

SABLE PASS 7.0

a line course game by Bill Bradford, converted and revised by William Haddon

An I.F.G.S. Game for the IFGS 7.0 rules edition.

A Light Heroic Line Game
Run Date: TBA

For 6 PCs levels 1 and 2 (max 11 levels)

Special Rules: Novice Rule is in effect. (each team is required to have one or two individuals on it that are novices)

Magic Rating: C-(LVL+1)g
(i.e. magic and gold total is limited to the minimum experience for the next higher level)

Active Sanctioning

Estimated sanctioned hours: 3 hours

Fighting: 6 Physical: 3 Mental: 4 Risk: 3

Staff Requirements: **5** Staff & **10** Npcs

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SETTING: The game happens at one end of the Sable Pass, a major shipping lane for a number of merchants.

BACKGROUND: A small troll-runt named Lyf Goeson has been making trouble. He has decided to make some profit by convincing the local goblin, orc, and ogre tribes to come down out of the Mountains and set up a "Goblinoid Kingdom". So far, this is just a few scattered Orcs and Ogres, lead by a charismatic Ogre Mage named Smashed Straykruk. Lyf uses the goblins to ransack caravans who "trespass" and he pockets most of the wealth. He expects Straykruk and his minions to fall to adventurers, and plans to slip away to live a life of wealth.

PLOT: The PCs will be given a mission to find out why no caravans have been coming through the Sable Pass. After working their way up through farmlands, and past some animal life, they will begin to encounter ogres, until they reach the summit of the Pass and face Smashed Straykruk himself.

Special Rules:

- Novice Rule is in effect. (each team must have one or two individuals on the team that are novices)

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 beginning 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.
- "Standard" Wathit means that the creature's main attack is using regular weapons with levels of damage that would not seem out of place. The creature's main defense would be expected levels of Life Points and armor.

Enc. #	Encounter Name	Min NPCs	Encounter Type
1	Information for the Merchant	1	Informational
2	Stubborn Bull	3	RP/Mental
3	Country Witch	2	RP
4	Bumping Uglies	3	Fight
5	Rabbit Spy	0	RP
6	Tunnel of Thorns	0	Physical
7	Uglies at the Gate	2	Fight
8	Big Bad Ugly	5	Fight
9	Return	1	RP

Note about descriptions and abbreviations:

Under “Classes”:

C = Cleric
D = Druid
F = Fighter
K = Knight
Mk = Monk
Mr = Monster
MU = Magic User
P = Peasant
R = Ranger
T = Thief

Under “Dmg”:

First number is Melee. Second is Missile. Third is Thrown.
4/3/2 is 4 Melee, 3 Missile, 2 Thrown.

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

Under “Life”

A=amorphous

Under “AR”

L=Leather
C=Chain
P=Plate
N=Natural

ENCOUNTER 1: INFORMATION FOR THE MERCHANT

Overview/Encounter Intent: The PCs meet Victor Velengaard and are given their mission.

Detect Good/Evil/Chaos/Law:	Lawful - Victor
Detect Magic:	Victor's necklace and ring. Various items for sale.
Detect/Identify Supernatural:	None.
Detect/Identify Undead:	None.
Sense Traps:	None.
Reveal Glyph:	None.
Reveal Curse:	None.
Diagnose:	None.
Sense Poison:	None.
Foresee:	Helping Victor: Boon.
Wathit/Track Lore:	None.
Heraldic Lore:	None.
Legend Lore:	Pan-Haradrim Merchants Association is a merchants associations that works throughout the Realms of Atlantius. It has no permanent headquarters but holds annual meetings in various locations.
People Lore:	Victor Velengaard: None.
Know Religion/Religion Lore:	None.
Tracking:	Only Victor's footprints are here.

GM Notes: All items held by Victor are permanently bonded to him.

Recoverable Treasure: 100 gold.

Savvies:

See Victor's description for his items.

The items he has for sale can be found in Appendix B.

Encounter Description: The merchant Victor of Varanasi is concerned about the lack of trade caravans that should have been coming to Varanasi by way of Sable Pass. Their timing is irregular but they usually show up about every month during the months of March - Oct. It is now March and no shipments have shown up this year. No shipments have come in since the middle of last summer. **Note** – The producer may alter the dates in this section to better align with when the game is actually being run.

Victor wants to gather information as to what has happened. He wonders if something has happened to the roads from Sable Pass to Varanasi. His agreement with the Pan-Haradrim Merchants Association makes it Victor's responsibility to keep the roads passable on the north side of the Pass. He wants the information in order to decide what needs to be done. He will send workers or whatever is needed to open the Pass. The adventurers are not being paid to fix the roads or clear the pass. Victor does not think about bandits or monsters because he has heard no rumors of any in the area, he is assuming a natural problem. He will agree that bandits might be a possibility, which is the type of information he is hiring the adventures to find out. He doesn't expect trouble and he only wants information. The pay is 400gp for the team; 100gp now and 300gp when they return.

He has a small inventory of items that are for sale. If the PCs have something specific they want to buy, and it is in the inventory, Victor will sell it to them. Victor will not offer to let them look around or browse the inventory list. If any of them ask, he will tell them that he is eager for them to get going and will happily sell to them when they return.

If asked, he will use up to 6 spell points to cast spells to benefit the team. The rest he is saving in case the trouble spills down to this area.

The only things between Sable Pass and Varanasi are peasants, crops and bulls.

NPC Roleplaying Notes:

Victor

Victor is both very serious and charming. He is, at heart, a salesman, and he knows how to gladhand and make friends. He does not see the PCs as customers, though, but as employees, which changes his process somewhat.

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>Points</u>	<u>AR</u>	<u>Dmg</u> <u>(M/P/T)</u>	<u>AL</u>
Victor Velengaard	MU7	7/22/30	52/69	6	3/0/3	LN

Notes: Wearing a necklace of protection +2. Has a ring with 10 points of healing in it. Has Autocast up. Has Defense (4pts) up. Has Concentration up.

Rules of Engagement;

Throatlits: None.

NPC Behavior: This should not be a fight. If it is, Victor will use *Concentration* and LI spells to disable the PCs. He will then dump them outside. This is game over for them.

Production Notes: A tent here would be nice, but not necessary. The producer may alter the dates in the description in this encounter to better align with when the game is being run.

Approximate Run Time: 20 min

Props and Costumes: Tables, wares, gold, merchant garb, blue flag x 2, extra magic item shopping lists.

ENCOUNTER 2: STUBBORN BULL

Overview/Encounter Intent: The PCs must do some problem solving and have some fun with a cow.

Detect Good/Evil/Chaos/Law:	Good – Joshua, Andrew. Law – Andrew. Chaos - Joshua
Detect Magic:	None.
Detect/Identify Supernatural:	None
Detect/Identify Undead:	None
Sense Traps:	None
Reveal Glyph:	None
Reveal Curse:	None
Diagnose:	None
Sense Poison:	None
Foresee:	Kill the Cow: Bane. Mooove the Bull: Boon.
Wathit/Track Lore:	None
Tracking:	It looks like the cow wandered into the field and soon found the kserenosa patch.
Nature Lore:	See below.
Battlefield Lore:	None.
Identify Plant/Animal:	Kserenosa: An herb that, while fresh, can cause extreme contentment if ingested. This contentment is all-encompassing and creatures sufficiently dosed will not even prevent their own deaths. Each flower makes a single dose which generally will keep a creature in the placid, contented state for one hour.
Know Plant:	See above.
Speak with Plant/Animals:	The bull can communicate, but mostly to explain how happy he is. Everything is totally cool just like it is right now. He ate six of the pretty flowers and, cool.

GM Notes: If a non Ranger, non Druid picks the flowers, they will be potent only for about 30 minutes and their effect will be only minor (a nice, happy “buzz). But if the remaining flowers are picked by a Druid or Ranger, they will each cause an hour of contentment and will last until the end of the game-day (and cannot be preserved).

Recoverable Treasure: None

Savvies: None

Encounter Description: Two peasants are arguing over a bull in a field just off the South road out of Varanasi. The bull is oblivious to the argument. It seems the bull is oblivious to everything and will not move. This is the cause of the argument. The bull, “Branford”, belongs to one of the men, Andrew; and is standing in the field of the other, Joshua. The field needs to be plowed today and the bull is in the way. The bull is content where he is and cannot be persuaded to move. There are two un-eaten Keranosa flowers nearby the bull.

Joshua wants the bull moved NOW or he wants it killed and drug off his field. The bull is a prize bull and Andrew wants him alive to breed more cattle. Right now the bull is not concerned with being killed and drug off or even breeding more cattle, he is content.

Joshua has a hiking stick that he can use like a weapon. He also has a small axe that he brought to the fields today because he is supposed to cut some wood for his wife. Andrew has a staff for getting the attention of his herds. He also has a short sword in case he runs into any wolves or bears.

Both men are farmers and know each other somewhat. They have had arguments in the past about cattle grazing in fields and the fields taking up too much of the available pasture land.

The bull has eaten an herb, called **kserenosa**, which causes extreme contentment. Persons (or bulls) eating this herb will be perfectly content wherever they are and in whatever circumstances they are in. They have no motivation and cannot be persuaded to do anything. Except for their eyes being open and receptive, victims will almost appear catatonic. It is similar in effect to a Purple Flower of Avalon except that it causes contentment instead of sleep. **Kserenosa** does not detect as poison, but a druid or ranger can easily learn its name and effects. They will also be able to figure out how to pick this herb such that it will last at least until the end of the day. The only way to know the specifics of its duration is experimentation or consulting with a herbalist.

It will take 5 people to pick the bull up and move it or 3 people to drag its dead body off the field. (Knight's **Strength** = 2 people.) Andrew will NOT help in either case; if the bull is picked up, he will be running around frantically telling people not to drop his prize bull; if the bull is attacked, he will go into defend the bull.

The PCs are free to deal with this situation in any manner they like. Anything that would work is OK, GMs use best judgment.

NPC Roleplaying Notes:

Andrew

Andrew is a good man, who loves his livestock nearly as much as he loves his wife. Branford is one of his best. He has had a spotty relationship with Joshua: arguments about boundaries, arguments about children's behavior, even arguments about the weather.

Joshua

Joshua may not know math, or science, or spelling, but he knows farming. He understands the seasons, the seeds, the rain, and the soil. He knows what needs to be done and when. Joshua is not a big fan of Andrew or his large family, always climbing over his fences and picking his apples. He thinks cows are big and dumb... he prefers sheep and wool.

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>Points</u>	<u>AR</u>	<u>Dmg (M/P/T)</u>	<u>AL</u>
Andrew	P2	3/8/14	-	0	1/1/1	LG

Notes: None. Swings +1 damage when enraged (i.e. to defend his bull).

Joshua	P3	3/10/16	-	0	2/2/2	CG
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Notes: None.

Bradford the Bull	Mr3	10a	-	1L	0/0/0	NN
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Notes: Will do nothing. Is extremely content.

Rules of Engagement;

Throatlits: No throatlits.

NPC Behavior: Andrew will only fight if the PCs intend to kill the bull. He will fight poorly but to the bitter end.

Production Notes: Will need a cow - this could be done with a cow-suit, or makeup and cow-spot garb.

Approximate Run Time: 30min

Props and Costumes: Bull costume. Farmers' garb x 2. 2 flowers. Two staves. One short sword. One axe, armor patches.

ENCOUNTER 3: THE CAMP

Overview/Encounter Intent: The PCs run into a very temporary camp of an old and senile Druidess.

Detect Good/Evil/Chaos/Law:	None.
Detect Magic:	Items in the tent.
Detect/Identify Supernatural:	None.
Foresee:	Talking to the Dog: Boon.
Wathit/Track Lore:	Standard
Legend Lore:	Varansi: A small but important trading town, more of a market than a town. It acts as a hub, where shipments are often aggregated to send over the pass, and are split up on their way back.
People Lore:	None.
Know Religion/Religion Lore:	None.
Tracking:	None.
Nature Lore:	None.
Battlefield Lore:	None.
Identify Plant/Animal:	Dog.
Speak with Plant/Animals:	See encounter description.

GM Notes: If the players steal from Nahri, the items stolen will operate, but will not be recoverable out of game unless purchased from Nahri. If the item is not expended in this game, it will become inert on game-down.

Recoverable Treasure: None.

Savvies:

Crystal [Item number: Game ID Number - 301]

BB Value: 50gp

Savvy:

- 1) Grants one spell or ability point, once, and is then expended.

Knight's Additional Damage +1 item [Item number: Game ID Number - 302]

BB Value: 75gp

Savvy:

- 1) Grants the user +1 damage as per Knight's Additional Damage +1 (K2) once and is then expended.

Electrify item [Item number: Game ID Number - 303]

BB Value: 90gp

Savvy:

- 1) Allows the user to cast Electrify - 6pts (MU1) once and is then expended.

Heal Salve [Item number: Game ID Number - 304]

BB Value: 120gp

Savvy:

- 1) The drinker adds 10 points to his Generic Healing Pool. These points will dissipate at the end of the game-day. This is a one-shot item.

Speak with Animals item [Item number: Game ID Number - 305]

BB Value: 40 gp

Savvy:

- 1) Allows the user to cast Speak with Animals (D0) once and is then expended.

Acid Vial [Item number: Game ID Number - 306]

BB Value: 0

Savvy:

- 1) Non magical acid vial. Represented by a red bean-bag.

Encounter Description: The PCs come to a hastily erected camp, with a makeshift fence around it. In the yard is a dog, small and cute, that will bark like mad and generally act like a big dog. The camp has a tent, and there is obviously someone inside, although it will take a loud call before that person will come out. The dog will not allow anyone inside the perimeter, barking and snapping. It has no real ability to hurt anyone, but it will threaten as best it can. It will not let anyone get inside the perimeter. The dog will only be quieted by befriending it. The dog will also be sated if bribed with meat (possible source, one very contented cow...) If quieted, she will begin sniffing her new pack mates. If the dog is wounded, but not killed or KO'd, it will get even louder, barking angrily, and there will be no more hope of making the dog a friend.

The person inside is Nahri Brahn, an old Druidess who has been displaced from her normal stomping grounds by the Ugliers. She has moved down here until she can gather the necessary stuff to go back up and leave poisoned meat for them. She will not come out until called to, and even then, the calling must be loud; she is very deaf. If called, she will come out and ask them their business. If the dog is quiet, she will ask what they have done with her dogs. If the dog is still barking, she will quiet it down. She will be belligerent and distrustful if the PCs have quieted the dog: they are obviously trying to sneak up on her and do something nasty. She is a little past middle aged and is somewhat senile and somewhat lonely. If the PCs harm her dog, Nahri will be angry and it will be basically impossible to get much out of her. See the section below if a dog is killed.

Once the PCs have talked to Nahri, and seem like good people, she will invite them into her camp and talk almost constantly. She "sees so few people and all, but likes that most of the time, it's just sometimes nice to have an ear to yack at and all: "My children live down in the city and all and hardly ever come to visit anymore. Have you heard of them, their names are John and Mary? They are married and all, just don't have time to come out visit; or at least so they say..." Etc., etc., etc.

If the PCs can break in long enough to ask questions, she will give them information about the surrounding areas.

- There is nothing between Varanasi and Sable Pass except crops, uglies, bulls, peasants and an odd witch or so... but that might be her... she's never listened to the rumors closely enough to know.
- Most of the land is farm. As you get closer to the mountains that encircle the valley, the land is too poor and rocky to farm. Most sensible folk stay away from the upper hills.
- She also knows that the 'Ugliers' have been seen in the mountains recently. 'Ugliers' are the large, yellow skinned men-creatures that live in the upper hills. They used to stay away, keeping to themselves, but now they are beginning to come down into the farms to make mischief.
- They displaced her from her hut and grove and now she is down here gathering ingredients for a powerful poison to administer to meat-traps for the Ugliers. She still needs a few ingredients, including fresh kserenosa, which she hasn't been able to find down here yet.

The dog, once it calms down and sees that its Mistress is willing to trust these people can also impart information. Here is what it knows.

- There is nothing between Varanasi and Sable Pass except crops, cows, ogres, and peasants.
- Most of the land is farm. As you get closer to the mountains that encircle the valley, the land is too poor and rocky to farm. Most sensible folk stay away from the upper hills.
- Lately, ogres have been coming down out of the hills. They seem to be coming down, encouraged by their leader, some sort of magic-smelling ogre that the dog has only smelled once.

If she sees, or is told about, the kserenosa, she will be very interested. She will be willing to purchase it from the PCs after she has examined it. If the herbs were picked correctly (i.e. by Druid or Ranger) she will value them at 250gp each. Otherwise, she will value them at only 25gp each. She has a few minor magic items to trade. (She will not sell any of the items except in exchange for the herb, she has little need of gold.)

Trade Item List (See Savvies above):

One-shot 1 spell point crystals (5): 50gp

One-shot Knight's +1 Additional Damage (3): 75gp

One-shot Electrify (6pts) (5): 90gp

One-shot Heal (10pts) (10): 120gp

One-shot Speak with Animals (2): 40gp

Vial of Acid (5): 25gp

If the dog is harmed:

Nahri will refuse to help the PCs at all until her dog is taken care of. She will insist that the PCs perform whatever healing is needed. They she will be standoffish, short, and upset. She will treat the PCs as intruders and trespassers, rather than guests. She will not care if they have the kserenosa, she will say she'll find her own.

If the dog is killed:

Once Nahri realizes the dog is dead, she will start trying to blast the PCs. Although she is fairly easy to stop (since she has no concentration) and because she isn't big on melee weapons, she will be fairly easy to take down. Her Earth Slap, though, could well be deadly for characters of this level.

NPC Roleplaying Notes:

Nahri Brahn

Nahri is crotchety, foul-tempered, paranoid, and rude... to people. To animals and plants she is beatific, kind, generous, infinitely patient, and gentle. She thinks of humans as basically a blight eating away at the leaves of the natural world. Nahri has very little understanding of politics, and the whole Ogre/human thing is unclear to her. If it were an argument between wolf packs, she would be a diplomat of epic proportions.

Dog

You are a dog! Excited, protective, friendly, and fierce.

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>AR</u>	<u>Points</u>	<u>Dmg</u> <u>(M/P/T)</u>	<u>AL</u>
Nahri Brahn	D6	6/26/34	1L	45	4/0/4	NN

Notes: Wielding a staff. Has an 12 pt *Earth Slap* up.

Dog	Mr2	2/10/18	0	-	1/0/0	NN
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Notes: Has a min-length short sword to act as teeth (natural weapons). Should call “bite” when she makes attacks.

Rules of Engagement;

Throatlits: There are no throatlits in this encounter. Should PCs go down, Nahri will leave them there.

NPC Behavior: This should not be a combat. If it is, Nahri will mostly use Strikes, using melee weapons only if she has to.

Production Notes: This can be made into a full hut/pavilion encounter, or a tent can be used. For the perimeter, rope and stakes are probably easiest.

Approximate Run Time: 30 minutes.

Props and Costumes: Full camp with knick-knacks, ropes, bedrolls, tent (or hut), crates, old clothes, dog costume, magic item reps, Druid's garb, staff, short sword, armor patches, flags (red and brown).

ENCOUNTER 4: BUMPING UGLIES

Overview/Encounter Intent: Three ogres are lost and drunk, and looking for a good fight.

Detect Good/Evil/Chaos/Law:	Evil: Bhoom and Bham Chaotic: All
Detect Magic:	None.
Foresee:	Attacking Ogres: Boon
People Lore:	Smashed Straykruk is kind of a celebrity among the goblinoids of the Mountains. He is a "powerful" Ogre Mage, a rare breed, and has enormous amounts of charisma and leadership (for an Ogre).
Whatit:	Ogres – Strength – High Melee Damage, Weakness - Normal
Tracking:	These Ogres came here from the direction of Sable Pass.

GM Notes: None.

Recoverable Treasure: Chainmail: [Game ID #] - 001 (400gp)

Savvies: None.

Encounter Description: A good long distance past the witches hut, the PCs see three ogres walking boldly down the road towards them. The Ogres have come down out of the hills at the call of the Ogre Magi, Smashed Straykruk, but they don't really want to... and, so, they drink. No one of their tribe is as bold and courageous as they are. They are quite proud of their bravery.

The Ogres will not notice the humans until they are very close or the PCs draw attention to themselves. Even after spotting the humans, the ogres will not be extremely cautious or afraid. They have not yet realized that these are armed 'humans' and that they are outnumbered. They may not realize this until they are attacked or the PCs make it obvious even to 'brave' ogres. The ogres are so drunk that they will taunt the PCs and eventually attack if the PCs don't attack first. The NPCs should give the PCs a chance to start the fight. Drunken fighting does not affect their ability since ogres fight a lot when they are drunk. It is mainly for role-playing purposes. They fight drunkenly until they take 10 points of damage. They will then sober up.

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>AR</u>	<u>Points</u>	<u>Dmg (M/P/T)</u>	<u>AL</u>
B'ash	Mr2	3/14/22	1L	-	4/0/0	CN

Notes: Can use any melee weapons and shields.

Bhoom	Mr2	3/16/24	2C	-	5/0/0	CE
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Notes: Chainmail is recoverable. Should use two melee weapons.

Bamm	Mr2	3/14/22	1L	-	5/0/7	CE
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Notes: Can use any melee weapons. Should also use throwing knives (or throwing bottles if they can be made safely and legally).

Rules of Engagement;

Throatlits: The Ogres will not throatlit. If all the PCs go down, they will get kind of freaked out about "more 'umans" coming for vengeance and will flee.

NPC Behavior: The PCs should be allowed to start this fight, and should be allowed to win it. This is a warm up fight. Big, scary, but not overly tough.

Production Notes: None.

Approximate Run Time: 15 min.

Props and Costumes: Ogre costumes. Bottles. Chain patch. Weapons. Armor Patches (two leather, as many chainmail patches as teams).

ENCOUNTER 5: RABBIT SPY

Overview/Encounter Intent: The PCs cross a rabbit who wants tasty greens.

Detect Good/Evil/Chaos/Law:	None.
Detect Magic:	None.
Foresee:	Feed/befriend the Rabbit: Boon.
Wathit/Track Lore:	Rabbit - Standard
Tracking:	Rabbit came from down the valley.
Nature Lore:	Rabbits - you know... Rabbits.
Identify Plant/Animal:	<i>Lagomorpha Leporidae Sylvilagus palustris</i> : Marsh Rabbit
Speak with Plant/Animals:	See encounter description below.

GM Notes: The GM may have to run the rabbit if there are no other NPCs available.

Recoverable Treasure: None.

Savvies: None.

Encounter Description: A rabbit sits beside the road. He is deciding which way to go and is making sure the road is safe to cross. He will not run away unless the PCs startle or attack him. If they get his attention softly and approach slowly, the rabbit will be friendly. He knows where some patches of Good, Green Stuff grows and he knows a few places to stay away from.

If asked about the big tall things (ogres, humans, etc.) by someone who can talk to him, he knows where some stay and he knows a safe place to watch them from. There are some good, green things near them, but he is afraid to get too close; they are loud and scary. He will show them the safe place if they give him some GOOD, green food. It has to be something special, leaves just growing around here are not good enough; he can find all of that he wants. Something from their packs, or from high in a tall tree (something the rabbit hasn't been able to get to before) or the results of a Rangers Gather Food are what the rabbit wants. GM discretion on what the rabbit would like.

The PCs can follow the rabbit to the next encounter or they can proceed up the road. Going up the road by-passes the tunnel encounter and brings them directly to Sable Pass. The rabbit will not think about the vines or thorns being a problem because from his perspective, the tunnel is plenty big to get through.

If the Rabbit is grabbed or caught, he will do his best to escape. He can bite for 1pt every 5 seconds (unless specifically prohibited), and he can use **Dodge** 1 every 5 seconds. He can also use Monk's **Speed** once per day (purple flag). If caught and released, or if the PCs try to grab him and fail, he will run, not fight.

NPC Roleplaying Notes:

It is easy to play the rabbit as humorous, almost cartoonish, and this should be avoided. He is a rabbit, driven by three major desires: eat, mate, feel safe. He is friendlier and less frightened than most rabbits, but he is a rabbit, not a joke.

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>AR</u>	<u>Points</u>	<u>Dmg</u> <u>(M/P/T)</u>	<u>AL</u>
Rabbit	None	4a	0	-	1*	NN

Notes: * every 5 seconds. Can use *Dodge* every 5 seconds. Can use *Speed* 1/day.

Rules of Engagement;

Throatlits: If all the PCs are Knights of the Round Table, the Rabbit can throatlit.

NPC Behavior: None.

Production Notes: The rabbit is probably best played by the GM using a provided stuffed animal.

Alternatively, it can be a specialized NPC using the stuffed animal or even a full NPC-playing-a-rabbit.

Approximate Run Time: 10 minutes

Props and Costumes: Rabbit costume or rabbit puppet, purple flag.

ENCOUNTER 6: TUNNEL OF THORNS

Overview/Encounter Intent: The Rabbit helps the PCs find a tunnel made of acid thorns. If the PCs take this route, they will get an easier time in the next encounter.

Detect Good/Evil/Chaos/Law:	None.
Detect Magic:	Yes, the items on the bodies.
Sense Poison:	None.
Foresee:	Going through the tunnel: Boon.
Tracking:	Normal animal tracks in and out.
Nature Lore:	<p>Brush: Harmless.</p> <p>Thorn briars: Painful, but not much.</p> <p>Fire Vines: These vines are a mutation of normal briars that were caused by a Fire dragon dying here. The heat will conduct through metal, and can burn other normal equipment.</p> <p>Acid Vines: These vines are a mutation of normal briars caused by the caustic blood of a dying dragon. Will burn and melt normal equipment.</p> <p>Acid Seed Husks: These are the seed pods of the Acid Vines. They are fragile, but if broken can release a fair amount of acid. They will be dried out by the end of the day.</p>
Battlefield Lore:	None.
Identify Plant/Animal:	See above. Using Identify Plant will give the exact mechanics of each type of vine and the Acid Seed Husks if desired.
Know Plant:	See above.
Speak with Plant/Animals:	The vines have no ability to move, but they can talk about hungering. The briars and brush just want water and sunlight and are happy as can be. The fire vines and acid vines are pretty twisted little creatures and they like blood and rain.
Speak with Dead:	The two corpses are from two would-be bandits named Bernado Lewis and Rudolfo Clark. They came this way because they heard a rumor that it would let them sneak into the backside of Sable Pass, where they intended to rob caravans. They became trapped, taking the wrong route, and ended up dying of starvation, each poised to eat the other, and each ever vigilant against his companion's hunger.

GM Notes: If the PCs split up here, and some go through the tunnel and some don't, the tunnel PCs should arrive at the next encounter about 5 minutes before the others. The thorns and vines are too thick to be effectively cut down and cleared away. It would take almost a day of hacking with magic weapons.

Recoverable Treasure: Lens of Knowledge, Bracelet of Soothing, 25 gold

Savvies:

Lens of Knowledge [Item number: Game ID Number - 002]

BB Value: 700

Savvy:

1) User can cast a *Reveal Magic* (MU1) once/day with a 5 second cast.

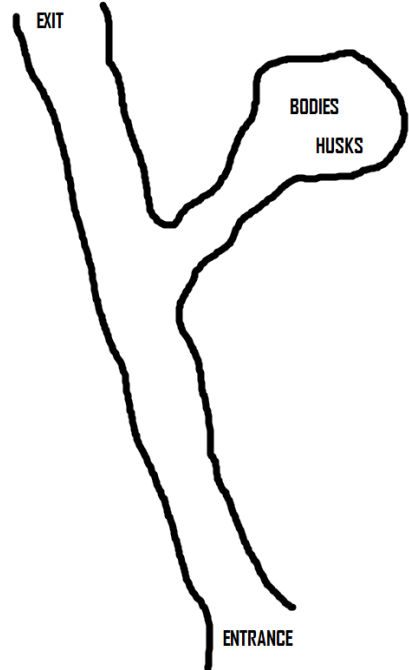
Bracelet of Soothing [Item number: Game ID Number - 003]

BB Value: 480

Savvy:

1) User adds 4 points into his/her Generic Healing Pool once each day.

Encounter Description: If the PCs walk directly up the road from the last encounter, they do NOT come to this encounter. This encounter is bypassed unless the rabbit leads them here or the PCs have some reason (find treasure, spy/prepare for big fight, etc.) to look for the tunnel. (Bump of Direction, Foresee, etc.) The rabbit leads the PCs off through the woods and generally uphill. After a time, he comes to a thicket and enters the underbrush.



The brush has formed a 'tunnel' that is plenty big for the rabbit but will be a tight squeeze for the big things. It should not be extremely difficult for PCs to make it through the tunnel; it should just require extreme care. The tunnel should be a "yarn maze" made of four different colors of yarn. These are: Yellow - Fire Vines, Red - Acid Vines, Green - Thorn Vines, Brown - Brush.

The beginning of the tunnel is mostly brush with a few thorns. After 5-10 yards, the thorns predominate with a few Fire and Acid vines mixed in. After another 10 yards or so, the Fire and Acid vines are most plentiful. There is a branch in the middle, with one fork leading to the exit, and the other leading to a small clearing. In the clearing are two dead bodies. Five Acid Husks are scattered down the length of that branch. The rabbit leads them into the path straight ahead on the other side of the clearing. The types of vines are reversed. Mostly Fire and Acid vines, then mostly thorns, then mostly brush. The branching path goes 10- 15 yards and becomes too thick to be passable.

Vine Type	Effect
Brown - Brush	None. Harmless.
Green - Thorn	3 points of damage (mitigated normally by armor, no 1pt rule). Once touched, they can be handled without further damage as long as contact with the vine is maintained.
Red - Acid	1 point of armor-independent damage every 2 seconds of touching (or each new touch). Acid protections will mitigate this damage (such as Duckback). If a person takes 5 points of damage, any non-magical armor will be -1 until a Mend is used (or Fighter's repair armor). Non-magical weapons will begin to burn and mar and will be made unusable after taking 5 points of damage. Mend will fix this. Simple sticks or branches burn through with 1 point of acid damage.
Yellow - Fire	2 points of armor-independent damage every 2 seconds of touching (or each new touch). Fire protections will mitigate this damage. Heat will conduct through metal or stone weapons and shields (i.e. damage to metal or stone items goes directly to the limbs holding them). Other materials will begin to burn and mar and will be made unusable after taking 5 points of damage. Mend will fix this. Simple sticks or branches burn through with 1 point of fire damage.

There are five (5) seed husks (red bean bags) on the ground under the acid vines of the branch. They can be handled safely but are fragile. If broken they will do 5 points of acid damage. They are non-magical and will become useless by the end of the game-day (and they cannot be preserved in any way). They can be used as throwing weapons, or can be broken into pre-existing vials (i.e. recharge acid bean bags the PCs already have). Each husk will fill two vials, but the user will take 1 point of armor-independent acid damage.

The thorns and vines are too thick to be effectively cut down and cleared away. It would take almost a day of hacking with magic weapons. The yarn is only used to represent the very thick vines and it is not possible for the PCs to cut an individual vine. If a WARP spell is used, a 6 foot long path through the vines/thorns can be created.

At the end of the tunnel, the rabbit shows them the big things at Sable Pass. From here the PCs can see the next encounter. The remains in the center of the thicket were adventurers/bandits that were hoping to ambush travelers in Sable Pass. They were injured by the vines and became too afraid to try and leave. They starved to death. There are two pouches in the remains, one holds 5gp, the other has 20gp and the Lens of Knowledge. There is also a bracelet on one of the corpses, it is the Bracelet of Soothing. There is no exit from the branch.

Rules of Engagement;

Throatlits: None.

NPC Behavior: None.

Production Notes: There is a lot of yarn required here, and the color changes should appear gradual.

Approximate Run Time: 30min

Props and Costumes: Lots of yarn. Two dead bodies. Two pouches. Lens. Bracelet. Acid Husk bean bags.

ENCOUNTER 7: UGLIES AT THE GATE

Overview/Encounter Intent: A pair of Ogre guards wait for the PCs. If the PCs come the normal route, they come from a long way off and the Ogres have a chance to buff up. If the PCs come through the Tunnel of Thorns, they are taken unaware.

Detect Good/Evil/Chaos/Law:	Evil - Obli Dah
Detect Magic:	Yes. Both have magical items.
Sense Poison:	Yes. Obli Dah's poison (either in the vial or on the blade).
Foresee:	Attacking the Guards: Boon.
Wathit/Track Lore:	Standard.
Tracking:	None.
Nature Lore:	None.

GM Notes: All items that the guards have are non-recoverable in that they become impotent at the end of the game. If not used by the guards, the PCs can use them in the final fight.

Recoverable Treasure: The items in this encounter only last until the end of the game day and are thus not recoverable.

Savvies:

Whetstone of Bladesharp

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot.

Savvy:

1) User can do Blade Sharp +1 (F2) once.

Scroll of Enhance Armor

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot.

Savvy:

1) User can cast *Enhance Armor* (C1) once.

Toxin Poison

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot. Non-magical.

Savvy:

1) This poison adds 4 poison damage to the next successful weapon strike. Takes 10 seconds to apply to a weapon (can be melee, thrown, or projectile). Stacks in the Damage group.

Potion of Elemental Protection

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot.

Savvy:

1) The drinker gets the benefits of *Elemental Protection* (D3) for 9 points of protection until the end of the next combat. The drinker may choose which element is protected against. A blue flag is needed.

Potion of Healing

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot.

Savvy:

1) User is healed for 4 points of damage.

Potion of Elemental Damage +1

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot.

Savvy:

1) The drinker can cast *Elemental Damage +1* (D3) on himself and can choose the elemental damage type (fire, ice, lightning, or earth) he will do. The drinker should call out that elemental damage type and "magic" with each attack.

Scroll of Ki' Ai

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot. Usable only by 2nd level characters.

Savvy:

1) Allows the reader to cast *Ki' Ai* (Mk4) for 8pts after meditating for 10 seconds. (50 foot range, 5 second Knockdown)

Scroll of +1 LI

BB Value: 0

Properties: Only useful until the end of the game-day. One-shot.

Savvy:

1) The reader gains the benefits of *+1 vs. LI Effects* (K3).

Encounter Description: Two ogre guards are making sure that the main Ogre camp isn't disturbed. They are lookouts, but they have a number of items to buff themselves up in the event of incursion. If the PCs come down the regular road, the guards are ready for them and have time to use their items to buff up. If the PCs come through the tunnel, they should take the guards mostly by surprise, and in any case should not use their non-healing items. If the PCs come down the road, Obli Dee should blow a long note on a hunting horn, alerting the NPCs in Encounter 8.

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>AR</u>	<u>Points</u>	<u>Dmg</u> <u>(M/P/T)</u>	<u>AL</u>
Obli Dee	Mr3	3/18/26	2L	-	5/0/0	NN

Notes: 2 x Whetstone of Blade Sharp +1. Scroll of Enhance Armor. Potion of Elemental Protection +1 (users choice, 9pts). 2x potion of Healing (4pts).

Obli Dah	Mr3	3/18/26	2L	-	5/0/0	NE
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Notes: 2 x Whetstone of Blade Sharp +1. Scroll of Ki' Ai (8pts, 5KD). 2 x Scroll of +1 vs. LI. Can backstab for 12pts. Potion of Toxin Poison (application takes 10 seconds, then first attack that connects can be called for +4 damage).

Rules of Engagement;

Throatlits: Guards will not throatlit. If the PCs go down, they will immediately run back to camp to tell the bosses what happened. They will not be at the next encounter.

NPC Behavior: If surprised, the Guards should be less organized and more haphazard. If the PCs come down the road, the NPCs should KiAi them from a distance and be ready to hit them. They should activate as many buffs as they have time for (remember: 5 seconds between activations and most items also have a 5 second activation time).

Production Notes: Needs two approaches to the encounter site. Needs NPCs who can think and adapt on the fly.

Approximate Run Time: 20 min.

Props and Costumes: Ogre costumes. 4 x whetstones per team. 4 scrolls per team. 4 potions per team. Ogre weapons. 2 leather armor patches. Hunting Horn. Blue flags for the elemental protection.

ENCOUNTER 8: BIG BAD UGLY

Overview/Encounter Intent: This is where the Ogre Mage Smashed Straykruk and has set up his camp. He is slowly getting Ogres, Orcs, and others to come down out of the Mountains into this fertile pass. He thinks of himself as the King of the new goblinoid fiefdom.

Detect Good/Evil/Chaos/Law:	Evil - Straykruk, Lyf, Hamma. Chaotic - Brokenrok, Lyf. Lawful – Straykruk.
Detect Magic:	Straykruk's auras. Others with Strong Arm, the chest, items within the chest)
Foresee:	Letting Lyf go: Bane.
Wathit/Track Lore:	Ogres and Orcs: Standard. Troll: Strength - Regeneration. Weakness - Acid and Fire.
People Lore:	Smashed Straykruk is kind of a celebrity among the goblinoids of the Mountains. He is a "powerful" Ogre Mage, a rare breed, and has enormous amounts of charisma and leadership (for an Ogre).

GM Notes: Describe to the PCs that they have arrived at Sable Pass itself.

Recoverable Treasure: Point Crystal, Healing Stone, Savvy Gem, Lorestone, +1 Whetstone, Leapshot, Basic Builder Blade

Savvies:

Point-Crystal [Item number: Game ID Number - 004]

BB Value: 50

Properties: One-shot.

Savvy:

1) Grants one additional spell or ability point and is then expended.

Healing Stone [Item number: Game ID Number - 005]

BB Value: 24

Properties: One-shot.

Savvy:

1) Adds two points of healing to the character's Generic Healing Pool. These points drain at the end of the game-day if not used.

Savvy Gem [Item number: Game ID Number - 006]

BB Value: 60

Properties: One-shot.

Savvy:

1) With a 5 second cast, the holder can use one *Savvy* (MU1).

Lorestone [Item number: Game ID Number - 007]

BB Value: 45

Properties: One-shot.

Savvy:

1) With a 5 second meditation, the holder can use one *Legend Lore* (Mk1).

+1 Whetstone [Item number: Game ID Number - 008]

BB Value: 25

Properties: One-shot.

Savvy:

1) User can do *Blade Sharp* +1 (F2) once.

Leapshot [Item number: Game ID Number - 009]

BB Value: 70

Properties: One-shot.

Savvy:

1) After drinking this shot of potion, the character can jump as per *Leap* (Mk2) once within the next 5 minutes.

Basic Builder Blade [Item number: Game ID Number - 010]

BB Value: 720

Property: Builder Item.

Savvy:

- 1) +0 magical sword AND
- 2) 800 gold can be melted over the blade to make it a +1 sword and once it is a +1 sword, 2400gp can be melted over the blade to make it a +2 sword.

Encounter Description: Sable Pass is where the road climbs to a low place in the mountains and continues down the other side into the valley of Reardon. The road takes up most of the pass and the mountain walls come down almost to the edge of the road. There is a camp here, with a fire-pit and a bunch of debris, as well as some old bones from the slain wagoners and scouts that tried to come through. Right now, Smashed Straykruk and two of his orc retainers, Hamma and Tohngs are here, along with the true problem, a small troll named Lyf Goeson. There is also another Ogre warrior named Brokenrok here. If there are spare NPCs, they can play Orcs and Goblins who will be resting and milling around camp, but who will flee into the hills the moment the PCs make themselves known (or the alarm horn is sounded). Smashed Straykruk will shout at them and order them to stay and fight, but they will flee anyway.

The small troll Lyf Goeson is asleep under some of the debris and trash that is scattered around the area. The debris is the remnants of the missing merchant caravans. He should not be immediately obvious.

If no alarm has been sounded: Brokenrok and the last ogre Smashed Straykruk (an ogre magi, no less) are playing dice and discussing 'philosophy'; the best dishes to make to make from humans, which tastes better, humans or elves, etc. Brokenrok cheats (this according to Straykruk) like the greatest cheat in ogre legend and that is why no one likes to gamble with him. The ogre Smashed Straykruk doesn't mind because Brokenrok is not really a bad kind of fellow and Straykruk is only betting stuff they get from the wagons anyway. Brokenrok is only betting wagon stuff too, but both know this; they are just gambling to pass the time. They are actually pretty good friends even though they insult each other constantly. The other goblinoids will be puttering about, napping, and generally just wasting time.

If the alarm has been sounded: Everyone will be ready for a fight. Lyf will still be in hiding. Straykruk will have *Electrify* up and will have put *Strong Arm +1* on at least Brokenrok. They will be spread out and ready for a fight. The other goblins and orcs (if there are any) will be cowering behind trees and rocks a good distance away (far enough to make it clear they are no danger).

Smashed Straykruk is kind of a celebrity among the goblinoids of the Mountains. He is a "powerful" Ogre Mage, a rare breed, and has enormous amounts of charisma and leadership (for an ogre). He was quite happy staying up in the mountains, but Lyf, a greedy, manipulative little creature (who learned to be

so because he was such a runt of a troll) convinced him that he could be wealthy, a king amongst goblins, if he took the Pass. In reality, Lyf fully believed that after ransacking a few wagons, Straykruk would probably be killed by adventurers. Thus, Lyf has been socking away whatever treasures he can get his hands on, counting on his trollish regeneration to see him through.

Smashed Straykruk has a small treasure chest in which he keeps his personal stuff. It has no visible mechanical lock but it has been locked via the MU Lock spell. GMs should describe it (if the PCs investigate) as seeming to be stuck or locked. It can be unlocked with a 1SP MU Rev. Lock. It detects as magic because of the Lock spell. The box can be broken with 20 points physical or 10 points magical damage.

This box contains:

- 2 point-crystals
- 3 healing stones (2pts each)
- 3 savvy gems.
- 3 lorestones

There is a medium chest that is still intact in the debris. It is locked with a good, solid class 'B' lock. Brokenrok has tried every day to open the lock but he has told Straykruk that he has not yet been successful.

This box contains:

- 25 gold
- 2 +1 whetstones
- 2 leapshots

When the PCs arrive: Straykruk will begin ordering the others to fight back. Lyf will remain hidden. The others will attack, trying to kill the PCs. Tohngs will stay back and use his bow. Straykruk will use his spells. Lyf will come out to try and get in some backstabs. If Lyf is taken down, he will wait till he is healed up and then make for the hills, trying to sneak away.

If Lyf is caught, and fears for his life (fire or acid): He will reveal his part in all this, and offer to give the PCs everything he has stolen. He will lead them to a stash somewhat nearby. Unless caught and afraid, Lyf will not give up any of these things and they will not be recoverable (unless the PCs stumble upon them by accident). The stash has:

- Basic Builder Blade
- 50 gold
- 8 worthless pieces of glass (valueless gems)
- 2 healing stones
- 3 pieces of rudimentary art (worthless)
- 1 broken lockpick
- 1 set of platemail (too warped to be useful)

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>AR</u>	<u>Points</u>	<u>Dmg</u> <u>(M/P/T)</u>	<u>AL</u>
Smashed Straykruk	Mr3	3/14/22	3L	17/26	6/0/2	LE
Notes: Has Defense (2pt) up. Can cast any of the following spells: Dead-Eye, Dropsy, Electrify, Spook, Strong Arm +1, Crash Time. Will have Electrify (6pts) up if alarm was sounded.						
Brokenrok	Mr2	3/14/22	2C	-	5*/0/2	CN
Notes: No abilities. *6 (from Strong Arm +1) if alarm was sounded.						
Lyf Goeson	Mr2	3/10/30	1	-	3/3/4	CE

Notes: Can backstab for 9pts. Can heal 10 points with a 5 second meditation (which he can do while unconscious and can do it an unlimited amount of times). Lyf takes no damage from Lightning. He takes no-defense damage from Acid and Fire and cannot heal either. If Lyf takes Acid or Fire damage while unconscious he will stop regenerating. If he does not take Acid or Fire damage, he will continue to regenerate, even if he has taken enough damage to be "dead".

Hamma	Mr1	3/8/16	1L	-	4/2/2	NE
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Notes: Can call Battle Fever to get a +2 vs. LI and one additional limb point on each limb.

Tohngs	Mr1	3/8/16	1L	4/12	2/4/2	NN
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Notes: Has two +1 honed arrows. Can make up to 8 points of Healing Potions as per a Ranger.

Rules of Engagement;

Throat-slits: There are no throat-slits.

NPC Behavior: If all the PCs go down, they will be looted for anything obvious, and then tossed down the Mountain. They will wake up wounded (1pt from unconsciousness) and battered at the base of the Mountain.

Production Notes: None.

Approximate Run Time: 35 min.

Props and Costumes: Three chests. One lock. Debris. Dead bodies. Dice, armor patches, spell flags, weapons, bow rep. Basic Builder Blade. 75 gold per team. 8 worthless pieces of glass (valueless gems). 2 healing stones per team. 3 pieces of rudimentary art (worthless). 1 broken lockpick. Fire Pit. 1 plate patch. 2 whetstones per team. 2 leapshot potions per team. 2 point-crystals per team. 3 healing stones per team. 3 savvy gems per team. 3 lorestones per team.

ENCOUNTER 9: RETURN

Overview/Encounter Intent: The PCs return to Victor to get their reward.

Detect Good/Evil/Chaos/Law:	Lawful - Victor
Detect Magic:	Victor's necklace and ring. Various items for sale.
Detect/Identify Supernatural:	None.
Detect/Identify Undead:	None.
Sense Traps:	None.
Reveal Glyph:	None.
Reveal Curse:	None.
Diagnose:	None.
Sense Poison:	None.
Foresee:	Per GM
Wathit/Track Lore:	None.
Heraldic Lore:	None.
Legend Lore:	Pan-Haradrim Merchants Association is a merchants associations that works throughout the Realms of Atlantius. It has no permanent headquarters but holds annual meetings in various locations.
People Lore:	Victor Velengaard: None.
Know Religion/Religion Lore:	None.
Tracking:	Only Victor's footprints are here.

GM Notes: All items held by Victor are permanently bonded to him.

Recoverable Treasure: 300 gold

Savvies:

See Victor's description for his items.

The items he has for sale can be found in Appendix B.

Encounter Description: The road back to Varanasi is fairly long and uneventful. Victor is at the tavern where they were to meet. He accepts the information they give him and he gives the PCs the rest of the money he promised (300g). If they tell Victor of fighting the ogres in the pass and recovering some of the merchandise, he tells them that those losses already have been covered by insurance and the PCs might as well keep the stuff and that they should consider it payment for fixing part of the problem. Victor will contact the Assoc. and plan something for the ogre tribe if the PCs have told him about it.

Victor will have some magic items for sale. Many of these items do not have a defined phys. rep. The player can choose a phys. rep. (a ring, an amulet, a shawl, etc.) with GM approval.

Victor thanks them all and, after they are done shopping, sends them away.

NPC Roleplaying Notes:**Victor**

Victor is both very serious and charming. He is, at heart, a salesman, and he knows how to gladhand and make friends. He does not see the PCs as customers, though, but as employees, which changes his process somewhat.

NPC Table

<u>Name</u>	<u>CL/Lvl</u>	<u>Life</u>	<u>AR</u>	<u>Points</u>	<u>Dmg</u> <u>(M/P/T)</u>	<u>AL</u>
Victor Velengaard	MU7	7/22/30	52/69	6	3/0/3	LN

Notes: Wearing a necklace of protection +2. Has a ring with 10 points of healing in it. Has Autocast up. Has Defense (4pts) up. Has Concentration up.

Rules of Engagement;

Throatlits: None.

NPC Behavior: This should not be a fight. If it is, Victor will use *Concentration* and LI spells to disable the PCs. He will then dump them outside. This is game over for them.

Production Notes: A tent here would be nice, but not necessary. The producer may alter the dates in the description in this encounter to better align with when the game is being run.

Approximate Run Time: 20 min

Props and Costumes: Tables, wares, gold, merchant garb, blue flag x 2, extra magic item shopping lists.

APPENDIX A: TREASURE

Risk = 3

Treasure per person = 200/hour

PCs: 6

Hours: 3

Total: 3600gp

Encounter 1: 100gp

Magic Items: 0

Gold: 100gp

Other treasure: 0

Encounter 4: 400gp

Magic Items: 0

Gold: 0

Other treasure: Mundane Chain mail (400gp)

Encounter 6: 1205gp

Magic Items: Lens of Knowledge (700gp) and Bracelet of Soothing (480)

Gold: 25gp

Other treasure: 0

Encounter 8: 1595gp

Magic Items: 3 point crystals (150gp), 5 healing stones (120gp), 3 savvy gems (180gp), 3 lorestones (135gp), 2 +1 Whetstones (50gp), 2 Leapshots (140gp), Basic Builder Blade (720gp).

Gold: 75gp

Other treasure: 0

Encounter 9: 300gp

Magic Items: 0

Gold: 300gp

Other treasure: 0

Total: 3600gp

APPENDIX B: MAGIC SHOP

+0 Melee Weapon [Item Number: Game ID - 1000]

Description: +0 Melee Weapon

BB Price: 400 Asking Price: 500

Savvy: 1) Weapon does magical damage.

+1 Melee Weapon [Item Number: Game ID - 1001]

Description: +1 Melee Weapon

BB Price: 1200 Asking Price: 1500

Savvy: 1) Weapon does one additional point of magical damage. All damage done by this weapon is magic damage

+0 Projectile Weapon [Item Number: Game ID - 1004]

Description: +0 Projectile Weapon

BB Price: 400 Asking Price: 500

Savvy: 1) Weapon does magical damage.

+1 Projectile Weapon [Item Number: Game ID - 1005]

Description: +1 Projectile Weapon

BB Price: 1200 Asking Price: 1500

Savvy: 1) Weapon does one additional point of magical damage. All damage done by this weapon is magic damage

Projectile +1 (Retrievable) [Item Number: Game ID - 1012]

Description: +1 ammunition 1/combat

BB Price: 150 Asking Price: 200

Savvy: 1) This arrow/bolt/thrown weapon can be used once per combat to do 1 additional point of magical damage (Special stacking group) and, once per combat, returns to the owners quiver at the end of the combat. All damage done by this arrow/bolt/thrown weapon is magic damage.

Projectile +2 (Retrievable) [Item Number: Game ID - 1013]

Description: +2 ammunition 1/combat

BB Price: 450 Asking Price: 500

Savvy: 1) This arrow/bolt/thrown weapon can be used once per combat to do 2 additional points of magical damage (Special stacking group) and, once per combat, returns to the owners quiver at the end of the combat. All damage done by this arrow/bolt/thrown weapon is magic damage.

Basic Builder Blade [Item Number: Game ID - 1021]

Description: [builder] +0 melee weapon that can be built into a +3 weapon with gold

BB Price: 1080 Asking Price: 1500

Savvy: 1) This is a +0 magical melee weapon that can be enhanced all the way up to a +3 weapon. 2) By treating the blade with 800 gp worth of reagents, the weapon can be upgraded to a +1 weapon. 3) Once it has become a +1 weapon, 2,400gp worth of reagents will make the weapon a +2 weapon. 4) Once it has become a +2 weapon, 3,600gp worth of reagents will make the weapon a +3 weapon.

Thrown Weapon +0 (Reusable) [Item Number: Game ID - 1023]

Description: Re-usable magical thrown weapon

BB Price: 200 Asking Price: 250

Savvy: 1) This thrown weapon does magical damage and the physical representation for this item must be specially marked. As long as this physical bean-bag is used, it will do magical damage with each throw.

Returning Thrown Weapon +0 (Reusable) [Item Number: Game ID - 1024]

Description: Magical thrown weapon that returns to hand with 5 seconds of meditation.

BB Price: 330 Asking Price: 400

Savvy: 1) This thrown weapon does magical damage and the physical representation for this item must be specially marked. As long as this physical bean-bag is used, or if the item is "recalled", it will do magical damage with each throw. The thrown weapon can be recalled to hand by meditating for five seconds and then calling "weapon

returned". In this case, it is assumed that the original thrown weapon has come back through the air to the user's hand and can be thrown again to do magical damage.

Thrown Weapon +1 (Reusable) [Item Number: Game ID - 1025]

Description: Re-usable magical thrown weapon

BB Price: 600 Asking Price: 700

Savvy: 1) This thrown weapon does one additional point of damage (Special stacking group) and always does magical damage. The physical representation for this item must be specially marked. As long as this physical bean-bag is used, it will do one additional point of magical damage with each throw

Returning Thrown Weapon +1 (Reusable) [Item Number: Game ID - 1026]

Description: Magical thrown weapon that returns to hand with 5 seconds of meditation.

BB Price: 730 Asking Price: 800

Savvy: 1) This thrown weapon does one additional point of damage (Special Stacking group) and always does magical damage. The physical representation for this item must be specially marked. As long as this physical bean-bag is used, or if the item is "recalled", it will do its additional point of magical damage with each throw. The thrown weapon can be recalled to hand by meditating for five seconds and then calling "weapon returned". In this case, it is assumed that the original thrown weapon has come back through the air to the user's hand and can be thrown again to do the additional one point of magical damage

Thrown Weapon +2 (Reusable) [Item Number: Game ID - 1027]

Description: Re-usable magical thrown weapon

BB Price: 1800 Asking Price: 1900

Savvy: 1) This thrown weapon does two additional points of damage (Special stacking group) and always does magical damage. The physical representation for this item must be specially marked. As long as this physical bean-bag is used, it will do two additional points of magical damage with each throw

Thrown Weapon +4 (Reusable) [Item Number: Game ID - 1031]

Description: Re-usable magical thrown weapon

BB Price: 1600 Asking Price: 1750

Savvy: 1) This thrown weapon does four additional points of damage 1/day (Special stacking group) and always does magical damage. The physical representation for this item must be specially marked. As long as this physical bean-bag is used, it will do four additional points of magical damage with each throw. Note that the player may not use any combination of +4 and +5 enhancement bonus weapons more than three times in a given day.

Returning Thrown Weapon +4 (Reusable) [Item Number: Game ID - 1032]

Description: Magical thrown weapon that returns to hand with 5 seconds of meditation.

BB Price: 1730 Asking Price: 1800

Savvy: 1) This thrown weapon does four additional points of magical damage 1/day (Special stacking group) for one combat per day. The physical representation for this item must be specially marked. As long as this physical bean-bag is used, or if the item is “recalled”, it will do its additional points of magical damage with each throw. The thrown weapon can be recalled to hand by meditating for five seconds and then calling “weapon returned”. In this case, it is assumed that the original thrown weapon has come back through the air to the user’s hand and can be thrown again to do the additional four points of magical damage. Note that the player may not use any combination of +4 and +5 enhancement bonus weapons more than three times in a given day.

Thrown Weapon +5 (Reusable) [Item Number: Game ID - 1033]

Description: Re-usable magical thrown weapon

BB Price: 3000 Asking Price: 3200

Savvy: 1) This thrown weapon does five additional points of damage 1/day (Special stacking group) and always does magical damage. The physical representation for this item must be specially marked. As long as this physical bean-bag is used, it will do five additional points of magical damage with each throw. Note that the player may not use any combination of +4 and +5 enhancement bonus weapons more than three times in a given day.

Chain Mail [Item Number: Game ID - 1100]

Description: Mundane Chain Mail

BB Price: 400 Asking Price: 500

Savvy: 1) Chain mail (2pt armor)

Plate Mail [Item Number: Game ID - 1101]

Description: Mundane Plate Mail

BB Price: 1500 Asking Price: 1700

Savvy: 1) Plate mail (3pt armor)

+1 Leather [Item Number: Game ID - 1102]

Description: +1 Leather

BB Price: 1540 Asking Price: 1700

Savvy: 1) This armor grants one additional point of protection

+1 Chain Mail [Item Number: Game ID - 1105]

Description: +1 Chain Mail

BB Price: 1900 Asking Price: 2000

Savvy: 1) This armor grants one additional point of protection

+1 Plate Mail [Item Number: Game ID - 1108]

Description: +1 Plate Mail

BB Price: 3000 Asking Price: 3200

Savvy: 1) This armor grants one additional point of protection

Basic Chainskin [Item Number: Game ID - 1114]

Description: [innate] Gives the character skin as protective as chain mail

BB Price: 1540 Asking Price: 1600

Savvy: 1) When this grey skin is placed on a living creature, it melds with the creature to give 2 points of innate armor (as if mundane Chain) without additional encumbrance (Encumbrance level 0). Can only be used by classes that can use Chain.

Healing Item [Item Number: Game ID - 1200]

Description: Healing Item.

BB Price: 240 Asking Price: 300

Savvy: 1) This item adds 2 points to the character's Generic Healing Pool once per day.

Lesser Token of Improving Health [Item Number: Game ID - 1205]

Description: [builder] Builder Healing Item

BB Price: 456 Asking Price: 500

Savvy: 1) Active Property: This item adds 2 points per day to the character's Generic Healing Pool.

2) This is a builder item. 3) Inactive: By melting 240 gp and pouring it over the token, it will activate an additional 2 points of healing to be added to the Generic Healing Pool each day. This can be increased up to a maximum of 20 points of healing. (currently 2 active, 18 inactive).

Flawed Life Crystal [Item Number: Game ID - 1206]

Description: [one-shot] Autoactivate Life Support or Life Spark

BB Price: 568 Asking Price: 750

Savvy: 1) Will activate Life Support (MkS8) the first time the character would have died or gone unconscious due to damage, OR can be used to cast a Life Spark (C6) (i.e. can do the Life Spark only if the Life Support has not gone off). This is a one-shot item and is expended if either the Life Support or the Life Spark are used.

Healing Coin [Item Number: Game ID - 1211]

Description: [chance] Healing Item

BB Price: 600 Asking Price: 650

Savvy: 1) This coin can be flipped once per day and will give a benefit, or not, depending on the result of the flip. On heads, the coin will grant the owner 10 points of healing in his/her Generic Healing Pool. On tails, the coin has no effect this game day. The flip must be witnessed by a GM, must be done out of combat, and cannot be affected by any means (in-game or out-).

Healing Die [Item Number: Game ID - 1212]

Description: [chance] Healing Item

BB Price: 841 Asking Price: 900

Savvy: 1) This 6-sided die can be rolled once per day and will give a benefit depending on the result of the roll. The character will put twice the result of the die roll in points into his/her Generic Healing Pool (thus, 2 points on a roll of 1 and 12 points on a roll of 6) up to a maximum number of points equal to twice the character's MILL level. The roll must be witnessed by a GM, must be done out of combat, and cannot be affected by any means (in-game or out-).

Fire Ring [Item Number: Game ID - 1302]

Description: Incremental fire Flares

BB Price: 2520 Asking Price: 2700

Savvy: 1) Can cast up to 20pts of Fire Flare – Fire (D2) damage per day in 2pt increments (any amount from 2 to 20 may be done with each Flare). A 5-second cast is needed to create each Flare.

Lightning Wand [Item Number: Game ID - 1305]

Description: Lightning Strike 1/day

BB Price: 3000 Asking Price: 3250

Savvy: 1) After 10 seconds of casting the user can cause a 15 pt Elemental Strike – Lightning (D4) 1/day.

Fire Wand [Item Number: Game ID - 1306]

Description: Fire Strike 1/day

BB Price: 3000 Asking Price: 3250

Savvy: 1) After 10 seconds of casting the user can cause a 15 pt Elemental Strike – Fire (D4) 1/day.

Ice Wand [Item Number: Game ID - 1307]

Description: Ice Strike 1/day

BB Price: 3000 Asking Price: 3250

Savvy: 1) After 10 seconds of casting the user can cause a 15 pt Elemental Strike – Ice (D4) 1/day.

Ring of Dodge [Item Number: Game ID - 1308]

Description: Dodge Blow 1/day

BB Price: 2500 Asking Price: 3000

Savvy: 1) Character may Dodge Blow (F7) once per day.

Warning Stone [Item Number: Game ID - 1320]

Description: Incremental Wrath

BB Price: 3000 Asking Price: 3500

Savvy: 1) This item allows the holder to cast up to 40 pts of Wrath (C5) per day. Each activation takes 15 seconds of casting and must be for between 10 and 20pts (of damage) in even increments.

Holy Everflask [Item Number: Game ID - 1322]

Description: Unlimited Holy Water

BB Price: 3000 Asking Price: 3500

Savvy: 1) This flask will fill with holy water on command, making up to 6 vials worth of holy water for 5 seconds of invocation. The user must have white beanbags on hand as material components. The flask can perform this function an unlimited number of times per day.

Large Quiver [Item Number: Game ID - 1401]

Description: 30 arrow quiver

BB Price: 300 Asking Price: 330

Savvy: 1) This quiver holds 30 arrows per day.

Retrievable Mundane Arrows [Item Number: Game ID - 1402]

Description: Retrievable arrow

BB Price: 40 Asking Price: 40

Savvy: 1) This arrow may be retrieved after each combat in which it is used

Point Generator [Item Number: Game ID - 1404]

Description: Point generator

BB Price: 500 Asking Price: 600

Savvy: 1) This item will generate up to [x] spell or ability points. This item can only be discharged once per day and cannot take a character above his/her maximum spell or ability points.

Avenger's Pommel-charm [Item Number: Game ID - 1405]

Description: Avenging Blow 1/day

BB Price: 1500 Asking Price: 1750

Savvy: 1) Allows the character to do an Avenging Blow (K5) for 10 points once per day.

Whetstone of Sharpness +1 [Item Number: Game ID - 1406]

Description: Bladesharp +1 3/day

BB Price: 750 Asking Price: 900

Savvy: 1) Allows the character to do Blade Sharp +1 (F2) 3/day.

Underpants of Directional Thrust [Item Number: Game ID - 1407]

Description: Bump of Direction 1/day

BB Price: 600 Asking Price: 750

Savvy: 1) Allows the character to cast Bump of Direction (C2) once per day with a 5-second cast.

Portable Sacred Font [Item Number: Game ID - 1408]

Description: Holy Water 1/day

BB Price: 500 Asking Price: 750

Savvy: 1) Once per day the user may cast Create Holy Water (C2) with a 5-second cast, producing 6 vessels (white beanbags) of holy water.

Armband of Potency II [Item Number: Game ID - 1410]

Description: Strong Arm +2 1/day

BB Price: 630 Asking Price: 800

Savvy: 1) After 5 seconds of casting, the character can invoke Strong Arm +2 (MU4) on one target, once per day

Ultimate Strand [Item Number: Game ID - 1411]

Description: Unbreakable resizeable rope

BB Price: 250 Asking Price: 300

Savvy: 1) This rope cannot be cut, broken, or destroyed AND

2) The rope can change length anywhere from 6' to 60' and can change width from twine to 2 inches in diameter upon command. To command the rope, touch it and say "Strand command:" and the length and width desired.

Lightning Cerulean [Item Number: Game ID - 1412]

Description: Electrify 1/day

BB Price: 900 Asking Price: 1000

Savvy: 1) After 5 seconds of casting the user may cast Electrify (MU1) once per day for 6 points of damage.

Philter of Holy Water [Item Number: Game ID - 1413]

Description: [one-shot] Create Holy Water

BB Price: 50 Asking Price: 80

Savvy: 1) After 5 seconds of casting the user may create 6 white bean bags of holy water (Create Holy Water, C2). (one time use)

Decal of Alarm [Item Number: Game ID - 1414]

Description: [one-shot] Autoactivate Awaken

BB Price: 690 Asking Price: 750

Savvy: 1) Autoactivates Awaken (MU2) centered on the wearer when owner is affected by a Crash Time. (one-time use).

Lesser Token of Truth Sense [Item Number: Game ID - 1415]

Description: [builder] Truth Sense 1/day

BB Price: 760 Asking Price: 900

Savvy: 1) Active Property: This bauble allows its owner to use Truth Sense (T4) once per day at 1st level of effect.

2) This is a builder item: By crushing gems worth 400 gp over it, the level of effect will increase by 1, to a maximum of 10th level.

Savvy Stone [Item Number: Game ID - 1416]

Description: Savvy 3/day

BB Price: 1680 Asking Price: 1850

Savvy: 1) The user of this stone can cast Savvy (MU1) with a 5 second cast 3/day.

Reorx's Builder Point Generator [Item Number: Game ID - 1417]

Description: [builder] Point generator

BB Price: 1900 Asking Price: 2250

Savvy: 1) Active Properties: This item will generate up to 2 spell or ability points. This item can only be discharged once per day and cannot take a character above his/her maximum spell or ability points. This is a builder item. 2) Inactive Properties: For every 500gp sacrificed to the generator, it will generate an additional spell or ability point per day, up to a maximum of 20 points.

Spell or ability point crystal [Item Number: Game ID - 1419]

Description: [one-shot] Spell/ability point

BB Price: 50 Asking Price: 55

Savvy: 1) After 5 seconds of invocation, this crystal grants one spell or ability point, and is then expended.

Ropewalker's Bolt [Item Number: Game ID - 1420]

Description: [one-shot] Penetrating Arrow

BB Price: 115 Asking Price: 150

Savvy: 1) This special arrow can be used as a Penetrating Arrow (R2), once.

Dayender's Bolt [Item Number: Game ID - 1421]

Description: [one-shot] Arrow of Slaying

BB Price: 220 Asking Price: 300

Savvy: 1) This special arrow can be used as a 20pt Arrow of Slaying (R5) once.

Feetslider's Bolt [Item Number: Game ID - 1422]

Description: [one-shot] Stun Arrow

BB Price: 224 Asking Price: 300

Savvy: 1) This special arrow can be used as a Stun Arrow (R7) once.

Doublebolt [Item Number: Game ID - 1423]

Description: [one-shot] Twin-shot (Double Effect) arrow

BB Price: 225 Asking Price: 300

Savvy: 1) This special arrow must be activated with 15 seconds of preparation. Once, during that same game-day, when the arrow is fired, it will split in two, each arrow flying to a different target, but both arrows having the same effect. The person who activated the arrow can apply whatever SAS or other effects he/she likes to the Doublebolt.

Gunslinger's Bolt [Item Number: Game ID - 1424]

Description: [one-shot] Instant-fire arrow

BB Price: 300 Asking Price: 350

Savvy: 1) This special arrow must be activated with 15 seconds of preparation. Once, during that same game-day, the arrow can be fired with no aim or load time. Five seconds must pass between the use of this arrow and the use of other items or SAS, but normal aim time can be started immediately after its use. The person who activated the arrow can apply whatever SAS or other effects he/she likes to the Gunslinger's Bolt.

Acid Everflask [Item Number: Game ID - 1425]

Description: Everfull acid (non weapon)

BB Price: 100 Asking Price: 125

Savvy: 1) When holding the flask the bonded user can cause this flask to fill with acid (after 5 seconds of invocation). It cannot be thrown or used as a weapon.

Oil Everflask [Item Number: Game ID - 1426]

Description: Everfull oil (non weapon)

BB Price: 100 Asking Price: 125

Savvy: 1) When holding the flask the bonded can cause this flask to fill with oil (after 5 seconds of invocation). It cannot be thrown or used as a weapon.

Generating Die [Item Number: Game ID - 1428]

Description: [random] 1d6 points 1/day

BB Price: 1751 Asking Price: 2000

Savvy: 1) This 6-sided die can be rolled once per day and will give a benefit depending on the result of the roll.

Between 1 and 6 spell- or ability- points will be recharged, depending on the roll. The roll must be witnessed by a GM, must be done out of combat, and cannot be affected by any means (in-game or out-).

Boltgraft [Item Number: Game ID - 1504]

Description: [innate] Built in ranged weapon

BB Price: 1320 Asking Price: 1500

Savvy: 1) This magic item is placed on the hand and burrows into the skin. The character can then fire bolts from that hand as an innate ability as if they had a +0 magical crossbow (use all bow rules, i.e. two hands, hands must be empty, must be able to use bows, etc.) AND

2) The character can fire 20 bolts from inside their body during each combat. No external ammunition can be loaded or fired from the Boltgraft.

APPENDIX C: MAGIC ITEMS/SAVVIES

Chainmail: [Game ID #] - 001 (400gp)

Lens of Knowledge [Item number: Game ID Number - 002]

BB Value: 700

Savvy:

1) User can cast a *Reveal Magic* (MU1) once/day with a 5 second cast.

Bracelet of Soothing [Item number: Game ID Number - 003]

BB Value: 480

Savvy:

1) User adds 4 points into his/her Generic Healing Pool once each day.

Point-Crystal [Item number: Game ID Number - 004]

BB Value: 50

Properties: One-shot.

Savvy:

1) Grants one additional spell or ability point and is then expended.

Healing Stone [Item number: Game ID Number - 005]

BB Value: 24

Properties: One-shot.

Savvy:

1) Adds two points of healing to the character's Generic Healing Pool. These points drain at the end of the game-day if not used.

Savvy Gem [Item number: Game ID Number - 006]

BB Value: 60

Properties: One-shot.

Savvy:

1) With a 5 second cast, the holder can use one *Savvy* (MU1).

Lorestone [Item number: Game ID Number - 007]

BB Value: 45

Properties: One-shot.

Savvy:

1) With a 5 second meditation, the holder can use one *Legend Lore* (Mk1).

+1 Whetstone [Item number: Game ID Number - 008]

BB Value: 25

Properties: One-shot.

Savvy:

1) User can do *Blade Sharp* +1 (F2) once.

Leapshot [Item number: Game ID Number - 009]

BB Value: 70

Properties: One-shot.

Savvy:

1) After drinking this shot of potion, the character can jump as per *Leap* (Mk2) once within the next 5 minutes.

Basic Builder Blade [Item number: Game ID Number - 010]

BB Value: 720

Property: Builder Item.

Savvy:

- 1) +0 magical sword AND
- 2) 800 gold can be melted over the blade to make it a +1 sword and once it is a +1 sword, 2400 can be melted over the blade to make it a +2 sword.

Crystal [Item number: Game ID Number - 301]

BB Value: 50gp

Savvy:

- 1) Grants one spell or ability point, once, and is then expended.

Knight's Additional Damage +1 item [Item number: Game ID Number - 302]

BB Value: 75gp

Savvy:

- 1) Grants the user +1 damage as per Knight's Additional Damage +1 (K2) once and is then expended.

Electrify item [Item number: Game ID Number - 303]

BB Value: 90gp

Savvy:

- 1) Allows the user to cast Electrify - 6pts (MU1) once and is then expended.

Heal Salve [Item number: Game ID Number - 304]

BB Value: 120gp

Savvy:

- 1) The drinker adds 10 points to his Generic Healing Pool. These points will dissipate at the end of the game-day. This is a one-shot item.

Speak with Animals item [Item number: Game ID Number - 305]

BB Value: 40 gp

Savvy:

- 1) Allows the user to cast Speak with Animals (D0) once and is then expended.

Acid Vial [Item number: Game ID Number - 306]

BB Value: 0

Savvy:

- 1) I am against this item even though it's only good to the end of game, this is a novice game and we should stick to the rules
- 2) Non magical acid vial. Represented by a red bean-bag.