need, and that for each level above that, they will be taught additional powers. Blueness suggests that the PCs be allowed to take the test as a group, rather than as individuals and the others agree. **They will then explain the rules.**

#### **Here is how the Rejis works:**

Before each question, the PCs must choose one PC to be in the “hot seat”. Each PC must take at least one turn in the hotseat. If each PC has not had a turn in the hotseat, the PCs may not choose to walk away after answering a question. The contestant is asked increasingly difficult questions (or made to do puzzles) by the disciples. Many questions are multiple choice: four possible answers are given (labeled A, B, C and D), and the contestant must choose the correct one. On answering the first question correctly, the contestant rises one level of enlightenment. When answering, the character’s answer will not be taken as final until he says “Final Answer” or until he answers yes when the host asks the contestant if that is their “final answer.” Upon making the answer the final answer, it cannot be changed. The hotseat may not consult with the other PCs nor may the others give answers or hints (unless a Lifeline is used): doing so results in an incorrect answer judgment.

After 5 correct answers the PCs have achieved Brown level.

After 4 more, the PCs have achieved Green.

After 3 more, the PCs have achieved Blue

After 3 more, the PCs have achieved Clear.

After viewing a question, the contestant can quit with whatever level he has achieved.

If a PC answers incorrectly, he drops down to the enlightenment level below the last he achieved. I.e. if he is on answering question 11 (on his way to Blue) and answers incorrectly, he drops down to Brown. If he walks away, he walks away with Green.

Even if they don't achieve Brown after the contest they will say that have been trained in compassion and they are morally obligated to help the PCs regardless of their mental state and will teach them "Follow the Scent of Will" power.

In addition, there are four “Lifelines” that the contestant in the hotseat may use, after seeing the puzzle. These Lifelines belong to the team and can be used once each per test (i.e. the team has four total Lifelines to use in this encounter). These are:

**Fifty-fifty:** The question’s answer will be made into a multiple choice (not necessarily just 2 choices). This is not available for Task questions.

**Consult:** The PC may discuss the question with the whole team.

**Switch:** The PC may dump the question and be given an entirely different one:

You are a gladiator in the dire death-pits of Kathili-Gi'Fahrd. The first opponent is a 6 foot barbarian who is defeated in 12 seconds. The second opponent is a 3 foot Hobbit, who is defeated in 9 seconds. The last opponent is a 9 foot Ogre, who is defeated in 27 seconds. What color are the gladiator's eyes? (**Answer: the same color as whoever is answering the question**)

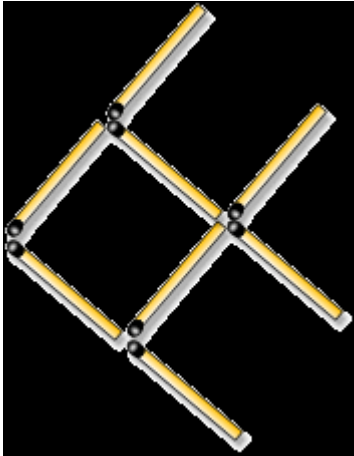
**Double Dip:** The PC may make a second guess if the first guess is wrong. The Lifeline must be declared before the first guess is made. Once this Lifeline is used, the PC may no longer walk away from the question. In addition, no additional Lifelines can be used on this question.

The 15 questions are:

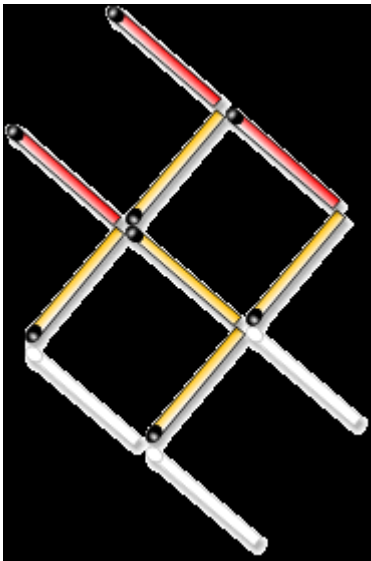
1. A wagon leaves from the village of Amber heading towards the city of Jade at the same time as a fast horse leaves the city of Jade for the village of Amber. Which one is closer to the city of Jade when they pass each other? 50-50: a) The wagon. B) Neither. (**Answer: Neither. They are equidistant when they pass each other.**)
2. Citizens of the land of Setse are escaping across the border to the Kingdom, renouncing their citizenship to Setse. As they cross the border, they are brutally attacked by border guards. Morally, in which country should the survivors be buried? 50-50: a) Nowhere b) The Kingdom. (**Answer: Nowhere. The dead should be buried. The survivors should go about their business.**)
3. Task: Remove 6 twigs to make ten.



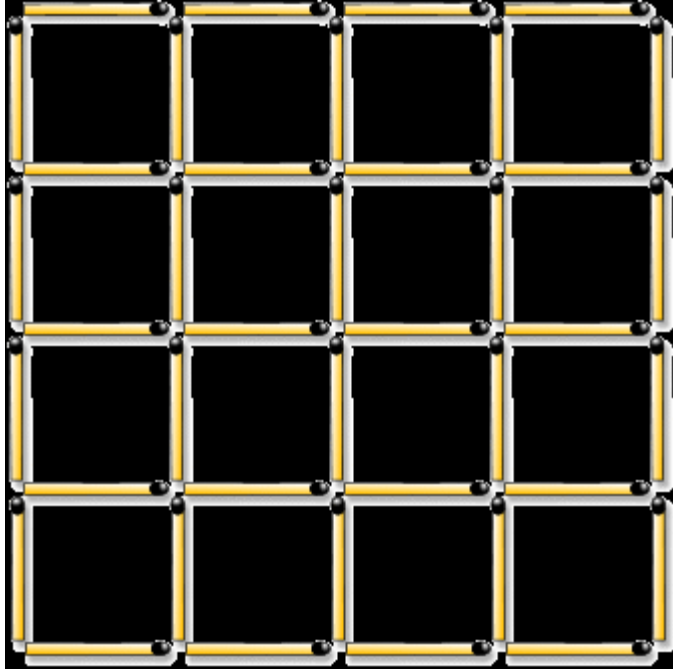
4. 3 multiplied by 2 6 times? A) 96 B) 192 C) 212 D) 384 (**Answer: B - 192**)
5. There is a number that fulfills all the following criteria/rules: It is a prime. It is a whole number. It is greater than 1. If you double it, square it, or add itself to it, you get the same answer to each. What is this number? (**Answer: 2**)
6. For the following number you will divide by 3, then multiply by 2, then divide by 2, multiply by three, then divide by 2 and multiply by 3. The number is 12. What is the result? A) 14 B) 15 C) 18 D) 24 (**Answer: C - 18**)
7. We live in a land of tribes. Some of us are Sabara, others Zephor. In addition to these two, how many tribes are represented on the Great Council of the Kingdom we live in? A) 2 B) 10 C) 12 D) 40 (**Answer: B - 10: Kingdom**).
8. Which one of these is a Province of this Kingdom? A) Zacat B) Parcivus C) Aran D) Dhurin Khar (**Answer B: Parcivus**)
9. Given two indestructible, un-cuttable four-sided pyramids attached together however you like, what is the most number of faces that the new shape could have? A) 4 B) 6 C) 12 D) 16 (**Answer: D - 16: put the two pyramids bottom-to-bottom then turn one 45 degrees**)
10. Saw is to Carpenter as A) Brush is to Painter B) Wagon is to Farmer C) Scissors is to Tailor D) Mallet is to Bricklayer (**Answer: C: Scissors is to Tailor**).
11. 5 times 4 plus 8 divided by 2 times 3 plus 5 equals what? A) 41 B) 47 C) 52 D) 48 (**Answer: B - 47**)
12. Breeze is to Zephyr as Injury is to A) Death B) Coma C) Scrape D) Health (**Answer: C - scrape**).
13. Task: Turn this fish around moving only three twigs:



Answer:



14. What is the smallest number of twigs you can remove from this pattern so that no square of any size remains?: A) 7 B) 9 C) 13 D)16 (**Answer: B- 9**)



15. What is the total amount of twigs used in all the puzzles today? A) 45 B) 56 C) 60 D) 63 -  
(Answer - D 63)

**When the PCs finally lose or stop playing,** the disciples will commend them for their efforts, and if they managed to get to Clear, the disciples will be very friendly indeed. They are not threatened or jealous because they completed only the Rejis Fjilbyin, not the adult test. They will then teach the PCs to use the powers below. They warn that without consistent practice and meditation, these powers will surely be the Kingdom.

**Got to Brown:** Follow the Scent of Will: The disciples will instruct the PCs how to take a psychometric reading from a place and follow strong emotions like fear or rage. Only one PC at a time should use the power, or else the powers will actually interfere with each other. The PC should hold out a hand to sense the path and will feel a squeezing that gets tighter and tighter the further off the path the PC is. Traveling the right path will feel like there is no pressure at all (pressure should be provided by the GM). **Even if the PCs don't get to brown, they will teach them this power of out of compassion.**

**Got to Green:** Sense the Enemy's Fear: Each PC can do Wathit: Weakness once today.

**Got to Blue:** Refresh the Mind's Reserves: Once today, each PC can **either** use one spell/ability without cost or can grant another PC 4 spell/ability points with a 5 second meditation.

**Got to Clear:** History of the Ages: Each PC can do Legend Lore (per M1) or Foresee (per C2) by sitting and thinking upon a topic/item/place/person/action by sitting and contemplating with their eyes closed for 30 seconds once each for this day. The GM may also give out additional background/story lore based on what they asked up to the GM's discretion.

**If the PCs demand to take the full Rejis (the adult test):** Forever will tell them that he respects their will, and will ask them the first question of the full Rejis. If they get it right, he will help them however they need. The question is: "That night, after the *Nos* had been consulted, the ghost appeared once more, and told the man who had been her husband that she knew he had gone to see the *Nos* and knew what had been said. The man flattered her, exclaiming about how much she knew and asked her how many beans he held in his fist. There was no longer any ghost to answer the question. Where is the ghost, and what

is the paradox of its disappearance?” (Answer: The ghost was a manifestation of the man’s guilt at re-marrying after he promised his wife he would not. Thus the “ghost” was wherever the man was. The paradox is that the ghost disappeared because the man, in that moment, realized that she, like everything else, was in some way a figment of his own feelings and imagination, but because she was actually his own guilt, she should know everything he knows, like the number of beans.)

### **NPC Roleplaying Notes:**

**Disciple Up:** You are the youngest disciple here at the retreat. It was discovered that you had the talent to be a *Nos* when you were only 11, but your family needed your help (nomadic goatherders) and you couldn’t leave to enter the training until just recently. You have progressed quickly, especially considering how late you started. You are full of compassion, desiring to help everyone in the world all at once. You were taught hard work and humility by your family, and here you learned mental discipline and self-control. You look forward to helping your family by being able to speak for the elements and trees, but you dread some of the darker aspects of being a *Nos*, such as predicting the number of viable children, and calling for sacrifice in times of need.

**Disciple Blueness:** You are a little jealous of the progress that Up has been making. Your talent was discovered when you were 4 and you entered the training almost immediately. You have been progressing at just slightly slower than the expected pace, and your teachers often say that your elements are unbalanced: too much fire and not enough water. You have a lot of faith in Forever, and believe that he might be the key to damping down your fiery tendencies and finally moving on to Green level enlightenment.

**Disciple Forever:** You have been a disciple for 32 years, since your 4<sup>th</sup> birthday. You achieved Green enlightenment only last year, and have found the task of teaching Brown-level students to be one of the greatest challenges so far. You have a deep seated fear that you are ruining these students by not being patient enough, wise enough, or educated enough. You also, in moments of clarity, wonder if getting over those fears is the exact reason you were given this task. You practice humility, quietness of demeanor, and integrity.

### **NPC Table**

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Up	Mk3	3/17/25	35	0	3/3/3	NG

Notes: Has a single sword. Will use Blocking (M1), Heal Self (M1), Death Feint (M3), Sacrifice Throw (M3)

2	Blueness	Mk3	3/17/25	35	0	3/3/3	NN
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Notes: Has a single sword. Will use Blocking (M1), Heal Self (M1), Death Feint (M3), Physical Attack (M3), Sacrifice Throw (M3)

3	Forever	Mk4	4/20/28	40	0	4/4/4	LG
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Notes: Has a single sword. Will use Blocking (M1), Heal Self (M1), Death Feint (M3), Kip (M4)

### **Rules of Engagement;**

Throatlits: None. The disciples will not kill the PCs under any circumstances.

NPC Behavior: If the disciples are attacked, Up will run away as fast as he can, Blueness will fight, and Forever will fight but defend only. If they are all killed, so be it. If they are all killed before any PC learns the secret of following the scent of will, the game is over.

**Production Notes:** The gender of the disciples is irrelevant.

**Approximate Run Time:** 50 minutes

**Props and Costumes:** Three light colored thawbs and hijab. Weapons. Scroll with the questions. Props for the puzzles (Sticks/matches).

FINAL GAMECOPY

## ENCOUNTER 6: BATTLEFIELD / DOWSING FOR DEMONS

**Overview/Encounter Intent:** The PCs find the battlefield where the demons fought the Parcivans. They find a slain demon, and a number of clues that lead them on.

<b>Detect Good/Evil/Chaos/Law:</b>	Demon Ichor detects lightly as chaotic
<b>Detect Magic:</b>	Yes - Black Powder Charm, Yes on Wards on Parcivan Pistols
<b>Detect/Identify Supernatural:</b>	Yes - Demon Ichor detects lightly as supernatural
<b>Detect/Identify Undead:</b>	No
<b>Sense Traps:</b>	No
<b>Reveal Glyph:</b>	No
<b>Reveal Curse:</b>	No
<b>Diagnose:</b>	Demon Ichor - Slightly toxic, 1 point of damage if held, touched, or left on skin for more than 30 seconds. Will continue to do damage every 30 seconds until removed with 15 seconds of scrubbing.
<b>Sense Poison:</b>	Yes on Demon Ichor
<b>Foresee:</b>	Boon - Following the blood trail.
<b>Wathit/Track Lore:</b>	<b>Jens (Med Demon)</b> - Strength: Crushing Bonds LI. Weakness: No Defense Damage. See below for other Track Lore information. <b>Large Demon</b> - Strength: Poison Ichor. Weakness: No Defense Damage. <b>Scythwind (Small Demon)</b> - Strength: Spellcasting. Weakness: No Defense Damage.
<b>Tracking:</b>	See below for how tracking works.
<b>Battlefield Lore:</b>	<ul style="list-style-type: none"> <li>There was a battle here between only a few combatants (6 or 7 at most).</li> <li>Three were demonic in nature (dew claws, taloned or hooved feet, etc.) and the others were humanoid in boots.</li> <li>The larger demon fell, then moved about 6 feet or so, and then stopped moving and bled out.</li> </ul>
<b>Speak to Winds:</b>	None
<b>Speak with Plant/Animals:</b>	The local plants talk about being crushed and trampled. One big creature that used to be nice was being very mean dragging another creature through the woods to the South. (see below)

**GM Notes:** Using a Parcivan pistol without the charm causes a backfire, doing 5 points of no-defense damage to the arm holding the gun. Doing so three times destroys the weapon. If the charm is worn, the pistol can do no-defense damage (the damage determined by the character's projectile damage score + 3). Pistols are NOT recoverable past this game.

**Recoverable Treasure:** Black Powder Charm.

**Savvies:**

### Black Powder Charm

Property: Only usable for this game day.

Savvy:

- 1) This Charm allows the wearer to use Parcivan black powder weapons without undertaking the black powder ritual that bypasses the wards on Parcivan black powder weapons.
- 2) Allows the wielder to always do a base minimum damage of 5 regardless of their class's base missile damage, even if that class can't usually use projectile weapons.
- 3) Weapon normally does character's projectile damage +3.

### **Musket Wards:**

Properties: Wards are inscribed on the handle of the musket.

Savvy:

- 1) Using a Parcivan pistol without the charm or blessing of Taur causes a backfire, doing 5 points of no-defense damage to the arm holding the gun. Doing so three times destroys the weapon.

**Musket Rules** – One of the technological advantages that the Parcivans possess is a group of gunpowder weapons. One of these weapons is a device called a “Musket Pistol”. These ranged weapons have a variety of advantages over other ranged weapons. First, they can be loaded ahead of time so that (once loaded) they can be fired with “no aiming time”. Second, they may be fired with only one hand. Finally, the damage done by these weapons is powerful and can pierce most defenses. As a result the weapon does “No Defense” damage. The weapon requires 10 seconds to load or reload. There are also magical wards upon the devices which prevent them from being fired unless the user has undergone a very prolonged and secret ritual, conducted by a Parcivan Priest of Taur. The weapon itself is not magic, but the wards that guard the use of the weapon are magical. The black powder charm also allows them to be used (but the charm only works for this game day).

**Encounter Description:** There is no one around but an area where battle has obviously occurred. A single, large demon lies dead (a dead fredemon). There are also two Parcivan pistols here and there, with small bags of shot (4 shots total) to be found amidst the debris. One shot-bag has a small charm in it. The black powder is non-magical. The pistols themselves are non-magical but each has some wards carved into the handle that are magical and prevent those without the charm

The Ichor/blood from the large demon is still slightly toxic. There should be some of this ichor around the body of the large demon as well as spread out around the battlefield. Its effect will last about another 30 minutes before it becomes completely non-toxic. It does one point of no-defense damage every 30 seconds while on skin. Some effort is needed to completely remove the ichor from the skin (quick wipe with a cloth is not enough). This ichor cannot be placed on weapons and used to do extra damage. The medium demon (Jens) does not have ichor but normal blood.

Tracking is very important here. First, here is what anyone can determine by examining the ground:

- There was a battle here.
- There is a lot of demon ichor and only some human blood.
- A blood trail heads off to the South.

For those with the actual ability to read tracks:

- There was a battle here between only a few combatants (6 or 7 at most).
- Three were demonic in nature (dew claws, taloned or hooved feet, etc.) and the others were humanoid in boots.
- The smaller set of demonic tracks took off to the Northwest at high speed.
- The medium set of demonic tracks heads off to the South. It was carrying something approx 150 pounds.
- Two humanoid boot prints head off to the Northeast.



- The larger demon fell, then moved about 6 feet or so, and then stopped moving and bled out.
- At least one animal, probably a fox, has been in the area since the battle, but it appears to have sniffed around and then left.

**Tracking the Demon:** To begin with, there is a bloody trail heading off to the south. That should start the PCs on the correct path. It should go about 150'. After that the path to encounter 7 should NOT be marked out with flagging tape. PCs will have to use one of the below methods to follow the path to the next encounter. The GM needs to know where to go for encounter 7 without flagging tape.

- **Tracking/Bump of Direction** - If the PCs have a tracker, the GM should role-play with them showing the correct path through the forest to encounter 7. Small amounts of blood and crushed plants should mark the way for experienced trackers. Bump of Direction should allow a cleric to get their bearings on the direction of the next encounter.
- **Follow the Scent of Will** - If the PCs don't have a tracker then they must use the "Follow the Scent of Will" to follow the path. The PC should hold out a hand to sense the path and will feel a squeezing that gets tighter and tighter the further off the path the PC is. Traveling the right path will feel like there is no pressure at all (pressure should be provided by the GM).
- **Speak to Plants** - If the PCs have someone who can speak to plants then they can talk to the plants who will also give them direction of a large creature that used to be their friend but now crushes and destroys their friends. If the PCs keep using Speak with Plants the plants should give out this information as long as the PCs are within about 15' of the path that Huntsmaster Jens traveled. It should basically be a game of hot/cold through the woods.

**Rules of Engagement:**

Throatlits: None

NPC Behavior: None

**Production Notes:** If the NPCs are available and you have someone willing to play the part: the Big Demon should occasionally twitch. It is definitely dead. The large demon ichor should be gooey and gross and spread around the battlefield. The bloody trail that leads to Encounter 7 should go off for about 150' and then fade away. If ketchup or something similar can be used that would be best to give the PCs an idea of which way to go.

**Approximate Run Time:** 15 minutes.

**Props and Costumes:** Demon accoutrements. Two pistols/team. Two bags of shot/team,. One charm/team.

## ENCOUNTER 7: HUNTSMAN JENS MINIBOSS

**Overview/Encounter Intent:** The PCs track down the middle demon that was wounded by the Parcivan squad. This is a tough fight, and at the end the PCs will figure out that the demon is actually the missing huntsmaster, Jens. Collapsed at the base of a nearby tree is the form of the priestess Limna. She has a Medallion of Taurn around her neck but is unconscious. If she is made conscious during or before the fight, she will help the PCs with spells and healing. Once the combat is over, she offers to take the PCs to her unit and introduce them to her Decanus, Valus DeKrye.

<b>Detect Good/Evil/Chaos/Law:</b>	Jens detects as Good, Evil, and Chaotic. Limna is Lawful and Good. Medallion of Taurn detects as Lawful.
<b>Detect Magic:</b>	Titani Fire Bow, Jen's Leather Armor and Medallion of Taurn, all potions, magical arrows.
<b>Detect/Identify Supernatural:</b>	Jens: Demonic.
<b>Detect/Identify Undead:</b>	No.
<b>Sense Traps:</b>	None.
<b>Reveal Glyph:</b>	None.
<b>Reveal Curse:</b>	None.
<b>Diagnose:</b>	Jens is suffering from a "Demonic Disease".
<b>Sense Poison:</b>	None.
<b>Foresee:</b>	None.
<b>Wathit/Track Lore:</b>	<b>Jens (Med Demon)</b> - Strength: Crushing Bonds LI. Weakness: No Defense Damage*
<b>Tracking:</b>	There are tracks here from the wounded demon.

**GM Notes:** Site GM should take care of helping describe and timing "Crushing Bonds". Team GM should be responsible for taking care of other aspects of the fight. If possible it's strongly suggested that a GM meeting happen prior to the game so that the team GMs and site GMs can work out how best to run this fight.

**Recoverable Treasure:** 4 potions, 7 magic arrows.

**Savvies:**

### **Bruiseweed Oil [Item number: Game ID Number - 001]**

BB Value: 188

Property: One-use item; cannot be used by 1<sup>st</sup> or 2<sup>nd</sup> level characters.

Savvy:

- 1) The character gets the benefits of *Resist Pain* (K5) until the end of the next combat.

### **Ragveil Shot [Item number: Game ID Number – 002]**

BB Value: 90

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) This drink neutralizes all non-Red Death poisons currently in the character's system as per *Neutralize Poison – self only* (Mk4).

### **Mild Briarthorn Infusion [Item number: Game ID Number - 003]**

BB Value: 188

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) The drinker will do 2 additional points of damage with melee, thrown, and projectile weapons until the end of the next combat as per **Additional Damage +2** (K4). Potion takes effect 5 seconds after being imbibed.

**Healing Potion (10pts) [Item number: Game ID Number - 004]**

BB Value: 120

Property: One-use item.

Savvy:

- 1) Heals 10 points of damage; takes at least 5 seconds to drink.

**[5 of these] +2 Arrow (single use) [Item number: Game ID Number - 005]**

BB Value: 45

Property: One-use item.

Savvy:

- 1) This +2 damage arrow can be fired once and is then destroyed. It does not count against the number of arrows the PC may bring into game. Can be used by 2<sup>nd</sup> level or higher PCs.

**[2 of these] +2 Arrow (1/combat) [Item number: Game ID Number - 006]**

BB Value: 450

Savvy:

- 1) This +2 damage arrow can be fired once per combat. It does not count against the number of arrows the PC may bring into game. Can be used by 2<sup>nd</sup> level or higher PCs.

**Titani Fire Bow**

Properties: Permanently bonded to Hunstman Jens (un-recoverable).

Savvy:

- 1) This bow fires arrows that do 2 additional points of fire damage AND
- 2) Once per day, this bow can do a 15pt fire strike (MU4) with a 10 second aim.

**Medallion of Taurn**

Properties: Permanently bonded to Limna (un-recoverable)

Savvy:

- 1) Wearer cannot be converted by the Cult of Saavesh AND
- 2) If already partly converted, no new conversion rites will take hold

**Jen's Leather Armor +1**

Properties: Ruined (needs mend and/or fighter repair armor to hold together until end of game day). Non-recoverable past game.

Savvy:

- 1) Once repaired acts as +1 leather armor for the rest of the game day.

**Encounter Description:** As the PCs arrive, they see the form of the demon (a ranger who has morphed into a bad-ass demon with horns, ridges, etc.), slowly collecting branches to make a large bonfire. It is hurt and moves a little slowly, but should be fearsome. When the PCs make themselves known, the demon will bellow with anger and hatred and prepare to fight. Strangely, the demon has an ornate bow slung over his shoulders. He also has a pouch with 4 potions in it. His quiver has 7 magical arrows in it (5 one-shot arrows and 2 "retrievable projectiles"). He also is wearing +1 leather armor that is in tatters. A mend or fighter repair armor is required to bring it to a usable state but even then it will only hold together until the end of the game day.

Limna: Once she is healed to consciousness, Limna can share much the PCs. Here is what she knows:

- She is a soldier under the command of Valus DeKrye, sent to help stop a trio of demons that were spotted.
- **She knows where the rest of her unit is holed up and will insist that the PCs come with her to Valus. He needs to know what happened.** She is also very concerned about Caius and Remius and would like to see them again.
- She was with a patrol made up of herself, Remius Xeramede and Caius Hecubar.
- At Tazhkan Farmstead, sometime this morning the patrol fought a trio of demons. The largest demon was slain. After that, everything is blank.

Limna should be familiar with the Parcivan Knights and Parcivus from the **Appendix E: Parcivan Information**. Also Limna should read **encounter 4** and **encounter 8** to be familiar with the rest of the Parcivans.

Limna will lead the PCs to Encounter 8.

Here's what she knows but will not divulge unless the PCs really commit to questioning her and calling in the favor of saving her life:

- Their unit was sent to the area to discover how far a plague had spread within the Vaarsi bands. Soon they discovered that demons had begun appearing, possibly working with the Vaarsi.
- The Parcivan Knights believe that the ancient Cult of Saavesh is slowly taking over the Kingdom, and that they have some new mystical power source that is enhancing their ability to convert others.
- They are under strict orders NOT to say too much to the locals about this "invasion".
- She will not knowingly give up her amulet and if she doesn't have it on when healed she will ask about its whereabouts.

### NPC Roleplaying Notes:

**Limna Avendara Excallion:** You are the niece of Scorpius Paullus Excalion, a man who was once a Captain in the Parcivan Army, and who now has a place by Marcus Falconius's side in the Parcivan Knights. **He gave you his amulet, knowing that it meant he would be vulnerable to conversion.** He was always your favorite uncle. You are a little naïve, having agreed to scout down here in the South, outside the civilized lands of Parcivus Province. The rest of the Kingdom is a truly barbaric place where they all live as if they were in an army camp all the time: No running water, little fresh water, no modern magical appliances, poverty, disease and invaders pretty much everywhere. That these people LIKE all these problems (the only reason they would reject Parcivus's offer to come in and help them) is past your ability to understand. You became a priestess of Taurn because you wanted to help people, especially the hurt or sick. You are very compassionate at heart. You expected to do your two years of service to the Army, become a full citizen, and then go find a rich, handsome, kind noble to marry. It hasn't really worked out that way. You have found yourself attracted to Remius Xeramede, a young soldier, but you understand that it's just because he's handsome: he has no real prospects as far as wealth or career go, so he's not really marrying material. Valus DeKrye, your Decanus (your unit commander) though, he is a real man: Strong, charismatic and brilliant. He also seems to be entirely unaware of your existence.

### NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Jens	R5/Mn5	5/25/25	6	5	5/0/0	CG/CE

Notes: Natural weapons: immune to Dropsy, Weapon Shatter. Immune to fire. Immune to Knockdowns. Can use a power called "Crushing Bonds" (See below). Will not use bow or

Ranger abilities. Throw 3/combat. Autocast Firestrike (9pts) 1/combat on a PC who is NOT in melee with him. With special permission from Watchdog for tougher teams: Autocast Wrath 1/combat (10 pt no-defense) "Cease all hostility in the name of the Chaos". Can use Rites of Conversion from the Cult of Saavash.

After the Demon falls for the first time, he will be dead for 10 seconds and then roar, call a Sweep on everyone close by, stand up and fight some more. All limbs will be usable, he will swing 7 damage, and will have 20 points of amorphous life. He can fight for 10 seconds or until he takes 20 points of damage (whichever is first), then he dies permanently. The NPC should be careful not to hit too hard, as this kind of state tends to cause a kind of berserker attack.

2	Limna	C4	4/20/28*	0	2C	3/0/3	LG
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Notes: Wearing a Medallion of Taur (unrecoverable) and non-magical (unrecoverable) chainmail. Has no other items. Has no points so she will not cast any spells.

\* At full health. She currently has 22 points of damage and all four limbs are wounded.

### Crushing Bonds

**Range:** 50 feet

**Area:** 1 Individual

**Duration:** Until target dies or bonds are removed.

**Stacking:** NA

**Misc.:** NA

**Cost:** NA

The target is wrapped in bands of red metal, which begin to tighten, crushing the target. The affected target cannot move his feet, nor use his arms (they are pinned against his torso). He can speak and call out, and can use SAS that do not require a somatic component. The target takes 1pt of no-defense crushing damage every 5 seconds. Another person can open the bands and end the ability with 15 seconds of concentrated effort (pulling at the bands and willing them gone). Strength II or higher can be used as an immediate counter. This ability has a 0-second invocation, but only one Crushing Bonds can be active at a time. As soon as the bond is broken or the target dies, the user may activate the power again.

### Rules of Engagement;

Throatlits: None. If the Demon wins, he will do a Rite of Conversion (see conversion appendix) on each PC and then leave.

NPC Behavior: Jens should be a hard fight for the PCs using Crushing Bonds to cut down on the amount of PCs attacking him. In the end the PCs should win but it should feel like they had to work for it.

**Production Notes:** This encounter needs a site GM. That GM will be in charge of explaining, timing, and adjudicating the Crushing Bonds.

**Approximate Run Time:** 20 min

**Props and Costumes:** Jens should appear as a ranger who has morphed into a bad-ass demon with horns, ridges, etc. He should also be visibly wounded. Firewood/bonfire, Medallion of Taur, costume for Limna.

## ENCOUNTER 8: MEET VALUS DEKRYE

**Overview/Encounter Intent:** This encounter introduces the PCs to Decanus Valus Avernus DeKrye. He will tell them about the Parcivans and show up as a good, decent guy. He will also tell the PCs about the strange occurrences at the Vaarsi camp and tell the PCs how to get there.

<b>Detect Good/Evil/Chaos/Law:</b>	Good - Grohmus, and Valar. Lawful - Tommus. Chaotic - Grohmus.
<b>Detect Magic:</b>	Yes on Parcivan Weapons, Tabards, Rings and Grohmus's Medallion.
<b>Detect/Identify Supernatural:</b>	None
<b>Detect/Identify Undead:</b>	None
<b>Sense Traps:</b>	None
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	None
<b>Sense Poison:</b>	None
<b>Foresee:</b>	Bane - To attack the Parcivans.
<b>Wathit/Track Lore:</b>	None
<b>Heraldic Lore:</b>	<p><b>Order of Parcivan Knights:</b> The “golden hammer on black” is a well-known heraldic mark of the Order of Parcivan Knights. General bent of the Parcivan Knights is Lawful Good, with emphasis on Lawful. Most worship Taurn.</p> <p>Major Point - Serve King, God and Country. They follow the orders of the highest ranking noble first, followed by the orders of their religious leadership, followed by whomever they have sworn and oath to (their liege). They will follow these orders swiftly and without hesitation.</p> <p>Minor Point - Parcivan Knights are pledged to follow the laws of the Kingdom, and shall not lie, cheat steal or murder. They can kill when defending themselves, defending a fellow or target, or when ordered to do so.</p>
<b>Legend Lore:</b>	<p><b>Parcivus:</b> The “golden hammer on black” is a well known heraldic mark of the Order of Parcivan Knights. The Parcivans are from the wealthiest and most technologically advanced of all the Provinces of the Kingdom. They are known for their strict adherence to law, chain of command, and the god Taurn.</p>
<b>People Lore:</b>	<p><b>Marcus Falconius:</b> General Marcus Gaius Falconius, High Templar of the Parcivan Knights. Glorious Victor of the Battle of Far Cove and Great Champion of The God Taurn.</p>
<b>Religion Lore:</b>	<p><b>Taurn:</b> God of Law and Justice. He believes that righteousness comes from “treating each as he deserves, and treating alike equally”. Taurn is a judging god who supports punishing criminals for their trespasses and bringing rationality and fairness to barbaric peoples.</p>

**GM Notes:** Using a Parcivan pistol without the charm causes a backfire, doing 5 points of no-defense damage to the arm holding the gun. Doing so three times destroys the weapon. If the charm is worn, the pistol can do no-defense damage (the damage determined by the character's projectile damage score + 3). Pistols are NOT recoverable past this game.

**Recoverable Treasure:** None

**Savvies:**

**Parcivan Tabard**

Properties: Bonded permanently to wearer. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 2) Adds 2 points of armor to the wearer as per a Ring of Protection.

**Parcivan Weapon**

Properties: Bonded permanently to wielder. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 1) Adds 3 points of magical damage to the damage done with this weapon. All damage done is considered magical.

**Parcivan Ring of Rank**

Properties: Bonded permanently to wielder. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 1) Adds +2 to the wearer's level vs. LI.

**Medal of Taurn's Gratitude**

Properties: Bonded permanently to wielder. Unusable by non-sanctified beings (non-Parcivans).

Savvy:

- 1) Acts as a 10 point Courage point generator

**Musket Wards:**

Properties: Wards are inscribed on the handle of the musket.

Savvy:

- 1) Using a Parcivan pistol without the charm or blessing of Taurn causes a backfire, doing 5 points of no-defense damage to the arm holding the gun. Doing so three times destroys the weapon.

**Musket Rules** – One of the technological advantages that the Parcivans possess is a group of gunpowder weapons. One of these weapons is a device called a "Musket Pistol". These ranged weapons have a variety of advantages over other ranged weapons. First, they can be loaded ahead of time so that (once loaded) they can be fired with "no aiming time". Second, they may be fired with only one hand. Finally, the damage done by these weapons is powerful and can pierce most defenses. As a result the weapon does "No Defense" damage. The weapon requires 10 seconds to load or reload. There are also magical wards upon the devices which prevent them from being fired unless the user has undergone a very prolonged and secret ritual, conducted by a Parcivan Priest of Taurn. The weapon itself is not magic, but the wards that guard the use of the weapon are magical. The black powder charms also allow the muskets to be used (but only for this game day).

**Encounter Description:** There are three Parcivans here, sitting around an old fire, sharpening weapons, looking over maps, etc., obviously preparing for fighting. These are Private Tommus Ludus Axelar, Private Grohmus Dorian Retaxis and Decanus Valar Avernus DeKrye. Grohmus, upon seeing the PCs, will immediately jump to arms, yelling at the PCs to release their hostage (Limna) or by the Hammer of Taurn he will see all their lifeblood seeping into the soil. Both Limna and Valar will quickly jump in to intervene and cool the situation down. Valar will embrace Limna, welcoming her back. He admits that Remius and Caius already got back and, since their healer was gone and presumed dead, he sent them

back to the main Legion for healing and poison neutralization. Valar says he had to directly order Remius to leave; he wanted to start a manhunt for her body. Throughout everything, Grohmus will on edge, staying in a position to get the drop on the PCs. Valar invites the PCs to sit down with them and share some bread and cheese. He comes across as kind, honest, and a real people-person. His subordinates do not give him any lip, obey his orders immediately, and seem relaxed and at ease with him. He will ask Limna to tell what she knows after she woke up (since he heard the rest from Caius already). After hearing the story, Valar will ask to hear the PCs' stories: Why are they here? What do they know? Etc. He will make it very conversational, not like an interrogation, and if they stall, or seem uneasy, he will tell parts of his own story, prompting them to continue with theirs.

If the PCs mention they have musket pistols or the black powder charms Valar will ask them where they got them. Technically they belong to the Parcivans but Valar will be willing to bargain for the use of the musket pistols. He says that for being willing to help check out the Varsai camp he will let them keep the black powder charms. They do need to return the muskets after they are done checking out the camp. If the PCs agree to this, he will ask the PCs how many shots they have left. If it's 2 or under, he will give them 2 more shots for the musket pistols out of Tommus's stash. If they have 3 or more, he won't give them any more shot. The PCs can lie to him, he won't know if they are telling the truth or not unless the PCs are obviously lying to him (the NPC playing Valar should be an honorable person but not stupid).

All NPCs should be familiar with the Knights of Taurn and Parcivus from the **Appendix E: Parcivan Information**. They should also be familiar with the NPCs from **encounter 4 and 7**.

Here is what the Parcivans know and will easily share:

- Valus Avernus DeKrye is the decanus (like a corporal) of this unit of ten soldiers.
- Only four of them are left now. Between Sabara poisons, demons, and other dangers, two have died and the rest have been sent back to the main Legion, some 25 miles to the Northwest, near the Triune Gates.
- The reason their unit was sent to the area was to discover how far the Cult of Saavesh had gotten.
- They are under strict orders NOT to say too much to the locals about this "invasion" since the King has not yet decided if he believes the rumors..
- The Vaarsi are almost totally agents of the Cult of Saavesh. They have been capturing people from outlying farms and villages to convert.
- The Vaarsi base camp is not too far away. Valar and his men will not come with the PCs if they want to go investigate, but Valar can tell them where it is. The Vaarsi are well known for their booby traps and snares.
- **Most important: DeKrye and the remaining soldiers in his unit are about to head off to join with two other units to stop a mass of converted Vaarsi from heading up the road to begin an invasion/conversion of the Sabara Mesa. That's why he cannot help with the camp. The camp, he believes, is now mostly empty, but he thinks that those few dozen that remain are here because they plan an assault on Alleya.**

#### NPC Roleplaying Notes:

##### Valar Avernus DeKrye

You joined the Legions when you were only 15, one year before you were eligible. You wanted to see the world outside the tiny island of Monaque. Once in the Army, though, you found you really enjoyed the hard work, camaraderie, and responsibility. You wanted to get things done, and you did. You have a positive attitude, an easy smile, and an absolute belief that men will lift themselves to the expectations they are given. You do not believe in shortcuts, temporary solutions, or free rides. You consistently got the most of your men, and rose through the ranks, from decanus all the way up to first centurion. You



have seen the way things are going in Parcivus lately: Rulership and noble law have become all-important. You think that Taurn wants justice, honor, and fairness, not just perfect pecking-orders between self-important nobility.

### **Tommus Ludus Axelar**

You are quiet, but that does not mean you don't have opinions. You are loyal to a fault, and dedicated to decanus Valar. You are proud of what the Order is doing and believe that you are a part of something truly great. You are a devout young man, and have faith that Taurn sees you and smiles upon your actions. You may be a little too serious for your own good, or at least that's what decanus Valar says.

### **Grohmus Dorian Retaxis**

You are the self-appointed *singulare* (bodyguard) of decanus Valar. You are fiercely protective of him and of all the people in your unit. You are kind of like a rhinoceros: thick skinned, powerful, rare, and ready to ram trees if needed. You didn't join the Army to become a citizen... bah, what good is it to vote and all that crap. You joined the Order to hit things with a sword and bring them to Taurn's justice. You aren't a very religious man, but you are sure that Taurn hates barbarians. Your greatest fear is that you will let these men down and not be strong enough, tough enough, or good enough. Buckle down! Fight harder! Yell louder!

### **NPC Table**

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Valar	K8	8/32/40	62	5P	10m/7/7	NG

Notes: Wearing Parcivan Tabard, ring of rank (+2 to LI), Medallion of Taurn's Gratitude. Has a Parcivan sword and uses a shield. If it comes to combat can use any SAS that an 8th level knight can use. Probably won't need much as they outlevel the PC.

2	Tommus	K5	5/23/31	40	4C	9m/6/6	LN
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Notes: Wearing Parcivan Tabard and ring of rank (+2 to LI). Has a Parcivan sword and uses a shield. If it comes to combat can use any SAS that a 5th level knight can use. Probably won't need much as they outlevel the PC. Has an musket pistol with 5 shots.

3	Grohmus	F6	6/32/40	-	6P	10m/6/6	CG
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Notes: Wearing Parcivan Tabard and ring of rank (+2 to LI). Has a Parcivan sword and uses a shield. If it comes to combat can use any SAS that a 6th level fighter can use. Probably won't need much as they outlevel the PC.

### **Rules of Engagement;**

Throatlits: If needed to protect Valar's life, Grohmus will threaten to throatlit (and will do so if needed). If Valar is killed and then the team goes down, Grohmus will kill them all if he is alive. If Valar is up, he will not allow any killings for any reason.

NPC Behavior: There should be no fight here. If there is, the NPCs have enough power to simply defend until the PCs stop fighting. They can take a limb here and there if they are careful.

**Production Notes:** None.

**Approximate Run Time:** 25 min.

**Props and Costumes:** Parcivan garb, muskets, shields, bread, cheese, Medallion, weapons.

## ENCOUNTER 9: VAARSI CAMP

**Overview/Encounter Intent:** Having been told how to find it by Valar DeKrye, the PCs come to the Vaarsi camp. It is mostly deserted, except for a few remaining guards. There are tripwires and traps all over the area.

<b>Detect Good/Evil/Chaos/Law:</b>	Chaotic and Evil on all Vaarsi.
<b>Detect Magic:</b>	In two of the three chests. Yes on healing potions, crystals and briarthorn infusion.
<b>Detect/Identify Supernatural:</b>	None
<b>Detect/Identify Undead:</b>	None
<b>Sense Traps:</b>	Yes - On any of the traps setup around the camp, all mechanical
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	Poison - On traps - poison damage that makes the PC ill and -1 vs LI (cumulative, lasts 30 minutes)
<b>Sense Poison:</b>	Yes - Toxin Poison on some traps (see below)
<b>Foresee:</b>	Per GM
<b>Wathit/Track Lore:</b>	None
<b>People Lore:</b>	Granite Mong - He is an ex-Zephor Vaarsi sub-chieften.
<b>Tracking:</b>	Many tracks surround the camp but a large amount head out North to the Sabara Mesa.
<b>Battlefield Lore:</b>	Many battles have been fought throughout the years around the camp. It looks very defensible.

**GM Notes:** The PCs should be led to a ridge or cliff overlooking the camp. The idea is that the PCs can survey the camp before heading in. It's strongly suggested that the encounter coordinator that sets up this encounter show the GMs before the game where the traps are located.

**Recoverable Treasure:** 109 gold

**Savvies:**

### Potions of Healing

**Properties:** One-use. Loses potency at end of game-day.

Savvy:

- 1) Heals 4pts of damage; takes at least 5 seconds to drink.

### Power Crystal

**Properties:** One-use. Loses potency at end of game-day.

Savvy:

- 1) Can be used to recharge 2 expended spell or ability points.

### Badly Brewed Weak Briarthorn Infusion

**Properties:** One-use. Loses potency at end of game-day.

Savvy:

- 1) The drinker will do 1 additional point of damage with melee, thrown, and projectile weapons until the end of the next combat. Potion takes effect 5 seconds after being imbibed.

**Encounter Description:** As the PCs approach the Vaarsi camp, they will find an array of traps waiting for them. Although the exact nature of the traps is up to the Producer, each trap should do a) 2pts no-defense, b) 4 points, or c) poison damage that makes the PC ill and -1 vs LI (cumulative, lasts 30 minutes). These traps should be bubblewrap plates, trip wires, and the like. They should be plentiful enough that PCs start setting them off as they come close.

Once the PCs can see the camp, they see a large area of discarded clothes, chests, and other signs that a large force was here just a short time ago. There are 5 Vaarsi raiders still here, all converted, and obviously “not right”. They are sweating and feverish, disoriented and stumbly. They still have some control of their own voices, but the Cult of Saavesh is their rider now. When they see the PCs, they attack immediately. The raiders do not control themselves, but they do control their voices. They will beg to be killed, or to be cured, or freed. They live in a constant nightmare where they watch from inside as their body is controlled and used for terrible things. **They tell the PCs that most of the Vaarsi/Demons have gone up to the Sabara Mesa, but a group of a dozen or, including subchieftan Granite Mong have left to destroy/enslave/infect Alleya. They beg the PCs to get to Alleya first and save the town from the Demon. They mention a shortcut, but do not say what it is.**

There are three chests here of various sizes: All are locked.

Chest 1: Type 1B Lock (35 points physical, 15 spell, 4 point reverse lock). This contains a **map** of the surrounding area, titled Cavalry Pass to Alleya and there should be a note at the bottom that says “Granite, don’t take the mountain route: it’s too dangorous. But if the villagers are going to hold you off it will be here at Cavalry Pass”. It should make clear the location of Alleya but faintly on there should be marked a shortcut that the PCs can follow in case they kill off all the Vaarsai raiders. There should be a few other miscellaneous papers and maps in here.

Chest 2: Type 2B Lock (35 points physical, 15 spell, 4 point reverse lock). This contains three potions. Two are 4pt Potions of Healing. One is an application of resin (5 seconds to apply on a hand, cancels one use of Dropsy against the item held **in that hand**. Non-magic). All three will shatter if the lock is broken. Pouch with 45gp.

Chest 3: Type 3C Lock (40 points physical, 20 spell, 6 point reverse lock). This contains one potion and two crystals. The crystals are 2pt point-crystals. The potion is a Badly Brewed Weak Briarthorn Infusion (+1 damage). All three will shatter if the lock is broken. 64gp in gems.

#### **If the PCs interrogate a raider (after he’s been defeated):**

Every raider has a story about how he was asked to meet or visit a friend (or relative) and when he did, he “lost time”, going through some amount of time that he just can’t remember. When he awoke there was something in his head with him, like a presence in the back of his mind. Like a fever. He fought against it, knowing it to be a creature of blood and hatred, chaos and nightmare. The presences were too strong and soon had control of the raider, accessing most of his memories and making him relive past, horrible or shameful experiences (NPCs are encouraged to give specific stories... PG-13). Every once in a while, as the raider is explaining, he will break into a different voice, a meaner, nastier voice which always speaks in the 1<sup>st</sup> person plural (“we”). It makes dire threats against the PCs and their whole world: *We have taken this one, and it was SO easy. All mortal minds and hearts are so weak, so lustful to be controlled. We will soon have the whole world!.* Etc. Then, when the raider slips back to normal, he will remember nothing of the other voice.

- The raider realized he knew certain magical rites he did not know before, and would cast them on those he met, usually when they were alone. It would create a copy of the “splinter” in his mind in the new target.
- Each time he converted someone else, he would feel amazing for a short while, like he could fly, or lift mountains.

- The raiders say they cannot control their bodies, but can often control their speech when they are very afraid, or angry.
- There is a shortcut back to Alleya. If the PCs want to beat the converted Vaarsi, they will have to take it. It is hard, but the PCs should be able to make it. (The PCs are given directions on how to find the shortcut). If the PCs are to hold against the whole force, even for a little while, they must find a place where they cannot be surrounded, like Cavalry Pass. They will know the Pass by the [landmark, determined by course].
- **Most of the Vaarsi/Demons have gone up to the Sabara Mesa, but a group of a dozen or, including subchieftan Granite Mong have left to destroy/enslave/infect Alleya.**

### **NPC Table**

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Aji Hadaar	R3	3/17/25	12/32	1L	4/5/4	CN/CE

Notes: Uses bow. May use any Ranger SAS except *healing potions*.

2	Raish al'Jab	F2	3/16/24	-	1L	4/3/3	NN/CE
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Notes: Any weapons. Will *battle fever* (stats include *battle fever* above)

3	Do'ir Hadaji	MU1	3/10/18	16/27	1	1/0/1	CE
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Notes: Has *Electrify* and *Defense* up. Will use *Electrify*, *Dead-eye* and *Crash Time* only.

4	Jaraj In'Janaar	T1	3/11/19	-	1L	1/1/3	NE/CE
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Notes: Will attempt to get backstabs (damage is 4). May use any Thief SAS.

5	Rola ir'Danaan	T2	3/14/22	-	1L	2/2/4	CN/CE
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Notes: Will attempt to get backstabs (damage is 8). May use any Thief SAS.

### **Rules of Engagement;**

Throatlits: None.

NPC Behavior: The PCs are meant to win this. It is not even necessarily a tough fight. There are two hard fights to come. The NPCs should put up a believable defense, but should end up going down. If the PCs are really struggling, NPCs may even “gain control” for a few moments to let the PCs take hacks at them. If the PCs do end up all going down, the NPCs cast Rites of Conversion on each PC and then leave to join the raiding party.

**Production Notes:** This will need to be in an area with a ridge or other way for the PCs to hide and survey before hitting the camp. The camp if possible should be setup as a mini fort with maybe only a few ways to get in and out of the camp. The traps should be setup in a way that makes sense that the Vaarsai would be protecting their camp. Some traps should be more visible than others. A site GM would help here but not necessary.

**Approximate Run Time:** 40 minutes

**Props and Costumes:** Discarded clothing, bedding, rags, etc. Traps. Costumes and weapons for Vaarsai. Map outlining the shortcut in case all the Vaarsai are killed. 3 chests, 3 locks. misc papers and maps. 4 potions, 2 crystals.

## ENCOUNTER 10: SHORTCUTS

**Overview/Encounter Intent:** This is meant to be a physical challenge ropes-course type encounter as the PCs pass over a mountain pass and down the other side. There is a role-playing section in the middle, but there should be physical difficulties on either side of that. The exact nature of the physical challenge will be left up to the Producer so that it can be made to work with terrain and available resources. The role-playing section is a test of patience. If the PCs can sit and work with the Master, he will give them some significant benefits. If they choose to bypass him (which they may) they miss out on those benefits.

<b>Detect Good/Evil/Chaos/Law:</b>	None
<b>Detect Magic:</b>	None
<b>Detect/Identify Supernatural:</b>	None
<b>Detect/Identify Undead:</b>	None
<b>Sense Traps:</b>	None
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	None
<b>Sense Poison:</b>	None
<b>Foresee:</b>	Boon - Slow down and meditate with Kalel.
<b>Legend Lore:</b>	Kalel Hadeed: Not known outside Sabara Tribe.
<b>People Lore:</b>	Kalel Hadeed: Not known outside Sabara Tribe.
<b>Religion Lore:</b>	Hadei - The Hadei school teaches the lessons of Bhodi Nims, i.e. mystical paths that lead to revelations of the future and ways of speaking with the elemental powers that are sacred to the Sabara Tribe. Hadei adds on to these teachings by adding an attempt to achieve spiritual understanding (enlightenment) in order to find peace and compassion, so that the <i>Nos</i> can be dispassionate judges, advisors, and leaders.
<b>Tracking:</b>	Faint tracks leading up to Kalel through the ropes course.

**GM Notes:** None

**Recoverable Treasure:** None

**Savvies:** None

**Encounter Description:** Most of this encounter should be the simulation of climbing a difficult mountain. Rope-bridges, knotted-rope climbs, etc. should be a big part.

At the top of the mountain, they find an old man sitting quietly. He welcomes them and tells them how happy he is that they have come. He admits that although the solitude is good for his spirit, he gets lonely. He tells them that they have come seeking patience, even if they don't know it. He invites them to sit down with him.

If the PCs claim that they have to go, or have no time, he will not argue. He will say only that they have time if they want it. He will not back up that statement if questioned.

**If they stay:**

Kalel will welcome them, and have them sit down. He will ask them if they are tired or hurt or feeling drained. He will ask them about their adventures, and what they have seen and experienced. He offers to help them find the path. Anyone who shows too much fidgeting or edgy will be told that the key here is patience and focus, and that if the person cannot be *here*, then there is no way that Kalel, who IS here, can help. “The key to speed is taking the time”.

He will walk them through breathing exercises (in for 8 seconds, out for 8 seconds x 8) and then have them stand up with their eyes closed. He will get them to relax each muscle from their feet up to their scalp, and when they have done that, he will do another four breathing cycles. He will then take them on a little journey, describing cresting a hill on a cool, breezy morning, to hear the sound of horns. He tells them that the dark clouds and bloodshed they see on the other side of the hill are not enemies, or attackers, but a great fear. It is not fear of death, or pain, or poverty, but of greatness. Kalel tells them that they fear the magnificent, infinite power of their own integrity, courage, and strength. That they should shine, and in doing so, give others the permission to release mediocrity and fear and soar. He then describes them launching into the sky as the dark clouds scatter before them, the sky accepting its new king.

At any time, if a PC seemed to not be fully invested, he will not gain the benefits of the trance: When the PCs get up, they are healed of all wounds and are recharged to have at least 15 spell or ability points. Fighter's and Thieves may recharge 1 use each of any two abilities. Permanently lost life points are not affected by the trance.

Kalel tells them to go forth and save this one part of the world, and thus the world itself. “It may not seem like much to stop a tiny, deadly spider from biting one tiny little pinky finger... but the whole body is saved by such vigilance.”

**NPC Roleplaying Notes:** Kalel Hadeed is totally genuine. He does not play games, he is kind, calm, patient, and honest. He is here to give himself some space away from his disciples, to learn more about himself, and to think about things that he sometimes forgets to think about when he is busy teaching and helping others. He thinks of this as his selfish time, but admits that to take care of everyone means taking care of oneself too. He gets lonely up here, and cold, and even hungry, but he knows that these are all good aids to self-discovery. Mostly he seeks patience. He will say sorry when he’s wrong, say when he really likes someone, say (gently) if someone is offending him or if he feels upset by someone else’s actions or demeanor, and will even ask people to leave if they are too offensive (but he will never get angry, sarcastic, or abrasive in any way).

The Hadei school teaches the lessons of Bhodi Nims, i.e. mystical paths that lead to revelations of the future and ways of speaking with the elemental powers that are sacred to the Sabara Tribe. Hadei adds on to these teachings by adding an attempt to achieve spiritual understanding (enlightenment) in order to find peace and compassion, so that the *Nos* can be dispassionate judges, advisors, and leaders. They do this through rigorous testing and training, in a much more fixed manner than other schools. They still perform some of the duties considered barbaric in other tribes, such as predicting the number of children to be born that year, so that children above that number can be “returned” for the good of the Sabara (who suffer from food and water shortages).

#### **NPC Table**

<b>#</b>	<b>Name</b>	<b>CL/Lvl</b>	<b>Life</b>	<b>Points</b>	<b>AR</b>	<b>Dmg</b>	<b>AL</b>
1	Kalel Hadeed	MkS9	9/35/43	65	0	7/7/7	NN

Notes: He has no weapons. He will use SAS to escape if attacked but that is a very rare possibility. He will also use Ki'ai and Physical attack to discourage attackers.

**Rules of Engagement;**

Throat-slits: None

NPC Behavior: He has no weapons but will try and escape/discourage attackers using his SAS.

**Production Notes:** The ropes course that is setup should be based on materials and terrain. A great method of doing this with a low budget is using ropes on a steep hill along with old bicycle tires for them to jump to and from.

**Approximate Run Time:** 40 minutes

**Props and Costumes:** Ropes course materials. Purple bean bags. Costume.

FINAL GAMECOPY

## ENCOUNTER 11: THE RAIDERS AND THE CAVALRY

**Overview/Encounter Intent:** The PCs arrive at the Cavalry Pass, the only place where a large force could hope to be held off by 5 warriors. The PCs arrive and hold the pass as waves of Vaarsi begin to come at them, first in small groups but eventually in masses. Finally, the Parcivans from Enc 8 arrive, and give the PCs the option of continuing to hold Cavalry Pass, or heading down to Alleya to stop the final demon, Scythewind, who is coming at the town from the other side.

<b>Detect Good/Evil/Chaos/Law:</b>	Chaotic and Evil on all Vaarsai Raiders
<b>Detect Magic:</b>	None
<b>Detect/Identify Supernatural:</b>	Granite Mong - Yes (Demonically)
<b>Detect/Identify Undead:</b>	None
<b>Sense Traps:</b>	None
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	Granite Mong - Demonically Possessed.
<b>Sense Poison:</b>	None
<b>Foresee:</b>	Boon - Defend the pass
<b>Wathit/Track Lore:</b>	None
<b>People Lore:</b>	Granite Mong - He is an ex-Zephor Vaarsi sub-chieften

**GM Notes:** The GM should help the PCs identify the landmark described by the Vaarsi since it most likely won't be obvious. Once the fight is over, hopefully the village is close enough to the pass that when a scream of "Demon" is shouted in the village, the PCs will hear it. It's best if an NPC actually screams this from the village but if not the GM may have to tell the PCs they heard it.

**Recoverable Treasure:** None

**Savvies:** None

**Encounter Description:** The PCs arrive at the landmark described to them by the Vaarsi. They are there for only a little while (2-3 minutes) before the raiders arrive. They arrive in waves. Once a wave is slain, they should go back out of sight and come back in once the next wave goes down. Note that the waves are arranged so that with 6 NPCs, the NPCs can keep the same stats. I.e. the Cutthroat in Wave 1 is also a Cutthroat in Wave 3. The table below shows the makeup of the waves depending on NPC resources. Minions can be those who just join to fight (Producer throws on a tabard) or happen to be nearby. The letters in the table mark individual NPCs to help show who is in which wave.

Combat balance is extremely crucial here: It will be VERY easy for the NPCs to overwhelm the PCs and take them down. This is NOT the intention. Fighters should go very light. The intention is to keep the pressure up, and keep the PCs fighting and worrying. Allowing PC casters to get off effective 3-4 person LI spells is a GREAT idea. Note that unconscious Vaarsi should act as if killed. Finally, dead NPCs should put a weapon over their head and try to be obviously out of combat and dead while returning to the out-of-sight respawn. For 4 NPCs, it is ok if a little break is taken between waves, since the NPCs are doing some extra work.

Wave 6 should obviously be different. It has Granite Mong, a subchieftan of the Vaarsi, and he should be dressed obviously to make it clear that he is special. When Wave 6 goes down, the NPCs should STAY WHERE THEY DIE so that it is obvious that no further waves are coming.



The waves are as follows:

	4 NPCs	5 NPCs	6 NPCs
<b>Wave 1:</b>	2 Raiders (A,B) 1 Cutthroat (C) (one stays out) (D)	1 Raiders (B) 1 Cutthroat (C) 1 Caster (D)	2 Raiders (A, B) 1 Cutthroat (C) (one stays out) (D)
<b>Wave 2:</b>	1 Raider (B) 1 Cutthroat (C)	1 Raider (A) 1 Cutthroat (E)	1 Raider (E) 1 Cutthroat (F)
<b>Wave 3:</b>	2 Raiders (A,B) 1 Cutthroat (C) 1 Caster (D)	1 Raiders (B) 1 Cutthroat (C) 1 Caster (D)	2 Raiders (A,B) 1 Cutthroat (C) 1 Caster (D)
<b>Wave 4:</b>	1 Raider (A) 1 Caster (D)	1 Raider (A) 1 Cutthroat (E)	1 Raider (E) 1 Cutthroat (F)
<b>Wave 5:</b>	2 Raiders (A,B) 1 Cutthroat (C) 1 Caster (D) Plus as many minions as are available	2 Cutthroats(C,E) 1 Caster (D) Plus as many minions as are available	2 Cutthroats(C,F) 1 Caster (D) Plus as many minions as are available
<b>Wave 6:</b>	Granite Mong (A) 1 Caster (D) Plus as many minions as are available.	Granite Mong (A) 1 Caster (D) Plus as many minions as are available.	Granite Mong (A) 1 Caster (D) Plus as many minions as are available.

After the last wave is over, and the PCs have had a moment to breathe. The Parcivans from Encounter 8 should arrive, vowing to stop any further assaults from this direction. Another wave should start approaching, and the PCs should hear a call of "Demon!!" from the village. The Parcivans will call to them go, while they hold here.

#### NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Vaarsi Raider	F1	3/12/20	-	1L	3/2/2	CE

Notes: Can use any weapon/shield. No throwing weapons/bows. Will only use battle fever (included above).

2	Vaarsi Caster	MU1	3/10/18	0/27	1	1/0/1	CE
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Notes: Has an *Electrify* (6pts) up, may not cast another. Has *Defense +1* up. May cast 4pt *Dead-Eye* (no cost).

3	Vaarsi Cutthroat	T1	3/11/19	-	1L	1/1/3	CE
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Notes: Can use any thief weapons including throwing daggers (no more than 2). Will use backstab (4 points) but no other SAS.

4	Vaarsi Minion	P1	4a	-	0	2	CE
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Notes: Will use any melee weapons/shields.

5	Granite Mong	F4	4/24/32	-	2C	6/5/5	CE
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Notes: Will use a two handed sword or axe. Will use battle fever (F1/F3), Bind Weapon (F4), Fighter's Recovery in Combat (F4, 8 points).

#### Rules of Engagement:

Throatlits: None. If all the PCs go down, the Vaarsi go on to destroy Alleya. The PCs will be bound and given a rite of conversion (see **Appendix C**). When they escape their bonds they will find the village has been sacked and burned. Most of the people are missing rather than dead. Game down. This should NOT occur.

NPC Behavior: See note on combat balance, above. NPCs will need to play this very light. Show finesse and good defense (wear them out physically, don't beat them down). The PCs should win this. Especially if PCs start going down, feel free to take extra time between waves. **This should be a hard fight but the PCs should win. They should be tired from the fight but heroically triumphant.**

**Production Notes:** If the NPCs can actually change garb slightly between waves, this is ideal, even if it's as simple as trading tabards with each other. The site should be done in a narrow location, perhaps 15'-20' wide. If possible it should be a natural location but if not it can be described as a narrow pass/canyon and marked off with flagging tape. **It is strongly recommended an experienced encounter coordinator be in charge of this fight to properly setup the waves of NPCs.**

**Approximate Run Time:** 40 minutes

**Props and Costumes:** Flagging tape (possibility), Costumes and weapons for Vaarsai. Blue and Red Flags.

FINAL GAMECOPY

## ENCOUNTER 12: FINAL MOMENTS

**Overview/Encounter Intent:** The PCs race to the other side of the village to fight the final demon, a powerful Vaarsi shaman, now totally taken over by the Cult of Saavesh. He has with him two minions who help keep the PCs busy. Once the fight is over, the villagers thank the PCs and give them loot.

<b>Detect Good/Evil/Chaos/Law:</b>	Chaotic - all NPCs. Evil - all NPCs. Lawful - Spear Mong.
<b>Detect Magic:</b>	2 potions, 2 generators
<b>Detect/Identify Supernatural:</b>	Yes - All - Demonic
<b>Detect/Identify Undead:</b>	Yes - Zombies
<b>Sense Traps:</b>	None
<b>Reveal Glyph:</b>	None
<b>Reveal Curse:</b>	None
<b>Diagnose:</b>	Yes on all - Demonically Possessed.
<b>Sense Poison:</b>	None
<b>Foresee:</b>	None
<b>Wathit/Track Lore:</b>	<b>Scythewind (Small Demon)</b> - Strength: Spellcasting. Weakness: No Defense Damage.
<b>People Lore:</b>	Scythewind - Once a powerful shaman of the Mong Zephor..

**GM Notes:** None

**Recoverable Treasure:** two potions and two generators

**Savvies:**

**[2 of these] Healing Potion (10pts) [Item number: Game ID Number - 004]**

BB Value: 120

Property: One-use item.

Savvy:

- 1) Heals 10 points of damage; takes at least 5 seconds to drink.

**[2 of these] Generator (1pt) [Item number: Game ID Number - 007]**

BB Value: 500

Savvy:

- 1) Provides the owner with one additional spell or ability point each game day.

**Encounter Description:** The PCs get to the other side of the village just as Scythewind arrives with his two minions. Scythewind immediately sets his minions on the PCs and starts casting offensive spells. He is a strong caster, and if the PCs give him room to cast, they will be in significant trouble. He is not as strong in hand to hand, but still powerful, a remnant of his body's skill with the blades.

Scythewind has two ability point generators on him and two healing potions.

If the PCs will let him cast, Scythewind will cast offensive magic. If they attack, he will fight hand to hand. He has two special powers that he can channel into necromantic magic: Autocast Dropsy and Autocast Spook (4<sup>th</sup> level). He can do these as often as he likes (remember the 5 second rule) but can only have each one in effect once at any one time (i.e. if he uses Dropsy, he cannot use it again until the affected character picks up his weapons). If his minions are dead, Scythewind can give up the ability to use a power in order to raise a minion as a zombie. I.e. Spear Mong dies, so Scythewind can give up the

ability to autocast Spook by bringing Spear back as a zombie. Once the zombie dies, Scythewind can either raise it again, or use his Spook. Scythewind cannot use Spook and then immediately give up Spook to raise a zombie... he must wait until the power (Spook or Dropsy) has expired before he can channel the power to raise a zombie.

Spear and Ashad have different stats after they die the first time and are raised as zombies.

Once they have been slain, the villagers (**Production:** If necessary, one elder can come and get the PCs and thank them, and take them back to the village, gaming down before they get there) will come swarming up to congratulate the PCs, thanking them profusely. The PCs may want to rush off to help the Parcivans, but the villagers will say that they must at least stay and be healed up and tended before they go.

### NPC Roleplaying Notes:

#### Scythewind

Once a powerful shaman of the Mong Zephor you are now a creature of nightmare. Inside, you can feel your power being abused and your connection to the gods twisted against its original purpose. Outside, you are exultant. You will destroy this world one silly shaman at a time. You have magic, physical power, and you (as the Cult of Saavesh) are unkillable. You taunt your opponents, telling them how hopeless is their situation, and how you will feed on their shame, their sin and their nightmares once you own their bodies. **Note: If you are shot with pistols, make a big production out of how much it hurt.**

### NPC Table

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Scythewind	Mn4	50a	50	5	4m/0/0	CE

Notes: Uses two natural claws: Cannot be Dropsied, Disarmed, or Weapon Shattered.

Scythewind can cast the following spells: **Dead-Eye** (6pts for 3sp, 5sec cast), **God's Hammer** (6pts for 3sp, 10sec cast), **Autocast** (6sp, 15 sec cast), **Electrify** (6pts for 1sp, 5sec cast), **Pain Strike** (-2 damage for 4sp, 10sec cast), **Heal** (6pts healing for 3sp, 5 sec cast), **Flare** (6pts for 3sp, 5sec cast), **Strong Arm +2** (4sp, 5 sec cast). See above for autocast **Dropsy** and **Spook** (4<sup>th</sup> level). Raise Zombie: (30ft range, autocast, "Rise up, my minion", no cost, usable at-will. See above for details).

2	Spear Mong	F2	3/20/28	-	2C	4/3/3	LN/CE
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Notes: May use any weapons. Has **Battle Fever** up (included in stats above).

3	Ashad al'Habeej	F1	3/16/24	-	1L	3/2/2	NN/CE
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Notes: May use any weapons. Has **Battle Fever** up (included in stats above).

4	Spear Zombie	Mn1	10a	-	2C	2/0/0	CE
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Notes: Immune to LI spells (but not skills or abilities). Uses natural claws: Cannot be Dropsied, Disarmed, or Weapon Shattered. Takes 10 no-defense damage from Holy Water. Being Turned destroys zombie immediately. Does a 5 second **Bind Weapon** (3<sup>rd</sup> level) on the blow that kills him (if it is a melee attack).

5	Ashad Zombie	Mn1	15a	-	1L	4/0/0	CE
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Notes: Immune to LI spells (but not skills or abilities). Uses natural claws: Cannot be Dropsied, Disarmed, or Weapon Shattered. Takes 10 no-defense damage from Holy Water. Being Turned destroys zombie immediately. Can do a **Sacrifice Throw** once per life. Does a 5 second **Bind Weapon** (3<sup>rd</sup> level) on the blow that kills him (if it is a melee attack).

### Rules of Engagement;

Throatlits: None. If the PCs are all taken down, they will each receive a Rite of Conversion and left alone. The village, however, will be destroyed and the PCs will not get the final reward.

NPC Behavior: This is supposed to be tough as hell but the PCs should win. Scythewind should be a good enough fighter to be able to control the fight and play down to the PCs level, rather than struggling to stay up to it. He should feel free to go down when it is dramatically appropriate, rather than when his Life Points run out. If all the PCs go down, the demon goes on to destroy Alleya. They PCs will be bound and converted with 5 pt each (Mental Touch LI 8). When they escape their bonds they will find the village has been sacked and burned. Most of the people are missing rather than dead. Game down. This should NOT occur.

If the NPCs are available, the same village elders should greet the PCs and thank them. They tell the PCs that their names will be remembered forever, and that they have earned every coin that Lord Rajian promised them.

#### **Villager NPC Table**

#	Name	CL/Lvl	Life	Points	AR	Dmg	AL
1	Eli Jahar	C4	4/20/28	40	1L	3/3/0	LG

Notes: Has a staff. You will not cast any spells on the PCs as you wish to save your strength in case your tribe has to deal with these demons yourselves.

2	Mali Busein	F3	3/20/28	-	2C	5/4/4	NG
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Notes: Has a single sword. If attacked you will only use Battle Fever.

3	Junar Dijeddi	T1	3/11/19	-	1L	1/1/3	CG
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Notes: Has no weapons. Will use no SAS.

4	Hedda Sharkajj	P2	3/8/14	-	0	1/1/1	NG
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Notes: Has no weapons. Does not have any SAS.

4	All other villagers	P2	3/8/14	-	0	1/1/1	NG
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Notes: Has no weapons and no SAS.

**Production Notes:** This should be out of sight of the previous encounter. Scythewind should be obviously smaller than Hunstmaster Jens.

**Approximate Run Time:** 30 min.

**Props and Costumes:** Demon accoutrements. Costumes, weapons. Brown flags for natural weapons.

## ENCOUNTER 13: AFTERGAME, CHOICES & REWARDS

**PRODUCER NOTE:** If NPCs are available this encounter can be done “in game”. It does add to the NPC requirements of the game so this is completely optional and up to the producer and watchdog on course.

After gamedown, the GM should say/RP that the Parcivan Valar eventually shows up at the camp. He says that the rest of the Vaarsi have been destroyed and no longer threaten the area. He asks for the musket pistols back from the PCs but says they can keep the black powder charm (they are only good for this game day anyway). Any shot that they have left is non-recoverable and doesn't come out of game. The PCs can refuse/lie to Valar and not give back the pistols. If they do so, he will be very disappointed but will not force them to give them up. They can then mark on their pink sheet "**Parcivan Musket**", but there is no further use for them in future games (and the value is 0).

**If the PCs freed Eben in the first encounter:** The PCs are met on their way to The Capital by a group of Zephros who have heard of the deed the PCs performed for the Merlane boy Eben. They give the PCs a lift, greatly speeding their journey, and give them a choice of presents. Each PC may choose one item from the following list:

### **Mild Briarthorn Infusion [Item number: Game ID Number - 003]**

BB Value: 188

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 2) The drinker will do 2 additional points of damage with melee, thrown, and projectile weapons until the end of the next combat (*Additional Damage* +2, K4). Potion takes effect 5 seconds after being imbibed.

### **Liferoot Extract [Item number: Game ID Number - 008]**

BB Value: 150

Property: One-use item.

Savvy:

- 1) The drinker will gain +4 Life Points (as per Level 1 *Battle Fever*, F1) that last until the end of the next combat. At the end of the combat, the drinker loses 4 Life Points.

### **Weak Purple Lotus Unguent [Item number: Game ID Number - 009]**

BB Value: 156

Property: One-use item.

Savvy:

- 1) After applying this unguent for 10 seconds, the user gains 6 points of protection against the element of his choice (fire, ice, lightning, earth) until the next end-of-combat (*Elemental Protection*, D3).

### **Amber Earthroot Brew [Item number: Game ID Number - 010]**

BB Value: 177

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) The character's strength increases as per *Strength II* (K4). Lasts 5 minutes or until the end of the next combat, whichever comes first.

Then the GM should describe the PCs heading back to the Lord Rajaan's estates in The Capital. Once they get there, the GM can simply do a sort of interactive roleplay with them "What do you tell Lord Rajaan about what happened?" or, ideally, the same person who played Lord Rajaan from the pre-game practice can actually come over to the team. No matter what is said, the team is out-of-game, so there are no risks: the PCs cannot be jailed, or executed, or anything else.

Lord Rajaan will give them their promised reward of 5000 gold.

The End.

FINAL GAMECOPY

## APPENDIX A: TREASURE

Risk = Normal

Treasure per person = 6 hours x 300 gold = 1800 GP

5 PCs expected

Total: 9000 gold.

### Encounter 1:

#### **Black Powder Charm [Game ID Number - 011]**

BB Value: 0

Property: Closed world item: Price Series

Savvy:

- 1) This Charm allows the wearer to use Parcivan black powder weapons without undertaking the black powder ritual that bypasses the wards on Parcivan black powder weapons.
- 2) Allows the wielder to always do a base minimum damage of 5 regardless of their class's base missile damage.

### ENCOUNTER 7:

**TOTAL TREASURE: 188+90+188+120+225+900 = 1711**

#### **Bruiseweed Oil [Item number: Game ID Number - 001]**

BB Value: 188

Property: One-use item; cannot be used by 1<sup>st</sup> or 2<sup>nd</sup> level characters.

Savvy:

- 1) The character gets the benefits of *Resist Pain* (K5) until the end of the next combat.

#### **Ragveil Shot [Item number: Game ID Number – 002]**

BB Value: 90

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) This drink neutralizes all non-Red Death poisons currently in the character's system as per *Neutralize Poison – self only* (Mk4).

#### **Mild Briarthorn Infusion [Item number: Game ID Number - 003]**

BB Value: 188

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) The drinker will do 2 additional points of damage with melee, thrown, and projectile weapons until the end of the next combat as per *Additional Damage +2* (K4). Potion takes effect 5 seconds after being imbibed.

#### **Healing Potion (10pts) [Item number: Game ID Number - 004]**

BB Value: 120

Property: One-use item.

Savvy:

- 1) Heals 10 points of damage; takes at least 5 seconds to drink.

#### **[5 of these] +2 Arrow (single shot) [Item number: Game ID Number - 005]**

BB Value: 45

Property: One-use item.

Savvy:



- 1) This +2 damage arrow can be fired once and is then destroyed. It does not count against the number of arrows the PC may bring into game. Can be used by 2<sup>nd</sup> level or higher PCs.

**[2 of these] +2 Arrow (1/combat) [Item number: Game ID Number - 006]**

BB Value: 450

Savvy:

- 1) This +2 damage arrow can be fired once per combat. It does not count against the number of arrows the PC may bring into game. Can be used by 2nd level or higher PCs.

**ENCOUNTER 9:** 109gp in chests

**ENCOUNTER 12:**

**TOTAL TREASURE: 120+120+500+500=1240**

**[2 of these] Healing Potion (10pts) [Item number: Game ID Number - 004]**

BB Value: 120

Property: One-use item.

Savvy:

- 1) Heals 10 points of damage; takes at least 5 seconds to drink.

**[2 of these] Generator (1pt) [Item number: Game ID Number - 007]**

BB Value: 500

Savvy:

- 1) Provides the owner with one additional spell or ability point each game day.

**ENCOUNTER 13: AFTERGAME**

Potion from Zephor: 188gp x 5 = 940gp

Reward from Lord Rajaan: 5000gp

**Mild Briarthorn Infusion [Item number: Game ID Number - 003]**

BB Value: 188

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) The drinker will do 2 additional points of damage with melee, thrown, and projectile weapons until the end of the next combat (*Additional Damage* +2, K4). Potion takes effect 5 seconds after being imbibed.

**Liferoot Extract [Item number: Game ID Number - 008]**

BB Value: 150

Property: One-use item.

Savvy:

- 1) The drinker will gain +4 Life Points (as per Level 1 *Battle Fever*, F1) that last until the end of the next combat. At the end of the combat, the drinker loses 4 Life Points.

**Weak Purple Lotus Unguent [Item number: Game ID Number - 009]**

BB Value: 156

Property: One-use item.

Savvy:

- 1) After applying this unguent for 10 seconds, the user gains 6 points of protection against the element of his choice (fire, ice, lightning, earth) until the next end-of-combat (*Elemental Protection*, D3).

**Amber Earthroot Brew [Item number: Game ID Number - 010]**

BB Value: 177

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) The character's strength increases as per *Strength II* (K4). Lasts 5 minutes or until the end of the next combat, whichever comes first.

Total: 1711+109+1240+940+5000 = 9000gp.

Additional treasure (which must be bought, so has no effect on Treasure Budget):

**Ragveil Shot [Item number: Game ID Number – 002]**

BB Value: 90

Property: One-use item; cannot be used by 1<sup>st</sup> level characters.

Savvy:

- 1) This drink neutralizes all non-Red Death poisons currently in the character's system as per *Neutralize Poison – self only* (Mk4).

**Weak Sabara Bloodfire Oil [Item number: Game ID Number – 012]**

BB Value: 55

Asking Price: 55

Properties: One-shot.

Savvy:

- 1) After 10 seconds of coating a melee weapon with this oil, the weapon begins to do 1 additional point of Fire damage. All melee damage with the oiled weapon is considered Fire damage. This will last until the next end-of-combat. (*Elemental Damage +1*, D3)

## APPENDIX B: LORE

Because of the amount of lore it is placed here for easy access. The producer may allow for extra lore at his discretion if it fits within the game. This includes information about surround lands and political structures.

\* - Anything denoted with an asterisk is common lore that can be given out to players ahead of the game.

### Legend Lore

Parcivus \* – The “golden hammer on black” is a well known heraldic mark of the Order of Parcivan Knights. The Parcivans are from the Kingdom’s wealthiest and most technologically advanced Province, Parcivus. They are known for their strict adherence to law, chain of command, and the god Taurn.

The Kingdom \* – The Kingdom is a sprawling nation of disparate peoples, a feudal medieval state, a frontier, and a state of mind. It occupies a large slice of a fantasy continent on an unnamed world. It has neighbors, some friendly, more not, and a few who are downright hostile. Though seven tribes rule it, united by history and ties of blood, the land is also populated by many other peoples. Some of those are not even human.

It is split up into 12 Provinces, although two of those Provinces are “wandering” Provinces in that they are political entities embodied in roving nomadic peoples. The Capitol is in Hestor Province, and Parcivus is the wealthiest and most technologically advanced. Sabara and Zephor are the two “wandering” Provinces. Each Province has a representative in the Great Council.

Sabara Tribe – Descended from one of King Hestor's daughters. Currently their delegate to the Council is Saara Ryun (female). Sabara are desert dwellers, they are the second smallest in number (5% of the population), and second-poorest (after the Zephor). They are aloof, rarely venturing out of their desert; they wear long robes, sometimes ornately worked, and sometimes have face tattoos. They have few personal possessions, a powerful code of honor, and are fanatical enemies when crossed, or fanatical friends when they feel they owe a debt. They live one day at a time, rarely making long-term plans (except within the seasons, which they plan rigorously). Sabara are used to being short-distance nomads, moving from camp to camp in their desert, dependent upon scarce food and scarcer water. They take short-term views of many things, and incredibly long term and even fatalistic views of other factors, particularly macroscopic elements like storms, wars, etc. They are known for their prophet-priests called the *Nos*.

Vaarsi Raiders – Made up mostly of Sabara and Zephor who tired of the nomadic life, or failed as farmers. These are basically desert pirates, known for their taste for women and their speed and ferocity. They take pains to refrain from killing their victims so that the bands can recuperate and rebuild their fortunes to allow the Vaarsi better pickings in the future. Only groups who have set traps for the Vaarsi, or gone on the offensive have ever been slaughtered. The Vaarsi are by no means unstoppable, and Vaarsi raids are turned back as often as they are successful.

Cult of Saavesh – The Cult of Saavesh is an ever more powerful group that worship Saavesh, a goddess of mind-control and seduction. Many believe that they now have the power to convert others to their religion against their will.

Zephor Tribe – Descended from one of King Hestor's daughters. Currently their delegate to the Council is Blackstone, of the Temple Black. Most Zephor are herdsman, of cattle, sheep, goats, and other animals. They also run heavily to Clerics, and worship many different gods. The Zephor Tribe is the poorest tribe, the fourth-largest (13% of the country), and they oppose the centralization of power in the Council.

### **Religious Lore**

Taurn \* - Parcivan god of Law and Justice. He believes that righteousness comes from “treating each as he deserves, and treating alike equally”. Taurn is a judging god who supports punishing criminals for their trespasses and bringing rationality and fairness to barbaric peoples.

Kas – Parcivan god of War and Prowess in battle. Also the god of single combat and glory. Kas is one of the Old Gods of Parcivus, originating from the initial settlers of the island of Parcivus. Some legends maintain that when Taurn defeated the Old Gods, it was by defeating Kas in single combat. Kas is known in two aspects, as both the Slayer of Worlds, a huge black-skinned warrior, and as The Sword-Dancer, a smaller, lithe and cunning combatant who more embodies prowess than straight war.

### **Animal Information**

None

### **Plant Information**

Tangle Tree - A tree which lives on small animals, using pheromones to attract them, then pulling them into its trunk to be sucked dry of blood. Usually only dangerous to humans who seek the geisamei root that grows on its roots.

Geisamei Root - A root known for its powerful healing properties. Even raw it can cure poisons and close wounds. When prepared correctly, can have miraculous curative powers.

### **People Lore**

Saara Ryun - She is the Sabara's representative on the Great Council. She is a wise woman of few words but great passions, and formidable political skill. She has long been the bitterest foe of the Hestor Province, and has often succeeded in checkmating Prince Antares's attempts to advance his tribe's interests in Council.

Prince Antares - Prince Antares is the Council Representative from the Hestor Province, and head of the House of Hestor. He is the chairman of the Great Council and the most politically powerful man in The Kingdom.

Marcus Falconius - General Marcus Gaius Falconius, High Templar of the Order of Parcivan Knights.

### **Heraldic Lore**

Order of Parcivan Knights: The “golden hammer on black” is a well-known heraldic mark of the Order of Parcivan Knights. General bent of the Parcivan Knights is Lawful Good, with emphasis on Lawful. Most worship Taurn.

Major Point - Serve King, God and Country. They follow the orders of the highest ranking noble first, followed by the orders of their religious leadership, followed by whomever they have sworn and oath to (their liege). They will follow these orders swiftly and without hesitation.

Minor Point - Parcivan Knights are pledged to follow the laws of the Kingdom, and shall not lie, cheat steal or murder. They can kill when defending themselves, defending a fellow or target, or when ordered to do so.

FINAL GAMECOPY

## APPENDIX C: CONVERSION

FINAL GAMECOPY

## **APPENDIX D: INTRODUCTION LETTER FROM LORD RAJAIN**

Esteemed Loremaster,

I am writing to you on behalf of Saara Ryuun, who I'm sure you recognize as the Sabara Tribe representative to our Land's Great Council. Lady Rani has received word from some of her family in the Sabara homelands of trouble in a village called Alleya. We are sure that it is nothing more than some squabble between farmers, or some minor annoyance from the local Vaarsi raiders, but as it is Lady Rani's family, it would be quite inappropriate to make no show of support. Please go down and help these villagers feel that they have been listened to and their concerns considered by the Lady. If the trouble were anything of import, I'm sure the local authorities or soldiery would have taken care of it by now.

If you require training before your journey, please report to The Capital, to a certain Sergeant Greer. He will insure that you are ready for this undertaking. If you do not require additional training before you depart immediately for the town of Alleya where the villagers of the town will brief you on the situation.

Thank you for your time and concern. You will, of course, be compensated for your time to the tune of 5000 pieces of gold. You are doing an invaluable service to your Land by keeping free our more necessary resources.

Lord Rajaan of Sabara Tribe

## APPENDIX E: PARCIVAN BRIEFING SHEET

This appendix item contains a summary of information about the Parcivans. All Parcivan NPCs should read this Appendix material thoroughly.

**Geography** – Parcivus is a small island to the East of the The Kingdom. It is known for its rich resources, especially iron, diamonds and gold. Lush woodlands and fertile, volcanic soil make for an idyllic society. As such a small island, however, land is a premium, and the Parcivan Empire now also encompasses what was once the The Kingdom’s Eastmarch, and which the Parcivans called Allevarius Colony (meaning something like “uplifted”). Allevarius is divided into four provinces: Victus (north), Juris (west), Lumestia (south), and Kellea (east), each ruled by a different magistrate.

**Religion and Taurn** – Most Parcivans worship Taurn, their god of Law and Justice. Not to be confused with Taurn One-Hand, Norse god of Justice, the Parcivan god is a much more militant deity. His tenets are “Law” and “Justice” and he believes that righteousness comes from following the law (especially religious law) and the pursuit of justice. Taurn is a judging god who supports punishing criminals for their trespasses and bringing order, rationality and fairness to barbaric peoples. Taurn is the solitary god of Parcivus and is worshiped by the vast majority of its population. However, a small number of Parcivan citizens follow the “Old Gods” originally worshiped on the island of Monaque (where the original Parcivan settlers came from). These gods include Kas, the God of War and Prowess in Battle; Darshiva the Goddess of Healing; Maldina, the Goddess of Winds and Prophecy; and Locke the Forest Patron.

**White Orb Technology** – The White Orb was created in Parcivus’s ancient past to battle demons, specifically from the Abyss. Its exact construction is not known, but it is known that it is fueled by divine energy. It shuts down magic around it (up to miles away depending on the size of the orb) of a non-Parcivan nature. The heroes that defeated Marcus Falconius at the Three Pools Monastery found a way to “attune” their magic to that of the White Orb, proofing them from the Orbs dampening field. Since then, the Parcivans have begun to put together a new kind of White Orb that will also shut down such attuned magic. The White Orb is connected in some way with a priesthood called the White Sisters, who worship Taurn and have an intimate connection with their White Orbs. The military arm of the Church of Taurn centers on their Templars. These noble Knights have pledged their loyalty to Taurn and follow his tenets. The vast majority of Templars are “Lawkeepers” whose duty it is to ensure that the laws of Parcivus are followed. In times of war, these Templars often bolster the ranks of the Parcivan legions. A small number of Parcivan Templars are “Seekers” who follow the Justice tenet exclusively. They are charged with seeking out those in the kingdom who commit acts of “Injustice” (even if technically following the laws) and meting out swift justice to them. Seekers rarely engage in warfare as their duties keep them watching their own people rather than fighting others. The orbs themselves will detect as magic but are immune to savvy. They are considered to be Parcivan artifacts.

**Musket Rules** – One of the technological advantages that the Parcivans possess is a group of gunpowder weapons. One of these weapons is a device called a “Musket Pistol”. These ranged weapons have a variety of advantages over other ranged weapons. First, they can be loaded ahead of time so that (once loaded) they can be fired with “no aiming time”. Second, they may be fired with only one hand. Finally, the damage done by these weapons is powerful and can pierce most defenses. As a result the weapon does “No Defense” damage. The weapon requires 10 seconds to load or reload. There are also magical wards upon the devices which prevent them from being fired unless the user has undergone a very prolonged and secret ritual, conducted by a Parcivan Priest of Taurn. The weapon itself is not magic, but the wards that guard the use of the weapon are magical.

**Parcivan Magical Items** – The crafting and possession of magical items is much more common on the island of Parcivus than it is in most other kingdoms. The Parcivans have an abundance of the resources



they need to create magical items and as a culture, magical items are as common as jewelry would be in many other cultures. Most Parcivan citizens own one or more magical items and those who serve in the Parcivan military or Religious orders typically possess a good number of beneficial items.

The following is a summary of “default” magic items that would be in the possession of any Parcivan Officer or Templar of Taurn:

Parcivan Tabard – These items act as a +X item of Protection, where the value of X is +1 for levels 1 to 3; +2 for levels 4 to 6; and +3 for levels 7 or higher. The tabards also grant 2x the level of the owner in standard autocast Knight’s Healing.

Parcivan Weapon – Templars of Taurn receive their Knight’s weapon’s similar to standard IFGS Knights. However, the plus on their weapon is one higher than it would normally be (a 6<sup>th</sup> level Knight receives a +3 weapon). Weapons given to officers in the military or to Priests of Taurn are enchanted to be +X weapons, where the value of X is +1 for levels 1 to 3; +2 for levels 4 to 6; and +3 for levels 7 or higher.

Parcivan Ring of Rank – This item is bestowed to officers and templars to show their rank in the Legions or in the Church. The ring grants them +X to their resistance to LI effects, where the value of X is +1 for levels 1 to 3; +2 for levels 4 to 6; and +3 for levels 7 or higher.

Other common items, occasionally belonging to Officers or Templars include:

Ring of Stasis – When the owner is affected by a Poison, Disease or Curse, this ring will autoactivate a “Stasis Spell” upon the owner @ 9<sup>th</sup> level of effect (45 minute duration)

Amulet of Taurn’s Hammer – The owner may cast a 20 point God’s Hammer, by invoking a 10 second incantation of worship to Taurn. May be used up to 6 times per day.

Bracer of Fortitude – The owner may invoke the Knight’s ability “Resist Pain” in each limb up to 2 times per day (8 total).

Medal of Taurn’s Gratitude – Acts as a 10 point Courage point generator. This medal is typically given ONLY to Templars of Taurn.

These military items are typically tied to the life force of their owner and when they are slain, the items disintegrate to dust. Most officers, priests or Templars in the service of Parcivus have a very special enchantment placed upon them when they enter the service of Parcivus. They undergo a very prolonged and secret ritual, conducted by a Parcivan Priest of Taurn. This ritual bonds them to their magical items. It also bonds them to the White Orbs stationed in each Church or Temple of Taurn in the lands of Parcivus. This enchantment ensures that should they be slain (brought to 0 life points) they will immediately be teleported back to the nearest Temple where their body can be recovered and lifesparked. Their magical items do not make this journey and instead disintegrate to dust.

**APPENDIX G: GENERAL INVITATION/FLYER**

# Price of Glory

a line course game by William Haddon and Mike Paxton.

These are dark times in the Kingdom, and the great heroes of the land are stretched thin, fighting evils that most dare not even admit exist. Sometimes, though, in such a war, things are forgotten, lost amidst the smoke and blood. Individuals, villages, even the hope of a single person can be worth protecting.

Who, though, will undertake these tasks? They will not save the world, nor free us from the nightmare. These acts, though, might well be the ones that make the world worth saving.

In the far South of the Kingdom, a small village called Alleya has cried out for help. It is a poor village, filled with Sabara tribesmen who have settled at the base of the mesa, trying to eke out a life for themselves and their families. Normally, such a place might have been ignored, might have been entirely dismissed and the Kingdom to darkness. This one village has fate on its side, though, as it is the home of one of the daughters of Saara Ryun, a great Lady and Councilor in the land's Great Council.

Here, now, is your chance to prove yourself. You are an unknown, without a name, without a legend yet. You can begin, here, to gain both... if you are willing to pay the Price of Glory.

A Serious Heroic Fantasy Line Course

Run Date: TBD

PC Fee: TBD NPC Fee: TBD

For 5 PCs levels 1-3. (10 Max, Max one 3<sup>rd</sup> level character.) Modified novice rule is in effect.

**Using 7.0 edition rules**

Magic Rating: E

Sanctioned Hours: 6 hours

Ratings - Fighting: 8 Physical: 6 Mental: 7 Risk: 4