

GOLD

FOR DRAGONWATCH

(Or: The Trouble With Nomads)

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By

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A one-day major game proposed for the 1990 season,
Denver/Boulder Chapter.
IFGS

For eight teams of seven each, run twice.

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GAME PARTICIPATION

This game is open to all characters from fourth to eighth levels, inclusive; the novice rule will not be in effect. The game will be a Major game with a Draft three weeks before the run date. Cost will be \$19.00 for member PCs and \$25.00 for non-member PCs. NPC fee is \$6.00 for both days or \$4.00 for one day. Food will not be provided. The game is a one day but overnight camping for NPC will be available. The game site is the Heil Valley Ranch.

Registrations must be **recieved** by the treasurer before 9:30 pm on the day before the draft. Registrations later than that will be classed as Late Registrations and will be charged a \$5.00 late fee. This includes those recieved at the Draft, **UNLESS** PC lives out-of-state. Out-of-state registrations may be delivered up to the start of the Draft with no Late fee charge. Any person not selected may recieve an immediate refund after the draft ends, or it will be mailed to them later.

The Draft will be conducted by the book. LMs will choose in reverse order of their total Experience Points. There will be eight teams of 7 PCs each, total of 56 PCs including LMs. No pre-picks will be allowed, and LMs will not be chosen until the week of the Draft. Draft will be in costume, if you are able to do so please wear something appropriate. Every Player may register up to 3 characters, to maximize the flexibility of the LMs and improve the player's chance of getting on a team.

Magic items will be restricted; PCs may bring up to fifty items per team, LM's choice. No items that confer immunity to knockdowns will be allowed into the game. No items that supress magic will be allowed into the game. Items that do either of these things in addition to something else may be allowed if the PC agrees to not use the forbidden aspects. PCs must provide complete savvys by 2 weeks before the game, and the GD reserves the right to veto any specific item.

The color rule will be enforced; from the top of the footgear to the crown of the head, the clothing a PC wears must be 80% one color (but as many shades as desired). No two PCs on a team may wear the same color, or colors so close as to be con- fusing (wearers of black - beware!). Patterns will count as a color only if the dominant colors of the pattern are not shared by any other teammate AND there are no conflicting patterns on the PC's clothes - example, 'Camouflage' will only apply if:

- 1) there are no significant amounts of plaids, checks, stripes, or other patterns on the costume,
- 2) only if it is 80% or more camo,
- 3) nobody else on that team is wearing olive green or some other shade similar to the colors of the camouflage.

PCs will be tested by an agent of the GD at course check-in and those not passing the agent's inspection will be offered a choice: either make a costume change on their own, or rent a colored tabard costume provided by the game. PCs who refuse to resolve color conflicts will not be allowed to play.

Start times will be staggered; teams will show up 1/2 hour before start for check-in. The window of opportunity will be open for exactly 10 minutes after scheduled start time.

PREGAME LORE

The PCs have answered an offer by Lord Calenbach of the Heorold Tribe, Member of the Council of the Land of the Seven Tribes. It will be made through the game flyer. Lore masters, chosen one week before the game, are invited to his home to meet with the leader of the Heorold Tribe. The morning of the draft the LMs will be taken aside for a brief Bar Game type meeting with Calenbach in his house at Northholm. Here they will be introduced to what the PCs are being commissioned to do.

The purpose of the commission is to transport a large sum of gold to the Dutchy of Snoyl, and thence to the Dragonwatch Monastery, off to the northeast corner of the Land of the Seven Tribes. The gold is a donation from the Heorold Tribe to aid in rebuilding the place after the recent war (there are other political reasons for it as well that will not come into this game, but a future one). Calenbach knows the land is still troubled by Nomads and therefore he is doing all of this in high secrecy. He is also dividing the gold into eight separate deliveries, so that at least some of it will get through. He cautions the PCs to be especially alert, and insists that they take different paths to Snoyl so as to confuse any pursuers. They should not meet again until this is all over, unless the Duke decides to send them up the canyon together with his own men.

The LMs will be asked to swear by 'their lives, their fortunes, and their sacred honor' to see that the gold is delivered safely to Snoyl and Duke Rujeerio. Any who refuse will no longer be Loremasters, and will be replaced. Calenbach will pay them well, 200 gp each; half of this they will get in advance, paid in one lump to the LM (700 gp), and half at the end of the trip when they return to his house in Northholm. (PCs that live will be credited with this sum after game ends; they will not actually come back to Northholm, nor will they actually start from there.)

The gold is sealed into eight individual chests; Calenbach will show it to them and then seal it up himself, putting his wax seal upon the chest. Then one of the Heorold tribe Mages will cast a L-9 **Fire Trap** upon the opening, and a Cleric will cast a L-9 **Curse** of painful internal bleeding and death upon anyone opening it save the Abbot, Rector, or Seneschall of Dragonwatch. Then it will be handed over to the PCs, who can make whatever arrangements they wish to carry it among them.

They will leave for the city in the morning, there to meet Duke Rujeerio by prearrangement, before continuing on to Dragonwatch. After their delivery is accomplished, Calenbach requests that they place themselves at the disposal of the Duke, if they are willing. Duke Rujeerio has been recruiting new blood for his forces, which have suffered much in the recent fighting. It will be Festival time in Snoyl shortly after Calenbach expects the PCs to arrive.

Calenbach additionally requests the LMs to carry messages to his sister, Duchess Samantha; it is the same message, made redundant to make sure it gets through. He will not share with the LMs what purpose this serves. (It is a proposal for negotiations to add Snoyl to the Land of the Seven Tribes.)

(The PCs will be gathered at the draft an hour later, where the LMs will pick teams.)

The LMs (from Calenbach) and the other PCs (from Flyers) have heard of the Festival to be held in Snoyl, down valley from the Monastery. It is supposed to last for two days following the solemn two-day religious ceremony of the Spring Equinox; supposedly the Festival is as riotous as the ceremony is serious. The PCs will be arriving two days early for the festival, right after the ceremony has begun (they can know this by asking GM for today's date on their travels), but after their chore is done they can look forward to relaxing during the Festival.

When the Game begins it is the morning of the two-day long Pre-Equinocital Ceremony. They have been on the trail for six days, relatively uneventful. They will leave the parking area and be traveling in character for a little ways through the woods before they meet their first encounter. The teams will be staggered so that they move through the line course one hour apart.

TIMELINE FOR GAME

<u>TIME</u>	<u>TEAM 1</u>	<u>TEAM 2</u>	<u>TEAM 3</u>	<u>TEAM 4</u>	<u>TEAM 5</u>	<u>TEAM 6</u>
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ALTERNATIVE TIMELINE FOR GAME

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ENCOUNTER 1 - SPY AND BEAR

Description:

The players will be going down a path when they come upon a man in a clearing being mauled by a bear. This is a Seta spy, a member of the Hidden Hand. He has just been unlucky enough to disturb this bear and it is clawing him to death. One of his legs is useless (at zero points) when the players arrive and he has taken over half of his hit points in damage. The bear is a bit cut up too, since this guy knows how to use a sword; it is mad with rage and pain and is trying to claw him without getting cut again.

The PCs can use the Ranger ability **Animal Tamer** to calm the Bear and get it off the spy; **Enthrall** and **Siren** will also work; **Earthcalming** will cause it to become completely peaceful; a druid can talk to the bear but talking will not be enough to calm it, spells or abilities are required for that. It wants to kill this man that has hurt it so, and will slash at anything that gets in the way just enough to get it/them out of the way. Once calmed it will wander off. It is not interested in the PCs and simply wants to be left alone - but this guy stumbled onto it and swung reflexively, and so the fight was on.

Once free of the bear the spy will faint from stress and loss of blood, and will be unconscious for 6 minutes before he comes to consciousness again. Any healer can tell that he is not dead or dying, just fainted. He is young-looking, and as it happens he is a Setan recruit who was lucky enough to survive the fighting in D'Oril. He has a mark on his left cheek, a tattoo, which is the mark of a certain group of fighters from the Empire - PCs who fought in D'Oril may have seen this mark on corpses there. He has no special possessions on him save a scroll stuck through his belt. Its seal has been broken and it is readable by the PCs.

It contains two sheets of paper; one is a terse series of notes on the strengths and weaknesses of the fortifications around Snoyl, written by this spy, and the other is a note from the spy's commander (Sindust, Lieutenant of Grannach) directing this man to spy out those fortifications. It also says the is to explore south for a look at the border between Snoyl and the Karkan's forest domain; purpose is to see if a viable invasion route of the Seven Tribes can be had through the Dutchy. Sindust signed her note with a lipstick kiss.

When the spy comes to (if they **Heal** him he will wake up ten seconds after the healing, if not he waits the full six minutes) he will be horrified to find himself in the hands of strangers obviously from the Seven Tribes. If they haven't taken the scroll he will try to escape with it; if they have it and haven't read it he will demand it back, hoping to bluff them out of it; if they have read it he will just struggle to get away (this means NPC will actually be using out-of-game knowledge gained by listening to PCs while unconscious; this is OK). In all cases, if he can he will get away, but his leg is still useless unless they **Healed** him fully (having gone unconscious he cannot use FTR's **Regenerate**). He must limp and will be easy to track. He will fight to get away if his sword is within reach, concentrating on the easiest path out of there. He will NOT get into a one-to-one fight with any PC unless they trap him against a tree, in which case he will fight to the death. Since he is weak already (less than 1/2 hit points unless they healed him any), he will doubtless die soon.

(GD note to NPC - be careful, you are weak from loss of blood and can only swing half the damage that you did while fighting the bear, and you must pant and be half-fainting if they haven't fully **Healed** you. Make it clear to them that you are terrified and mad with pain, and not in a bargaining mood; you will **Battlefever** but you cannot run with the bad leg; if they fixed your leg, do not battlefever, just run for it. Only if they use a spell on you, such as **Earthcalming** or **Enthrall** or **Siren**, will you set down your weapon. If they **Dropsy** you and then kick your weapon away - or if they took it while you were unconscious - all the fight will go out of you and you will drop to your knees and present your throat to them for a deathblow; even ask for it if they don't figure out what you are doing. You will not tell them what you are doing out here unless under the influence of a spell. Your best hope is for a clean death, and

if they hold a sword to your throat you will take ten seconds to work up your courage - silently count to ten - and then slit your own throat on their weapon. They must pump 12 pts of healing into your dying body to save you from this. Alternatively, they can let you die, then do **Speak with Dead** on your body, and you will tell them anything you know that they specifically ask for - one question at a time.)

What the spy knows:

The spy works for Sindust, a female lieutenant of Grannach, the Setan Master Assassin and spy. She sent him here on a mission determined in advance of the lost battle in D'Oril, but he did not leave on it until after the battle, so he knows that the war went bad. He does not know what his superiors plan to do with the information, or if he is the only one out here or not, or even where Grannach and Sindust are right now. He only knows that he was recruited to the Hidden Hand as a young man and trained in the north of the empire, then sent down here with many other half-green recruits like himself for the war. He wants to go home but despairs of ever doing so, and he hates this land and these strange people who do not worship Seta.

The PCs can kill him or turn him free; if they do **Animate Dead** on him an SK will play the role after the encounter, since he has to stay for the next team. If they turn him free he will get out of there as fast as possible, traveling at right angles to the path they are taking. He will promise anything to them in order to get away, but if it requires any traitorous behavior towards Seta or Grannach he will be lying, he has no intention of betraying his masters.

Coordinator:

NPCs: Berren, L-5 FTR, L/N, chain, L-sd, scroll, no MGC, **Battlefever** during Bear fight, (5/26/30), [3+3+0+1B], {2+0+1}.

Bear, animal, hide = 6 pt protection (N/T), (15/45/50), hit for 6 pts damage. Not intelligent.

Treasure: none but information.

Props: Bear costume, scroll with two papers (one notes on Snoyl's fortifications and on invasion routes, one orders from the Hidden Hand signed by Sindust under the authority of Grannach).

ENCOUNTER 2 - CREEK

Description:

The PCs will cross a creek on their way to Snoyl; this is the source of the River Withywindle, that runs further down through the Karkan Forest and out onto the plains of the land of the Seven Tribes. There is a sign with a danger symbol - skull and crossed bones - and the name of the stream in runes - a **Speakeasy** will translate it. The far side of the stream is the south boundary of the dutchy and there is a second sign proclaiming this fact - and on its back side it says welcome to The Land of the Seven Tribes, territory of the Karkan Tribe, which they have been cutting through on their way to the north. Both signs are dilapidated and clearly haven't been maintained in a long time.

The Withywindle induces sleep in those who get wet by it, the PCs will fall asleep by stages if they get splashed, or step into it; this will initially have the effect of a **Weakness** spell that lasts for as long as they are near (20 ft) the water (reduce damage done by 1/2). Any PC who falls in will immediately fall asleep, and be unable to pull themselves out. However, he/she will not drown for 5 minutes, and the water is slow-moving and shallow, so the PC can be hooked by a stick or rope from the shore and dragged out. When other PCs touch their wet clothes, those PCs will begin feeling very sleepy but can stay awake by struggling. This intended to be a role-playing opportunity and the GM should rate the teams accordingly on how well they symbolize what they are doing/experiencing.

There is only one ford, one place that they can cross this stream, elsewhere it is too deep and they will fall asleep (but if they insist, GM let them go elsewhere and try - if they are VERY clever let them have it). The ford consists of ten stepping stones set 2.5 feet apart in a zig-zagging pattern some 18 feet long (longer if you follow every bend of the pattern; 18 feet if you **Leap** straight). Sticking out of the water on either side of the last seven stones are rows of weedy plants - that come alive and grab the legs of any PC trying to cross beyond the third stone without their master's permission. Any PC so caught will be **Weaknessed** if they have not already been so, because they will get wet plants on them and so a little of the stream's effects. Only the first three stones are safe, unless the Sylph says 'release him/her/them' and thus stills the plants. The PCs cannot just dash across unless they are a Monk with **Leap** (and **Speed** would be helpful too).

On the far bank sits the new ruler of this place, a sylph, a magical creature, under a L-8 **Concealment** (equal to RGR ability). He will not move from his **Concealment** unless either attacked (arrows, etc) or one or more PCs are caught in the plants on the rocks. Then he will reveal himself, and demand his fee for letting them pass: a magic item. He can innately detect magic and wants any of it he can get, but he is not too bright; ANY magic item will please him, regardless of whether it is useful.

If they give him one willingly he will let them pass, if not he will bar their way with the water plants and vines by having them grab the first PC and hold him/her for ransom - a magic item, of course. He will also attack the party if they try to actively hurt the plants or attack him; the main goal of any of his attacks is to knock PCs into the stream and let them drown there. He will use **Flares** and **Clinging Vines, Plant Attacks, Animal Mind, Siren, Warp Wood** and **Insect Strikes**. He has a **Concentration** but he is only 6th level, they can overcome him without too much trouble.

Example: a well timed L-6 LI spell can immobilize him if cast from within range, say from a rock halfway across, cast one of the following: Clinging Vine, Siren, Animal Mind, Plant Attack, Mist, Haven, Simon's spell, Mute, Hold Being, Spook, Ray of Itching, Spell Fumble, (and anything else I forgot). Arrows work too, and can be fired from outside his range. However, he is immune to **Crashtime** and any sleep magic item.

They can get him to talk if they try in a friendly way; he likes to gossip and has been out of touch for a while. He recently moved down out of the area of the Dragonbourne River into the Fens, and then down this tributary to this place; this river is born in the marshes where the Dragonbourne River ends.

He has been here perhaps three months. This is his home pool and he guards it jealously, demanding a tribute from anyone crossing the stream. He is neutral, not evil, but he is adamant about getting his price for letting them cross his waters.

If he gets his magic item he will move away from the end of the stepping stones, out of range of the PCs if possible, and 'dive' into the 'pool' to withdraw into his 'Cave' to gloat over the item (they can hear his voice rising from the pond as he does this). He is of course immune to the effect of the stream on humans. He has a sizable hoard (about ten) of these items - they are all at the bottom of a deep pool, hopefully way out of reach of anything the PCs can do to get them - and there are shadowy guardians in the pool, just barely visible - freshwater sharks that do 10 pts damage with every bite. PCs cannot see the items, though a detect magic will reveal that they are there - and the Sylph, too. His cave is about eight feet out from the river bank and six feet down - just outside range of any 10-ft range spell that can pass through water.

He will not bother them further if he gets an item, but they can choose treachery to get it back. If they are clever they can succeed, if they are not he can get them with his spells again until they go away (or die). GM discretion on this, he is clever and on his own ground and will be difficult to outwit or overpower. The team could take a lot of damage here.

If they choose to fight rather than pay, he can be killed by enough arrows and spell power, but will flee before that (when he has taken enough arrows or spells to equal half his hit points or has lost use of one arm or one leg, or has used up his spell points, whichever comes first). No PC can get across the stepping stones to get at him directly unless the PC spends 10 seconds per stone cutting his way through the vines first - during which time the Sylph attacks him/her (70 seconds is a long time to be vulnerable). The stream vines are not LI, they are un sentient 'monsters'. A Druid of L-6 or more can persuade them to let go of one PC at a time, and once persuaded they will ignore everyone else, too. Otherwise they hang on mindlessly until cut to pieces, burned, **Dropsied**, or ordered to let go by the Sylph.

Coordinator: Mike Backes ?

NPCs: Simul the Sylph, L/N, L-6 DRU/MU, skin = 2 pt leather, obsidian short sword, +1 Ring of Protection, **Concentration**, **Rhinohide**, **Insect Bane**, **Redwood**, **Lightning Rod**, **Celandine (Plant Seek)**, immune to **Crashtime**, no gold, MGC, (6/24/30-28sp), [3+2+1+0], {2+2+1}.

Treasure: Possibly a +1 Ring of Protection, or none.

Props: Flat stones, string for river, green yarn for plants.

ENCOUNTER 3 - LITMUS SWAMP

Description:

Beyond the Sylph a brief rise of ground drops down again into a marsh; it extends for some way and is festooned with vines, some of which are acidic (red yarn - 3 pts damage) and some of which are alkaline (blue yarn - 3 pts damage) and some do nothing in particular (any other color). The trail is not well used since the sylph moved into the neighborhood, the vines are overgrowing the path. PCs can maneuver their way through without too much trouble or damage, but the route is long and will consume some time. This is an outlying arm of the Fens, the big marsh where the Dragonbourne River ends. The background radiates a low-level MAGIC all the time while they are in this swamp.

Magic weapons can cut the vines without damage to themselves. Mundane weapons with 1-pt **Bladesharps** will work for half the distance, then the bladesharp will wear off; a 2-pt **Bladesharp** will last all the way across, just barely. **Celtic Fist** will make the weapon magical and it will take no damage from the vines. Unprotected mundane weapons will be damaged by cutting the acid vines; after 20 vines the 2 or 3 pt weapon will be too blunted to cut anymore, and will be a 0 or 1-pt weapon until a Fighter does a +2 **Bladesharp** to bring it back to its normal status (where it will stay - but no other benefit is gained from that use of **Bladesharp**). The vines do 3 points of damage to a person who is unprotected by spells, and are armor-independent (if the team has a **Rev. Exhort** up, the vines do 4 pts - only one gets through). Spells and magic items do protect, as does **Duckback** (it is liquid sap that is doing damage), or any acid/alkaline resisting ability. Team can send a Druid with **Duckback** in first to move vines aside, for example, and then follow through cleared space with no ill effect (and no loss of armor spells). GM discretion.

The swamp goes on and the team can get out of it, to meet the man in the next encounter.

Coordinator: Game Aide 1.

NPCs: None.

Treasure: None.

Props: Red, Blue, and other colors of Yarn.

ENCOUNTER 4 - MAN HUNTING DUCKS

Description:

The PCs come to the far edge of the swamp; they will leave the acid vines behind about 100 feet before they meet a man hunting ducks with a bow and arrow. He is paying too close attention to what he is doing - he doesn't realize they are approaching (from behind). Then he fires and hits a duck, which flies toward the PCs and drops dead at their feet. Now he is paying too little attention - he steps off his secure rock and into a muddy place and is promptly sinking in the mud. He calls to them for help, begging them to pull him out of the quicksand. They can throw him a rope and two people working together can drag him out - or they can let him sink.

NOTE: If a PC is late arriving for the game, the PC can be put in the marsh and the man is fruitlessly trying to rescue him.

Team can rescue and recruit the PC, talk to the man, then go on.

Man is but a local hunter and knows little; he is of mixed Karkan and Snoyl descent, like many of the people in this poorly-defined border area. He is starved for information, and will ask them if the rumors of war in the north 'across the river Etel' are true. He does not know that the elves of D'Oril (a name he has heard but knows nothing about) have last year fought a tremendous battle. He will be glad to learn anything they can tell him, though it will seem very strange to him.

The hunter is undamaged, just dirty from the mud. He will talk to the PCs for a while then take his duck and head home, bidding them farewell and godspeed. He knows nothing useful, except that this path eventually leads to Snoyl. He has been to 'The City' only twice in his life, and doesn't know much about it. If they tell him about the Setan spy he will be frightened but express lots of confidence in Duke Poul and his son Gareth; the Rujeeerio family has served the land well for three generations now. The hunter is a supporter of them, and genuinely believes what he says about them.

Coordinator:

NPCs: Johnny Beguid, L-2 RGR, N/G, leather, bow, dagger, no gold, no MGC, (3/10/14-6rp), [1+1+0+0], {1+0+0}.

Treasure: none.

Props: string Marsh, rubber duck with arrow in it, bow.

ENCOUNTER #5 - TEASER & THE NOMADS

Description:

After leaving the duck hunter, the PCs will travel on down the trail for a distance, then they will enter a clearing where they find an old nemesis - Teaser the Demon. He is standing in the middle, playing with something with his sword, and at first does not appear to see them. They can attack him with distance magic and arrows, but it will do little good, save that it will get his attention. He will hit any archer who is in range with an **Autocast 9-pt Lightning Bolt** after that archer hits him with an arrow. He will invite them over to see what he has caught - it is an animal (stuffed toy prop), cruelly cut up and bleeding to death (any DRU may heal it at no cost). Teaser is torturing it, but he has bored of the game and welcomes some new toys.

The PCs may attack him immediately, or talk with him; he will cheerfully talk with them, and if they attack will go directly to the **Fireball** that happens latter in this encounter. He will **Autocast** all his spells in this game whenever necessary, and will have **Concentration** up most of the time.

Assuming the PCs choose to talk, they can ask him a host of questions. He will answer only the first few, while giving them time to gather around him. The NPC will use his judgement about when to cut off the conversation and go to the **Fireball**. The **Autocast Fireball** will work even if someone gets a backstab in on him or some other fast form of damage - and they must take the knockdown, the GD is not allowing any magic items in the game that would immunize a PC to knockdowns.

If the PCs bring up Golchim, Teaser will tell them that the wizard is still alive and is not far away - and has some plans for them, or at least for the gold that they carry, heh heh. Teaser knows all about it. And Teaser has some personal plans for them as well, heh heh heh. Enough said for now.

By questioning they can learn that Golchim caught an illness after having his arm blown off in the battle near Dragonwatch Monastery; he is wasting away and is near to dying, and Teaser is sure he will get the MU's soul. He cautions the PCs not to come between him and that prize. He also allows them to surround him if they wish, but will remain alert for an attack from behind - and will go directly to the **Autocast Fireball** if one comes.

Otherwise he is just spying around as usual, as Golchim has sent him out to do. Teaser found this creature and is hurting it for fun, waiting while a more interesting game begins - such as this one! **Autocast Fireball** centered on himself, all PCs within 5 feet radius take 15 pts damage and a knockdown (he does not - he is immune to Fireballs).

This is the signal for a raiding party of the Western Nomads, ragged and waiting in ambush as they so like to do, who will now try to jump them. For pragmatic reasons of safety, they will be 'hidden' behind and under trees, with yellow flags to show they are concealed at level 9. This particular band has been running from the Duke's garrison forces and went into the settled lands to throw pursuit off their trail. Teaser found them and frightened them into taking part in his trap. They are hungry and relatively desperate, but will flee rather than die; they mostly want food, gold, and weapons, and will steal any of the above that they can get (if a PC's weapon gets taken, actual weapon will be returned to the SK). The MU will **Dropsy** weapon-bearing PCs and **Deadeye** PC spellcasters, and **Electrify** every chance he gets; the FTRs will **Battlefever** and the RGR will **Hone Arrow** on three arrows, all of which will hit and two of which will crit (his 4th and 5th shots).

Teaser will prance around, brandishing his sword and hitting on the occasional PC, then skipping away (**Speed** if necessary). The battle should be intense but short, with the living nomads fleeing as soon as they realize how badly they are outgunned. Teaser will also run away, on ahead down the trail. He will definitely get away, using **MNK Speed**, but the Nomads can be caught.

(Note to GMs - if a PC uses his own **MNK Speed** to catch up to Teaser, send them both far down the trail with an SK. The PC cannot catch Teaser or attack him while in **Speed**, but can stay even with him. When Teaser comes out of **Speed** and the PC catches up, they can duel for a while before

Teaser **Brands** him/her for 4 pts and then drops the PC monk with a L-10 **Autocast Crashtime**. Teaser will put the **T**-mark on the PC's forehead, then **Speed** away again. If two or more PCs are able to **Speed** after him, he will try to drop both with the Crashtime; if that doesn't work, he will get at least one and go for the other with a **Dropsy** followed by an attack on the PC's legs, to leave him/her incapacitated. Then Teaser will **Speed** off.)

The Nomads do not want to fight to the death. They will surrendur if badly wounded (lost use of any limb) and unable to escape (escape is preferable - but Vitriol, with the scroll, will be captured, even if he has to feign injury). If captured they will talk rather than die, but they know little of interest - save that their King's sister, Magnaste, lived through the battles at Dragonwatch and is now at large out there, with most of their remaining army, about nine dozen men. She does not serve Golchim, but regards him instead as a traitor, an enemy who used her people and then deserted them in their hour of need. These guys served Teaser only because they were afraid of him, not out of any loyalty to Golchim, who they hate.

If any soldier got away with a PC's weapon, a PC RGR can track him/her up the trail toward the second encounter, where the tracks will always stay ahead of the PC until much later in the game, when they can get their weapon back. They can take a weapon from a captured or fallen Nomad to use until then (SK give them their own weapon back with a white string tied around it to symbolize it is not their 'own' weapon).

Coordinator: Joel Slaten

NPCs: Teaser the Demon, L-9 MNK/MU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane weapons, **Missile Defense**, **Concentration**, Killing and Movement Specialties, (18/58/66 - 100sp/mp) [3+2+0+5] {0+0+0}.

Vitriol, N/E, L-4 CLR, chain, s-sd, 10 gp, **Bladesharp**, **Rev. Enhance**, Scroll of 12pt **Heal**, MGC, (4/20/24-20sp) [1+2+0+1] {2+0+1}.

Argul, C/E, L-5 FTR, chain, l-sd, 10 gp, **Bladesharp**, **Rev. Enhance**, MGC, (5/26/30) [3+3+0+1] {2+0+2}.

Tullik, C/E, L-5 FTR, chain, l-sd, 10 gp, **Bladesharp**, **Rev. Enhance**, MGC, (5/26/30) [3+3+0+1] {2+0+2}.

Keroon, L/E, L-4 KNT, chain, l-sd, 10 gp, +1 **Damage**, +1 vs **LI**, **Rev. Enhance**, MGC, (4/20/24-10cp) [2+3+0+1] {2+0+1}.

Breach, N/E, L-4 RGR, chain, l-sd, bow, 10 gp, **Hone Arrow**, **Strongarm**, **Rev. Enhance**, MGC, (4/20/24-10rp) [2+3+0+1] {2+0+1}.

Spite, N/E, L-3 MU, no armor, staff, 10 gp, **Electrify**, **2pt Defense**, MGC, (3/12/14-12sp) [1+2+0+E] {0+0+2}.

Grapp, N/E, L-3 MU, no armor, s-sd, 10 gp, **Electrify**, **2pt Defense**, MGC, (3/12/14-12sp) [1+2+0+E] {0+0+2}.

Note: for lower-level teams the two FTRs and the KNT will be 3rd level, for higher-levels the MUs will be 4th and the CLR 5th - and they can do **Lightning Bolt** and **Wrath**.

Gold & Magic: 70 gp and Scroll of 12 pt **Heal**.

Props: scroll, 7 yellow flags with '9' on them, white flags for fled nomads returnnmg stolen weapons to SK, white strings.

ENCOUNTER #6 - BURNT FARM & TEASER

Description:

Traveling on from there, the team finds a burned, looted farmhouse. There are three dead people in the ruins (black plastic bodies) and two living girls. They had been abused by the nomads after the looting, then left to die; one is unconscious and has a severed leg that must be reattached to save her.

Teaser is also here, having run on ahead of the PCs. He is grinning and very, very pleased with himself - he has the unconscious girl at sword-point and is about to cut her throat. He taunts the team and tells them if they come closer he will kill her and take her soul - she was evil in life and now she is his (he is lying). The other girl will shout that it isn't true, and beg the PCs to save her sister. Teaser will offer to bargain for her life - and ask for the gold they carry (Note: if he actually gets them to give it to him he will immediately **Speed** away with it!). If and when it seems the PCs have worked out a deal of any sort, he will then betray it and cut her throat anyway. They may engage him in conversation while negotiating, and may learn anything they didn't get in the previous encounter; but if they take longer than 5 minutes or try to outflank him with distractions, he will just cut her throat and **Speed** away.

He is following the Nomads who are no longer Golchim's allies but who cause lots of fun suffering. Teaser has also heard the rumors of the Gold donation and Golchim sent him out to intercept the PCs, and get the Gold if he has a chance. But Teaser saw the chance to have some fun with these helpless girls first, and does not want his fun with the team to be over too soon. If they ask about Natalia the Necromancer he will laugh and say "Oh her, she thinks she is mighty - but she'll learn soon enough that her new toy has teeth!". Then he will say no more. He loves to verbally torment the PCs a little - and promises them that he will meet them again before the week is out. If they attack him he **Speeds** away, laughing his Teaser laugh, after throatslitting the unconscious girl.

The team can save her by administering 12 pts of healing in 60 seconds. The conscious sister has one severed leg and one useless one - she needs a lot of healing, too. She will ask them to take her and her sister to a some place where there are people. Assuming the team helps them, they will walk with them to the next encounter, then come back for the following team. Teaser will circle around (white flag if necessary) back to Encounter 1 for the next team.

If they are tracking a weapons thief, the tracks go on by and continue ahead.

Coordinator: Joel Slaten

NPCs: Teaser the Demon, L-9 MNK/MU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane weapons, **Missile Defense**, **Concentration**, Killing and Movement Specialties, (18/58/66 - 100sp/mp) [3+2+0+5] {0+0+0}.

Mary, N/G, L-2 Farmgirl, no armor, no weapon, no gold, no MGC, (3/12/14).

Ellen, N/G, L-2 Farmgirl, no armor, no weapon, no gold, no MGC, (3/12/14).

Gold & Magic: none.

Props: Teaser Costume (provided by Joel Slaten), black plastic for burnt house and bodies, Teaser's Sword.

ENCOUNTER 7 - GRANDPA CARTER AND CHILDREN

Description:

The path goes on a ways and joins a road. Traveling down it leads to a turn-off for some small village, and the other fork goes toward Snoyl. It is obvious that most of the traffic lately has been going to Snoyl; a Ranger can tell that at least sixteen wagons of various sizes and thirty different horses have been down this road in the past day, plus a large number of people on foot, most wearing coarse peasant shoes and sandals. At present the road is empty, save for one wagon up near the top of the hill. It is not moving.

As the PCs approach it they can see an old man (optional: and two kids, possibly a woman too) sitting in the shade beside it. There are harnesses for 2 horses but only one is there. One wheel is off and leaning against the frame; the rim of the wheel is obviously broken.

The old man will greet them and ask if they are going to Snoyl for the Festival. He is friendly (and the kids are cute) and introduces himself as Carter; if kids, they call him Grandfather, and if a woman is there she calls him Father Carter (she is daughter-in-law). The two girls will know them, and the Carters will be glad to take them in. The woman will immediately begin caring for the girls while the PCs tell the man what happened.

When the news has been exchanged, Carter will explain that he and his son/daughter/-grandkids are going to the Festival but their wagon broke down; his son rode off on one of the horses to the village to the east to see if he can find a blacksmith or a mage. If he can get the wheel mended they will make it to Snoyl before sunset, but the chances are bad with Festival this close; everyone will be in the temples praying. The wounded girls would be better off riding in the wagon than walking, and safer too, since the road is patrolled regularly and the nomads have not yet dared to use it. Could the PCs help?

There are several ways to fix the broken rim. The easiest is for a MU to do a **Mend** spell on it. Another is for a Fighter to use his L-4 **Repair Chainmail** ability on it (the rim is, after all, just like a big ring in a suit of chainmail). Anything else clever that the PCs come up with is also fine. Then it will need to be put on the Wagon again, so a Knight can use **Strength II** or **III** to lift and hold the wagon bed while the others put the wheel on it. Then the wagon is ready to go, with one horse.

During this, the woman and kids (if any) will offer to share food with the PCs, or drink; they have plenty, having brought a lot of produce to share at the festival. Once the wagon is repaired the old man will thank them profusely and load up the girls, the woman and kids, then lead the remaining 'horse' and the wagon off to the east toward the town to find his son and the other horse. (The two girls will circle back to their earlier encounter to meet the next team.) The PCs should continue North.

Alternatively, the PCs can also promise to send help when they find it, but not help themselves. The old man will be disappointed but gracious about it.

The people are locals, from south of the city, and have been lucky enough to stay out of the fighting with the Nomads. The old man, Grandfather Carter, has lost another son, the younger one, to the Nomads in the fighting; he was a soldier in the Duke's army. He was killed five months ago during a battle in the mountains. The family all wishes the battles could be ended somehow, so many have died. They do not hate the Nomads, but they fear them.

Coordinator: Phil Walker ?

NPCs: Grandfather Carter, L-2 MNK, L/G, no armor, no weapon, no gold, no magic, (3/10/14-6mp).

Jeanvieve Carter, L-1 DRU, L/G, no armor, no weapon, no gold, no magic, (3/8/12-2sp).

Kids are mundane.

Treasure: None; these people have only some pretty junk jewelry (their finest possessions) worth maybe 25 gp for the lot; not likely to be taken by the PCs. The wagon is old and junky and loaded only with personal possessions and some baskets of food.

Props: truck for wagon, big cardboard wheel, plastic or aluminum hoop for rim (broken but can be put back together with insert or tape), baskets of stuff, awning cloth & poles to pitch it on, cardboard 'horse' and 2 sets of harness in front.

ENCOUNTER #8 - DUKE RUJEERIO

Description:

The PCs will arrive a day early for the festival (they know this), it is the morning of the Pre-Equinocital Ceremony and everything in town is closed; but the gates to the city are open. Two guards at the gates ask perfunctory questions and note down the names of the PCs before admitting them to the city; they are dismayed to learn that another farm (the third one this week) has been hit. They are unhappy but not surprised to learn about Teaser being around, he has been reported in the area several times lately, almost as if he were looking for something or someone. If they report the Setan spy, the guards will look alarmed and make comments about 'Don't we have enough trouble without the war in D'Oril spilling over here too!?'

Once assured that the PCs are not Nomads the guards are friendly, expecting a flood of visitors in the next day and looking forward to the Festival themselves. If the PCs reveal what their mission is and why they are here (delivering the gold), the guards are respectful and start addressing them as 'sir' and 'ma'm', and one of them asks for the honor of escorting them to the Duke (presumably the PCs will grant this). He takes them into the city square (actually a circle). The whole city is represented by a circle of flats, tarps and painted canvas with three door flats and the big gate flat from Waterdragon.

Probable site: the chuckwagon at Heil Valley Ranch.

The bulk of the populace is in the temples observing the ceremony (tape of Gregorian chants playing behind wall symbolizes this). The Duke is in the public square with his wife, two servants, his Treasurer, and four soldiers, awaiting the proper moment for his entrance into the temple for his part of the ceremony. He has about half an hour yet and so is loafing the time away. He and his wife will welcome the PCs with interest, inquire politely about their names, ask if they have seen their son Gareth (no they haven't), and handle the various things the PCs may do as follows.

The **GOLD**: The Duke will graciously and gladly thank them for making it this far, and ask them to continue their brave journey to Dragonwatch. He will offer healing (from Servant Gregor, and a little from himself for the LM), and some replenishment (guards will give each PC a sack with buttered bread and a container of juice - ie, food and drink), but no magic items. They have not proved themselves sufficiently worthy yet.

If they tell him **Calenbach** asked them to place themselves at his disposal, the Duke will beam and tell them that the best thing they can do for him right now is to see the gold safely through to Dragonwatch. After that they are welcome to take a day of rest, even participate in the festival at his expense (meaning more food and drink - not cash, which is in somewhat short supply).

The **Letter**: If the PCs who have the letter from Calenbach give it to the Dutchess she will be delighted to get news from her brother, but won't be so crass as to read it right now. She will put it into her pocket for later perusal.

The **Setan Spy**: Both Duke and Dutchess will be alarmed, and echo the guard's sentiment; they don't need any more trouble right now, what with the nomads raiding the countryside and all. The Duke will mutter darkly about it being past time for the Heorold Tribe to do some serious thinking about Snoyl, he can't be their northern bulwark forever 'if I don't get a lot more help up here!'" Samantha pats his arm soothingly and says 'You know my brother is trying, we just have to be patient a little longer.' He apologises to her and they kiss - they are obviously still very much in love even after all these years.

The **Sylph**: They learned about this thing just yesterday and have ordered the trail closed until it can be re-routed around the beast's lair; the notices should be posted as soon as the Festival is over. They are sorry the PCs had to tangle with it. They hope it will go away if nobody comes by that route for a while, and if that doesn't work they may have to send someone to kill it - not a chore they look forward to.

Teaser: They have heard about him, know he is in the neighborhood, and wish they could find some way to defeat him. They have heard a report that mundane weapons affect him, but there doesn't seem to be much help in that.

Other than this they will generally make small talk. They are clearly looking forward to tomorrow's Festival. They have anticipated the team's arrival due to communications the Duchess has received from her brother, Calenbach. The duke is impatiently waiting on the return of their son Gareth with one contingent of the army. They are both just a little worried that Gareth is not back already. The Duke commands a guard to blow a horn (signal for the next encounter to get ready), and announces to the nearly empty square that he commands that the PCs be treated with all courtesy and he makes them honorary citizens of the city for the Festival.

Coordinator: Brian & Melissa Morman

NPCs: Poul Rujeerio, Duke of Snoyl, L/N, L-9 KNT, ceremonial robes, 1-sd, no armor, no gold, no MGC, (8/34/40-36cp) [4+0+0+0] {0+0+0}.

Samantha, Dutchess, L/G, L-6 MU, gown, no armor, no weapon, no spells, no gold, no MGC, (6/18/20-40sp) [1+0+0+0] {0+0+0}.

Gregor, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Violet, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Burger, Treasurer, L/G, L-7 THF, no weapon, no armor, no gold, no MGC, (7/26/32-x5) [3+2+0+0] {0+0+0}.

Artemus, Guard, L/N, L-5 FTR, plate, 1-sd, 20 gp, **Blade- sharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Bart, Guard, L/N, L-5 FTR, plate, 1-sd, 20 gp, **Bladesharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Martin, Soldier, L/G, L-6 KNT, plate, +2 L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Karl, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Simon, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Quentin, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Gold & Magic: 40 gp on the two guards - not likely to be available to the PCs.

Props: Flats & painted canvas & tarps for city, tape recorder playing Gregorian chants, 1 sack per PC of breadrolls and a cardboard or plastic juice container (4teams x 7pcs x 2 days = 56 sacks).

ENCOUNTER #9 - NATALIA & TORMENTOR

Description:

Five minutes after the PCs arrive or thirty seconds after Duke Rujeerio has the horn blown, whichever is later, there will be a great puff of cloud outside the open gate (smoke pots and flashpaper) and Natalia the Necromancer will come strolling in, with Tormentor the Demon prancing by her side and one of her undead in tow. If any of the PCs were on Team 3 in the 1988 Waterdragon game, she recognizes and greets them - and **Autocasts** a L-9 **Haven** on herself. (Can't be too careful!) Once she has the yellow flag in hand she will be much calmer.

Tormentor will prance around, enjoying the PCs discomfort at meeting her. If any knight does **Detect Demon** it will be positive. If any PC asks her if she knows a Demon named Teaser, she will chortle and say 'He's my Brother'. She will introduce herself to anyone who asks her name and offer to shake hands with them - and if they take it she will say '**Electrify** three points' before skipping away, laughing. Natalia will tell her to put the joy buzzer away, they are here on a peaceful mission. If any PC threatens Tormentor she will run to the shelter of Natalia's **Haven** and cry for help, and Natalia will scold her and the PC too.

Throughout this encounter, Tormentor and Natalia will occasionally giggle conspiratorily at each other, enjoying every one's reaction to them.

Natalia then explains exactly why she is here. She is smiling and friendly, and has a teeny--weeny favor to ask the Duke. She wants about fifty pounds of Nightshade. She will be very non-specific about what she wants it for, only mentioning a 'little project a good friend told me about. I've just been dying to undertake it' (smile at the pun). She will not identify the 'friend' (it is Golchim the MU). Natalia has been **Enthralled** at level 11 by him; a PC CLR can cast a **Skry Charm** to find this out, and Natalia will let them (information spell, the **Haven** should not be disturbed by it) - she reacts on the surface as if it is humorous, but inside her unconscious knows she has been trapped and hopes someone can free her of it.

If asked point-blank whether she is trying to resurrect someone, she will innocently say "Why should I want to put a soul back into a body so conveniently emptied of it? What a waste that would be!" (note to SC and GM - this is in fact absolutely true, as later events will show). She will tease the PCs slightly before seeming to lose interest and returning her attention to the Duke.

Tormentor will spend the whole time prancing around among the PCs, inspecting them and verbally baiting them. Periodically she will return to Natalia's side, crouching down like some dog to be petted and generally making a slavish and almost-satirical display of devotion to her, calling the Necromancer 'Mistress' and so forth. By the time they leave the PCs should start to wonder who was really in charge.

The Duke is obviously uncomfortable in her presence with so few of his guard around. His wife is alarmed and will make no secret of it; she does not like Natalia at all. Natalia seems to find this humorous. The guards and servants will be very uneasy and will shrink away from her if she comes within six feet of them. The two servants will protect their dutchess with their own bodies, and the guards will look alert and ready to die but terrified - and though their hands are on their swords they will NOT draw them. They know she can blow them away.

Rujeerio will caution any PC who attempts to interfere, and remind Natalia that she is in his domain at the moment. He treats her very politely and formally. She responds in kind, while seeming totally unintimidated. The Duke points out that it is a holy day and all the shops are closed. She responds that the town herbalist, Grizzard, is not a member of the local faith, but a godless Druid. If the Duke asks, he will doubtless agree to open his shop and produce some. The Duke ruefully acknowledges this and, rather than argue with her, he sends a soldier to the shop, conveniently located a yard or two away (through door flat with sign). While this is done Natalia flirts with the players, baiting them slightly while she and Tormentor occupy their attention. The Duke and Dutchess do not look pleased.

Grizzard is there and is sufficiently intimidated by the Necromancer's presence to produce the Nightshade, his entire stock, which Natalia orders the Undead to carry. She thanks Grizzard and pays him with a single huge gold piece (about 25,000 gp worth). Grizzard is so amazed by this he immediately runs off to hide it safely (he will not be found by the PCs again). Natalia then bids goodbye to the Duke and the PCs, and leaves. Outside the gate there is another puff of cloud and she is gone - leaving faintly mocking laughter behind her (Tormentor's laughter - she teleported her back, as she brought her to town earlier).

The Duke is clearly disturbed by the Necromancer's visit, and questions the PCs as to what they may know about her. Anything that they know he knows too, and he is willing to share a small bit of new information with them about where she lives (the Dread Battlefield, also known as the Circle of Skulls - see below). He explains their neighboring relationship and the uneasy truce that has long prevailed between them, partly due to the Dragonwatch Monastery upstream from her castle. She has scrupulously observed their treaty governing passage on the road through her demesne, but people who wander very far off of it have a tendency to disappear. Sometimes they come back, with parts of their memories missing, and sometimes they don't.

The Duke urges the PCs to be very cautious when passing her section of the road, and tells them 'Do not, under any circumstances, step off the road inside her domain!'. He advises them that they should start immediately, to give her as little time as possible to prepare for their coming - if they get through the Circle of Skulls without seeing her at all it would be best. He had thought to send some of his troops with them when Gareth returns, to provide extra security for the gold, but maybe a lighter force moving faster is better. Just remember, stay on this side of the river, the Nomads are on the north side. Then he sends them away, wishing the team Godspeed. He still won't send any magic items with them - because he has none accessible.

Coordinator: Cass Marshall?

NPCs: Poul Rujeerio, Duke of Snoyl, L/N, L-9 KNT, ceremonial robes, +2 L-sd, no armor, no gold, MGC, (8/34/40-36cp) [4+3+2+1] {0+0+0}.

Necromancer Natalia, L-9 CLR/MU, L/E, Robes of +1 Protection, staff, 25,000 gp (one big piece), **5pt Defense, Wrath, Concentration, Electrify, Strongarm**, MGC, (8/34/40-43sp) [1+2+0+1] {0+1+D}.

Skeleton Undead, L/E, L-5 FTR, rusty chain = leather, rusty l-sd = s-sd, no gold, no MGC, (5/20/20) [2+2+0+0] {1+0+0}.

Grizzard, Herbalist, N/N, L-7 DRU, leather, no weapon, no gold, **Rhinohide**, MGC, (7/26/32-x5) [3+0+0+0] {1+0+2}.

Samantha, Dutchess, L/G, L-6 MU, gown, no armor, no weapon, no spells, no gold, no MGC, (6/18/20-40sp) [1+0+0+0] {0+0+0}.

Gregor, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Violet, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Burger, Treasurer, L/G, L-7 THF, no weapon, no armor, no gold, no MGC, (7/26/32-x5) [3+2+0+0] {0+0+0}.

Artemus, Guard, L/N, L-5 FTR, plate, l-sd, 20 gp, **Blade- sharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Bart, Guard, L/N, L-5 FTR, plate, l-sd, 20 gp, **Bladesharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Martin, Soldier, L/G, L-6 KNT, plate, +2 L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Karl, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1]
{3+0+0}.

Simon, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1]
{3+0+0}.

Quentin, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp)
[3+3+2+1] {3+0+0}.

Gold & Magic: 25,000 gp from Natalia to Grizzard and 40 gp on gate guards; unlikely PCs can get any of it.

Props: Large Gold Piece - palm sized or better. Big bundle of dried herbs wrapped in paper or cloth (must be durable - will get handled a lot), smoke pots & flash paper (Kurt Hopkins & Mark Sutherland ?), Tape of Tormentor's laugh and player for it, same city set-up as in Enc. 1.

ENCOUNTER #10 - BLOODY PATH

Description:

The PCs depart Snoyl and head up the road that leads towards Dragonwatch and also Natalia's demesne. If they wish/if it has happened, they can continue to track the weapons thief - they will pick up his/her tracks just past the City, where he/she detoured around it. They will travel some way further, until they come to a small roadside shrine.

It has been defaced and there are two dead Nomads there, evidently surprised by someone in the act of looting the place (if anyone does **Speak With Dead** with them they know only what the people from Encounter 1 knew). (One of them is the weapons thief - they can reclaim any missing weapons at this point.) A trail of fresh blood leads away; two people went this way. After about ten paces it gets so faint that only a ranger can follow it. It leads to a clearing in the woods only a short way ahead where two men are battling. Both are seriously injured, one is down with an almost-severed leg. There will also be a Nomad archer, who is just drawing a bead on the knight; his first arrow will miss, and then he will see the PCs coming and fire at them, hitting both times for 7 points. He cannot target limbs. If the players get close he will run away, or try to, shouting to his companion to leave too.

The down man has the Duke's colors on and is a Knight of the Ducal army; he surprised the three Nomads desecrating the shrine and robbing it of its Equinocial Festival offerings. He was enraged enough to attack, though he was outnumbered, and killed two of them by luck. But this third is bigger and tougher than he is, and the archer came out of the forest to aid his Nomad companion, so now the knight is in trouble. When he sees the PCs coming he shouts for help, and (if the archer hasn't yet warned him) the Nomad whirls, sees them, and bolts for it. Since one of his legs is also useless, he cannot run any faster than a leisurely walk; they can capture him easily. The archer will be harder to catch, as he is uninjured when the PCs arrive and will run at full speed. The young knight will shout to the team to 'take him alive - don't kill him!', meaning the nomad swordsman.

The PCs can split up here - the archer will try to escape for real, and there is a low probability the PCs will get him. If they do, he behaves as does the swordsman, but defers to him - the swordsman is the senior of them.

The swordsman Nomad will flee through the woods and meadows, seemingly trying to get away, but as he is injured and not very fast, they can definitely catch up to him. He will come to bay against a tree or rock when they are close and swear to take one or more of them with him into death - and then wait against the tree for their attack. If they kill him with distance magic he will die quickly - he has only one point in his left arm, 2 in his right leg, 2 in the torso and 3 in his right arm. He will curse them, curse the traitor wizard who brought his people to this land, and vow to die rather than be taken; but he is also scared and his voice should show it, this is bravado talking, not his heart. If the PCs precipitate a fight he will stand in one place. They can fight until he is either killed, disarmed, or immobilized by magic, but he will not run any further. If they do not attack he will talk to them a little, but he is still nerving himself up for a battle to the death (Norse-type mythos, death in battle is the only honorable way to go). However, he does not want to die, he just talks like it - and given any good reason not to die, he will take it, if he can convince himself there is no loss of honor - or if the PCs can convince him. Any good or even reasonable argument will do.

As with the dead ones, there is a limited number of things they can learn from him; he does not know where the other elements of the Nomad army are, as he became separated two days ago and has been wandering with one of the other two men. (If a weapon was stolen, the two nomads met the weapons thief accidentally at this shrine and were admiring the weapons he had when Gareth attacked them.) He hasn't seen any of his people lately (save Jonas, who happens to have been the weapons thief, and who was to report to Magnaste; Jonas knew where to find her, but was killed by Gareth before he could tell the other two).

He will talk freely about somethings. He knows only that his unit was to meet men of the Clan on the hill beyond the riverside village before sundown tonight with whatever food they could plunder. Now that there has been another battle, he knows not where to go. He worships Magnaste - she is the caring leader that her brother, the old King Granaste, never was. She is trying to get them out of this terrible new land the wizard tricked them into, but there are soldiers on every side. He himself wants only a place where he can settle down with his wife and small son, and use his weapons only for hunting game. But he will not desert Magnaste and the other Nomads.

IMPORTANT NOTE: This NPC needs to communicate to the PCs that the nomads have a nobility of spirit about them; they are not just thugs. He is scared and hurt but brave, too, and honorable.

The Knight (Gareth) will offer this guy an amnesty; he will let him go if he carries word to his leader that the Duke wishes to negotiate with her to see if a peace is possible. The nomad is suspicious (the PCs may be also) and asks why he or his leader should believe what some knight says - and the knight reveals to the nomad that he is Gareth, son of the Duke and heir to the throne. And Gareth will swear by his own blood and bind himself by any gods the nomad chooses.

The nomad knows just enough to be shaken; he now believes that this guy means it. He will pledge to carry the word if they agree they won't kill him or try to follow him back to his folk. The team must agree to this or persuade him to surrender within the first 5 minutes of talking after Gareth offers it, or the nomad will despair of any hope and cry out that they are all liars and mean only to search out his people to kill them. He says he will die before that, and then he will immediately sacrifice himself by a suicidal charge on the nearest armed PC (if he has been disarmed, he will throw himself on someone's sword and die of the impalement). If this happens Gareth will be sad, another chance for peace has been lost.

If the PCs capture the nomad by magic or force and offer this deal, he will accept, but wants his sword back before he goes; he cannot return to his people without a sword, he would be disgraced worse than dead. He will not go without a sword.

Once he has that he will go, with some confusion - the notion that there might be some hope for his people is so shocking that he doesn't know what to do with it. He will do **Woodland Concealment** as soon as he is away in the woods.

The injured Knight is Gareth, the Duke's son. Right now he is being a courier, returning to the city with word for his father from a battle off to the north. The forces of Duke Rujeerio under the command of Gareth and his uncle (father's brother-in-law) Count Brand fought a Nomad band this morning and the woman who has been identified as their new leader was with them (Magnaste)! There is a price on her head of 1,000 gp being offered by the Merchant's Association in Snoyl, so Brand tried very hard to trap her. But she managed her forces brilliantly and got away, despite many wounded. What a battle leader she is - Gareth admires her enormously and wishes she were not an enemy, the Duke's army could use a tactician like that. It will be a waste if they have to kill her. The army lost her and her men in heavy forest. Uncle Brand, brother-in-law to the Duke, is so furious he would not listen to Gareth's arguments, so the young knight committed the care of both their battered forces to him and headed back to Snoyl to see his father about it. Brand is now patrolling widely in hopes of catching up to the nomad rearguard, which Gareth doubts he will successfully do.

Gareth thanks the PCs for helping him. He says he must get back to the city for - but he cannot talk about that. (It is the gold for Dragonwatch, and his expected duty to help guard it - if the PCs tell him they are the couriers he will then talk a little about it). Anyway, he must get back to the city to carry word to the Duke about the defeat, and his proposal to end this mad state of affairs by recruiting Magnaste to the Duke's side, and bringing peace to the land. He is sure he can convince his father of the wisdom of this, and then the Duke can overrule the Merchant's Association (and Uncle Brand) and rescind the reward.

Gareth will use the last of his courage points to heal himself up to walking ability, but is still down 2 pts in each limb. He will gladly accept healing from the team, then go on towards Snoyl after

seeing to it that the temple offerings are put back. If any PCs have taken them he will demand that they replace the offerings before he leaves. The PCs can still choose to steal the offerings again when they leave, of course. If the PCs propose the peace idea before he speaks of it (that the duke try to recruit Magnaste and her men for his army, offering peace and a place to settle down on his lands), the knight will brighten and praise them for having more vision than his uncle Brand, the Duke's battle commander.

He will not accompany the PCs onward, but will set off for town to fulfill his duty as a courier. But he will wish them godspeed and say he hopes he will meet them again before this is all over (he will). If they ask about the road he will tell them that all the upper bridges have been burned or broken, and his father has fortified the last one near Snoyl, on the side turn off just a few hundred yards ahead. The guard there will not allow them across the river, and they would be unable to come back across it up at dragonwatch anyway unless they crossed the Giant's Wall, which is dangerous (too much wild magic in it). They must stay on this side of the river to avoid the Nomads, who have been successfully confined to the North bank for a month now but still send raiders across in the lowlands, where presumably they can swim the river. There have been no attacks on the Dragonwatch road since the bridges were burned, so they should be safe from Nomads there, at least.

Coordinator: Dave Gilbreth

NPCs: Gareth Rujeerio, L-5 KNT, L/G, Plate, +1 L-sd, no gold, MGC, (5/22/26-12cp), [2+3+1+1], {3+0+0}.

Kyvan, L-7 RGR, L/N, Chain, L-sd, no gold, no MGC, (7/26/32-17rp) [3+3+0+1], {2+0+1}.

Duggan, L-6 RGR, L/N, Chain, s-sd, bow, no gold, no MGC, (6/24/30-18rp) [3+2+0+1] [bow 80/20] {2+0+1}.

Treasure: None meant to be taken by PCs; see props list.

Props: Shrine setup including silver holy symbol (worth 300 gp) once nailed to wall, now wrenched free; table covered with heavy velvet cloth sewn with silver (worth 25 gp), golden vase (worth 100 gp) with flowers, silver platter (worth 100 gp) with bread (broken and scattered), paper scrolls with prayers written on them (not MGC - scattered by Nomads, were pinned to cloth of shrine table). Set up tarp to cover shrine so can be a refuge from rain as well.

ENCOUNTER #11 - BRIDGE

Description:

The team goes on to a fork in the road; in the distance down the left hand road is the guarded bridge (GM describe - it is a good distance away and heavily fortifies). There is a sign on that road saying `Road closed - no admittance'. There is a signpost pointing to the bridge with a painted stripe across it, and another pointing to the right toward Dragonwatch, as Gareth said.

(Note - if PCs do not get the idea that they should not try to cross the river, GM improvise something to make it clear to them, such as an officer telling them `Nomads are on the loose over there, you may not go across'.)

From this signpost they can continue along the Dragonwatch Road for a while. Then they come to a small bridge crossing a small stream, tributary to the Dragonbourne River. What Gareth didn't know is that this too is destroyed, and recently; the fire is still hot and smoke is curling up from it. Only the stone abutments and some burned scraps of wood remain. The PCs must cross the stream by other means (rope, log, whatever). If they fall in the stream it batters them about (14 pts torso damage armor independent - but spells & abilities do protect) before dumping them back on the starting side about 20 yards downstream. It is too deep to wade.

They have several options, the easiest of which is to have a rope of their own to cross on; there will be a 'white' rope strung for use in crossing but only if they roleplay putting their own rope across. That can be accomplished by lassoing a broken tree (still strong) which is conveniently located on the far shore, or by having a Monk **Leap** the 19-foot wide river with a rope, or by something else clever. There are also tall trees around, they can roleplay cutting one down and trimming it, then wrestling it into position across the stream, then use it as a 'bridge' of their own.

Once on the far side they can continue as before.

Coordinator: GM

NPCs: None.

Gold & Magic: none.

Props: Rope strung up for crossing the 'river', white flags to make it invisible until PCs roleplay stringing one up; blue string for marking the water, poles for 'trees', stump for stump.

ENCOUNTER 12 - STARVING PEASANTS

Description:

The team continues down the road and is confronted by a large mob of milling peasants blocking the road. They are starving, having fled their lands to the north across the river and set up here as refugees. They have no land to work, no skills, and are afraid to go to the city since they might be arrested for vagrancy, or worse yet, be conscripted for the army and sent to fight the Nomads who have killed so many of their kin already. They are much more afraid of the Nomads than of any other people, for they believe that the Nomads are demons in disguise. One Farmer who glimpsed Teaser at a battlefield once has told all the others about it and now they are all irrationally terrified of the Nomads.

They have farm implements for weapons (scythes, pitchforks, etc) and attack the PCs to get food and money. The PCs can cast spells to calm them, can drive them away with spells or damage, and can even kill them, but reason will not work unless accompanied by food or spells such as **Siren** or **Enthrall** or **Earthcalming**. Upon being given food the farmers will stop fighting and sit down to eat it, some of them even fighting over choice bits. The PCs must physically give them something, so that the NPCs can roleplay with it. Then the PCs can convince them to go down to the city and wait. The peasants know nothing save that they heard a distant 'boom' earlier today and they were hiding in the forest (they heard Tormentor take out the bridge) when a demon flashed by. They don't know what sex it was, they were too busy hiding. They know nothing else of interest.

NPCs: Farmer Sarn, L-3 FTR, C/N, leather, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Sull, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Beard, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Curnan, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Barley, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Tool, L-3 FTR, C/N, 2 scythes, no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Gart, L-3 FTR, C/N, scythe, no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Mear, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Bull, L-3 FTR, C/N, scythe and pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Treasure: None.

Props: foam scythes and pitchforks, at least 9; 1 lthr patch.

ENCOUNTER #13 - Bowmen

Description:

As the route winds up a hill the road will parallel the river along the inside of a steep gorge. The players cannot get out and around over the cliff without backing up a long way. The river is 25 feet wide, and on the far shore are three Nomads with bows. The team will come under attack from this trio of archers; they are intent on trapping the PCs against the steep walls of the gorge and killing them, or at least preventing them from passing. The PCs cannot cross the river unless by DRU **Mist Bridge**; it is too far to **Leap**. They will probably have to fight the archers with distance Magic. Since the archers have a range of 60 ft on their arrows (NPCS - mark the distance for your reference when you set up the encounter), the team needs to either burn spell points or take some risks.

These guys are not doing disastrous damage but they have pumped themselves up with every arrow a Ranger can have and they are spending them fast and furious. If the PCs want to take the risk they can likely get through with a combination of shields and speed, but it will be dangerous. A **Double-Effect (Range) Fireball** dropped on the NPCs from just out of arrow range will be much better.

The arrows they use include **Arrow of Slaying** (for Bones, one time, +10 pts); **Far Arrow** (each shoots 2 of these at start, has double range); **Ranger's Arrow** (Stick & Stone have 50% crit because of this, while Bones can target limbs four times each team); and the Ranger's **Hone Arrow** (Stick & Stone have **Honed** all of their other arrows).

They will not negotiate with the PCs; their message is clear - go back. They will talk if the PCs offer talk, but only for one minute - then it is "go back or we'll kill you". They do not believe the PCs carry any message from the Duke (if they claim to) or anyone else they respect, and while it would be good to stop fighting and settle down (Stick and Stone say so), Bones does not believe there is any real chance of peace with the Duke, and says so. He is in command, and however sadly, the other two will follow his orders.

If the PCs stay back about 70 feet the rangers will not waste **Far Arrows** on them past the first four, but will attack if PCs come within that range. Over and over again, the message is "Go back, and give up this trickery of a peace, we don't believe you. You want only to kill our leader, and we will not let you do that."

The PCs can use magic or their own arrows or a few fighters with good armor to rout these guys out; they will be very stubborn and will not surrender while they can still fight. But if crippled (lose use of a limb) or disarmed by **Dropsy** or anything else (and hence unable to fight any more) they will try to flee, staying on their own side of the river of course.

Bones has taken **Hellbore** and hence is +3 on all his damage; in addition, if the PCs cross the river and close with him he will take **Aspect of the Bear** and become +10 on hit points, +4 on the damage he does, and +2 on his armor (all in addition to the stats below - lasts for 5 minutes).

There are three **Pitfall Traps** around their redoubt, they will hit the first three PCs to close with these. Once in the pit a PC cannot fire arrows at the Rangers, nor can they at he - he is down in the pit and neither side can see the other. To emphasize this, Stick and Stone will make comments to each other about 'the one in the pit' once they catch their first PC, emphasizing how they cannot see him or what he is doing. But the PC can heal him/her self and climb out of the pit if they wish - and be a target again.

If captured (say by **Double-Effect (Range) Crashtime**, followed by DRU **Mist Bridge** and a collecting party) they know only that Magnaste is not far away (assumed: on their side of the river), with the wounded from a battle, and set them to interdict this path (why - who knows?). They will be sent for when she has got the main detachment safely far away. They warn the PCs to turn back and not try to attack her, she is too strong for them (a lie - her troops are exhausted and injured and in no shape for a big battle). These three will all be ashamed to be captured and demand to be slain after they have talked, but this is pride speaking; they do not really want to die. The team can kill them or free them before they go

on, or take them as hostages to bargain with Magnaste in a latter encounter (SK play the role, NPCs stay here).

The players are free to go on up the road.

Coordinator:

NPCs: Stick, L-5 RGR, N/N, Leather, 1-sd, bow, no gold, scroll of 12 pt Heal, MGC, (5/22/26-20rp), [2+3+0+0 - arrows +1], {1+0+0}, 5 sec reload & 100% hit, 50% crit.

Stone, L-5 RGR, N/N, Leather, 1-sd, +1 bow, no gold, no MGC, (5/22/26-20rp), [2+3+0+0 - arrows +2], {1+0+0}, 5 sec reload & 90% hit (3rd arrow misses), 50% crit.

Bones, L-8 RGR, N/N, +2 Leather, 1-sd, bow, no gold, no MGC, (8/30/36-28rp), [4+3+0+3], {1+2+0}, 4 sec reload, 100% hit, 70% crit.

Spare GM for pitfall traps?

Gold & Magic: +1 bow (adds +1 to arrow damage), +2 leather (two additional points of protection, magical), scroll of 12 pt Heal.

Props: Scroll, leather, and bow for each team.

ENCOUNTER 14 - CIRCLE OF SKULLS

Description:

The road enters the Circle of Skulls; Natalia's demesne. There are skulls on posts to either side of the path, and a battered warning sign telling them not to leave the road. A roadside shrine like the one they saw before, but with no offerings and no plate or vase, contains a plaque that tells how the Dukes of Setse and Snoyl once fought here long ago, and the slaughter was so great that both died and their forces were halved. Ten thousand men are buried here.

A short ways ahead there is a clearing with a band of undead shambling in from the left, heading directly across the road from one part of the Circle of Skulls to another. They are on patrol, all wearing shattered and rotten armor and clothing but all with a recently-made sash that has a symbol on it - Natalia's symbol. Their leader is the L-7 Ghast, and they will all follow him and will regenerate while he lives. If he is killed he will scream loudly, which is the signal for them all to drop to the ground and die.

As long as the PCs stay on the path they will be ignored by the Undead, even when the Patrol of Undead cross the path on the route of their patrol, and pass right in front of the team. At such a moment the team may attack an Undead without it acknowledging their existence at all (other than by dying, crawling to the circle again, and regenerating anew). Only if the team steps outside the row of warning markers will they be attacked by the Undead. This encounter is unlikely to lead to a fight but may if the PCs feel feisty. These undead cannot be **Controlled**, Natalia already has them under a stronger bond than any PC can lay on them. **Turn Undead** will work nicely on any low enough to be affected by the PC.

If they want to, the team can attack the patrolling Undead inside the Circle, and can kill them - they will either have to do this with spells or by arrows from the road (in which case the Undead won't know where it is coming from and will stand there and die); OR they can come off the road and attack with weapons, in which case the Undead do know where it is coming from and will turn and attack their attackers - but only so long as their attackers are off the road. **NO UNDEAD WILL ATTACK ANYONE ON THE ROAD - THEY WILL STOP FIGHTING AND WILL RETURN TO THE CIRCLE OF SKULLS IF LURED ONTO THE ROAD.**

Assuming the PCs do nothing, or at least do not step off the road, the Undead will continue on their patrol and vanish into the woods ahead.

Coordinator:

NPCs: Ghast, L-7 MU/CLR, L/E, no armor, 2 rusty 1-sds, **Concentration, Electrify**, slow-acting Poison of **Weakness -1** on each sword, **Rev. Exhort, Enhance**, (7/30/34-40sp) [3+2+0+1] {0+0+3}.

Ghoul, L-6 FTR, L/E, encrusted leather = chain, rusty 1-sd, can do 1 **L-7 Ray of Itching** per PC, **Rev. Exhort, Enhance**, MGC, (6/36/36) [3+3+0+1] {2+0+3+1}. 2 Beasts, L-5 FTR, L/E, encrusted leather = chain, rusty 1-sd, can do 1 **Dropsy** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {2+0+3+1}.

2 Ghosts, L-5 FTR, L/E, no armor, rusty 1-sd, can only be hit by magic, does 1 **L-6 Spook** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {0+0+3+1}.

2 Skeletons, L-6 KNT, L/E, rusted Plate = chain, rusty 1-sd, **Rev. Exhort, Enhance, +1 Damage**, (6/30/30-7cp) [3+3+0+2] {2+0+3}.

Gold & Magic: none.

Props: poles with skulls on them marking the roadside (can be any kind of skulls but humanoid preferred - cardboard or foam or something), undead costumes.

ENCOUNTER 15 - NATALIA And MARGULIS

Description:

The team can continue, and just beyond a few trees they will come upon Natalia. She is strolling along with one of her fresher specimens - Margulis. He is walking along under a L-9 **Haven**, as is she, and he has no head. (The NPC will have a white cloth bag with eye and mouth holes over his head to signify that he is headless.) Natalia and Margulis will be searching an area about 20 ft off the road when the PCs spy them, and will be absorbed in the task; she is using him in some unexplained fashion, testing his abilities perhaps. They will be joined by the patrol that the PCs saw earlier; if the PCs did anything to attract its attention it will inform her that they are coming and she will turn to the road expectantly, waiting for them. If the team avoided interaction with the Undead, the undead do not report them and Natalia can (theoretically) be surprised to see them.

NOTE: If the PCs killed all the undead earlier, 'new' undead rise up to wander in and report to Natalia.

She will greet them and remark on what a lovely day it is for a walk. If they ask about the headless Margulis she explains that he is a new acquisition, brought in after the battle at Dragonwatch last year; her 'collectors' found him on the ground after the battle and brought him to her. She is testing him out to see what of his powers he has retained (not much). If they ask about the 50 lbs of Nightshade she bought, she just smiles secretly and says 'I'm working on another experiment with that.' She will refuse to explain the remark. This is her terrain, she doesn't have to explain anything. She will invite the PCs to drop by her house sometime, but not today; she's much too busy trying to map some more of the lost graves and tombs in the Circle of Skulls. There's a certain something she wants to find...but no explanation is given.

She will NOT offer any of them free passage within the circle, but will tell them that the side road up ahead leads to her front door. It's locked at the moment while she is out, and they probably would not find her gate guards pleasant company anyway.

Again, the PCs can cast a **Skry Charm** on her (she will let them cast, knowing that she can **Neutralize** any spell she doesn't like) to find out that she is **Enthralled L-11**. If they cast anything but an Information spell she will laugh and Neutralize or Absorb it with her items, then chuckle at their discomfiture and say something like 'Don't try to teach your grandmother to suck eggs, child'.

She will not answer any questions about Golchim.

Margulis is not aware and they cannot interact with him, only Natalia can do that.

If the PCs ask about Tormentor, Natalia will very smugly explain that anything a Mage like Golchim can do, she can do better. She figured out how to summon a demon of her own and did so, and my aren't they useful. In fact, she's got the little Hellion off on a few errands right now. That's all she will say about the demon and what she is doing right now.

Just before leaving the team, Natalia makes one final remark. She points to whoever is carrying the gold and advises them to be very careful with their burden - 'Stefan would be awfully disappointed if you don't make it!'. Have a nice trip, and she heads off with Margulis into the woods, still searching for whatever she is searching for. The Undead go with her.

Coordinator: Cass Marshall

NPCs: Margulis, L-10 CLR, C/E, chainmail, s-sd, no gold, **Haven L-9**, **Control Undead (on him) L-10**, **Rev.Exhort**, **Enhance**, **Spell Protection**, (8/38/38-10sp) [4+2+0+1] {2+0+3}.

Necromancer Natalia, L-9 CLR/MU, L/E, Robes of +1 Protection, staff, **5pt Defense**, **Wrath** (in name of Kali), **Concentration**, **Electrify**, **Strongarm**, Ring of **Spell Absorption - 5 charges**, Ring of **Spell Negation - 5 charges**, MGC, (8/34/40-43sp) [1+2+0+1] {0+1+D}.

Ghast, L-7 MU/CLR, L/E, no armor, 2 rusty l-sds, **Concentration, Electrify**, slow-acting Poison of **Weakness -1** on each sword, **Rev. Exhort, Enhance**, (7/30/34-40sp) [3+2+0+1] {0+0+3}.

Ghoul, L-6 FTR, L/E, encrusted leather = chain, rusty l-sd, can do 1 **L-6 Ray of Itching** per PC, **Rev. Exhort, Enhance**, MGC, (6/36/36) [3+3+0+1] {2+0+4}.

2 Beasts, L-5 FTR, L/E, encrusted leather = chain, rusty l-sd, can do 1 **Dropsy** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {2+0+4}.

2 Ghosts, L-5 FTR, L/E, no armor, rusty l-sd, can only be hit by magic, does 1 **L-6 Spook** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {0+0+3}.

2 Skeletons, L-6 KNT, L/E, rusted Plate = chain, rusty l-sd, **Rev. Exhort, Enhance, +1 Damage**, (6/30/30-7cp) [3+3+0+2] {2+0+3}.

Gold & Magic: none.

Props: poles with skulls on them marking the roadside (can be any kind of skulls but humanoid preferred - cardboard or foam or something), undead costumes.

ENCOUNTER #16 - Two Children

Description:

The road continues, leading on toward the Dragonwatch Monastery away from Natalia's domain. The PCs follow it past the turn off to Natalia's castle (which they cannot see in the distance - it is way back from the road). A signpost points the way on ahead to Dragonwatch. They soon pass out of the Circle of Skulls. Shortly after the road winds up a hill toward a clearing and a surprise is waiting there; two children walking toward the PCs.

Ideally the kids are one very young (4-5 year old) and one older - 10 years or so. The older one is intent on helping the little one walk and is talking to him/her in a soft voice about some nonsense song ('Neenah Nauna Shoo Fly Shoo, Dilly Don Dilly Rumbler Too,' etc.). Being absorbed with the little kid, the older one will not see the PCs until they are quite close. They both will stop in their tracks; the older one will look horrified and will drop the little one's hands and run as fast as possible back the way he/she came. The little one will sit down in the road and look at the PCs, maybe even put his/her thumb in his/her mouth. The older one will not stop for anything but an arrow or a spell; no words will help calm him/her, and this child will disappear as fast as possible. The younger one cannot talk yet.

The PCs may deal with the children any way they wish; if they attack the older one he/she dies easily, having no armor and no weapon. The younger can be killed by any blow at all, having only 1 lifepoint. The older will not talk unless compelled to do so by a spell; threats will not work, as he does not understand enough Common language to converse with the PCs. If compelled to talk the PCs must use a **Speakeasy** to understand, and then it will only be such things as 1) fear of these strangers, 2) strangers are bad, they hurt the People, 3) Mama will be angry and frightened, 4) must go warn the Chief, bad people are coming. The child expects to die and is horribly afraid, even to the extent of crying a little, but is struggling to be brave. His/her greatest fear is not for his/her own life or even for the other child, but for the People - he/she should have got away to warn them, and is deeply ashamed to have been captured.

If the PCs spend very much time here they will be approached by the mass of fleeing Nomads in approximately 5 minutes. The PCs can also pick up the little kid and continue down the road the way the two children came, and the direction the older child will flee in if able to flee.

Coordinator:

NPCs: Jean, the older child, no armor, weapons, gold, or items, and no magic; (2/6/8-Osp).

Younger Child (real name), no armor, weapons, gold, or items, no magic, 2 life points.

Treasure: none.

Props: Post with two signs, 1 for Natalia's castle and 1 for Dragonwatch.

ENCOUNTER #17 - Magnaste & Co.

Description:

Magnaste (Mag-nass-tay) and several of her picked troops and a large number of the Nomad's women & children are about 5 minutes behind the two children. The PCs can either travel forward to meet them or the Nomads will come over the crest of the hill and find the PCs.

The Nomads are surprised to meet the PCs, and no little alarmed; they expected warning from their advance scouts and are not in good shape for a fight. Magnaste has a bloody bandage on her shield arm (whether she has a shield or not), four male fighter nomads are all wounded (bloody arm and leg bandages on each) and are half-carrying two more of their number who are very wounded (bloody head bandages and arms in slings, etc - litters if possible), having escaped from a contingent of the Duke's army only this morning (as the PCs learned from Gareth). The women are carrying bundles of worldly possessions (most of these are fake, a few are real things - NPCs will only carry stuff that is comfortable, I don't want them to be genuinely burdened). There are as many children clinging to the women as possible, and ideally two or three 'youths' with their dead father's swords, grimly determined to protect their mothers and siblings.

As soon as the Nomads encounter the PCs, the whole troop will come to a chaotic halt. The battle-capable men will put down the wounded and draw their swords, as will the 'youths' and at least one woman with a child. The other women, children, and the badly wounded men (aided by the women) will begin moving backwards and sideways into the woods, taking cover. There will be no screaming beyond a few frightened gasps and urgent calls to straying children; these women are from a warrior people, they are veterans of combat. They do not needlessly reveal fear in the face of the enemy - but they are frightened. The men will all move with one thought - to put themselves between the PCs and their leader, Magnaste. They will die fighting to protect her if they must.

Magnaste, however, will immediately command them aside, and order them to 'Hold!'. She wishes to speak to these people, the PCs, and commands no battle begin before she has done so. Unless the team immediately and decisively provokes a free-for-all, the Nomads will all obey her - with at least one man and one woman urgently begging her not to expose herself to these attackers, even as he and she obey their leader's orders. If necessary Magnaste will shout to enforce her orders, should one PC or two get engaged in a fight when the others are waiting to see what she does.

At the start she has a child's hand in hers; it is a little girl, very solemn. After she gets the situation stabilized so that there are no immediate fights, Magnaste gently releases the child's grip - and the kid will try to stay near her until this point - and gives her hand to one of the men (ideally, have the kid's father there as one of the wounded, and she gives the kid to him). She will approach about half-way towards the PCs (not within the 10' range of **Detect Good/Evil**), her hands out and empty, and demand to speak with their leader. She will tell the LM that there need be no war between them, and that she has a demand - no, a request, to the Duke of Snoyl. Will they talk to her, or must they fight?

1) If the PCs choose to fight, the combat may evolve any old way at all. Magnaste will immediately seek to retreat, protecting the women and children and getting away into the woods. The wounded men and the boys will give their lives if necessary to get the women and children away. They will all fight with absolute ruthlessness, killing any PC that attacks aggressively but letting anyone who wants to. Their archers will pepper the PC spellcasters with arrows to disrupt their spellcasting. Magnaste will use all the nasty abilities of her sword against the PCs, then get out with the escaping women and children. She will curse them as she leaves (no lasting effect). It is probable that some of the team will die if they choose this path.

2) If they will talk, as a sign of good faith she will slowly remove her sword and belt, and hand it to one of her women; two of her men will groan with fear when she does this, and obviously expect the PCs to slaughter her, but will obey her commands. (One or more of the Nomad men should say to the PCs that if they harm her he will kill them all - and she will glare him into silence, he will bow his head to her and touch his forehead in apology.) She will indicate that she wishes the LM to do likewise with his/her weapons, and will wait for him/her to do so. Then she will call for a rug (women bring and unroll it, set two pillows on it), and will step forward (into **Detect Evil** range - she is L/N), seat herself, and gesture the LM to take the other side. At this time she is vulnerable to the team, for she is within their easy reach and none of her men are near enough to protect her. The team can choose this moment to precipitate a fight, too, and the encounter reverts to Scenario #1, with all her men rushing in to save her and she escaping, wounded but alive, despite the worst the PCs do - or if they really do administer enough damage, she dies, and the enraged Nomad men fight to their deaths, trying to take as many of the PCs with them as possible (yes, PCs can die here - even the whole team).

However, as soon as Magnaste seats herself, the little girl will come up and stand right behind her with her hands on Magnaste's shoulder, and will watch silently, never saying a word - and Magnaste will never acknowledge the child with any words of her own, only by touch. If the LM or any PC asks about the girl, she will frown and say it is not proper to mention any specific child during important times like this.

Then she will talk, with a desperate sort of intensity and complete honesty. Her men will remain around them, weapons at the ready, and by their stances and expressions try to convey to the PCs what awful things will happen if the team harms her. But they will make no hostile move without her orders so long as the team does not threaten her. Thus it is a double-bind situation; she is at the team's mercy, but they are at hers, too, for her men now almost surround them. (Nomads - leave the team an escape route back the way they came.)

Magnaste is no fool; she knows that her people are in big trouble in this strange land. Winter is coming and they have no safe place to retreat to, no assured food supply, and many of them are wounded. They have lost many men and they have many widows in need of new husbands and fathers for their children. She wants a secure future for her people and is willing to risk much to get it. She wants a peace with the forces of the Duchy, and a place in it for her people.

She tells the team that she wants them to set up a meeting with either the Duke (or his son) and herself; she will set the place and time as 'The meadow of white star-flowers by the broken stone bridge (a place down the canyon that the PCs passed by) four days hence'. She will come alone but for one guardsman, and will have men of hers hidden in the woods behind to aid her should the Duke prove treacherous. She expects him or his son to do the same. She knows that if he is killed his people will fight on; she tells the PCs that the same is true of her folk if she is killed. But she hopes this meeting will lead to peace, not more war.

Magnaste lays out in words what she wants from Duke Rujeerio and his duchy. She asks for a plot of farmland big enough to support a village of 500 people (there are not that many Nomads, but she will not reveal that); rights to hunt game in the forest and cut timber for village use; protection from attack by any person in the duchy; and an amnesty for anything her people have done that anyone in or out of Snoyl is angry about. Also, she and her people will not ever again work for Golchim (or any Mage), and she wants the Duke to kill him if possible.

In return she will pledge to pay normal taxes like other villages, to make available up to one in four of her men to fight for the Duke in his armies (not more), as well as offering herself as military tactician - she knows she is better than anything he's got, she's been beating the pants off his garrison for months.

If the Duke is willing, he can strike this deal with her that day, or negotiate further. She will accept as proof of this or any other contract three things; 1) a handshake in blood, 2) a written scroll from Duke Rujeerio (she can read Common), and 3) a hostage of his family who will stay with her and her tribe for one year, as proof of the Duke's good faith. (Gareth the Duke's son would be acceptable).

Those are her terms. She tells the PCs that they can agree to take the message back to Duke Rujeerio, or they can all die here with her, for she dare not set them free if they will immediately go fetch the Duke's armies, even if it cost her her own life. What is their choice? The Nomad men will look their most tense here - but hopefully the PCs will choose to agree to bear the message, which is after all a small thing to do.

(Note: The PCs can parley, flee, fight, and even die here. It is even conceivable that they could enlist the Nomads' aid against Golchim, who Magnaste considers the betrayer of her people and responsible for her brother's death - she will say so - but not today.)

The team can talk with her as well. If the team offers her folk an amnesty of any kind, she will be anxious to hear it; she knows that her people cannot survive much more of this battling. If they repeat Gareth's offer she will be hungry for details, and she will demand to know all they know. As they have too little to give her for her to be fully satisfied (they cannot really KNOW him, after all), she will tell them that she wants to meet this princeling at the place and time described above, and find out if he is trustworthy, before she puts faith in him.

But she will put faith in them. To seal her pledge to negotiate in good faith with the Duke, that they may testify of it to him, she will first offer to seal a pledge of non-aggression with these PCs (provided they agree to carry the message to the Duke). She will propose that the team and herself break bread - and if they accept, it will symbolize a bond between them to deliver her message, and further a bond not to attack each other, or to give aid to those who would do so. She will say as much.

This could precipitate a moral crisis for some of the PCs - if they have pledged loyalty to the Duke, this compromises it. They can get out of the quandry simply by telling her it exists - she will respect them the more, and will modify the bond to say 'not attack each other for the night and the morning following'. Hopefully this will not be a problem either - but if only one PC is a holdout, she will negotiate with the team for them to take responsibility for that person's actions tonight.

She calls for one of the women to bring bread, and when she has it she slowly and symbolically (briefly staring into each PCs eyes and intoning the words 'the bread of peace between us this night') breaks it into pieces and distributes it to the team. She eats her piece first (and if any team member does a **Detect Poison** on the bread she ignores them), then waits expectantly for them to eat theirs. After the team does this all the Nomad men relax and begin sheathing and putting away their weapons, and otherwise evidencing by their behavior that they believe the team will not attack either her or them. Hopefully this is true, for now Magnaste is truly vulnerable.

The team can talk to her for a few minutes more - asking about the Necromancer will get frowns and smiles - that is a dangerous place, but if one decoys (as she has done) some of the duke's men into it the Undead will attack them while her fleet nomads get away. But do not stay inside the Circle of

Skulls for long, for the Undead always come to attack the living within it. Of the Necromancer herself Magnaste knows nothing.

If the team has agreed to do this thing and has broken bread with her to seal their bond of non-aggression, she will offer them ribbons that identify them as under her protection to other of her people. The players may wear them or not, but if worn prominently on a hat or other visible place the ribbon will keep them safe from any Nomad attacks for a few days. She will insist that they take them, but not that they wear them if they do not wish to do so.

She will call her women again and get to her feet, indicating that the LM should do the same; she will bow and step back off the rug, letting the women roll it up again and take the two pillows away. Then she will bid the team continue on down the road on their errand, and she will continue with hers. She will retreat to her people and put her sword on again, and then lead the Nomads away at right angles to the road, into the woods. Then she will take her people further on into the woods to find a secret place they know of, where they will stay for a few days.

Assuming the PCs agree to take word of her offer to the Duke, it sets up part of the next Game (Waterdragon 3).

Coordinator: Vicky Cade ?

NPCs: Magnaste, L-8 KNT, L/N, plate, +2 l-sd (radiates L/E), 200 gp, Horn of Awaken (N/T), **Bladesharp +2, Fire Save, Strongarm +1, +1 vs L-I, +1 Damage, Rev.Enhance**, MGC, (7/26/32-19cp) [4+3+2+4] {3+0+1}.

Bloodseeker, L-4 KNT, L/E, plate, +1 s-sd, no gp, **Blade- sharp +2, Fire Save, Strongarm +1, Rev.Enhance**, MGC, (4/20/24-9cp) [2+2+1+3] {3+0+1}, currently down 5 life points.

Kinslayer, L-4 KNT, L/E, plate, +1 l-sd, no gp, **Blade- sharp, Fire Save, Strongarm +1, Rev.Enhance**, MGC, (4/20/24-5cp) [2+3+1+2] {3+0+1}, currently down 6 life points.

Hands, L-6 CLR, L/N, chain, staff, **Wrath, Fire Save, Strongarm +1, Rev.Enhance**, no gp, MGC, (6/24/30-11sp) [2+2+0+1] {2+0+1}.

Bop, L-4 FTR, L/N, chain, l-sd, no gp, **Bladesharp +1, Rev. Enhance**, (4/22/26) [2+3+0+1] {2+0+1}, currently down 10 life points and no **Regenerate** left.

Bang, L-3 FTR, N/N, lthr, s-sd, no gp, **Bladesharp +1, Rev.Enhance**, (3/16/20) [2+2+0+1] {1+0+1}, currently down 10 life points and no **Regenerate** left.

2 wounded men, L-4 FTRs, N/N, leather armor, no weapons, gold, or Magic items, **Rev.Enhance**. Each is down 18 life points but functional except for their right arms (in slings), it is because of their weakness that they are being carried.

5 Women - L-2 DRU, N/N, no armor, weapons, 20 gp each, and no magic items, **Rev.Enhance**, (3/10/14-2sp), [1+0+0+0], {0+0+1}.

2 Women - L-3 MU, L/N, no armor, weapons, no gold, no magic items, **Rev.Enhance**, (3/12/14-8sp), [1+0+0+0], {0+0+1}.

Children - all sorts, all with 5 lifepoints each and 1-pt arms and legs, no magic items, no anything but **Rev.Enhance**, all detect as N/N. Should be carefully instructed not to get involved in the combat if it happens, but to drop to the ground and lie still. Will require careful management to keep them safe if combat starts.

Treasure: +1 s-sd, +1 l-sd, the 200 gp on Magnaste and the 200 gp on the women. Magnaste's +2 sword is Lawful Evil and if she dies it teleports itself to her next of kin - who is one of the wounded men hidden

elsewhere. It does one **Fireball** per day for 15 pts, and two **Numbing Blows** and two **No Defense Blows** per day.

Props: rolled lightweight rug, 2 pillows, bread, baskets and bundles for Nomads, 15 to 20 bloody bandages, (optional - one or two litters).

ENCOUNTER #18 - Teaser & Tormentor

Description:

The team can continue from where Magnaste and the Nomads left them (assuming the team is still alive!) on toward Dragonwatch. They will have gone some distance when they come to yet another bridge over a tributary to the Dragonbourne River; this too has been blown away. Waiting for them on the other side is a familiar sight, their old enemy Teaser the Demon. He is chuckling in his Teaser style, and greets them as old friends. He is preparing to play another little game with them when there is an intervention.

Another demon joins the party. Tormentor comes barging in, shouting "Hey Bro! I gotta Bone to pick with you!!" She comes stomping angrily up to Teaser. "You keep your mitts off my meat, D'you hear me?"

Teaser responds with a sneer. "So, little sister, you finally came out of your hidey-hole. What's it to you if I play with these fools a while?"

"Nothing," she answers, "And it's not them I'm talking about. You've been visitin' my target, the Necromancer, without telling me first. You stay away from her, hear me? Her soul's MINE!"

Teaser sneers at her. "Don't go telling me my business, I was corrupting souls when you were still an itch on Satan's butt! If you can't keep her, it's your funereal."

Tormentor stalks over to him, her tail lashing, and pokes him in the chest with one forefinger. "Listen to me, Bro, you can have all the fun you want with your toys, but now you're screwing around with mine, too!"

The two get into a raging argument with Tormentor shouting "You bring them- " (gestures at the PCs) "-into it, fine, enjoy yourself, but you better keep them out of my way, or I'll tie your tail in knots! The bitch is mine, you got it? Keep these meddling clerics (points to the team's cleric(s)) and do-gooders outta my way!"

This whole thing is, unfortunately, a distraction; behind the PCs a group of Golchim's men are sneaking up to ambush the team and take the gold they carry to Dragonwatch. The ambushers will move in as fast as they can while Teaser and Tormentor argue.

The team can be caught totally by surprise or can be ready for the ambush. They may even be trying to cross the river to T & T's side when Golchim's men come swooping down to the attack. What happens next is a free-for-all, but Teaser and Tormentor will not get into it - for their argument is real! They will forget all else in the intensity of their arguing until the battle is over and the PCs have either won or lost.

The PCs are evenly matched but Golchim's men are fresh and hopefully have the advantage of surprise. The players need to fight well to get out of this. If the players abandon the gold (or abandon anything that looks like the chest of gold) the ambushers will immediately seize it and head off into the woods with it - they are not interested in getting killed, only in getting the goods and getting away. **ALL AMBUSHERS WILL FIGHT SMART - EXPOSING THEMSELVES TO AS LITTLE DAMAGE AS POSSIBLE AND TRYING FOR THE GOLD, THEN FOR GETAWAY.** This will likely reduce the damage they are able to do to the team.

If the ambushers get the gold and get away, the PCs can choose to follow them. Foolishly, the ambushers will go but a short distance (over the hill) and stop in a small meadow to **Heal** themselves up. They will post only 2 guards while doing so. They will pause there for a long while (to give the PCs as much time as possible to catch up). Then the team can turn the tables and attack them.

If the team fooled them with a false chest, the ambushers will not realize it until they get back to Golchim (more the pity for them), so the PCs can get away.

If the ambushers got away, the team can choose to let them go (with or without the chest).

The team can take any steps they wish to cross the stream - as soon as the ambushers leave the argument will end and Tormentor will stalk off in a high anger, with Teaser sneering angrily at the PCs

and telling them he at least will see them again. Then he will 'gate' out and be gone. The team can take whatever actions they want to in the meantime; they can even attack the two demons. Teaser will just do annoying things to them like **Spook**, **Dropsy**, and **Ray of Itching**, Tormentor will do painful things like **Deadeye - 8 pts** and **Plant Attack - 8pts**. Both creatures have **Concentration** up and their extended **Autocasts**, they can do **Phaseout** and **MNK Speed** as well. In addition, Tormentor has an **Earthstrike** (with red flag) up on herself, so if a weapons fight develops her attackers will take 5 pts damage to each leg and a knockdown. If really threatened the two will leave sooner than planned.

The players may pick up their pieces and continue onward, once they cross the stream. It is shallow and can be waded without great difficulty, though any person with a leg injured to uselessness can be swept away (20 ft down stream onto a rock, 6 pts damage armor-independent, must be resued by another wading PC) if not supported by another PC.

Coordinator: Nissa Madsen & Joel Slaten?

NPCs: Teaser the Demon, L-9 MNK/MU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane attack except **Blocking +4** and **Missile Protection**, Killing and Movement Specialties, (18/58/66-100sp/mp) [3+0+0+0] {0+0+4B}.

Tormentor the Demon, L-8 MNK/MU/DRU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane attack except **Blocking +4**, Movement Specialty, (16/52/60 - 88sp/mp) [2+0+0+0] {0+0+0}.

Agile, L-7 RGR, L/E, Chainmail, +1 s-sd, bow, has drunk **Hellebore**, **Rev. Enhance**, 6 **Honed Arrows** (hit for 7 pts), +4 pt **Heal** potion, 50 gp, MGC, (7/26/32-16rp) [3+2+1+3] [Bow 80/50 8pt arrows] {2+0+1}.

Dexter, L-7 RGR, N/E, +1 chainmail, 2 L-sds, has drunk **Devil's Weed**, **Rev. Enhance**, +2 **Strongarm**, +8 **Heal** potion, 50 gp, MGC, (7/26/32-17rp) [3+3+0+2] {2+1+1}.

Muncie, L-4 MU, N/E, has drunk a potion of +2 protection good all day, +1 staff, +4 pt **Heal** potion, Scroll of **Diagnose**, +2 **Defense**, **Electrify**, +2 **Strongarm**, 50 gp, MGC, (4/14/16-11sp) [1+2+1+2] {0+2+2}.

Handson, L-6 CLR, L/E, chainmail, s-sd, shield, Scroll of **Mend**, 50 gp, +2 **Bladesharp**, **Enhance**, **Repulse Good**, **Fire Save**, **Wrath**, MGC, (6/24/30-24sp) [2+2+0+3] {2+0+R}.

Gunther, L-5 KNT, L/E, chainmail, +1 l-sd, 50 gp, **Rev. Enhance**, +1 **Strongarm**, +1 vs **LI Spells**, +1 **Damage**, **Resist pain**, (5/22/26-5cp) [2+3+1+3] {2+0+1}.

Tab, L-7 THF, N/N, 2-pt leather, s-sd, +8 pt **Heal** scroll, 100 gp, **Rev. Enhance**, +1 **Strongarm**, Has anointed his sword with a potion of **Celtic Fist**, (7/26/32-x5) [3+2+1+1] {2+0+1}.

Root, L-4 MNK, N/E, no armor, 2 s-sds, 50 gp, **Rev. Enhance**, +2 **Blocking**, +2 **Strongarm**, 2 purple bean bags for 5 pt **Physical Attack**, has drunk a Potion of +1 **Protection**, (4/20/24-8mp) [1+2+0+2] {0+1+1+2B+2}.

Treasure: +1 chainmail, +1 l-sd, +1 s-sd, two 4pt **Heal** potions, 8 pt **Heal** potion, scroll of **Mend**, Scroll of **Diagnose**, 8 pt **Heal** scroll, 2-pt leather, 800 gp.

Props: White, Purple, Red, & Blue flags; Teaser & Tormentor costumes provided by Barb Slaten, 2 purple bean bags for monk, one 2-pt leather patch and one +1 chainmail patch and 3 scrolls and 3 potions per team, string for river, burnt wood scraps for bridge.

ENCOUNTER 19 - DRAGONWATCH MONASTERY

Description:

Presently the team comes into the range of the Harp of Dreams. It casts an **Earthcalming** over all within range of its voice, they can hear the familiar music, and any who recognize it now know they are safe from attack. Soon after that they will come over the hill and approach the monastery itself. There they will be greeted by Stefan, Senaschall of Dragonwatch, and either the Abbott or Francis the Rector. These worthies will receive the gold and welcome it with delight, and the PCs get the same welcome.

However, if the team lost the gold to the ambush attack, they will still be welcomed, but Stefan and Francis will encourage them to make plans to go get the gold back - tomorrow. The team will still be welcomed and settled for a night's rest.

If any PCs are dead, these two will resurrect them with the life points taken from the team. Healing will be provided as needed. The PCs are brought inside for dinner and rest, where their wounds will be repaired and they will be settled for a night of sleep without worry. (Some munchies will be served and there will be water for the PCs to wash up in, and tables and benches to sit upon.)

End of game and time to do bank records.

Coordinator: Paul Hayes ?

NPCs: Abbot Robinton, L-11 CLR, L/G, no armor, weapon, or gold, **Rev.Exhort, Enhance**, MGC, (9/42/48-76sp) [4+0+0+0] {0+0+0}.

Seneschal Stefan, L-10 CLR, N/G, +1 chain, staff, **Rev.Exhort, Enhance**, (8/38/44-47sp) [3+2+0+1] {2+1+3}.

Rector Francis, L-10 CLR, L/G, no armor, weapon or gold, **Rev.Exhort, Enhance**, MGC, 8/38/44-51sp) [3+0+0+0] {0+0+0}.

Treasure: None.

Props: same flats and gate from the Duke encounter, preferably at the same site.

MASTER NPC LIST FOR 'GOLD FOR DRAGONWATCH' GAME

ENC. 1 - SPY & BEAR

NPCs: Berren, L-5 FTR, L/N, chain, L-sd, scroll, no MGC, **Battlefever** during Bear fight, (5/26/30), [3+3+0+1B], {2+0+1}.

Bear, animal, hide = 6 pt protection, (9/40/44), hit for 6 pts damage. Not intelligent.

ENC. 2 - CREEK

NPCs: Simul the Sylph, L/N, L-6 DRU/MU, skin = 2 pt leather, +1 obsidian short sword, +1 Ring of Protection, **Concentration, Rhinohide, Insect Bane, Redwood, Lightning Rod, Celandine (Plant Seek)**, no gold, MGC, (6/24/30-28sp), [3+2+1+0], {2+2+1}.

ENC. 3 - SWAMP

NPCs: None.

ENC. 4 - MAN HUNTING DUCKS

NPCs: Johnny Beguid, L-2 RGR, N/G, leather, bow, dagger, no gold, no MGC, (3/10/14-6rp), [1+1+0+0], {1+0+0}.

ENC. 5 - Teaser & Nomads

NPCs: Teaser the Demon, L-8 MNK/MU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane attack, Killing and Movement Specialties, (16/52/60 - 88sp/mp) [2+0+0+0] {0+0+0}.

Vitriol, N/E, L-4 CLR, chain, s-sd, 10 gp, **Bladesharp, Rev. Enhance**, Scroll of 12pt

Heal, MGC, (4/20/24-20sp) [1+2+0+1] {2+0+1}.

Argul, C/E, L-5 FTR, chain, l-sd, 10 gp, **Bladesharp, Rev. Enhance**, MGC, (5/26/30) [3+3+0+1] {2+0+2}.

Tullik, C/E, L-5 FTR, chain, l-sd, 10 gp, **Bladesharp, Rev. Enhance**, MGC, (5/26/30) [3+3+0+1] {2+0+2}.

Keroon, L/E, L-4 KNT, chain, l-sd, 10 gp, +1 **Damage**, +1 vs **LI**, **Rev. Enhance**, MGC, (4/20/24-10cp) [2+3+0+1] {2+0+1}.

Breach, N/E, L-4 RGR, chain, l-sd, bow, 10 gp, **Hone Arrow, Strongarm, Rev. Enhance**, MGC, (4/20/24-10rp) [2+3+0+1] {2+0+1}.

Spite, N/E, L-3 MU, no armor, staff, 10 gp, **Electrify, 2pt Defense**, MGC, (3/12/14-12sp) [1+2+0+E] {0+0+2}.

Grapp, N/E, L-3 MU, no armor, s-sd, 10 gp, **Electrify, 2pt Defense**, MGC, (3/12/14-12sp) [1+2+0+E] {0+0+2}.

Note: for lower-level teams the two FTRs and the KNT will be 3rd level, for higher-levels the MUs will be 4th and the CLR 5th - and they can do **Lightning Bolt** and **Wrath**.

ENC. 6 - Burnt Farm & Teaser

NPCs: Teaser the Demon, L-8 MNK/MU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane attack, Killing and Movement Specialties, (16/52/60 - 88sp/mp) [2+0+0+0] {0+0+0}.

Mary, N/G, L-2 Farmgirl, no armor, no weapon, no gold, no MGC, (3/12/14).

Ellen, N/G, L-2 Farmgirl, no armor, no weapon, no gold, no MGC, (3/12/14). **ENC. 7 -**

Grandpa Carter & Kids

NPCs: Grandfather Carter, L-2 MNK, L/G, no armor, no weapon, no gold, no magic, (3/10/14-6mp).

Jeanvieve Carter, L-1 DRU, L/G, no armor, no weapon, no gold, no magic, (3/8/12-2sp).
Kids are mundane.

ENC. 8 - DUKE RUJEERIO

NPCs: Poul Rujeerio, Duke of Snoyl, L/N, L-9 KNT, ceremonial robes, 1-sd, no armor, no gold, no MGC, (8/34/40-36cp) [4+0+0+0] {0+0+0}.

Samantha, Dutchess, L/G, L-6 MU, gown, no armor, no weapon, no spells, no gold, no MGC, (6/18/20-40sp) [1+0+0+0] {0+0+0}.

Gregor, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Violet, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Burger, Treasurer, L/G, L-7 THF, no weapon, no armor, no gold, no MGC, (7/26/32-x5) [3+2+0+0] {0+0+0}.

Artemus, Guard, L/N, L-5 FTR, plate, 1-sd, 20 gp, **Blade- sharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Bart, Guard, L/N, L-5 FTR, plate, 1-sd, 20 gp, **Bladesharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Martin, Soldier, L/G, L-6 KNT, plate, +2 L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Karl, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Simon, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Quentin, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

ENC. 9 - NATALIA

NPCs: Poul Rujeerio, Duke of Snoyl, L/N, L-9 KNT, ceremonial robes, +2 L-sd, no armor, no gold, no MGC, (8/34/40-36cp) [4+3+2+1] {0+0+0}.

Necromancer Natalia, L-9 CLR/MU, L/E, Robes of +1 Protection, staff, 25,000 gp (one big piece), **5pt Defense, Wrath, Concentration, Electrify, Strongarm**, MGC, (8/34/40-43sp) [1+2+0+1] {0+1+D}.

Skeleton Undead, L/E, L-5 FTR, rusty chain = leather, rusty 1-sd = s-sd, no gold, no MGC, (5/20/20) [2+2+0+0] {1+0+0}.

Grizzard, Herbalist, N/N, L-7 DRU, leather, no weapon, no gold, **Rhinohide**, MGC, (7/26/32-x5) [3+0+0+0] {1+0+2}.

Samantha, Dutchess, L/G, L-6 MU, gown, no armor, no weapon, no spells, no gold, no MGC, (6/18/20-40sp) [1+0+0+0] {0+0+0}.

Gregor, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Violet, Servant, L/G, L-4 CLR, no weapon, no armor, no gold, no MGC, (4/20/24-20sp) [1+0+0+0] {0+0+0}.

Burger, Treasurer, L/G, L-7 THF, no weapon, no armor, no gold, no MGC, (7/26/32-x5) [3+2+0+0] {0+0+0}.

Artemus, Guard, L/N, L-5 FTR, plate, 1-sd, 20 gp, **Blade- sharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Bart, Guard, L/N, L-5 FTR, plate, 1-sd, 20 gp, **Bladesharp**, no MGC, (5/26/30) [3+3+0+1] {3+0+1}.

Martin, Soldier, L/G, L-6 KNT, plate, +2 L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Karl, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Simon, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

Quentin, Soldier, L/G, L-6 KNT, plate, L-sd, no gold, no MGC, (6/24/30-20cp) [3+3+2+1] {3+0+0}.

ENC. 10 - BLOODY PATH

NPCs: Gareth Rujeerio, L-5 KNT, L/G, Plate, +1 L-sd, no gold, MGC, (5/22/26-12cp), [2+3+1+1], {3+0+0}.

Kyvan, L-7 RGR, L/N, Chain, L-sd, no gold, no MGC, (7/26/32-17rp) [3+3+0+1], {2+0+1}.

Duggan, L-6 RGR, L/N, Chain, s-sd, bow, no gold, no MGC, (6/24/30-18rp) [3+2+0+1] [bow 80/20] {2+0+1}.

ENC. 11 - BRIDGE

NPCs: None.

ENC. 12 - STARVING PEASANTS

NPCs: Farmer Sarn, L-3 FTR, C/N, leather, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Sull, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Beard, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Curnan, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Barley, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Tool, L-3 FTR, C/N, 2 scythes, no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Gart, L-3 FTR, C/N, scythe, no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Mear, L-3 FTR, C/N, pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

Farmer Bull, L-3 FTR, C/N, scythe and pitchfork (polearm), no gold, **Bladesharp, Battlefever**, (3/16/20) [2+2+0+1] {1+0+0}

ENC. 13 - Bowmen

NPCs: Stick, L-5 RGR, N/N, Leather, 1-sd, bow, no gold, scroll of 12 pt Heal, MGC, (5/22/26-20rp), [2+3+0+0 - arrows +1], {1+0+0}, 5 sec reload & 100% hit, 50% crit.

Stone, L-5 RGR, N/N, Leather, 1-sd, +1 bow, no gold, no MGC, (5/22/26-20rp), [2+3+0+0 - arrows +2], {1+0+0}, 5 sec reload & 90% hit (3rd arrow misses), 50% crit.

Bones, L-8 RGR, N/N, +2 Leather, 1-sd, bow, no gold, no MGC, (8/30/36-28rp), [4+3+0+3], {1+2+0}, 4 sec reload, 100% hit, 70% crit.

Spare GM for pitfall traps? **ENC. 14 - CIRCLE OF SKULLS**

NPCs: Ghast, L-7 MU/CLR, L/E, no armor, 2 rusty l-sds, **Concentration, Electrify**, slow-acting Poison of **Weakness -1** on each sword, **Rev. Exhort, Enhance**, (7/30/34-40sp) [3+2+0+1] {0+0+3}.

Ghoul, L-6 FTR, L/E, encrusted leather = chain, rusty l-sd, can do 1 **L-7 Ray of Itching** per PC, **Rev. Exhort, Enhance**, MGC, (6/36/36) [3+3+0+1] {2+0+3+1}.

2 Beasts, L-5 FTR, L/E, encrusted leather = chain, rusty l-sd, can do 1 **Dropsy** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {2+0+3+1}.

2 Ghosts, L-5 FTR, L/E, no armor, rusty l-sd, can only be hit by magic, does 1 **L-6 Spook** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {0+0+3+1}.

2 Skeletons, L-6 KNT, L/E, rusted Plate = chain, rusty l-sd, **Rev. Exhort, Enhance, +1 Damage**, (6/30/30-7cp) [3+3+0+2] {2+0+3}.

ENC. 15 - NATALIA & MARGULIS

NPCs: Margulis, L-10 CLR, C/E, chainmail, s-sd, no gold, **Haven L-9, Control Undead (on him) L-10, Rev.Exhort, Enhance, Spell Protection**, (8/38/38-10sp) [4+2+0+1] {2+0+3}.

Necromancer Natalia, L-9 CLR/MU, L/E, Robes of +1 Protection, staff, **5pt Defense, Wrath** (in name of Kali), **Concentration, Electrify, Strongarm**, Ring of **Spell Absorption - 5 charges**, Ring of **Spell Negation - 5 charges**, MGC, (8/34/40-43sp) [1+2+0+1] {0+1+D}.

Ghast, L-7 MU/CLR, L/E, no armor, 2 rusty l-sds, **Concentration, Electrify**, slow-acting Poison of **Weakness -1** on each sword, **Rev. Exhort, Enhance**, (7/30/34-40sp) [3+2+0+1] {0+0+3}.

Ghoul, L-6 FTR, L/E, encrusted leather = chain, rusty l-sd, can do 1 **L-6 Ray of Itching** per PC, **Rev. Exhort, Enhance**, MGC, (6/36/36) [3+3+0+1] {2+0+4}.

2 Beasts, L-5 FTR, L/E, encrusted leather = chain, rusty l-sd, can do 1 **Dropsy** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {2+0+4}.

2 Ghosts, L-5 FTR, L/E, no armor, rusty l-sd, can only be hit by magic, does 1 **L-6 Spook** per PC, **Rev. Exhort, Enhance**, MGC, (5/30/30) [3+3+0+1] {0+0+3}.

2 Skeletons, L-6 KNT, L/E, rusted Plate = chain, rusty l-sd, **Rev. Exhort, Enhance, +1 Damage**, (6/30/30-7cp) [3+3+0+2] {2+0+3}.

ENC. 16 - Two Children

NPCs: Jean, the older child, no armor, weapons, gold, or items, and no magic; (2/6/8-Osp).

Younger Child (real name), no armor, weapons, gold, or items, no magic, 2 life points.

ENC. 17 - Magnaste & Co.

NPCs: Magnaste, L-8 KNT, L/N, plate, +2 l-sd (radiates L/E), 200 gp, Horn of Awaken (N/T), **Bladesharp +2, Fire Save, Strongarm +1, +1 vs L-I, +1 Damage, Rev.Enhance**, MGC, (7/26/32-19cp) [4+3+2+4] {3+0+1}.

Bloodseeker, L-4 KNT, L/E, plate, +1 s-sd, no gp, **Blade-sharp +2, Fire Save, Strongarm +1, Rev.Enhance**, MGC, (4/20/24-9cp) [2+2+1+3] {3+0+1}, currently down 5 life points.

Kinslayer, L-4 KNT, L/E, plate, +1 l-sd, no gp, **Blade-sharp, Fire Save, Strongarm +1, Rev.Enhance**, MGC, (4/20/24-5cp) [2+3+1+2] {3+0+1}, currently down 6 life points.

Hands, L-6 CLR, L/N, chain, staff, **Wrath, Fire Save, Strongarm +1, Rev.Enhance**, no gp, MGC, (6/24/30-11sp) [2+2+0+1] {2+0+1}.

Bop, L-4 FTR, L/N, chain, l-sd, no gp, **Bladesharp +1, Rev. Enhance**, (4/22/26) [2+3+0+1] {2+0+1}, currently down 10 life points and no **Regenerate** left.

Bang, L-3 FTR, N/N, lthr, s-sd, no gp, **Bladesharp +1, Rev.Enhance**, (3/16/20) [2+2+0+1] {1+0+1}, currently down 10 life points and no **Regenerate** left.

2 wounded men, L-4 FTRs, N/N, leather armor, no weapons, gold, or Magic items, **Rev.Enhance**. Each is down 18 life points but functional except for their right arms (in slings), it is because of their weakness that they are being carried.

5 Women - L-2 DRU, N/N, no armor, weapons, 20 gp each, and no magic items, **Rev.Enhance**, (3/10/14-2sp), [1+0+0+0], {0+0+1}.

2 Women - L-3 MU, L/N, no armor, weapons, no gold, no magic items, **Rev.Enhance**, (3/12/14-8sp), [1+0+0+0], {0+0+1}.

Children - all sorts, all with 5 lifepoints each and 1-pt arms and legs, no magic items, no anything but **Rev.Enhance**, all detect as N/N. Should be carefully instructed not to get involved in the combat if it happens, but to drop to the ground and lie still. Will require careful management to keep them safe if combat starts.

ENC. 18 - Teaser & Tormentor

NPCs: Teaser the Demon, L-9 MNK/MU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane attack except **Blocking +4** and **Missile Protection**, Killing and Movement Specialties, (18/58/66-100sp/mp) [3+0+0+0] {0+0+4B}.

Tormentor the Demon, L-8 MNK/MU/DRU, C/E, no gold or magic items, MGC, full magic immunity, no defense vs mundane attack except **Blocking +4**, Movement Specialty, (16/52/60 - 88sp/mp) [2+0+0+0] {0+0+0}.

Agile, L-7 RGR, L/E, Chainmail, +1 s-sd, bow, has drunk **Hellebore**, **Rev. Enhance**, 6 **Honed Arrows** (hit for 7 pts), +4 pt **Heal** potion, 50 gp, MGC, (7/26/32-16rp) [3+2+1+3] [Bow 80/50 8pt arrows] {2+0+1}.

Dexter, L-7 RGR, N/E, +1 chainmail, 2 L-sds, has drunk **Devil's Weed**, **Rev. Enhance**, +2 **Strongarm**, +8 **Heal** potion, 50 gp, MGC, (7/26/32-17rp) [3+3+0+2] {2+1+1}.

Muncie, L-4 MU, N/E, has drunk a potion of +2 protection good all day, +1 staff, +4 pt **Heal** potion, Scroll of **Diagnose**, +2 **Defense**, **Electrify**, +2 **Strongarm**, 50 gp, MGC, (4/14/16-11sp) [1+2+1+2] {0+2+2}.

Handson, L-6 CLR, L/E, chainmail, s-sd, shield, Scroll of **Mend**, 50 gp, +2 **Bladesharp**, **Enhance**, **Repulse Good**, **Fire Save**, **Wrath**, MGC, (6/24/30-24sp) [2+2+0+3] {2+0+R}.

Gunther, L-5 KNT, L/E, chainmail, +1 l-sd, 50 gp, **Rev. Enhance**, +1 **Strongarm**, +1 vs **LI Spells**, +1 **Damage**, **Resist pain**, (5/22/26-5cp) [2+3+1+3] {2+0+1}.

Tab, L-7 THF, N/N, 2-pt leather, s-sd, +8 pt **Heal** scroll, 100 gp, **Rev. Enhance**, +1 **Strongarm**, Has anointed his sword with a potion of **Celtic Fist**, (7/26/32-x5) [3+2+1+1] {2+0+1}.

Root, L-4 MNK, N/E, no armor, 2 s-sds, 50 gp, **Rev. Enhance**, +2 **Blocking**, +2 **Strongarm**, 2 purple bean bags for 5 pt **Physical Attack**, has drunk a Potion of +1 **Protection**, (4/20/24-8mp) [1+2+0+2] {0+1+1+2B+2}.

ENC. 19 - DRAGONWATCH MONASTERY

NPCs: Abbot Robinton, L-11 CLR, L/G, no armor, weapon, or gold, **Rev.Exhort**, **Enhance**, MGC, (9/42/48-76sp) [4+0+0+0] {0+0+0}.

Seneschal Stefan, L-10 CLR, N/G, +1 chain, staff, **Rev.Exhort**, **Enhance**, (8/38/44-47sp) [3+2+0+1] {2+1+3}.

Rector Francis, L-10 CLR, L/G, no armor, weapon or gold, **Rev.Exhort**, **Enhance**, MGC, 8/38/44-51sp) [3+0+0+0] {0+0+0}.

MASTER TREASURE LIST FOR "GOLD FOR DRAGONWATCH"

ENC. 1 - SPY & BEAR

Treasure: none but information.

ENC. 2 - CREEK

Treasure: none.

ENC. 3 - SWAMP

Treasure: none.

ENC. 4 - MAN HUNTING DUCKS

Treasure: none.

ENC. 5 - Teaser & Nomads

Gold & Magic: 70 gp and Scroll of 12 pt Heal.

ENC. 6 - Burnt Farm & Teaser

Gold & Magic: none.

ENC. 7 - Grandpa Carter & Kids

Treasure: None; these people have only some pretty junk jewelry (their finest possessions) worth maybe 25 gp for the lot; not likely to be taken by the PCs. The wagon is old and junky and loaded only with personal possessions and some baskets of food.

ENC. 8 - DUKE RUJEERIO

Gold & Magic: 40 gp on the two guards - not likely to be available to the PCs.

ENC. 9 - NATALIA

Gold & Magic: 25,000 gp from Natalia to Grizzard and 40 gp on gate guards; unlikely PCs can get any of it.

ENC. 10 - BLOODY PATH

Treasure: None meant to be taken by PCs; see props list.

ENC: 11 - BRIDGE

Gold & Magic: none.

ENC. 12 - STARVING PEASANTS

Treasure: None.

ENC. 13 - Bowmen

Gold & Magic: +1 bow (adds +1 to arrow damage), +2 leather (two additional points of protection, magical), scroll of 12 pt Heal.

ENC. 14 - CIRCLE OF SKULLS

Gold & Magic: none.

ENC. 15 - NATALIA & MARGULIS

Gold & Magic: none.

ENC. 16 - TWO CHILDREN

Treasure: none.

ENC. 17 - Magnaste & Co.

Treasure: +1 s-sd, +1 l-sd, the 200 gp on Magnaste and the 200 gp on the women. Magnaste's +2 sword is Lawful Evil and if she dies it teleports itself to her next of kin - who is one of the wounded men hidden elsewhere. It does one **Fireball** per day for 15 pts, and two **Numbing Blows** and two **No Defense Blows** per day.

ENC. 18 - Teaser & Tormentor

Treasure: +1 chainmail, +1 l-sd, +1 s-sd, two 4pt **Heal** potions, 8 pt **Heal** potion, scroll of **Mend**, Scroll of **Diagnose**, 8 pt **Heal** scroll, 2-pt leather, 800 gp.

ENC. 19 - DRAGONWATCH MONASTERY

Treasure: None.

MASTER PROPS LIST FOR 'GOLD FOR DRAGONWATCH' GAME

ENC. 1 - SPY & BEAR

Props: Bear costume, scroll with two papers.

ENC. 2 - CREEK

Props: Flat stones, string for river, green yarn for plants.

ENC. 3 - SWAMP

Props: Red and Blue and yellow yarn for acid vines.

ENC. 4 - MAN HUNTING DUCKS

Props: String Marsh, rubber duck with arrow in it, bow.

ENC. 5 - Teaser & Nomads

Props: scroll, 7 yellow flags with '9' on them, white flags for fled nomads returning stolen weapons to SK, white strings.

ENC. 6 - Burnt Farm & Teaser

Props: Teaser Costume (provided by Joel Slaten), black plastic for burnt house and bodies, Teaser's Sword (from Joel Slaten).

ENC. 7 - Grandpa Carter & Kids

Props: truck for wagon, big cardboard wheel, plastic or aluminum hoop for rim (broken but can be put back together with insert or tape), baskets of stuff, awning cloth & poles to pitch it on, cardboard 'horse' and 2 sets of harness in front.

ENC. 8 - DUKE RUJEERIO

Props: Flats & painted canvas & tarps for city, tape recorder playing Gregorian chants.

ENC. 9 - NATALIA

Props: Large Gold Piece - palm sized or better. Big bundle of dried herbs wrapped in paper or cloth (must be durable - will get handled a lot), smoke pots & flash paper (Kurt Hopkins & Mark Sutherland ?), Tape of Teaser's laugh and player for it, same city set-up as in previous encounter.

ENC. 10 - BLOODY PATH

Props: Shrine setup including silver holy symbol (worth 300 gp) once nailed to wall, now wrenched free; table covered with heavy velvet cloth sewn with silver (worth 25 gp), golden vase (worth 100 gp) with flowers, silver platter (worth 100 gp) with bread (broken and scattered), paper scrolls with prayers written on them (not MGC - scattered by Nomads, were pinned to cloth of shrine table). Set up tarp to cover shrine so can be a refuge from rain as well.

ENC. 11 - BRIDGE

Props: Rope strung up for crossing the 'river', white flags to make it invisible until PCs roleplay stringing one up; blue string for marking the water, poles for 'trees', stump for stump.

ENC. 12 - STARVING PEASANTS

Props: foam scythes and pitchforks, at least 9 total; 1 leather patch.

ENC. 13 - Bowmen

Props: Scroll, leather, and bow for each team.

ENC. 14 - CIRCLE OF SKULLS

Props: poles with skulls on them marking the roadside (can be any kind of skulls but humanoid preferred - cardboard or foam or something), undead costumes.

ENC. 15 - NATALIA & MARGULIS

Props: White cloth bag head covering with eye holes. Same props as previous encounter: poles with skulls on them marking the roadside (can be any kind of skulls but humanoid preferred - cardboard or foam or something), undead costumes.

ENC. 16 - Two Children

Props: Post with two signs, 1 for Snoyl and 1 for Dragonwatch.

ENC. 17 - Magnaste & Co.

Props: rolled lightweight rug, 2 pillows, bread, baskets and bundles for Nomads, 15 to 20 bloody bandages, (optional - one or two litters).

ENC. 18 - Teaser & Tormentor

Props: White, Purple, Red, & Blue flags; Teaser & Tormentor costumes provided by Barb Slaten, 2 purple bean bags for monk, one 2-pt leather patch and one +1 chainmail patch and 3 scrolls and 3 potions per team, string for river, burnt wood scraps for bridge.

ENC. 19 - DRAGONWATCH MONASTERY

Props: same flats and gate from the Duke encounter (#8), preferably at the same site.