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Part II in the "God save the King Series"
Written by Paula Hopkins Produced by Dana DePalma

Sanctioned Time:

Bar Game to be held on July 10, 1992 3.0 HRS

Major Game & Banquet 7.0 HRS

Total sanctioned Time: 10 HRS

Risk of Death/Failure: Med Mental: Med Physical: Med Fighting: Med

Bar Game Location: 4H Building 4115 East 15th Street Tulsa, Okla

Bar Game NPC Check In Time: 5:30 PM

Bar Game Time: 6 PM - 10 PM

Location of Major Game: Mohawk Park, Tulsak OK

Check In Location: Saturday Shelter #2, Sunday Shelter #1

Major Game NPC Check In Time: 8 AM

PC fee includes evening meal & recoverable props in major game portion only

All Version 2 new rules in effect

PC Fairness is in effect

Check In/On Course	Saturday LM's/GM	Sunday LM's/GM
8/8:30 AM	K. Phinney/P. Weaver	D. Schneider/LJ Stephens
9/9:30 AM	J. Messing/LJ Stephens	D. Lander/C. Clark
10/10:30 AM	B. Bradford/C. Clark	Bob Hamm/P. Weaver
11/11:30 AM	w. Weaver/G. Surber	D DePalma/G. Surber

NPC FEE: \$8 Weekend or \$5 per day - Fee includes dinner

Member PC Fee before June 26, 1992 \$25

Member PC Fee's paid on/after June 27, 1992 \$30

ENCOUNTER # & NAME: 1-Call Forth the Knights
 DETECT GOOD/EVIL: Good on Knights, Monk, & Cleric/ No Evil
 DETECT POISON: None
 DETECT MAGIC: Only On Auras
 DETECT TRAPS: None
 DETECT PURE: Yes on all water
 BOON/BANE: Boon to take Quest
 ENCOUNTER TIME: 15 Minutes
 TIME TO NEXT ENCOUNTER: N/A
 TALK TO PLANTS/ANIMALS: Hot today, very dry. Want water.
 ENCOUNTER GOAL: Introduction into the Game
 TOTAL TREASURE IN ENCOUNTER: None
 TOTAL GOLD IN ENCOUNTER: None
 NPC'S NEEDED: 5
 NPC COORDINATOR: Sir Alvyn

Sir Alvyn greets the PC's. King Joshua is in a meeting with the delegation from Irulan. Sir Alvyn has been asked to extend his majesty's apologies for the delay, only a matter of utmost importance would keep King Joshua from greeting his knights personally. King Joshua hopes to join the PC's with all due haste.

A maid by the name of Maria has been sent to wait upon King Joshua's honored knights and guests.

Father Dominic will enter shortly afterward. He is being assisted by a ranger and a monk who found him knocked unconscious and beaten in the forest. He had been left for dead. The ranger and the monk have brought the good father into the castle for professional healing purposes. The father still requires healing and has a sad tale to tell. The ranger and the monk, upon delivering the father into capable hands will mill about. DeChance is a very class oriented system. While both the ranger and monk are cordial and polite to other classes, when speaking of specific class matters they prefer to speak with another of their profession. After the father has had an opportunity to speak with the PC's the maid Maria will escort him to one of the bed chambers for much needed rest.

NPC NAME: Tie
 CLASS/LEVEL: Ranger/6th
 ARMOR: Chain & Neg Enhance = 3
 WEAPON DAMAGE: Base 6
 LIFE POINTS: 6/24/32
 RANGER POINTS: 26
 ALIGNMENT: LN
 TREASURE: None
 GOLD: None
 SPECIAL ABILITIES: WILL FIND HERBS FOR 1/2 of the blue book cost, preserved as per the ranger ability. You are very class oriented. You prefer to talk to other rangers- after all, why would a monk be interested in woodland matters? You will tell anyone who asks that the woods are fraught with orcs and woodnip trolls, who regenerate at double the normal rate. You will tell rangers only that Felisha de Lake was recently appointed Royal Forester. She is very young for such a great honor. You think highly of her, however, because she has always loved and cared greatly for the woodland animals. Her work with the hawks and falcons is known even among the neighboring kingdoms. Felisha wears the Royal colors but with the Symbol of a Hawk. She is the daughter of Councilor De Lake, one of King Joshua's most trusted advisors.
 CHARACTER HISTORY: You are proud of your accomplishments. Your family has been ranger for hundreds of years. You are very proud of the fact that your family has kept alive the skill of training pip dragons even though they have vanished from DeChance. You feel that custom and tradition are all important.

NPC NAME: Father Dominic
 CLASS/LEVEL: Cleric/4th
 ARMOR: Chain & Neg Enhance = 3

WEAPON DAMAGE: Base 3
LIFE POINTS: 3/14/22
SPELL POINTS: 24
ALIGNMENT: LG
TREASURE: NONE
GOLD: NONE

Incident: You were traveling in the forest. You saw some men with scrolls, the next thing you knew you were attacked from behind, they knocked you out. You think they might have killed you except they heard Klu and Tie coming near the path. Background: Father Dominic is a follower of the order of St. Vidacon of Cathode. If he meets Brother Ionicon he will be awed- The Royal Cleric, himself! He will be beside himself with the honor. Father Dominic prefers to speak only with other clerics or individuals interested in converting to the order of St. Vidacon of Cathode. He will tell everyone in detail about his order. He will, however, only tell other clerics about the sacred shrine of Cathode located in the center of the royal forest. St. Vidacon has granted many a boon to clerics who have lit candles and prayed before his shrine. Father Dominic is also quite interested in the differences among worship practices. If a cleric tells him of his religion then Father Dominic will trust the other cleric enough to warn him or her of the plague that is spreading throughout the land. It has been kept pretty hushed up, the church has not wanted to frighten the populace. The plague spreads rapidly. No one knows what is causing it. Its early symptoms include extreme thirst and being sick to one's stomach. Later symptom's include hot flashes and cold chills. Father Dominic suspects that the plague is magically induced because some of the knights of the realm have fallen ill and died.

CHARACTER HISTORY: You are a high ranking official in the order of St. Vidacon. You have a well deserved reputation for being trustworthy and loyal. You are a devoted servant of King Joshua.

NPC NAME: Sir Alvyn
CLASS/LEVEL: Knight/5th Head of the Order
ARMOR: (4 pt Custom Plate wearable only by Sir Alvyn) +
Neg Enhance = 5

WEAPON DAMAGE: Base 5 + +1 Magic Sword = 6
LIFE POINTS: 5/22/30
COURAGE POINTS: 22
ALIGNMENT: LG
TREASURE: None
GOLD: None

SPECIAL ABILITIES: Full use of abilities

Information: Sir Alvyn will prefer to confide to other Knights about the Council of Mages. Sir Alvyn suspects that they are the ones that have been making the bold attacks on the castle. Sir Alvyn believes that they have at least one member inside the palace walls. Sir Alvyn has personally changes the guard rotation after each attack, yet each time an attack comes it is during the changing of the guard; when the palace is most vulnerable. Rumor has it that the council is headed by an evil female MU of great power. The council is supposed to have grown in numbers and strength over the past 5 years.

CHARACTER HISTORY: Totally loyal to King Joshua, you are the head of the order of DeChance, & proud of your responsibilities. You do not, however, let it go to your head. The fairness of your decisions is how you rose so swiftly up the ranks. You are a kind, generous man.

Heraldry on Order of DeChance: The order of DeChance is a lawful good order. Their code is to protect the land of DeChance. This does not prevent the knights from traveling, but they must return to DeChance to serve and protect if called. A Knight is sworn to protect the innocent and the defenseless. They care greatly for the port and are generous to those in need.

NPC NAME: Klu
CLASS/LEVEL: Monk/4th
ARMOR: Neg Enhance = 1
WEAPON DAMAGE: Base 3
LIFE POINTS: 3/14/22
MONK POINTS: 24
ALIGNMENT: NG

TREASURE: None

GOLD: None

SPECIAL ABILITIES: All

Information: Class oriented, Klu prefers to speak only with other monks of the more challenging areas of DeChance. He knows a great deal about the treacherous rope bridges in the area, & the mined fields that the woodnip trolls have made. He has heard of the chasm of spells but has never entered it himself. He thinks it was made by the council of mages.

CHARACTER HISTORY: Very outgoing and athletic. You revere strength and agility. You consider yourself a lady's man and can be quite charming if you so desire.

ENCOUNTER # & NAME: 2-In Preparation
 DETECT GOOD/EVIL: Good on Joshua, Guards and all merchants
 DETECT POISON: Yes in rogues merchandise
 DETECT MAGIC: Yes with every merchant
 DETECT TRAPS: None
 DETECT PURE: Yes on all water
 BOON/BANE: Boon to trade with merchants and get
 information on the quest
 ENCOUNTER TIME: 120 Minutes
 TIME TO NEXT ENCOUNTER:
 TALK TO PLANTS/ANIMALS:
 ENCOUNTER GOAL: Informational, do not fight unless provoked.
 Warn the PC first
 TOTAL TREASURE IN ENCOUNTER: Scroll good for 1,500 gp for all PC's going on
 the quest
 TOTAL GOLD IN ENCOUNTER: 1,500 GP per PC

NPC'S NEEDED:

NPC COORDINATOR: Joshua

Klu and Tie will exit to visit the royal kitchens. King Joshua will enter the court and address those selected to take up arms for the crown. The Kingdom is temporarily short of funds due to the famine revenging the land. DeChance is, however, well known for its fine craftsmanship. The King will present each PC with a scroll good for 1,500 credit with the local merchants. Four merchants have entered and set up shop while the King has been addressing the PC's. There is also a maid who will wait diligently upon the merchants and whenever she thinks no one is looking (which is most of the time) she will stare longingly at the King. Her name is Maria. Maria will become quite despondent if King Joshua's upcoming wedding is mentioned. Also present is Maria's brother, John. John is dressed all in black and it is his job to clean up after the crowd and the merchants. It's obvious that he is unhappy about something. If questioned he will tell the PC's that he doesn't like his job. He is not especially helpful nor talkative.

If the PC's wish to trade in items they will need to visit the credit department run by Katrinia & Matrin. Both have the innate ability to savvy, reveal curse, and legend lore. The credit Dept. will issue the PC's a new scroll including the funds for the trade in's. The merchants will not buy items. If you wish to trade in items, you must visit the credit dept before dealing with the merchants. Two teams may deal with the credit dept. at once. Among the merchants there is a magic user, Tasha. Tasha will sell to anyone but prefers to talk to other Magic users about local legends, such as the magical pip dragons that died out years ago. Tasha can also make custom one shot scrolls which she will sell at 10% above blue book cost. Range, a fighter, specializes in armor and has many fine suits for sale. Ranged will tell other fighters of the weaknesses he has heard about the council of mages. Sandar, a rogue, has many fine lockpicks and potions. Some say Sandar has even brought poisons with him, for these are surely desperate times for DeChance. Sandar doesn't like to gossip with anyone not of the rogue class, but he will tell other rogues about the mercenaries the council of mages has been hiring. Also a druid herbalist, Mistral, is present. She will sell to anyone but will speak to other druids about certain matters of importance.

After all the PC's have had time to talk to the merchants and buy their ware then the merchants will pack up their remaining wares and leave the castle. Each team will be given 15 minutes to deal with each merchant in turn.

Each merchant will mark off the purchases on the Kings scroll. If the scroll still has credit when the PC is finished with last merchants the credit dept. will reluctantly give the PC the remaining funds in gold. He/She will have to incant first to call the gold into this universe.

NPC NAME: King Joshua of DeChance
 CLASS/LEVEL: Knight/5th
 ARMOR: Custom plate {NR} & Neg Enhance = 5
 WEAPON DAMAGE: Base 5 + +1 Sword = 6
 LIFE POINTS: 5/22/30
 COURAGE POINTS: 22
 ALIGNMENT: LG

TREASURE: Scroll worth 1,500 credit w/ merchants for each PC
GOLD: None
SPECIAL ABILITIES: All abilities
BACKGROUND/SPECIAL INSTRUCTIONS: See previous page

NPC NAME: Tasha
CLASS/LEVEL: MU/10th
ARMOR: 10pt Defense = 10
WEAPON DAMAGE: Base 3 + 5pt Strong Arm = 8
LIFE POINTS: 8/26/34
SPELL POINTS: 77
ALIGNMENT: LG

TREASURE:

GOLD:

SPECIAL ABILITIES: Your magic items carry a tenth level curse; if a PC steals any item he will be enthralled at 10th level autocast and will be unable to stop repeating "I'm a thief" at the top of his lungs until the item is returned. You have the innate ability to enhanced savvy without life point loss, reveal curse, and legend lore.

You will sell to anyone but only to another magic user will you speak of the magical pip dragons of DeChance. They were the inspiration of the seal of DeChance. No one knows why they died out. They were sources of great power for the mages of old. They chose their own masters through; perhaps there was no one left worthy. She also knows of the seer Alana, a living legend, councilor to commoner and King, no one knows when she will appear. If sought out she may or may not speak. When Alana does speak, one should always listen, for her word has always proven true. She hasn't been seen for many years.

CHARACTER HISTORY: You are a very serious mage and do not tolerate theft. You have the innate ability to do savvies without life point loss as a reward for loyal service to the crown. You have a love of gossip and enjoy talking. You are quite gabby and good natured as long as someone isn't trying to steal from you.

NPC NAME: Katrinna & Matrin (Both have same stats)
CLASS/LEVEL: MU/10th
ARMOR: 10pt Defense = 10
WEAPON DAMAGE: Base 3 + 5pt Strong Arm = 8
LIFE POINTS: 8/26/34
SPELL POINTS: 77
ALIGNMENT: LG

TREASURE:

GOLD:

SPECIAL ABILITIES:

Information: You are the credit dept. You will buy items from the PC's at 80% of blue book cost. You will give them change on their scroll if they haven't spent all of their funds after dealing with the merchants. Each credit clerk can deal with one team at a time. If you or a merchant is attacked by a PC or you catch a PC stealing autocast crash time them, on the second offense have the guards remove the PC's from the bar game.

NPC NAME: Sandar
CLASS/LEVEL: Rogue/7th
ARMOR: Custom 3pt leather, wearable only by Sandar + Neg
Enhance = 4
WEAPON DAMAGE: Base =5;Backstab 21.
LIFE POINTS: 7/26/34
ALIGNMENT: NG/CG when drunk

TREASURE:

GOLD:

SPECIAL ABILITIES: You will only take your items out of your pouch one at a time. The pouch is magic and will teleport in it to another plane except when you open the pouch.

Information: You will sell lockpick, poisons and enchantments to everyone, but you prefer to gossip with rogues only. To rogues you will speak of mercenaries that have been hired by the council of mages. They have special bows that fire arrows exceptionally fast. They are recruiting heavily. You have eluded their advances because you

are loyal to the King. You suspect that they are the ones that have been making the raids on the castle. You are very loyal to King Joshua and would do anything to help him. You do not enjoy stocking poison, but feel it may be necessary in times like these. You have the innate ability to do unlimited savvies, reveal curse and legend lore. It was a reward for loyal service to the crown. The savvy ability was custom designed so that you are not effected by the normal life point loss.

CHARACTER HISTORY: You enjoy liquor! After a few drinks you see your little blue friends and will carry on lengthy conversations with them. This doesn't, however, effect your salesmanship, after all business is business!

NPC NAME: Rand
CLASS/LEVEL: Fighter/9th
ARMOR: 4pt custom plate wearable only by Rand and Neg
Enhance = 5
WEAPON DAMAGE: Base 10
LIFE POINTS: 8/42/50
ALIGNMENT: LG
TREASURE:
GOLD:

SPECIAL ABILITIES: You're married to Tasha. She enchanted all of the items you have with a tenth level curse that entralls thieves and makes them shout "I'm a thief" at the top of their lungs until the item is returned.

Information: You can train any class to repair their own personal armor for 10% above blue book cost. You specialize in armor and have many suits for sale. You will sell to or train anyone, but prefer to gossip with other fighters. You have heard that fire is the main weakness of the council of mages. Many of them specialize in ice. You have heard that the chasm of spells is the main line of their defenses but you know of no one who has ever lived through it. The dark chasm is the only entrance into the caved fortress that is their headquarters. It is located past the royal forest to the north near the far edges of Dechance.

CHARACTER HISTORY: Elderly, over the hill, ugh me touch adventurer. You like to ferret out information. You think a good sword is the answer to any problem. Your motto "I can take 'em."

NPC NAME: Mistral
CLASS/LEVEL: Druid/7th level
ARMOR: 3pt Custom leather wearable only by Mistral +
Elephant Hide = 6
WEAPON DAMAGE: 4 + Celtic Fist = 5
LIFE POINTS: 7/26/34
SPELL POINTS: 40
ALIGNMENT: LG
TREASURE:
GOLD:

SPECIAL ABILITIES: You keep all of your items in a large magic pouch that transports the items kept in it into another plane unless you open the pouch. You will only take out one item at a time. If trouble breaks out you will dust storm the trouble makers. You will cast spells for PC's at 10% above blue book cost. You will be able to preserve plants for 10% above blue books cost. You have several herbs for sale and some items that you have taken in trade from other classes.

Information: You will tell other druids of the orcs and woodnip trolls in the area. The woodnips trolls are said regenerate faster than normal and their bodies must be burned with at least 6pts of damage or else they will still be able to regenerate. You have heard sad tales from the animals; they are being slaughtered, gutted and left to rot with strange symbols burned into their flesh. No one knows who is doing this or why it is being done. You feel their loss greatly.

CHARACTER HISTORY: You're mischievous, and can be a practical joker when you feel like it. You enjoy having fun. When not selling items you enjoy singing. You love music.

NPC NAME: John
CLASS/LEVEL: Rogue/5th
ARMOR: Custom leather {NR} (wearable only by John) = 3
WEAPON DAMAGE: Base 4; Backstab 15.
LIFE POINTS: 5/22/30

ALIGNMENT: CN

TREASURE:

GOLD:

SPECIAL ABILITIES: All

Information: You aren't happy. If anybody asks why, you don't like your job. You normally work in the stables and don't enjoy cleaning up after people.

CHARACTER HISTORY: You are dedicated to you family. You believe that anyone who causes you family to suffer should be make to pay! Your amulet is hidden in the castle, you are not wearing it right now. You don't want to attract attention by detecting as magic.

NPC NAME: Maria

CLASS/LEVEL: Monk/1st

ARMOR: None = 0

WEAPON DAMAGE: Base 2

LIFE POINTS: 3/8/16

MONK POINTS: 16

ALIGNMENT: CN

TREASURE:

GOLD:

SPECIAL ABILITIES: You will legend lore for the PC's if asked.

Information: You're a maid at the castle. Your job is to wait on the merchants. Whenever you think no one is looking, (which is most of the time), you will steal quick looks at King Joshua. You are obsessed with the King. If anyone asks you why you are staring at him, you will mutter something about his being so handsome.

CHARACTER HISTORY: Selfish, self serving, fixated on the King. You are despondent over King Joshua's upcoming marriage. You dream of being his queen. You will stop **at nothing to get what you want.**

started a war! Anne will see her tortured and bled until she can endure no more and her body gives up the ghost. Even now it may be too late.”

THE PC’S HEAR: Fireball 18 pts and the back of the palace wall explodes: The mage immediately teleports away. Arrow critical 4pts “Alana” is called by a masked man dressed in black Via an item that duplicates the new ranger ability prevent tracking, he cannot be tracked by any means including bloodhound and bump of direction. His amulet also allows him to move normally while in their concealment, will extend teleport John 100 feet away. John will continue to run away.

A chamber maid comes running into the throne room. She was delivering food to Dungeon. While the palace was being attacked by the council of mages, a monstrous demon like creature with great horns appeared in the dungeon. He slew all of the guards. He pulled the door off of Simon’s cell. Simon laughed with delight, then fell down on his knees as if in a act of worship, then both Simon and the creature vanished. The creature muttered but a few words, autocast, teleport, something like that, it all happened so fast to be sure. The maid is shaken, she’s never seen anything like this before and doesn’t particularly care to again. The surviving guards are searching the palace, but hold little hope of finding Simon or the beast. The King will be shaken but assure the guard that there was nothing he could have done. King Joshua had heard that Simon had become a follower of a powerful chaos cult during his imprisonment, but he didn’t consider it a threat. Tamara will not run in until after Alana has vanished. The maids name is Tammara.

Alana falls to the ground. **TIME FREEZE!** Alana vanishes, only the poisoned arrow with note that hit Alana remains (Alana has an amulet of perfect teleport autocast tuned into her home if she is ever attacked) The poison is toxic and it is still active. If a PC picks up the arrow then the PC will be poisoned with 8pts of toxic poison. The poison is contact poison and will go straight through gloves. The PC should instantly start feeling bad. If a PC doesn’t think of it after around 2 minutes, Sandar will check for poison on the PC and the arrow by sniffing it. The note reads:

DECHANCE WILL FALL AND CRUMBLE INTO DUST!

THE ARROW HAS BLUE CHALK ON IT REPRESENTING THE POISON! After the PC is healed (If Needed), King Joshua will be very upset. If Princess Grace is not found quickly, then DeChance is doomed. Each LM will be given a scroll sealed with King Joshua’s personal seal. This tells the teams when to meet and where, etc.

NPC NAME: King Joshua of DeChance
CLASS/LEVEL: Knight/5th
ARMOR: (4pt Custom plate & Neg Enhance) = 5
WEAPON DAMAGE: Base 5 + +1 Sword = 6
LIFE POINTS: 5/22/30
COURAGE POINTS: 22
ALIGNMENT: LG
TREASURE: Scroll worth 1,500 credit w/ merchants for each PC
GOLD: None
SPECIAL ABILITIES: All abilities
BACKGROUND/SPECIAL INSTRUCTIONS: You care deeply for the people of DeChance. There is nothing that you would not give up or do to save your people.

NPC NAME: Farmer Matthew (Tammara has the same stats)

CLASS/LEVEL: Druid/1st
ARMOR: Leather & Neg Enhance = 2
WEAPON DAMAGE: Base 2
LIFE POINTS: 3/8/16
SPELL/ABILITY POINTS: 16
ALIGNMENT: LG
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: Full use of all abilities.

CHARACTER HISTORY: Your family’s farm was burned by mercenaries. They burned all of your crops. You barely escaped with your lives. This has happened to nearly all of the farmers in the valley. There is an extreme food shortage. Famine is spreading rapidly and winter is coming. The people will starve. You fear for your

family, that is why you have come to the Palace. You know Joshua is a good King and that he will help you. You believe that with all of your heart.

CHARACTER HISTORY: You have been a prison guard for ten years. You are loyal to King Joshua. You have never seen anything happen like this before in all of the time that you have served at the castle. You are very shaken up.

NPC NAME: Natashia
CLASS/LEVEL: Ranger/2nd
ARMOR: Leather + Neg Enhance = 2
WEAPON DAMAGE: Base 4
LIFE POINTS: 3/10/18
SPELL/ABILITY POINTS: 18
ALIGNMENT: LG
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: All abilities

CHARACTER HISTORY/INFORMATION: You work for Felisha the Royal Ranger. You have sent here with a message of grave importance. You feel honored that Felisha entrusted you with this mission. Unknown attackers are slaughtering woodland animals, but not for food. Their bodies are left gutted to rot and they have strange symbols burned into the flesh. Even the birds of the field are becoming scarce. Some of the starving villagers tried to eat the flesh of animals and became ill. The rangers did not get there in time to stop them. Felisha suspects that this may be the source of the plague that is spreading through out the area. The symptoms at first are similar to starvation (sick to ones stomach and weakness.) The symptoms rapidly increase, however and are followed by hot and cold chills and high fever. She does not know what the later symptoms are, or if any of the beggars survived.

NPC NAME: Alana Seer of the Ancient
CLASS/LEVEL: MU/10th
ARMOR: None
WEAPON DAMAGE: Base 3 + 5pt Strong Arm = 8
LIFE POINTS: 8/38/46
SPELL/ABILITY POINTS: 82
ALIGNMENT: CG
TREASURE: None
GOLD: 0

SPECIAL ABILITIES: You will cast a crash time if attacked by a PC. This is an information, not a fighting encounter.

INFORMATION: See text body for wording and gestures. Anne is behind the plot. Its the Kings fault because he banished her instead of having her killed. Anne has kidnapped Princess Grace and is planning on torturing her to death. When Grace dies King Fernand will blame King Joshua and DeChance will be at war.

CHARACTER HISTORY: You are THE SEER, people listen to you or regret it. You treat foolish people like small children! You scold them! After all, if they had conducted their business properly, you wouldn't have to be talking to them.

Legend Lore on People Alana Seer of the Ancient- Alana, Seer of the ancient, no one knows where her powers come from, yet her visions always come true. Her exact age is unknown, but she has counceled Kings and commoners alike for well over 100 years in DeChance.

NPC NAME: John
CLASS/LEVEL: Rogue/5th
ARMOR: Custom leather {NR} (wearable only by John) = 3
WEAPON DAMAGE: Base 4; Backstab 15.
LIFE POINTS: 5/22/30
ALIGNMENT: CN
TREASURE:
GOLD:

SPECIAL ABILITIES: Via the power of your amulet you can move normally when you go into thief's concealment, teleport away, and also not be tracked via the new ranger ability prevent tracking. Your bow is

capable of shooting multiple arrows at once. You have 100% accuracy and you always shoot 4pt crits. You are Maria's brother and you hate King Joshua with a passion because you think he got your sister pregnant. You will do everything in your power to make the King's life miserable. You know that the news Alana brings is always important so you shot her so that she wouldn't tell him anything else. Shooting the King would have been too easy. You want King Joshua to suffer as he watches his people starve. A mage from the council of mages blasted the wall for you then teleported away. The council of mages has promised that if you help them get rid of your mutual enemy you will be allowed to join them.

Mundane Bow (NON-RECOVERABLE)

Custom fitted to John's hand, this bow will allow John to fire 3 arrows at once.

GM Note: if the PC's recover this item it will be broken and unmendable.

Amulet (NON-RECOVERABLE)

Savvy 1-Allows John to perfect teleport 100 feet.

Savvy 2-Allows John to move normally while in thief's concealment.

Savvy 3-Prevents John from being tracked by any means including Bloodhound and Bump of Direction as per the new ranger ability "prevent tracking."

Savvy 4-Holds 3 charges, non rechargeable. Activated by John wanting to escape.

GM Note: if a PC recovers this item, all charges will be used.

LORES & HERALDRY

Heraldry on the Order of DeChance- The order of DeChance is a lawful good order. Their code is to protect the land of DeChance. This does not prevent the knights from traveling, but they must return to DeChance to serve and protect if called. A knight is sworn to protect the innocent and the defenseless. They care greatly for the poor and the generous to those in need.

Heraldry on the Order of Irulan- The order of Irulan is a lawful order dedicated to the protection of Irulan and the royal family. The order is sworn to protect those in need.

Legend Lore on People King Joshua- King Joshua is devoted to the people of DeChance. His kindness, mercy, and grace are well known throughout all DeChance.

Legend Lore on People Princess Grace- Princess Grace is the only child of King Fernand. Her mother died giving birth to her. She is King Fernand's pride and joy. King Fernand arranged her marriage to King Joshua not for political reasons but rather because he thought that King Joshua would make a good husband to his beloved daughter, but were anything to happen to her, it would lead to war.

Legend Lore on People King Fernand- King Fernand is the ruler of the agricultural community, Irulan, which borders DeChance. He married late in life, his beloved wife, Jessica, died during the birth of their only child, Princess Grace. Princess Grace is King Fernand's pride and joy. King Fernand would do anything for his people and for his daughter. It was his hope that both kingdoms would be united after his death.

Legend Lore on People Anne Heron- Oldest child of the late King Exavier Heron. Exiled from DeChance when her brother King Joshua ascended to the throne. She is rumored to have been exiled for her father's death. Anne Heron has sworn to bring down DeChance at any cost, by any means.

Legend Lore on People Simon Locke- A traitor to the crown. Simon Locke was imprisoned for the murder of King Exavier Heron. It is rumored he still has contacts seeking his release/rescue.

Legend Lore on People Alana Seer of the Ancient- Alana, Seer of the ancient, no one knows where her powers come from, yet her visions always come true. Her exact age is unknown, but she has counseled Kings and commoners alike for well over 100 years in DeChance (and she was old then).

Legend Lore on People Sir Alvyn- Sir Alvyn was appointed head of the order of DeChance by the late King Exavier Heron. He is a loyal servant of King Joshua. Sir Alvyn rose quickly through the ranks because of his kindness & generosity to the poor, which is the true spirit of a knight of DeChance. There are rumors that Sir Alvyn is harboring some deep, dark, secret.

Legend Lore on People Felisha Worthington- Felisha Worthington is the only child of Councilor Richard and Lady Sarah Worthington. She holds the singular honor of being the youngest royal ranger ever, appointed in DeChance.

Legend Lore on People Councilor Richard Worthington- High Councilor and trusted advisor to King Joshua and his father King Exavier Heron before him. Councilor Worthington's loyalty to the crown is beyond reproach.

Legend Lore on People Lady Sarah Worthington- Lady Sarah Worthington is the wife of High Councilor Richard Worthington. She is well known for her kindness and generosity to the people of DeChance. She is a devoted wife & mother.

Legend Lore on People Tie- A ranger of DeChance serving under royal ranger Felisha Worthington.

Legend Lore on People Father Dominic- Father Dominic is a follower of the order of St. Vidacon of Cathode, which is the royal religion of DeChance. He has an inquisitive nature and enjoys discussing other beliefs.

Religion Lore on the order of St. Vidacon of Cathode- St. Vidacon was canonized after giving up his life to preserve electronic automation by making himself part of the system. He is the patron saint of computer programmers. The holy symbol of the order is a cathode tube.

Legend Lore on People Klu- Klu is a master of martial arts in DeChance.

Legend Lore on People Tasha- Tasha is the court mage. She crafts powerful magics for the King of DeChance.

Legend Lore on People Sandar- Sandar performed valuable service for the late King Heron when he saved his bride from drowning in the current. Her majesties canoe tipped over. King Joshua holds him in high regard for his former heroism, despite the fact that he now sees "little blue friends".

Legend Lore on People Range- Rand is a retired, over the hill, adventurer. He is married to the court mage, Tasha.

Legend Lore on People Mistrall- Mistrall is a druid, she is also a bard and is well known for her lovely voice.

General Woodland Lore- The forest of DeChance are known to be fraught with woodnip trolls and orcs. A mysterious plague is currently spreading across the land. Many feel it originated in the forest. The forest was also once home to the magical pip dragons of DeChance.

Pip Dragon Woodland Lore- The magical pip dragons once populated the forests of DeChance, they disappeared 100 years ago. No one knows why.

Legend Lore DeChance- A kingdom whose primary source of revenue is magic. The kingdom is ruled by King Joshua Heron. Their magic items are some of the best in the world.

Legend Lore on Irulan- An agricultural based kingdom, ruled by King Fernand. Irulan borders DeChance.

TASHA'S MAGIC SHOP

#1-Pin of Electrify

Savvy 1-Allows the wearer of the pin to cast a 6pt electrify as per the MU spell electrify. The pin is rechargeable by having one spell point cast into it.

Value: 540gp

#2-Spell Battery Generator Pins

Savvy 1-Will Store 5 spell points. Rechargeable by having a caster of the same class as the owner casting spell points into pin. Holds up to a maximum of 5 pts. Pin is currently full.

Value: 1,350gp

#3-Monk Point Battery

Savvy 1-Will Store 5 monk points. Rechargeable by having a monk transferring his points into the item. Holds up to a maximum of 5 pts. Battery is currently full.

Value: 1,350gp

#4-Ranger Point Battery

Savvy 1-Will store up to 5 ranger points. Rechargeable by any ranger transferring points into item. Holds up to a maximum of 5 pts. Battery is currently full.

Value: 1,350gp

#5-Courage Point Battery

Savvy 1-Will store up to 5 courage points. Rechargeable by any knight willing up to five points into the battery. Battery is currently full.

Value: 1,350gp

#6-Glasses of Detect Illusionary Terrain

Savvy 1-Allows the user to detect illusionary terrain as per the rangers ability.

Savvy 2-Unlimited uses per day. The user must wait 6 seconds between uses.

Value: 980gp

#7-Magic Enthrall Flask

Savvy 1-When water is poured into Flask it will become an enthrall fire vine at the level of the MU that cast the enthrall. The flask is currently empty. The flask will absorb 1 enthrall at a time by the MU casting an enthrall on the flask and stating his level. Creature must drink from flask to be enthralled.

Value: 1,440gp

#8-Know Aura Bandanna

Savvy 1-Will allow the user to cast a know aura as per the MU ability once per day. Activated by wearing bandanna

Value: 750gp

#9-Message Ear Wrap

Savvy 1-Will allow the wearer to cast a message as per the MU ability "Message", once per day. Activated by wearing ear wrap.

Value: 450gp

#10-Mental Signal

Savvy 1-Will allow the wearer to cast a message as per the MU ability once per day. Activated by telling GM what you want to be notified about.

Value: 750gp

#11-Telekinesis Belt

Savvy 1-Allows the being to move once object as per the MU ability once per day. Activated by trying to move object for 10 seconds.

Value: 850gp

#12-Magic Quiver

Savvy 1-Always full. Holds up to a maximum of 20 arrows at one time.
Value: 500gp

#13-Autocast

Savvy 1-Allow user to autocast one spell one time per day.
Savvy 2-Activated by autocasting spell
Value: 2,500gp

#14-Pin of Reveal Danger

Savvy 1-Will allow the user to reveal danger as per the cleric spell one time per day. Activated by wearing pin.
Value: 200gp

#15-Wand of Magic Detection

Savvy 1-Will pinpoint exactly what item/thing is magic. Usable once per day. Activated by waving wand for 6 seconds.
Value: 350gp

#16-Earring of Truth Force

Savvy 1-Will hold one charge at the users current Base LI level of truth force. Rechargeable by having truth force cast into the earring. Activated by asking 1 question and saying "Truth Force."
Value: 1,320gp

#17-Ring of Sanctify

Savvy 1-Will allow the user to sanctify one weapon as per the cleric ability sanctify. Rechargeable by having one spell point cast into the item.
Savvy 2-Bonds to owner.
Value: 200gp

#18-Ring of Celtic Fist

Savvy 1-Allows the user to cast celtic fist on the users own weapon as per the druid ability. Rechargeable by having a celtic fist cast into the ring. To activate the user must meditate for 6 seconds.
Savvy 2-Bonds to owner.
Value: 450gp

#19-Item Deleted

#20-Elemental Protection Lightning

Savvy 1-
Value: gp

#21-Anklet of Physical Attack

Savvy 1-Allows the wearer the ability to throw a 5pt physical attack as per the monk ability once per day. All restrictions/limitations of the monk ability apply.
Value: 500gp

#22-Amulet of Spell Storage

Savvy 1-Allows the owner to store a spell no greater than a 5th level spell or 5th level of influence. The spell can be donated by any willing caster. The amulet will store one spell at a time and up to three spells per day.
Savvy 2-To store the donor should incant then say "store" plus the spell name. To discharge call the spell name on the item/creature the spell is being cast upon, after thinking about the spell for 15 seconds.
Value: 1,500gp

#23-Death Memory Charm

Savvy 1-Allows the monk only to use the ability "Death memory" at PC level. Is rechargeable by putting 7 monk points into the charm.

Savvy 2-User loses one life point per use for the duration of the day. If this loss brings the PC below conscious level, he/she passes out. This loss cannot be healed but returns the next day.

Savvy 3-Activated by saying "May (deity) allow me a glimpse through the veils of time" and stating the ability he/she is using.

Value: 360gp

#24-Personal Augury Charm

Savvy 1-Allows monks only to use the ability "Personal Augury." Can be used one time per day.

Savvy 2-User loses one life point per use for the duration of the day. If this loss brings the PC below conscious level, he/she passes out. This loss cannot be healed but returns the next day.

Value: 1,050gp

#25-Precognition Charm

Savvy 1-Allows monks only to use the ability "Precognition." Can be used one time per day.

Savvy 2-User loses one life point per use for the duration of the day. If this loss brings the PC below conscious level, he/she passes out. This loss cannot be healed but returns the next day.

Value: 1,250gp

#26-Mist Bridge Ring

Savvy 1-Allows the wearer of the ring the ability to cast a mist bridge as per the druid ability. All stipulation of the spell apply.

Savvy 2-Bridge is rechargeable when 7 spell points are donated by a willing caster. To donate touch ring and say recharge. The ring does not bond unless the owner wishes it to bond.

Savvy 3-Activated by saying "The grass is always greener on the other side of the road."

Value: 330gp

#27-Scroll of Restoration

Savvy 1-Reader of the scroll can restore one spell, life, or ability point. Activated by reading scroll. The scroll will not add an extra spell, life or ability point, it will only restore a permanently lost spell, life, or ability point.

Value: 500gp

#28-Entrall Potion

Savvy 1-Once the potion has been consumed, the creature will have the innate ability to cast enthrall as per the MU spell, using his/her own spell, courage ranger, or monk points. All limitations/restrictions of the spell apply. The enthrall will be cast at the creatures level.

Savvy 2-The enthrall is recharged with 2 of the users own spell, courage, ranger or monk points.

Value: 1,440gp

#29-No Defense Blow Amulet

Savvy 1-The Amulet allows the owner to wield a no defense blow for one weapon strike one time per day as per the knight ability. The amulet is activated by saying "Take That" and calling no defense damage.

Value: 1,500gp

#30-Wand of Aura's

Savvy 1-Allows the owner to put one aura, either red, yellow, blue or green. The wand is activated by saying "I want to glow", followed by the desired aura color. The duration of the aura is 5 minutes. The owner has the ability to put up an aura three times per day. The aura stacks with everything.

Value: 600gp

Rand's Armory

#31-+1 Leather Mundane

Legend Lore: +1 Leather protects for one additional point against melee only.

Value: 1,340gp

#32-2pt Magic Leather

Savvy 1-

Value: 1,900gp

#33-+0 Magic Leather

Savvy 1-

Value: 200gp

#34-Oil of Magic Leather

Savvy 1-

Value: 160gp

#35-+0 Magic Chain

Savvy 1-

Value: 750gp

#36-+1 Chainmail Mundane

Legend Lore: Protects against melee only for 3 pts

Value: 1,700gp

#37-+1 Magic Chainmail

Savvy 1-Protects for 3pt against magic, melee, and missile attacks

Value: 2,200gp

#38-Oil of Magic Chain

Savvy 1-When rubbed on standard chainmail, the oil will transform the chainmail to +0 magic chain.

Value: 350gp

#39-+1 Crystal Sword Mundane

Legend Lore: 2pt base weapon swings 1 additional point of mundane damage due to fine craftsmanship. Made of emerald.

Value: 1,200gp

#40-+1 Mundane Staff

Legend Lore: 2pt base weapon swings 1 additional point of mundane damage due to fine craftsmanship. Made of Onyx.

Value: 1,200gp

#41-+1 Magic Sword

Savvy 1-2pt base weapon does 1 additional point of magic damage. Made of diamond.

Value: 1,000gp

#42-+0 Magic Silver Short Sword

Savvy 1-+0 Magic short sword, swings magic damage.

Savvy 2-Made of silver.

Value: 400gp

#43-+0 Long Sword

Savvy 1-Long sword 3pt which swings magic damage.

Value: 280gp

#44-+1 Mundane Long Sword

Legend Lore: 3pt base weapon swings one point of additional damage due to superior craftsmanship.

Value: 1,600gp

#45-+1 Magic Long Sword

Savvy 1-3pt base weapons swings one additional pt of magic damage.
Value: 1,400gp

#46-+0 Magic Bow or Crossbow

Savvy 1-The arrows shot from this bow do +0 magic damage.

Savvy 2-Will do electrical, ice, or fire magic damage. Once the bonded owner chooses it will become either an ice, fire or electrical bow. The bow will not work until the owner chooses which type of bow he/she desires and after choosing the type of damage is permanent. The bow will only do one of these three types of damage. The weapon will either be a bow or a crossbow, the PC must decide at the time of purchase.

Value: 360gp

#47-+0 Magic Ice Bow

Savvy 1-Does +0 ice damage.

Savvy 2-Will fire an ice arrow as per the "MU spell" fire (ice) arrow once per day.

Value: 1,160gp

#48-+1 Magic Bow

Savvy 1-Does +1 magic damage.

Value: 1,800gp

#49-+2 Magic Bow

Savvy 1-Does +2 magic damage.

Value: 4,500gp

#50-Double Bow

Legend Lore: Allows wielder to fire two arrows at once.

Value: 650gp

#51-Damage Bracelet

Savvy 1-Will allow wearer to add proficiency bonuses to additional weapons for one combat.

Savvy 2-Once Charge, rechargeable with two spell or ability points. Recharge activated by saying "recharge" and donating the spell/ability points.

Value: 480gp

#52-Proficiency Bracelet

Savvy 1-Adds +1 proficiency point to any hand held mundane weapon. Usable only by fighters or knights.

Value: 800gp

#53-Stone of Bladesharp

Savvy 1-Allows the user to add a +1 bladesharp one time per day.

Value: 600gp

#54-Salve of Armor

Savvy 1-Absorbs leather armor into the skin of any class with ability to wear armor.

Savvy 2-Activated by rubbing salve into leather. Once activated the leather armor is destroyed and the PC has one additional innate armor point vs. melee. Stackable with armor and spells only.

Value: 1,120gp

#55-Salve of Hardened Skin

Savvy 1-When salve is applied to skin, the salve hardens the skin giving it one innate armor point vs. melee.

Savvy 2-Wearable by any class, stackable with spells and protection devices only. Will not stack with armor.

Value: 1,120gp

#56-+1 Crabgrass Armor

Savvy 1-Armor protects for 2pt mundane against melee only.

Savvy 2-No maintenance costs. Armor must be healed daily by a druid.

Savvy 3-Once every 12 months the armor divides. The new suit will never divide. The new suit must be given away and cannot be sold.

Value: 1,900gp

#57-Bracelet of Additional Armor Point

Savvy 1-Adds one additional pt of armor vs. melee for 1 combat per charge.

Savvy 2-Stackable with spells, abilities, and armor only. Activated by saying "Tough Guy".

Savvy 3-To recharge say "recharge" and three of your own points will recharge the item.

Value: 240gp

#58-+1 Ring

Savvy 1-Adds one additional point of protection against magic melee, and missile attacks.

Savvy 2-Wearable by any class. Activated by wearing ring. Stacks with spells, abilities and armor.

Value: 1,820gp

#59-+1 Defense Ring

Savvy 1-Adds +1 to defense as per the spell "defense" one time per day.

Savvy 2-Stackable with spells & abilities only.

Value: 390gp

#60-+1 Monks Blocking Pin

Savvy 1-Adds one point of armor to limbs as per the ability monks blocking permanently.

Savvy 2-Stackable with spells & abilities only.

Value: 700gp

#61-+2 Monks Blocking Cloth

Savvy 1-Adds two points of armor to the limbs as per the ability monk blocking permanently.

Savvy 2-Stackable with spells, abilities and armor only.

Value: 1,750gp

#62-+2 Mundane Throwing Star

Legend Lore: Stars are extra dense and add 2 additional points of damage.

Value: 120gp

SANDAR'S SHOP

#63-+ 1 Touch Lockpick

Legend Lore: Provides one additional touch permanent

Value: 1,820gp

#64-3/4" Lockpick

Legend Lore: Oversized Lockpick

Value: 1,200gp

#65-Autoinjector Pin of Neutralize Poison

Savvy 1-Holds one charge of neutralize poison.

Savvy 2-Activated by the wearer of the pin being poisoned.

Savvy 3-Rechargeable by having a ranger pour a neutralize poison potion into the pin.

Savvy 4-Pin holds one charge at a time and preserves the potion until needed.

Value: 1,000gp

#66-Oil of Escape Bonds

Savvy 1-When rubbed on the skin will allow the being to permanently escape bonds as per the monks ability to escape bonds.

Value: 840gp

#67-Cloak of Concealment

Savvy 1-Allows a creature when wearing the cloak to move normally while in concealment. Usable by any class.

Savvy 2-After reappearing the creature must wait 3 seconds before taking any offensive action.

Value: 900gp

#68-Backstab Amplifier

Legend Lore: Increases backstab by 2 permanent. All increases are after backstab amplifiers are applied, etc.

Value: 1,500gp

#69-Earcuff of Legend Lore on People

Savvy 1-Allows the wearer when looking through the classes to do a monks legend lore once per day as per the rogues 2nd level ability legend lore.

Value: 230gp

#70-Eyeglasses of Monks Legend Lore

Savvy 1-Allows the wearer when looking through the glasses to do a monks legend lore once per day.

Value: 350gp

#71-Coin of Bargain

Savvy 1-Allows the user to perform the rogue ability bargain. Coin is rechargeable by a rogue willing the ability bargain into the coin.

Value: 1,500gp

#72-Boots of Climbing

Savvy 1-Allows the wearer to climb as per the rogues 5th level new ability once per day. Activated by wearing boots and wanting to use ability.

Value: 750gp

#73-Book of Knowledge

Savvy 1-Allow a non thief to pick a lock once per day as 1st level thief. Activated by reading book for 6 seconds.

Value: 650gp

#74-Ring of Concealment

Savvy 1-Allows a non thief to use the ability thief's concealment once per game day at their current level. Activated by wearing ring and going into concealment.
Value: 1,600gp

#75-Book of Fence Contacts

Savvy 1-Allows the owner to use the rogue ability "Fence Item" after bonding.
Savvy 2-Is usable 1 time per day.
Savvy 3-Activated by looking up nearest city and scanning the page for a fence.
Value: 750gp

#76-Toxic Poison

Legend Lore: 8 pts toxic poison 1 use only. Activated by putting on item to be poisoned (such as an arrow) or pouring into a drink (then poison must be ingested.)
Value: 160gp

#77-Toxic Poison

Legend Lore: 6 pts toxic poison 1 use only. Activated by putting on item to be poisoned (such as an arrow) or pouring into a drink (then poison must be ingested.)
Value: 120gp

#78-Venom Poison

Legend Lore: Venom Poison, if not healed within 5 minutes will result in death. One use only. Activated by putting poison on an item or ingesting.
Value: 1,000gp

#79-Amulet of Disguise

Savvy 1-Allow a non thief at his own level, to use the thief's ability disguise once per day. Activated by wearing amulet.
Value: 1,080gp

#80-Pin of Detect Trap

Savvy 1-Allows the owner to detect traps as per the thief ability once per day.
Value: 500gp

#81-Magic Rope

Savvy 1-50 ft of indestructible magic rope.
Value: 100gp

#82-Enhanced Magic Rope

Savvy 1-50 ft of indestructible magic rope.
Savvy 2-Each end of the rope will magically tie itself onto a stated object/thing person as per the rangers ability tie knots once per day. The knots will be tied to 1st level.
Savvy 3-The knots are activated by stating the object/thing the owner wants the rope to tie itself onto. The rope will not tie itself onto anything further than 50 ft away.
Value: 600gp

#83-Vials of Detect Poison

Savvy 1-Allows the being, after sniffing bottle, to detect poison as per the thief's ability. Unlimited uses per day. But the being must wait 6 seconds between uses.
Value: 980gp

#84-Stone of Detect Poison

Savvy 1-Holds two charges of detect poison, non rechargeable.
Savvy 2-Stone changes color for 15 seconds when poison is detected.
Savvy 3-to activated place stone next to thing/creature poison is being detected on. Stone will change to red for red death, black for venom, and yellow for toxic poison.
Value: 155gp

#85-Glasses of Gauge Treasure

Savvy 1-Will allow the bonded owner to gauge treasure once per day as per the thief's ability.

Savvy 2-Activated by putting on glasses and looking at item.

Value: 350gp

#86-Boots of Monk Leap

Savvy 1-Allows the owner to leap as per the monk ability once per day.

Savvy 2-Activated by saying "Up, Up, and away."

Value: 450gp

#87-Dagger

Savvy 1+3 Mundane Dagger

Value: 240gp

#88-Quiver of Honing

Savvy 1-Will produce 3 honed arrows per day.

Savvy 2-Activated by opening quiver and removing arrows.

Value: 480gp

#89-Mundane Oversized Quiver

Legend Lore: Extra wide quiver holds 30 arrows.

Value: 80gp

#90-Silver Arrow Tips- 6 available

Legend Lore: Extra wide quiver holds 30 arrows

Value: 5gp

#91-Rogues Concentration Touch Bracelet

Savvy 1-Bracelet stores 1 charge of the rogues ability concentration at 1st level. Rechargeable by having a rogue will the ability concentration into the bracelet.

Savvy 2-Activated by saying "Let me think about it."

Value: 270gp

#92-Potion of Thieves Hearing

Savvy 1-After drinking the potion the creature has the innate ability of thieves hearing permanently. All stipulations of the rogues ability apply.

Value: 700gp

MISTRAL'S SHOP

#93-Athelas Potion

Legend Lore: Preserved Athelas potion. Activated by drinking potion. One use only.

Value: 300gp

#94-Neutralize Poison Potion

Legend Lore: Neutralize poison. Activated by drinking potion. One use only.

Value: 250gp

#95-Death Commitment Amulet

Savvy 1-One use only. None rechargeable. Activated by dying. Being wearing amulet is throw into a death commitment as per the monks ability.

Value: 250gp

#96-Pouch of Preserve Plant

Savvy 1-Preserves 1 plant one time per day. The plant only remains preserved as long as it stays in the pouch.

Value: 850gp

#97-Magic Potion Bottle

Savvy 1-Indestructible magic potion bottle, will not break or leak.

Value: 100gp

#98-Pouch of Preserve Ranger Potion

Savvy 1-Preserves 1 potion. One time per day. The potion only remains preserved as long as it remains in the pouch.

Value: 850gp

#99-Broach of Heal Self

Savvy 1-Will heal self as per the monk ability for 2 pts. Activated by willing self to be healed for 6 seconds. Holds two charges.

Savvy 2-Each charge rechargeable with one of your own spell or ability points.

Value: 300gp

#100-Earring of Speak with Animals

Savvy 1-Allows the wearer to speak with animals as per the druid ability. Holds one charge. Rechargeable by having one spell point cast into it.

Value: 150gp

#101-Necklace of Heal

Savvy 1-Necklace holds two charges of clerical 4pt heal. Activated by saying "heal."

Savvy 2-Each charge is rechargeable by having two spell points cast into the necklace.

Value: 576gp

#102-Necklace of Reveal Magic

Savvy 1-Allows the bonded owner to reveal magic permanently as per the Druid ability. Activated by wearing necklace and saying "reveal magic." The user must think about the magic for 6 seconds.

Value: 980gp

#103-Ring of Detect Good/Evil

Savvy 1-Allows the bonded owner to detect good/evil as per the cleric ability. Ring holds one charge. Rechargeable by having one spell point cast into the ring. User must think about alignment for 6 seconds before using the item.

Value: 210gp

#104-Amulet of Celtic Fist

Savvy 1-The amulet gives the bonded owner a permanent celtic fist. Stacks with spells and abilities. Activated by wearing amulet.

Value: 2,100gp

#105-Necklace of Savvy

Savvy 1-Holds one charge of the MU ability savvy. All restrictions of the spell apply.

Savvy 2-Rechargeable by having one spell point cast into the ring. Activated by thinking on the item for 6 seconds then savvying item.

Value: 210gp

#106-Ear Cuff of Forsee

Savvy 1-Holds one charge of the clerical spell "Forsee". Activated by thinking about a question for 6 seconds then saying "Boon or Bane and asking and allowable question."

Value: 150gp

#107-Box of Melange

Savvy 1-Once per day the owner of the box can open it and find an unpreserved melange herb.

Savvy 2-After taking 3 herbs the user is addicted and must have melange, or be -1 damage and -1 life point each day he/she goes without (non-cumulative) or, until a "neutralize disease" and a "neutralize poison" 9th level or higher are cast less than 1 minute apart.

Value: 382gp

ENCOUNTER # & NAME: 1-Who was that masked man?
 DETECT GOOD/EVIL: N/A
 DETECT POISON: Yes, on 2nd arrow
 DETECT MAGIC: Yes, on John's Amulet
 DETECT TRAPS: No
 DETECT PURE: N/A
 BOON/BANE:
 ENCOUNTER TIME: 5 Minutes
 TIME TO NEXT ENCOUNTER: 10 Minutes
 TALK TO PLANTS/ANIMALS: Big one lie in grass crush us
 ENCOUNTER GOAL: Entrance into the game
 TOTAL TREASURE IN ENCOUNTER: None
 TOTAL GOLD IN ENCOUNTER: None
 NPC'S NEEDED: John
 NPC COORDINATOR: John

John is in league with the council of mages, his motives is revenge. John's sister Maria lied to him and told him that she was pregnant by King Joshua. John is well hidden in the bushes and as soon as the PC's get within firing distance he will shoot off his triple bow. The first arrow he will shoot is a killdagger arrow 5th level, the second arrow is 6pts toxic poison, the third arrow is a crit 4pt. John has an amulet that allows him to teleport 100 ft away, prevent tracking as per the new ranger ability, and it also allows him to move normally while in thieves concealment.

If the party ambushes John, he should fire off one shot if he has time; if not he should go immediately teleport out of the encounter. John is masked and will not reveal his identity willingly, remove the mask, or communicate with the PC's in this encounter save to fire off his arrows. John will be in a hurry to leave so that he can find a good spot to ambush the PC's later on.

NPC NAME: John
 CLASS/LEVEL: Rogue/5th
 ARMOR: 3pt Custom leather (wearable only by John) = 3
 WEAPON DAMAGE: Base 4; Backstab 15.
 LIFE POINTS: 5/22/30
 ALIGNMENT: CN
 TREASURE:

GOLD:

SPECIAL ABILITIES: Can move normally while in thief's concealment due to his amulet, see above.

BACKGROUND/SPECIAL INSTRUCTIONS: You have 100% accuracy and shoot 5pt crit. You always hit. You fire 5pt crit when not shooting poisoned or killdagger arrows. You are seeking revenge on King Joshua for getting your sister pregnant.

Thief's Legend Lore on John: He isn't well known enough.

Mundane Bow (NON-RECOVERABLE)

Custom fitted to John's hand, this bow will allow John to fire 3 arrows at once.

GM Note: if the PC's recover this item it will be broken and unmendable.

Amulet (NON-RECOVERABLE)

Savvy 1-Allows John to perfect teleport 100 feet.

Savvy 2-Allows John to move normally while in thieves concealment.

Savvy 3-Prevents John from being tracked by any means including Bloodhound and Bump of Direction as per the new ranger ability "prevent tracking."

Savvy 4-Holds 3 charges, non rechargeable. Activated by John wanting to escape.

GM Note: if a PC recovers this item, all charges will be used.

ENCOUNTER # & NAME: 2-Has anybody got a match?
 DETECT GOOD/EVIL: Evil on men burning farm, good on youth
 DETECT POISON: No
 DETECT MAGIC: Yes, on forsee pin
 DETECT TRAPS: No
 DETECT PURE: N/A
 BOON/BANE: Boon to stop men from burning farm
 ENCOUNTER TIME: 25 Minutes
 TIME TO NEXT ENCOUNTER: 10 Minutes
 TALK TO PLANTS/ANIMALS: Big ones would burn us
 ENCOUNTER GOAL: Give the PC's opportunity to perform a good deed. This is a warm up fight and is not expected to be very difficult.
 TOTAL TREASURE IN ENCOUNTER: Forsee ring on Youth
 TOTAL GOLD IN ENCOUNTER: 0
 NPC'S NEEDED: 4
 NPC COORDINATOR: Hector
 What the PC's see: Three men burning crops and a farm. There is a youth hiding in the brush.

These men are mercenaries, they were contacted by someone through written letters about this job. They do not know their contacts name. The letter was signed only with the letter "A" They live in a kingdom a fair distance from here. They do not know where the contact lives. Once a week they go burning the crops that they have not noticed the youth hiding in the brush.

The Youth is the son of a widower, Jason Mattley. Jason has journeyed into DeChance to warn King Joshua about the mercenaries in the area. His son (can be a daughter, for NPC purposes) was staying at a neighboring farm where he would be safe. His father is due back later today. He was supposed to stay at the neighbor's until his father returned, but he came home early to do some chores. He wanted to surprise his father. Instead he was the one surprised. He saw these men burning his home. He is terrified and is hiding in the brush. He is afraid that if the men see him they will kill him.

The men cannot be bribed to leave the farm.

The boy will not go with the PC's. He will insist that he must return to the neighboring farmer's house where he was supposed to meet his father. He is afraid that his father would think he was dead otherwise. He can't leave his father a note, because his father cannot read. If the PC's help the youth he will give them his treasure and cast spells for them.

NPC NAME: Nevel
 CLASS/LEVEL: Ranger/5th
 ARMOR: Custom chain wearable only by Nevel = 3
 WEAPON DAMAGE: Base 5
 LIFE POINTS: 5/22/30
 RANGER POINTS: 22
 ALIGNMENT: CE
 TREASURE: None
 GOLD: 0
 SPECIAL ABILITIES: Full use of abilities.
 BACKGROUND/SPECIAL INSTRUCTIONS: Fight to the PC's level.

NPC NAME: Seth
 CLASS/LEVEL: Monk/5th
 ARMOR: None = 0
 WEAPON DAMAGE: Base 4
 LIFE POINTS: 5/22/30
 MONK POINTS: 34
 ALIGNMENT: CE
 TREASURE: None
 GOLD: 0
 SPECIAL ABILITIES: Full use of abilities.
 INFORMATION: Fight to the PC's level.

NPC NAME: Ezak
CLASS/LEVEL: Fighter/4th
ARMOR: Custom chain wearable only Ezak = 3
WEAPON DAMAGE: Base 7
LIFE POINTS: 4/22/30
ALIGNMENT: CE
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: Full use of abilities.
INFORMATION: Fight to the PC's level.

NPC NAME: Timmy (or Teresa if NPC is female)
CLASS/LEVEL: Cleric/1st
ARMOR: Leather & Neg Enhance = 2
WEAPON DAMAGE: Base 2, if he has a weapon
LIFE POINTS: 3/8/16
SPELL POINTS: 16
ALIGNMENT: LG
TREASURE: Pin of Forsee
GOLD: 0

SPECIAL ABILITIES/RESTRICTION: Help PC's if they help you (cast spells, etc.). If the PC's drive off the men then you will give them your Forsee Ring. You will insist that they take it. You will not go with the PC's. You will instead go back to your neighbors to wait for your father. If you left with the PC's your father would think you were killed or kidnapped.

Pin of Forsee-Recoverable

Savvy 1-This pin holds one charge of the spell Forsee. It is activated by humming for 6 seconds then asking one allowable question as per the spell forsee.

Savvy 2-The pin is rechargeable by having a caster willingly donate one spell point. To donate the point the caster should touch the pin and say "donate."

Value: 150gp

ENCOUNTER # & NAME: 3-Help me if you can, I'm feeling down
 DETECT GOOD/EVIL: Good on Felisha, evil on all others
 DETECT POISON: No
 DETECT MAGIC: Yes on birds & metal
 DETECT TRAPS: No
 DETECT PURE: N/A
 BOON/BANE: Boon to rescue girl
 ENCOUNTER TIME: 25 Minutes
 TIME TO NEXT ENCOUNTER: 10 Minutes
 TALK TO PLANTS/ANIMALS: Kill animals, burn plants bad big ones
 ENCOUNTER GOAL: To save the girl, not to kill the PC's
 TOTAL TREASURE IN ENCOUNTER: Metal of Speak with Dead around girls neck
 TOTAL GOLD IN ENCOUNTER: 0
 NPC'S NEEDED: 5
 NPC COORDINATOR: Scar

What the PC's see: The PC's see a girl standing on a box with a rope around her neck. The rope is slung over the tree. She has fresh wounds on her face, arms, and legs. It looks as if she has been carved very badly. Her arms are tied behind her back, her outfit is in tatters, and the crest is DeChance colors and has the sign of a hawk on it. She is gagged. She is surrounded by four men. There are remnants of used scrolls lying about, and the ground is littered with dead birds with strange symbols carved into their flesh.

As soon as the PC's enter the encounter area, the men will kick the box out from under Felisha and she will begin strangling. Each minutes before she is rescued she will take 4pts torso damage, after 5 minutes she will be dead. GM please time this encounter. The rope can be shot with a critical or marginal arrows and it will break. Any spell greater than 2 points aimed at the rope will break the rope and send Felisha plummeting to the ground. If an area of effect spell is used to cut Felisha down (Fireball) then Felisha would also take the fireball damage. If lightning strike is used on the rope it will break and Felisha will not take the damage from the strike. She will take 1 pt of damage from the fall, but will no longer take damage from the strangling. GM stop you watch as soon as Felisha is cut down in any manner. The timing is merely to determine if Felisha dies.

These men are the scum of the earth. They were hired by Anne to kill of the forest wildlife and spread the plague with the magic scrolls that put the magical diseases in the birds.

Felisha was on her way back to the castle yesterday. She saw Ann and the council pass through the cave of spells with Princess Grace. The Princess was bound and gagged. Felisha was going to the castle for reinforcements. She saw the men killing and gutting the birds and she temporarily lost control. She has loved the falcons and hawks all of her life. She attacked the men and was swiftly overpowered and taken captive. She was mutilated and beaten, her clothing shredded. The men had thought to take her with them, but Felisha seriously injured their leader during the beating and so they decided to hang her, because they didn't want any witnesses. If one of the evil attackers are taken alive they will claim Felisha is a witch and that they stopped her from spreading the plague and killing the animals. If Felisha is alive and ungagged she will vehemently argue the truth. If she is dead there is an amulet of speak with dead the PC's can use to ask one question. Once ungagged and untied Felisha will be near hysterical. She will tend to look to the females of the party for comfort, she is still very upset over the attack and all of the attackers were male. If Felisha lives she is a pickup. If she died and they want to take the body with them they will have to carry a dummy.

If a PC touches or eats the flesh of the birds then he/she will become diseased. Only a "cure disease" will heal the PC's. Once ungagged Felisha will warn the PC's not to touch the birds. The men were performing some sort of a ceremony and reading the scrolls over the carcasses. After they read the scrolls the birds bodies momentarily glowed. A freeze disease will temporarily halt the effects of the plague.

NPC NAME: Felisha Worthington
 CLASS/LEVEL: Ranger/5th
 ARMOR: None (they stripped it off of her) = 0
 WEAPON DAMAGE: Base 5, if the PC's give her a weapon
 LIFE POINTS: 5/22/30, currently 5/12/20.
 RANGER POINTS: 22
 ALIGNMENT: LG
 TREASURE: Metal of speak with dead
 GOLD: 0

SPECIAL ABILITIES: Use abilities to help team if you survive.

BACKGROUND/SPECIAL INSTRUCTIONS: You are the royal ranger of DeChance, the youngest ever to receive this honor. You are only 17 years. You are distraut, and hysterical over the assault. you still live with your parents High Councilor Richard and Lady Worthington. Hector and Slash both mutilated you, the other men cheered them on and helped beat you afterwards. You are down 6 pts due to the beating. You have not been bandaged today. If the PC's help you, then you will give them your amulet. It's of the plain design, so the men thought it was useless.

Legend Lore on People: Felisha Worthington is the daughter of Councilor Richard and Lady Sarah Worthington. She holds singular honor of being the youngest royal ranger ever appointed in DeChance.

NPC NAME: Hector
CLASS/LEVEL: Fighter/5th
ARMOR: Custom chain {NR} wearable only by Hector = 3
WEAPON DAMAGE: Base 8
LIFE POINTS: 5/26/34
SPELL/ABILITY POINTS: N/A
ALIGNMENT: CE
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: Full use
INFORMATION: You mutilated Felisha's body last night. You enjoy tormenting weaker people. You had planned on molesting her today but didn't have time before you heard the PC's coming.

NPC NAME: Slash
CLASS/LEVEL: Fighter/5th
ARMOR: Custom chain {NR} wearable only by Slash = 3
WEAPON DAMAGE: Base 8
LIFE POINTS: 5/26/34
SPELL/ABILITY POINTS: N/A
ALIGNMENT: CE
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: Full use
INFORMATION: It was your idea to mutilate Felisha. You enjoy causing others pain. She hurt you in the process and you haven't been healed. You are the bands leader.

NPC NAME: Slunk
CLASS/LEVEL: Rogue/5th
ARMOR: Custom leather {NR} wearable only by Slunk = 2
WEAPON DAMAGE: Base 4; Backstab 15
LIFE POINTS: 5/22/30
SPELL/ABILITY POINTS: N/A
ALIGNMENT: CE
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: Full use.
CHARACTER HISTORY/INFORMATION: You are only out for yourself. You are quite cowardly and will run away if you're fighting someone who is doing a lot of damage to you.

NPC NAME: Leef
CLASS/LEVEL: Fighter/5th
ARMOR: Custom chain {NR} wearable only by Leef = 3
WEAPON DAMAGE: Base 8
LIFE POINTS: 5/26/34
SPELL/ABILITY POINTS: N/A
ALIGNMENT: CE

TREASURE: None

GOLD: 0

SPECIAL ABILITIES: Full use

INFORMATION: You are more concerned with your skin than anything else, if it looks like you're losing, you're outta here.

Metal of Speak with Dead-RECOVERABLE

Savvy 1-will allow the owner to ask 1 question per day as per the cleric ability speak with dead.

Value: 150gp

Legend Lore: Given to Felisha Worthington by her father Councilor, because of her inquisitive nature. Felisha would never stop asking questions.

Dead Birds-NON RECOVERABLE

Savvy 1-Infected with a magical disease developed by Anne Heron.

Savvy 2-Anyone who touches the birds or eats of their flesh will be infected with disease.

Savvy 3-The disease can only be healed with a neutralize disease or forestalled with a freeze disease.

Woodland Lore: The forests of DeChance are known to be fraught with woodnip trolls and orcs. A mysterious plague is currently spreading the land. Many say it originated in the forest. The forest was also once home to the magical pip dragons.

ENCOUNTER # & NAME: 4-Listen, Before you leap!
 DETECT GOOD/EVIL: Neutral on All
 DETECT POISON: No
 DETECT MAGIC: Yes, Beggar is inflicted with a magical disease
 DETECT TRAPS: No
 DETECT PURE: No
 BOON/BANE: Bane to touch the Beggar
 ENCOUNTER TIME: 10 Min
 TIME TO NEXT ENCOUNTER:
 TALK TO PLANTS/ANIMALS: Much stepped on today
 ENCOUNTER GOAL: A thinking opportunity
 TOTAL TREASURE IN ENCOUNTER: 0
 TOTAL GOLD IN ENCOUNTER: 0
 NPC'S NEEDED: 3
 NPC COORDINATOR: Beggar

What the PC's see: Two men with staffs or pole arms poking at an unarmed beggar. There is a camp fire with a small amount of food on it.

These men are not trying to hurt the beggar, but rather to turn her back away from the forest. If she gets too close they will do minimal blows to keep her back. She lives in the forest & is half crazy. She has no desire to go elsewhere. She approached the men begging for food and the next thing she knew they were poking at her with their sticks. They had a camp fire going with food and wouldn't even give a starving old beggar woman a morsel to eat. The beggar woman is starving and is not willing to leave without first being given food. She thinks the men are greedy and selfish (in actuality the men are afraid to let her get close enough to share their food). She ate some of the dead birds in the forest. They didn't look very good, but she was very hungry. Now her stomach just hurts worse. She thinks it's from starvation. Lately people haven't been very generous. (Unknown to the beggar woman, she has the plague. That is why her stomach is hurting worse now) She will plead for the PC's to help her. These men are trying to drive her away from her home. If the PC's rescue her she will immediately thank her saviors with a hug (Giving them the plague. This is a magical disease and knights are not immune). She will detect as magical due to the plague.

The men have just returned from a small druidic community. The Archdruid did everything within his power to heal the sick, but nothing worked. The community doesn't have a cleric and has no idea that only a CURE disease will cure the plague victims. They saw plague victims there and realized immediately that the beggar was diseased. They are afraid for their families. They saw three people die in town, it wasn't pretty. Convulsions, & uncontrollable vomiting were among the symptoms they saw in town. The plague victims all died in agony. People who helped the poor dying souls all got sick themselves. The plague is spreading fast. They will try to warn the PC's to stay back. If the PC's attack them, they will run off if possible and try to avoid touching the beggar at all costs! If the PC's tell the men what heals the plague they will be overjoyed. They know a cleric, Samuel, and will be in a hurry to go get him and take him back to Lilliput. The PC's will have saved the town by spreading the news of the cure. The class system failed Lilliput, the Druids didn't think any other class could heal as well as they could. They would have never thought of contacting a cleric. The PC's knowledge will save an entire community.

The beggar woman won't go with PC's. Her family all died in a fire years ago, and she has wandered the forest ever since. She is half crazy. She just wants food and to be able to go where she pleases. The PC's can, however, cure or freeze her disease. If they only freeze the disease then the men will persuade her to with them to see Samuel, the Cleric.

NPC NAME: Juliet (Can be Jock, if no female NPC is available, but I would prefer a female in this role)
 CLASS/LEVEL: Magic User/1st
 ARMOR: 1pt Defense = 1
 WEAPON DAMAGE: Base 3, if she had a weapon
 LIFE POINTS: When healed 3/8/16. Her life points are down due to the plague.
 Currently: 3/4/10.
 SPELL/ABILITY POINTS: 19
 ALIGNMENT: N/N
 TREASURE: None

GOLD: 0
SPECIAL ABILITIES: Use your powers to help the PC's. Make sure you touch the PC when you cast a spell for them. Hug as many of the PC's as possible, if they helped you. You have an affectionate nature and do not realize that you will be hurting them.

NPC NAME: Saul
CLASS/LEVEL: Ranger/2nd
ARMOR: 1pt (Leather)
WEAPON DAMAGE: Base 4
LIFE POINTS: 3/10/18
SPELL/ABILITY POINTS: 14
ALIGNMENT: N/N
TREASURE: None
GOLD: 0

SPECIAL ABILITIES: If attacked fight for your life, but try to find an opportunity to escape. You want to survive to warn you family of the danger!

INFORMATION: Warn the PC's in your own cutting way "Stay back you fools!"

NPC NAME: Pascal
CLASS/LEVEL: Druid/3rd
ARMOR: Rhinohide + Leather = 2
WEAPON DAMAGE: Base 3 + Celtic Fist = 4 MAGIC
LIFE POINTS: 3/14/22
SPELL/ABILITY POINTS: 23
ALIGNMENT: N/N
TREASURE: None
GOLD: 0

SPECIAL ABILITIES: You're terrified of the beggar! You never saw people die that horribly before. You don't like hitting a woman, but you'll do whatever it takes to keep her back. Once you discover what is causing the plague you will lose your fear of it. You thought it was incurable.

Juliet/Jock

Savvy 1-Magically diseased with a plague developed by Anne Heron and being spread by the council of mages.

Savvy 2-The plague is spread by contact.

Savvy 3-The plague can only be cured with a neutralize disease or forestalled with a freeze disease.

ENCOUNTER # & NAME: 5-The Shrine of St. Vidacon
DETECT GOOD/EVIL: Shrine radiates with the goodness of St. Vidacon
DETECT POISON: No
DETECT MAGIC: Yes on shrine
DETECT TRAPS: No
DETECT PURE: N/A
BOON/BANE: Boon to make an offering and ask for help
ENCOUNTER TIME: 20 Minutes
TIME TO NEXT ENCOUNTER: 10 Minutes
TALK TO PLANTS/ANIMALS: The clerics that visit the shrine bow; they said that this is holy ground
ENCOUNTER GOAL: To help the PC's
TOTAL TREASURE IN ENCOUNTER: 0
TOTAL GOLD IN ENCOUNTER: 0
NPC'S NEEDED: 0
NPC COORDINATOR: GM

What the PC's see: They see what looks like a shrine with 6 burned down, unlit candles pieces on it and an empty solid gold plate.

All gold placed in the offering plate disappears! (GM pick it up and put it away). If only a few gold are put into the plate one candle will magically light for each gold put in. It's as if St. Vidacon were trying to help the PC who donate by giving him a method of lighting the candles.

The shrine runs as per the savvy.

The Shrine of St. Vidacon

Savvy 1- Once the candles have been lit, and a prayer offered to St. Vidacon the shrine will perform great boons.

The shrine will grant only one boon per creature per day.

Savvy 2- All healing done at the shrine will heal for 1/2 of the normal pt cost. Rhinohide, Strong Arms, Monks Blocking, Knights +1 Damage, and fighters Blade Sharps will last for two battles instead of one when put up at the shrine. These boons are free. These boons do count as the creatures one boon per game day.

Savvy 3 - For a donation of 15gp per PC per point, the shrine will grant the PC UP TO 3 additional (spell, courage, ranger, monk) pts for the rest of this game day. For a donation of 15gp thieves will acquires 1 extra touch to be used on any one lock or 1 extra pt to backstab (thieves choice) for this game day.

If a PC tries to steal St. Vidacons offering plate or disrupts his altar (tries to turn it over, messes it up), St. Vidacon will not be pleased! The PC(s) that performed the offending action will be down one life point for the rest of the game day. The plate will vanish as soon as the PC tries to put it away or take it with him. (Looking under the plate does not constitute stealing it, nor does looking at the plate) The candles are, however, recoverable and St. Vidacon will not be offended if the PC's take the mundane candles with them.

ENCOUNTER # & NAME: 6-What have you done to my daughter?
 DETECT GOOD/EVIL: Good on all
 DETECT POISON: No
 DETECT MAGIC: Yes on bandage
 DETECT TRAPS: No
 DETECT PURE: N/A
 BOON/BANE: Bane to Attack
 Boon to return daughter
 ENCOUNTER TIME: 25 Minutes
 TIME TO NEXT ENCOUNTER: 25 Minutes
 TALK TO PLANTS/ANIMALS: Many feet have gone past
 ENCOUNTER GOAL: To give the PC's an opportunity to think, not to kill
 TOTAL TREASURE IN ENCOUNTER: Healing Bandage
 TOTAL GOLD IN ENCOUNTER: 50gp
 NPC'S NEEDED: 3
 NPC COORDINATOR: High Councilor Richard Worthington

What the PC's see: Two distraught people, a man and a woman, searching about wildly. They are calling out "Felisha". The PC's should recognize the crest on Councilor Worthington as being the crest of the Knights of DeChance. What happens next depends of if the PC's have Felisha, her body or nothing.

IF FELISHA IS WELL AND WITH THE PC'S: The man and the woman will charge the party, the woman will run directly for Felisha. She will scream what have you done to my daughter? She is trying to get her daughter away from these villains. Her husband will try and cover their escape. As soon as Felisha sees her parent charge the party, she will scream at the top of her lungs "Don't hurt them Father, they helped me." She will run to her distraught parents and embrace them. Her parents will be mortified that they tried to attack the people who saved their daughter. They will listen to Felisha's story of the horrible events through her sobs. They will try to make it up to the PC's, the mother brought a bandage for Felisha, and will gladly give it to the team, along with the 50gp. She will INSIST they take them. She will cure disease only if the PC's do not have a 4th level cleric. Otherwise she will have used all of her power curing people of the plague.

IF FELISHA'S BODY IS WITH THE PC'S: The man and the woman will recognize their dead child, Felisha. The Father will scream "You murdered my daughter" then attack full force! The mother will run immediately to her daughter's body and try to get it away from the PC's. She will cradle the girl in her arms sobbing. Hopefully the PC's will protest their innocence at this point. As soon as that happens the mother will speak with dead and discover the PC's innocence. Lady Worthington will apologize to the PC's and offer to heal them and give them her bandages. She will thank the PC's for saving her daughter's body, there is still time to have the child raised if the PC's do not protest their innocence the mother will taunt the PC's for slaughtering her child. The father will continually ask the PC's over and over again, "Why did you kill my daughter?", as he hacks at them with every ounce of strength he has. He won't stop until someone says they didn't do it or he is dead. However, if the PC's say they did not kill Felisha, then the father will hesitate while the mother speaks with dead daughter and confirms the PC's story. Then the father and mother will both be truly sorry that they attacked the PC's and beg forgiveness. The mother will not have any powers left to cure disease, all were spent healing the plague. The mother will give the PC's her bandage and 50gp.

IF THE PC'S DO NOT HAVE FELISHA OR HER BODY WITH THEM: The distraut parents will approach the PC's and ask if they have seen their daughter, Felisha. She is the royal ranger and she never returns home late, but she was out all night. If the PC's tell the parents where to find her body, they will be saddened. But they may still be able to find the body and have her raised. If the PC's burned or destroyed Felisha's body, they will be saddened, but thank the PC's for not leaving their poor child to rot in the forest. She will not give the PC's her bandage or the 50gp.

NPC NAME: Richard Worthington High Councilor of DeChance
 CLASS/LEVEL: Knight/6th
 ARMOR: Custom fit chain {NR} & Neg Exhort = 5
 WEAPON DAMAGE: Base 6 + +2 Magic Sword = 8 MAGIC
 LIFE POINTS: 6/24/32
 SPELL/ABILITY POINTS: 0 (Used all fighting brigands earlier in the day)
 ALIGNMENT: LG
 TREASURE: None

GOLD: 0

SPECIAL ABILITIES: Full use, no restrictions.

BACKGROUND/SPECIAL INSTRUCTIONS: You are a loyal knight, high councilor to the king, a loving husband and father.

Legend Lore on People: High Councilor and trusted advisor to King Joshua and his father King Exavier Heron before him. councilor Worthington's loyalty to the crown is beyond reproach.

Heraldry on Order of DeChance: The Order of DeChance is a lawful good order. Their code is to protect the land of DeChance. This does not prevent the knights from traveling, but they must return to DeChance to serve and protect if called. A knight is sworn to protect the innocent and defenseless. They care greatly for the poor and are generous to the those in need.

NPC NAME: Lady Sarah Worthington

CLASS/LEVEL: Cleric/7th

ARMOR: Chain {NR} & Neg Exhort = 3

WEAPON DAMAGE: Base 5

LIFE POINTS: 7/26/34

SPELL/ABILITY POINTS: 25 (only to be used if Felisha is alive and with the PC's and only to be used to neutralize disease. Otherwise you must save your powers to cure plague victims).

ALIGNMENT: LG

TREASURE: Healing Bandage

GOLD: 50

SPECIAL ABILITIES:

INFORMATION: You are a devoted wife and mother.

Legend Lore on People: Lady Sarah Worthington is the wife of Richard Worthington, high councilor of DeChance. She is well known for her kindness and generosity to the people of DeChance. She is a devoted wife and mother.

NPC NAME: Felisha Worthington

CLASS/LEVEL: Ranger/5th

ARMOR: None = 0

WEAPON DAMAGE: Base 5, if the PC's give her a weapon

LIFE POINTS: 5/22/30, currently 5/12/20.

RANGER POINTS: 22

ALIGNMENT: LG

TREASURE: None

GOLD: 0

SPECIAL ABILITIES:

Legend Lore on People: Felisha Worthington is the only child of councilor Richard and Lady Sarah Worthington. She holds the singular honor of being the youngest royal ranger ever appointed in DeChance.

Healing Bandage-RECOVERABLE

Savvy 1-Bandage holds one charge of 4pt heal.

Savvy 2-The bandage can be recharge by having a 4pt heal cast into it by any caster. The bandage is activated by wearing the bandage for 5 minutes.

Savvy 3-The bandage does not count as one of the PC's regular bindings. the bandage will not bond unless the owner wishes it to bond.

Value: 288gp

Legend Lore: No lore, the item is too new.

ENCOUNTER # & NAME: 7-Lunch
 DETECT GOOD/EVIL: Good on Sir Alvyn
 DETECT POISON: Yes on 2nd arrow
 DETECT MAGIC: No
 DETECT TRAPS: No
 DETECT PURE: Yes
 BOON/BANE: Boon to have a nice lunch
 ENCOUNTER TIME: 30 Minutes
 TIME TO NEXT ENCOUNTER: 10 Minutes
 TALK TO PLANTS/ANIMALS: Nice day, good weather. A bit hot.
 ENCOUNTER GOAL: To have lunch
 TOTAL TREASURE IN ENCOUNTER: 0
 TOTAL GOLD IN ENCOUNTER: 0
 NPC'S NEEDED: 2
 NPC COORDINATOR: Sir Alvyn

What the PC's see: Sir Alvyn meets them at the prearranged location in the given letter given to the loremaster at the bar game. He has provisions for the PC's with him (Gatorade & Fruit).

King Joshua has sent Sir Alvyn to meet the PC's as arranged. He has safe - but rather meager provisions with him, due to the famine. Sir Alvyn has disturbing news. A Knight of his order, Sir Blaine, was returned to the castle via his steed. Sir Blaine was dead and a note was pinned to his body. The note said that unless Joshua abdicate the throne in favor of Anne, that Princess Grace would be tortured to death. This would result in war with Irulan.

Sir Alvyn will ask the PC's about the quest. This will give the PC's an opportunity to sent the message back to the castle that the council of mages has indeed captured Princess Grace and has taken her through the cave of spells, located at the far outer edge of the DeChance forest. While the PC's are talking to Sir Alvyn the party will once again be attacked by the same masked man who attacked the party earlier in the day. He will them immediately go into thieves concealment, teleport 100 feet, and not be tracked by any means, as per the ranger ability "prevent tracking".

Sir Alvyn will think that the man appeared somehow familiar, but will be unable to place him. Sir Alvyn had hoped to join the PC's but feels that he must take the news back to King Joshua as soon as possible. He will tell the PC's that he will try to join them later. Watchdog note: If a team is playing short (2 down) and if a NPC is available, Sir Alvyn can be a pickup. This should only be done, however, if a team is at least 4 levels down or at least 2 PC's short.

NPC NAME: Sir Alvyn
 CLASS/LEVEL: Knight/5th
 ARMOR: Custom plate {NR} + Neg Enhance = 5
 WEAPON DAMAGE: Base 5 + +1 Magic Sword {NR} = 6 MAGIC
 LIFE POINTS: 5/22/30
 SPELL/ABILITY POINTS: 22
 ALIGNMENT: LG
 TREASURE: None
 GOLD: 0

SPECIAL ABILITIES: You cannot use any of your courage points to assist the team. You will tell them that you have other duties you must perform for King Joshua and that will require you energy.

Legend Lore on People Sir Alvyn- Sir Alvyn was appointed head of the order of DeChance by the late King Exavier Heron. He is a loyal servant of King Joshua. Sir Alvyn rose quickly through the ranks because of his kindness & generosity to the poor, which is the true spirit of a knight of DeChance. There are rumors that Sir Alvyn is harboring some deep, dark, secret.

Heraldry on Order of DeChance: The Order of DeChance is a lawful good order. Their code is to protect the land of DeChance. This does not prevent the knights from traveling, but they must return to DeChance to serve and protect if called. A knight is sworn to protect the innocent and defenseless. They care greatly for the poor and are generous to the those in need.

NPC NAME: John
 CLASS/LEVEL: Rogue/5th

ARMOR: Custom leather {NR} (wearable only by John) = 3
WEAPON DAMAGE: Base 4; Backstab 15.
LIFE POINTS: 5/22/30
ALIGNMENT: CN
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: You can move normally while in thieves concealment, prevent tracking and teleport 100ft.

ENCOUNTER # & NAME: 8-Orphans
 DETECT GOOD/EVIL: Good on Baby Dragon
 DETECT POISON: No
 DETECT MAGIC: Yes, baby dragon is magical
 DETECT TRAPS: No
 DETECT PURE: N/A
 BOON/BANE: Boon to help Baby Dragon
 ENCOUNTER TIME: 30 Minutes
 TIME TO NEXT ENCOUNTER: 10 Minutes
 TALK TO PLANTS/ANIMALS: They killed Mommy!
 ENCOUNTER GOAL: Opportunity to do a good deed
 TOTAL TREASURE IN ENCOUNTER: Baby Dragon
 TOTAL GOLD IN ENCOUNTER: 0
 NPC'S NEEDED: 0
 NPC COORDINATOR: N/A

What the PC's see: The body of a large slain dragon and a small baby dragon pitifully crying.

The DeChance forest is unique, for in it grows the only living B'yar tree. A newborn pip dragon that eats from the B'yar tree can learn the ways of magic. Hundreds of years ago there were thousands of B'yar trees, yet a strange sickness befell the forest and most of the trees died. The Dragons left fearing to feed their young from the forest. This mother Dragon was one of the oldest living pip dragons. She ate of the B'yar trees before the forest blight and was very strong in the ways of magic. She was attacked and killed shortly after giving birth and feeding her newborn a few of the scarce B'yar leaves. She hid her baby in the tree when she sensed evil approaching. The baby was still too young to be moved very far. The mother put up a valiant fight, but the life pints of pip dragons are very low, and in the end death took her. The terrified baby learned the evil scent. The baby will hiss, snap, and try to bite any evil creature that comes near it. The orphaned pip is scared and lonely. The only big ones it has ever seen murdered its mother. The baby will require love and kindness to win its heart over. (Sorry, evil PC's cannot switch alignment mid game to gain a baby dragon. I recommended on the flyer that evil PC's should not be brought in.) If the PC's are kind to the baby pip, it will kiss one of its own choosing enabling that person to speak with the pip dragon only. It has chosen that PC as its master. Its kiss will leave a small mark. The baby pip will tell its new master of its need to be fed once every hour. Pips feed on a diet similar to humans, or a rangers find food ability will locate enough food for one feeding, if necessary. A pip will never willingly choose an evil PC to be its master. If a pip is forced into servitude, it can never be trained to serve that master. If the pips chosen master dies, then the mark vanishes and the pip is free to choose a new master. Pips gain life points as they mature and they also require less feedings as they mature. The amount of magic a pip can learn depends on the number of B'yar leaves the newborn consumed. This pip ate 6 leaves and can learn that many units of knowledge if it is properly trained by a master trainer of DeChance.

NOTE TO GM'S: If only one PC helps the Pip dragon, then that PC's automatically get the pip dragon. IF several or all of the PC's helped the baby Pip then the team should decide which of the PC's (that are not of evil alignment & that did help the pip) should receive the familiar.

NPC NAME: Pip Dragon
 CLASS/LEVEL: Familiar/1st
 ARMOR: None
 WEAPON DAMAGE: None
 LIFE POINTS: 3/6/8
 SPELL/ABILITY POINTS: N/A
 ALIGNMENT: LG
 TREASURE: Familiar is a Treasure Item
 GOLD: 0
 SPECIAL ABILITIES: Bond to the PC who helps you most, that is not evil, Hiss, snap and bite at all evil PC's & creatures.
 BACKGROUND/SPECIAL INSTRUCTIONS: You will need to be fed every hour on the hour.

Untrained Pip Dragon

Savvy 1-Magical pip dragon. It's kiss chooses its master and allows the master the ability to speak with the pip only.

Savvy 2-The pip dragons can be trained only in DeChance and only taught abilities that the master trainer of DeChance knows how to teach. If a pip is trained when it is a newborn, it will acquire all newly trained abilities by the next game day. If a pip is trained at a later game date, it will take the length of two major games for the training to be completed.

Savvy 3-A pip that has been forced into servitude can never be trained to serve that master. A pip can only be trained to serve a master of its own choosing.

Value: 2,234gp (PC must absorb 1,000 gp of the cost in training)

Legend Lore: The pip dragons once populated the forest of DeChance. They disappeared 100 years ago. No one knows why.

PIP DRAGON FAMILIARS

Each Pip Dragon can be taught a maximum of 6pts of knowledge. Differing spells and abilities are worth different point values. The values are as follows:

1/2pts	100-200gp
1pt	201-399gp
1 1/2pts	400-599gp
2pts	600-799gp
2 1/2pts	800-999gp
3pts	1,000gp

The PC that the dragon has selected to be its master can select any spells/abilities from the Pip Master Trainers list as long as the abilities/spells do not exceed 6pts of knowledge. The abilities cost 1,000gp for all 6pts of knowledge trained. If a PC does not have the 1,000gp he may buy partial abilities today (i.e. 3pts of knowledge for 500gp). Any items acquired in the bar game portion may be bought back at 100% of its blue book value. As long as the item is still in its original condition. (i.e. we will not buy back damaged items) Items may be taken in trade by the master trainer (from previous games played in) at 80% of blue book value. If the PC does not wish to train the dragon today he may do so in the future. However as the dragons get older they learn slower. The PC will need to indicate on his/her pink sheet that he/she is taking his pip dragon to DeChance for training. It will take two major games before the dragon will be trained and available for the PC's use again. If the pip dragon is trained on the original game day then all of its newly trained abilities are usable on the next game day. Each ability the pip dragons can learn is usable only one time per game day. The pip dragons are very low on life points and gain additional life points with each game day played, up to 6. After 6 game days the dragon is fully grown. When first born the pip must eat every hour on the hour. With each major game day the dragons require less feedings.

Age	Life Points	Number of feedings per day
Newborn	3/6/8	24
2nd Game Day	3/8/10	18
3rd Game Day	3/10/12	12
4th Game Day	3/12/14	8
5th Game Day	3/14/16	4
6th Game Day	3/16/18	2

A game day can consist of no fewer than 6 sanctioned hours. Any combination of mini games and bar games that equal seven sanctioned hours can be counted as one game day for aging purposes, however the training of an older pip dragon will still require 2 MAJOR Games. The baby dragon will kiss its chosen master leaving a small mark. This mark allows the PC to communicate with its dragon only. The pip will tell its master of its need to eat. After one missed feeding a pip will become weak, after two missed feedings it will be unable to fly, after three missed feedings the pip will die. The pip dragons, if trained, will fly off during battle, unless its master commands it to stay. The pip dragon will be of the opposite sex as the PC it has chosen to be its master. The pips cannot be trained anywhere else but in DeChance. They can only learn abilities on the pip masters list. The PC who acquires the pip must choose what abilities the pip can learn on this game day. Once chosen the abilities/spells can never be changed. The pips will not choose any PC of evil alignment to be its master. They can sense evil, due to the shock of the evil killings its mother. Pip will lose this ability by the end of the game day, due to its close association with its new master. The pip dragons cannot be forced into servitude. A pip that does not willingly choose its master CAN NEVER BE TRAINED! Pips will choose the PC that it feels has helped it the

most. This does not have to be the druid. Examples of helping the baby pip, feeding it, comforting it, a ceremony for its mother, a promise to protect the baby, etc. If the LM and another PC have helped the pip equally then the LM should receive the pip. Otherwise, if two or more PC's all help the pip then its team will chose who should receive the pip. Pips are very discriminating and will only choose a master of the highest character.

The different colors of the pips are for variety. They will remain the same color, however, & can not change color unless by game design. The pip reps are recoverable. The savvies for each pip will change depending on what abilities it will be trained in.

Each PC that pays the pip trainer may choose up to 6pts of knowledge that the pip can be taught. The PC should sign his name at the bottom of the list and circle the abilities that he wishes his pip to be taught. The decision as to what abilities are to be taught must be made today, even if the pip to be trained at a later game day. The value of a trained dragon is 2,000gp. The game treasure absorbs 1,000gp of the cost and the PC must pay the remaining 1,000 in training fees. All of the abilities that the pip dragons can learn are usable one time per day. Unless indicated all questions type abilities such as the cleric spell "forsee" is good for only one question. All defensive & offensive spells will be cast on pip master by his pip unless specified otherwise. All information spells will be done by the pip for the benefit of the master.

1/2pts 100-200gp

Informational/Misc:

Speak w/ Dead-1QT	150gp
Reveal Danger	200gp
Make 4 mundane arrows	200gp
Rangers Arrow	100gp
Hone Arrow	160gp
Repair Leather	100gp

1pt 201-399gp

Informational/Misc:

Forsee-1 QT	250gp
Thiefs Legend Lore-1 Lore	350gp
Monks Legend Lore-1 Lore	350gp
Detect Poison	350gp
Hearing	250gp
Gauge Treasure	250gp
Woodland Lore-1 Lore	250gp
Religion Lore-1 Lore	250gp
Heraldry-1 Lore	250gp
Repair Chain	250gp
Detect Illusion	350gp
Mend	250gp
Savvy-1 Savvy	350gp
Escape Bonds-Pip will untie	300gp
Freeze Disease	350gp
Detect Class	350gp

1 1/2pts 400-599gp

Informational/Misc:

Mist Bridge	500gp
Message	450gp
Tracer	450gp
Bump of Direction	450gp

Offense:

Strong Arm +1	500gp
Set Needle Trap	500gp

2pts 600-799gp

Informational/Misc:

Cure Serious at 6th level	720gp	
Mental Signal	750gp	
Whathit	650gp	
Defensive:		
Defense*	650gp	
Redwood*	750gp	
Fire Save*	750gp	
Monks Blocking +2*	625gp	
Missile Protection +4*	700gp	
Offensive:		
Warp	750gp	
Gale	600gp	
5pt Electrify	750gp	
+1 Knights Damage*	625gp	
Celtic Fist	750gp	

2 1/2pts 800-999gp

Offensive:		
Far Arrow	800gp	
20% to Archery Scores	800gp	

3pts 1,000gp

Offensive:		
Stun	1,000gp	
Physical Attack 10pts	1,000gp	
Defense:		
Rhinohide*	1,000gp	
Lightning Rod	1,000gp	
Tree Shift	1,000gp	
Phase Out	1,000gp	
Reduce Melee Dmg by 2pts	1,000gp	
Sense 1	1,000gp	

Restore or add additional Spell/Courage/Ranger or Monk Points

# of Points	Gold Value	Training Points
Restore 1 pt	500gp	1 1/2
Restore 2 pts	1,000gp	3
Restore 3 pts	1,500gp	4 1/2
Restore 4 pts	2,000gp	6

*Will be cast on pip master only. Unless otherwise indicated all other spells can be cast upon any creature.

Trained Pip Dragon

Savvy 1-The pip dragon has the ability to do _____ (must be the items selected from the DeChance list on game day) one time per day. The abilities are invoked by saying "Pip Up", followed by the name of the spell/ability.

Savvy 2-The abilities stack as an item. They do not stack with other items, but with spell, ability and armor.

Savvy 3-The pip dragon gains life points with each major game day played in and it also requires less feedings each major game day. After 6 major game days the pip dragons life points are fixed at 3/16/18 and the number of feedings are fixed at 2 per day. Life points & feedings can only be altered by game design.

Savvy 4-The pip bonds to its owner, who must be of neutral or good alignment. If the pip's master dies, the pip unbonds and is able to pick a new master. The pip will not pick for its new master anyone who contributed in any way to its master's death. If the Master clones or is resurrected by the end of the game day in which the pip masters died, the pip will have been in mourning, having not yet chosen a new master and will rebond to its original owner.

Value: 2,234gp

ENCOUNTER # & NAME: 9-The Cave of Spells
DETECT GOOD/EVIL: Evil on all of the strange shapes in the cave
DETECT POISON: No
DETECT MAGIC: Yes on all shapes, on runes
DETECT TRAPS: No
DETECT PURE: No
BOON/BANE: Boon to go through the cave alone
ENCOUNTER TIME: 25 Minutes
TIME TO NEXT ENCOUNTER: 10 Minutes
TALK TO PLANTS/ANIMALS: Many die her, good fertilizer
ENCOUNTER GOAL: To cause the PC's to think
TOTAL TREASURE IN ENCOUNTER: 0
TOTAL GOLD IN ENCOUNTER: 0
NPC'S NEEDED: 1 or GM description
NPC COORDINATOR:

What the PC's see: There are three skeletons in front of a cave opening & various bones lying about. One of the skeletons has a hand upraised pointing to scribbling on the wall. The scribbling looks like runes, & is hastily drawn in something that looks like dried blood.

If the PC's decipher magic on the runes they will read, "OH, HOW THE MIGHTY HAVE FALLEN". If the PC's bury the skeletons, perform a ceremony or do anything to sanctify the bodies, etc. then a ghost will appear before them. (Pushing the skeletons aside does not count) The ghost's name is Hakmar, he was a 10th level MU. He and his companions tried to tackle the council of mages, they fell before them. They entered together and were forced to withdraw the same way because their wounds were so great. If asked about the creatures that attacked them, Hakmar will say they were attacked by strange creatures, they seemed to be part of the wall. They never moved and always attacked with spells. If asked what kind of spells, etc. or for details of the battle, then Hakmar will tell them that the first spell the MU cast was a mighty blast and it was reflected back on him full force. The second spell he cast found its true mark and damaged the beast not him. If asked about his companions, Hakmar will say his companions were Doman, a 10th level fighter, and Latman, a 10th level knight. If asked, and only if asked, Hakmar can tell them that his fighters did the least damage. Then if they ask, he will tell them that the fighters weapon was not magical! He will thank the PC's for laying his bones to rest. He and his companions have lain here for over a year and the PC's were the first ones to take pity and stop. The ghost will then vanish.

NOTE TO GM: If the PC's don't ask, do not tell them! If the PC's do not "help" the skeletons then they have missed this part of the encounter. No exceptions please! The goal of this is to make the PC's think.

Inside, the cave is dark. There are disgusting bugs, and bones on the cave floor. If the teams druid casts a flare give him or her a flashlight. There are four vague shapes on the wall (in glow in the dark paint). The PC's can see four sets of different colored eyes. The cave is quiet. If one PC enters the cave alone and is quiet he/she can pass through the cave unharmed (shouting back at the party will trigger an attack. Two or more PC's in the cave will cause the familiars to wake up due to the noise and trigger an attack. All attacks by the familiars are 9pt fire strikes, except the first damaging spell that the PC casts is reflected back on the PC. If a PC casts a beneficial spell on the familiars, it will benefit the Monsters for the duration of the spell. If the spell the PC casts is 5th level or higher, then the spell is reflected back full force. If the spell is 4th level or lower, it is reflected back at 1/2 damage on the PC (round down). The council of mages do not wish to bother themselves with the killing of creatures below 5th level. They feel their is no sport in it, so the 1/2 damage spell reflection is just a slap on the nose to let the creature know it's in over it's head. If the PC's do not cast spells at the creatures, then no spells will be reflected back upon them. A PC must get within 1 inch to savvy the creatures. A savvy will wake up the creatures triggering an attack unless the MU whispers quietly. Each familiar can cast five 9pt fire strikes, before it's spell points are exhausted. The PC's can run through the cave, but they will take two 9 pt fire strikes each in the process if the familiars still have points. (Running attracts the familiars attention). A single PC can quietly walk through the cave alone unharmed as long as he/she does not attack/awaken the familiars. Two PC's in the cave at the same time will awaken the familiars (Due to the noise). A phased out MU can walk through the cave unharmed and will not be counted as a person/creature in the cave. A dead PC will also not count as a creature in the cave. The familiars will be affected by any mind effecting spells cast on them at 4th level or higher. A rangers wathit will reveal that the familiars can only be affected by magical weapons. A sired or animal tamed creature will tell the PC's the correct way through the cave if asked. Normally the creatures are much stronger, but they draw on their masters strength and the farther away their masters are, the weaker they become. The council did

not make provisions against a single PC entering the cave alone; they figured no one would be that foolhardy. The familiars have the innate ability to autocast.

The familiars will return immediately to sleep if the PC's withdraw from the cave. The creatures powers will be restored to full after all of the PC's have passed through the cave. (I.e. an entire team going through the cave after rescuing the Princess in the cavern will have to face a recharged tunnel. The exception is Dead familiars will remain dead.)

NOTE TO GM: A flare casts only provides as much light as the flashlight actually puts out. Same with lanterns, candles etc., brought with the PC's. If the PC's have no druid and no way to light the cave, then it will be dark for real.

The familiars resent what their masters have done to them, and hope one day to be returned to their true shapes. They have no wish to die. In their magically induced state they have need of food or drink, but sleep is the only way they can slowly heal and have their powers recharged.

Magical Runes

Savvy 1-A message of warning place by Hakmar, the great and the powerful MU, to all who would enter the cave of spells.

NPC NAME: Hakmar
CLASS/LEVEL: 0/0 was a 10th level MU in life
ARMOR: 0
WEAPON DAMAGE: 0
LIFE POINTS: 0
SPELL/ABILITY POINTS: 0
ALIGNMENT: LG
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: All blows to and from phase through.

Legend Lore on People: Hakmar the great and the powerful disappeared after he proclaimed he and his companions all powerful. They rumored to have discovered the secret location of the cave of spells Hakmar is believed to be dead.

NPC NAME: Familiar (all stats are the same)
CLASS/LEVEL: MU/Monster
ARMOR: 1 pt wall armor
WEAPON DAMAGE: Casts 9 pt fire strikes only
LIFE POINTS: 3/16/18
SPELL/ABILITY POINTS: 15
ALIGNMENT: NE
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: You can only cast 5 fire strikes because your master is so far away.

INFORMATION: You fall asleep very fast, especially if you have taken damage. It's your only means to heal yourself. as soon as the PC's exit the tunnel, YOU WILL IMMEDIATELY FALL ASLEEP! THE ENCOUNTER WILL RESET. EACH FAMILIAR WILL REFLECT BACK THE FIRST SPELL CAST AT THEM!

Familiar

Savvy 1-The familiar will reflect back the first spell cast upon them. Spell cast at 5th level or higher are reflected back full force. Spells cast at 4th level or below will be reflected back at 1/2 strength (round down).

Savvy 2-The familiars have the ability to cast fire strikes.

Savvy 3-The familiars are only effected by magical damage.

Legend Lore on Familiars: None, no one has lived to tell the tale.

Legend Lore on the Cave of Spells: The cave of spells is rumored to be the first line of defense into the council of mages inner sanctum. The cave is rumored to be inhabited by strange monster of great power.

ENCOUNTER # & NAME: 10-For the Love of Grace
DETECT GOOD/EVIL: Evil on MU's, good on Grace
DETECT POISON: No
DETECT MAGIC: Lock on Grace's cage. On ring & amulet on Grace.
DETECT TRAPS: Yes on large box with a class D lock on it.
DETECT PURE: N/A
BOON/BANE: Boon to rescue Grace

ENCOUNTER TIME: 20 Minutes
TIME TO NEXT ENCOUNTER: 10 Minutes
TALK TO PLANTS/ANIMALS: Damp, not grow good in cave
ENCOUNTER GOAL: To rescue Princess, not to kill PC's
TOTAL TREASURE IN ENCOUNTER: 0
TOTAL GOLD IN ENCOUNTER: 0
NPC'S NEEDED: 3
NPC COORDINATOR: Gruel

What the PC's see: As they exit the cave of spells, they enter a large cavern. There is a very large natural rock formation just next to the cave entrance (the PC's can hide behind it, if they wish). There is a large cage near the entrance to the cave, which appears to be locked. There is a sleeping woman in it, her hands are handcuffed and she is gagged. There are two NPC'S at the far end of the cave engrossed in gambling. The cave is not well lit

If the PC's assess the situation correctly they will quietly hide behind the rocks until they have formed a plan. The cage the princess is in is locked with a magical. It cannot be broken, it must be unlocked as per the MU spell reverse lock. The bars are old and rusty. A 4th level knight could use Strength II and bend the two bars allowing the princess enough room to get out. Her feet are not bound and she will wake up when a PC approaches. The Princess will motion toward the box and try to get the PC's to take the box with them. The box is trapped with an explosive gas that will do 6pts of damage to anyone within a 15ft radius of this box if it is opened without the key. The box has a class D lock on it. The trap will go off if the box is warped or bashed open also inside the box are the provisions for DeChance. As long as the PC;s are quiet, the gambling MU's will not notice. They are facing the opposite direction playing craps. The PC's can hide behind the rocks and sneak through the cave one at a time again. Noise from the cave of spells doesn't travel well through the cavern. What little the MU's do hear is filtered out as background noise from the familiars. Only noise actually made in the cavern will alert the familiars.

If the PC's are noisy, the guards will be alerted. They are both 5th level MU's. They each have up a 2 pt defense and a mental signal up to let them know whenever anyone crosses the rock.

NOTE TO GM: Please stand next the MU's so you can alert them when their mental signal is activated. The MU's will not chase the PC's through the cave of spells. (The MU's are afraid that the familiars will roast them for failure.) The MU's will cast spells first & later try to stop the PC's physically with electrifies as long as they are in the cavern. It is possible for 4 PC's to drag the cage.

If ungagged, Princess Grace will tell the PC's that she heard the MU's talking about a secret way out of the cavern. She doesn't know where it is. The secret door is back by the MU's gambling. Right next to them! The PC's cannot get to it without alerting the MU's if they are still alive. It is unmarked. It can be discovered by bashing the wall (it's not locked and will open) or by anything else that the PC's think of that sounds reasonable.

If the MU's are captured they can tell the PC's that Anne and the rest of the council of mages have traveled to Irulan. They are planning on telling King Fernand that Joshua has murdered Princess Grace. Anne is holding Grace only as a safety latch in case her plan backfires. The men are not pleased about being left behind to guard Grace because they weren't very powerful. The MU's had hoped to at least have a little fun with Grace, but Anne forbade it. She wants to all of the torture herself. She enjoys it.

If the PC's rescue Grace, she will give them some items she had planned as a wedding gift for Joshua. The MU's didn't find them because they were hidden in the lining of her cape with a small yellow envelope. King Fernand told grace to deliver the envelope directly into King Joshua's hand. Unknown to Grace, it hold the key to the box. She had a Rhinohide up, so she detected as magic all over.

NPC NAME: Princess Grace
CLASS/LEVEL: Dr/2nd
ARMOR: None (Anne stripped it off her when she beat her.)
= 0
WEAPON DAMAGE: Base 3, But she doesn't have a weapon.

LIFE POINTS: 3/10/18
SPELL POINTS: 20
ALIGNMENT: LG
TREASURE: Glue of Mend & Gauge Treasure Book
GOLD: 0
SPECIAL ABILITIES: Use your powers to help PC's if they save you. Do not fight!
Information: You are the only daughter of King Fernand. You are proud & aristocratic, with a gentle kind nature. You have been badly frightened. You know that the reason you haven't been killed is because Anne wants to do it herself.

Legend Lore on People Princess Grace- Princess Grace is the only child of King Fernand. Her mother died giving birth to her. She is King Fernand's pride and joy. King Fernand arranged her marriage to King Joshua not for political reasons but rather because he thought that King Joshua would make a good husband to his beloved daughter, but were anything to happen to her, it would lead to war.

NPC NAME: Torch
CLASS/LEVEL: MU/5th
ARMOR: None = 0
WEAPON DAMAGE: Base 3
LIFE POINTS: 5/16/24
SPELL POINTS: 46
ALIGNMENT: CE
TREASURE:
GOLD:
SPECIAL ABILITIES: Full use, but fight to the PC's ability.

NPC NAME: Stinky
CLASS/LEVEL: MU/5th
ARMOR: None = 0
WEAPON DAMAGE: Base 3
LIFE POINTS: 5/16/24
SPELL POINTS: 46
ALIGNMENT: CE
TREASURE:
GOLD:
SPECIAL ABILITIES: Full use, but fight to the PC's ability.

Glue of Mend-Recoverable

Savvy 1-This Glue holds one charge of the MU spell mend. To activate the glue the owner should role-play smearing the glue over the object to be mended for 6 seconds.

Savvy 2-The glue can be recharged by having a willing caster donate one spell point. To recharge the caster should say donate and touch the glue.

Value: 150gp

Book of Gauge Treasure-Recoverable

Savvy 1-After looking up the item for 6 seconds in the book, the PC will be able to find the true value of one item.

Savvy 2-The book holds one charge. To charge a willing rogue should touch the book and say donate.

Value: 150gp

ENCOUNTER # & NAME: 11-A Family Man
 DETECT GOOD/EVIL: No
 DETECT POISON: No, he ran out of arrows
 DETECT MAGIC: Yes, on arrow & ear hook
 DETECT TRAPS: No
 DETECT PURE: N/A
 BOON/BANE: Boon to help John & get information
 ENCOUNTER TIME: 20 Minutes
 TIME TO NEXT ENCOUNTER: 10 Minutes
 TALK TO PLANTS/ANIMALS: Big one fell down, squashed us
 ENCOUNTER GOAL: Informational
 TOTAL TREASURE IN ENCOUNTER: Arrow & Ear Hook
 TOTAL GOLD IN ENCOUNTER: 0
 NPC'S NEEDED: 1
 NPC COORDINATOR: John

What the PC's see: The same masked man that has been attacking them all day, lying face down in the road. He is bleeding and bruised.

The rogue is near unconsciousness. If 3 minutes pass after the PC's come into the encounter & John has not been healed, he will pass out. John will die in another 2 minutes if he isn't healed for at least 4 pts. If the PC's heal John he will give them his arrow & ear hook in trade. He wants nothing for free from knights of DeChance. John is the stableman at the castle. He is bitter because he believes that King Joshua got his sister pregnant. He was working with the council of mages, but when he told Anne Heron what he had done she was not pleased. She told John he was a total failure. She attacked him and left him for dead.

John will not join the PC's, because he feels that he needs to return home and take Maria to another land before she is publicly shamed for having a child out of wedlock. He feels that he has failed in his quest for revenge. The PC's will not be able to convince John that Maria isn't pregnant. He would never believe strangers over a member of his family. If they tie him up and drag him with them they will have to role-play dragging the body. (This NPC is not a pickup!) If he's alive when they drag him back to the castle he will confront Maria with King Joshua. When he discovers that Maria lied he will beg forgiveness on behalf of his family. If no NPC is available, the GM will play the part of John.

Anne took John by surprise, then stripped John of his magic amulet. The mundane bow she regarded as useless so she left it here. If the PC's ask what the amulet did, John will tell them. (It will help the PC's to better understand how John has been getting away all day.)

NPC NAME: John
 CLASS/LEVEL: Rogue/5th
 ARMOR: Custom leather {NR} (wearable only by John) = 3
 WEAPON DAMAGE: Base 4; Backstab 15.
 LIFE POINTS: 5/22/30, currently 1/8/12
 ALIGNMENT: CN
 TREASURE: Ear Hook of Thieves Hearing, Honed Arrow
 GOLD: 0
 SPECIAL INSTRUCTIONS: Trade you ear hook & arrow for healing. You've failed your mission, you don't need it anymore. Your bow was broke when you were attacked and is unmendable. Anne took you amulet, the other magic's were so minor she didn't bother taking them.

Mundane Bow (NON-RECOVERABLE)

Custom fitted to John's hand, this bow will allow John to fire 3 arrows at once.

GM Note: The bow is broken and is unmendable by any means! It is non recoverable & will not leave the game!

Honed Arrow-RECOVERABLE

Savvy 1-This arrow is magically honed 1 X per day as per the rangers ability hone arrow.

Savvy 2-The magic is activated by shooting the arrow. The arrow will magically return to its bonded owner at the beginning of the next game day. The arrow does not count as one of the PC's 20 arrows.

Value: 160gp

GM: The ranger can tell by looking at this arrow that it has been fired today.

Ear Hook of Thieves Hearing-RECOVERABLE

Savvy 1-The hook holds one charge of thieves hearing. The hook can be activated by role-playing listening to a conversation for 6 seconds.

Savvy 2-The hook can be recharged by a willing rogue touching the hook and saying "Transfer."

Value: 150gp

ENCOUNTER # & NAME: 12-Invasion of DeChance
 DETECT GOOD/EVIL: Good on King Joshua, King Fernand and their Knights.
 Evil on the council's mage and the mage's hirelings.
 DETECT POISON: No
 DETECT MAGIC: No
 DETECT TRAPS: No
 DETECT PURE: N/A
 BOON/BANE: Boon to stop Invasion
 ENCOUNTER TIME: 20 Minutes
 TIME TO NEXT ENCOUNTER: 10 Minutes
 TALK TO PLANTS/ANIMALS: Many come and go here
 ENCOUNTER GOAL: To save the day, not to kill off PC's
 TOTAL TREASURE IN ENCOUNTER: 0
 TOTAL GOLD IN ENCOUNTER: 500gp on King Fernand
 NPC'S NEEDED: 9
 NPC COORDINATOR: King Joshua

What the PC's see: King Joshua and King Fernand are in mortal combat. Sir Alvyn is also fighting off attackers. They are badly outnumbered.

The palace is under attack by King Fernand and his knights. King Fernand was approached by Princess Anne and told that King Joshua had murdered his daughter the same as he had murdered their father, King Heron. He is a vile man, incapable of human decency. All he wanted was her dowry. Anne told King Fernand that she was banished because she tried to stop King Joshua from performing his vile acts. She only recently escaped. She is going into hiding lest King Joshua find her and kill her. King Fernand gave her funds to live on until her kingdom is restored to a just ruler. He offered her asylum at his castle, but she said that she would only be a burden and left.

The only way to stop the battle is to get King Fernand to realize his daughter is still alive. King Fernand is so intent on killing King Joshua that he is ignoring the PC's. All of the men attacking DeChance have a red crest with a gold star on it. The gold star is the emblem of Iruilan. Princess Grace will try to get to her father to stop the attack. The PC's & Princess Grace will be attacked by a MU and two hireling fighters. They are intent on keeping Grace from getting to her father. They do not, however, want to kill Princess Grace. Anne said to get her back, and they know that Anne will kill them if they don't do EXACTLY what she tells them to do. The MU is a member of the council of mages. (NPC'S put up a good show but let the PC's get past. This does not mean you cannot hurt them badly. It means that the intent of this encounter is for the PC's to win and for the NPC'S to die. Do however try to recapture Grace before they catch you.) Once King Fernand realizes that his daughter is alive, he will cease hostilities on the castle and embrace his daughter. She will explain how she was deceived. Anne greeted her entourage and told Grace that they had been sent by King Joshua to escort her to the castle, safely through the forest. She was taken totally off guard when the Princess's council surrounded her servants, slaughtered them, then took her captive. Princess Grace, upon meeting King Joshua will require an explanation regarding the maid Maria. King Joshua will assure her of his innocence in the matter. Sir Alvyn will be sent to fetch Maria. Maria will be brought forth and, when confronted by Joshua, will tearfully confess. Not only did she lie about King Joshua, she was also the one supplying the council with secret information about the castles defenses. If John is present he will beg forgiveness on behalf of his family. King Joshua will assure Princess Grace that he will see to it that Maria is cured of her "delusions". Sir Alvyn will escort Maria away. If the NPC is not available Sir Alvyn will return with her diary and the news that she was seen hastily seen fleeing the castle with her brother John. The diary will disclose King Joshua's innocence and her involvement with the council of mages.

NPC NAME: King Joshua
 CLASS/LEVEL: Knight/5th
 ARMOR: Custom plate {NR} & Neg Enhance = 5
 WEAPON DAMAGE: Base 5 + +1 Sword = 6
 LIFE POINTS: 5/22/30
 COURAGE POINTS: 22
 ALIGNMENT: LG

TREASURE: None

GOLD: 0

BACKGROUND/SPECIAL INSTRUCTION: Heal as need, help the PC's in any way you can, but let them be the heroes.

Legend Lore on People King Joshua- King Joshua is devoted to the people of DeChance. His kindness, mercy, and grace are well known through out all DeChance.

NPC NAME: Princess Grace

CLASS/LEVEL: Dr/2nd

ARMOR: None (Anne stripped it off her when she beat her.)

= 0

WEAPON DAMAGE: Base 3, But she doesn't have a weapon.

LIFE POINTS: 3/10/18

SPELL POINTS: 20

ALIGNMENT: LG

TREASURE: None

GOLD: 0

SPECIAL ABILITIES: Use you abilities to help the PC's but do not fight.

Legend Lore on People Princess Grace- Princess Grace is the only child of King Fernand. Her mother died giving birth to her. She is King Fernand's pride and joy. King Fernand arranged her marriage to King Joshua not for political reasons but rather because he thought that King Joshua would make a good husband to his beloved daughter, but were anything to happen to her, it would lead to war.

NPC NAME: Sir Alvyn

CLASS/LEVEL: Knight/5th

ARMOR: Custom plate {NR} + Neg Enhance = 5

WEAPON DAMAGE: Base 5 + +1 Magic Sword {NR} = 6 MAGIC

LIFE POINTS: 5/22/30

SPELL/ABILITY POINTS: 22

ALIGNMENT: LG

TREASURE: None

GOLD: 0

SPECIAL ABILITIES: Help PC's, only fight as needed.

Legend Lore on People Sir Alvyn- Sir Alvyn was appointed head of the order of DeChance by the late King Exavier Heron. He is a loyal servant of King Joshua. Sir Alvyn rose quickly through the ranks because of his kindness & generosity to the poor, which is the true spirit of a knight of DeChance. There are rumors that Sir Alvyn is harboring some deep, dark, secret.

Heraldry on Order of DeChance: The Order of DeChance is a lawful good order. Their code is to protect the land of DeChance. This does not prevent the knights from traveling, but they must return to DeChance to serve and protect if called. A knight is sworn to protect the innocent and defenseless. They care greatly for the poor and are generous to the those in need.

NPC NAME: King Fernand

CLASS/LEVEL: Knight/6th

ARMOR: Custom plate {NR} + Neg Enhance = 4

WEAPON DAMAGE: Base 6 + +2 Magic Sword = 8 Magic

LIFE POINTS: 6/24/32

SPELL/ABILITY POINTS: 26

ALIGNMENT: LN

TREASURE: None

GOLD: 0

SPECIAL ABILITIES: Fight to the PC's level. Do not kill King Joshua.

Legend Lore on People King Fernand- King Fernand is the ruler of the agricultural community, Irulan, which borders DeChance. He married late in life, his beloved wife, Jessica, died during the birth of their only child, Princess Grace. Princess Grace is King Fernand's pride and joy. King Fernand would do anything for his people and for his daughter. It was his hope that both kingdoms would be united after his death.

Heraldry on the Order of Irulan- The order of Irulan is a lawful order dedicated to the protection of Irulan and the royal family. The order is sworn to protect those in need.

NPC NAME: Marick & Talman
CLASS/LEVEL: Knight/4th (Knight of Irulan)
ARMOR: Custom Chain {NR} & Neg Enhance = 3
WEAPON DAMAGE: Base 5 + 1 Magic Sword {NR} = 6 MAGIC
LIFE POINTS: 4/20/28
SPELL/ABILITY POINTS: 18
ALIGNMENT: LN
TREASURE: None
GOLD: 0
INSTRUCTIONS: Fight to the PC's level.

NPC NAME: Bryce
CLASS/LEVEL: MU/4th
ARMOR: 2pt Defense = 2
WEAPON DAMAGE: Base 3
LIFE POINTS: 4/14/22
SPELL/ABILITY POINTS: 34
ALIGNMENT: CE
TREASURE: None
GOLD: 0
INSTRUCTIONS: Fight to the PC's level.
INFORMATION: You were sent by Anne Heron to recapture Princess Grace. Anne said she WANTED to kill her and you know better than to disappoint Anne. The intent of this encounter is for you to show the PC's a good fight. Then you should die and the PC's should win. This does not mean you cannot beat the PC's up badly. This means you are not supposed to win. Try to capture Grace, then let the PC's win her back.

NPC NAME: Dicken & Sluggy
CLASS/LEVEL: Fighter/4th
ARMOR: Custom chain {NR} = 2
WEAPON DAMAGE: Base 7
LIFE POINTS: 4/22/30
SPELL/ABILITY POINTS: N/A
ALIGNMENT: CE
TREASURE: None
GOLD: 0
INSTRUCTION: Recapture, do not kill Princess Grace. That's what you were hired to do. Do not escape. Make a good show, then let the PC's win Grace back.

ENCOUNTER # & NAME: 13-The Royal Wedding
DETECT GOOD/EVIL: Good on all
DETECT POISON: No
DETECT MAGIC: Yes on items
DETECT TRAPS: No
DETECT PURE: Yes
BOON/BANE: Boon to accept reward & be heroes
ENCOUNTER TIME: 30 Minutes
TIME TO NEXT ENCOUNTER: N/A
TALK TO PLANTS/ANIMALS: O Happy Day!
ENCOUNTER GOAL: Celebration & reward
TOTAL TREASURE IN ENCOUNTER: 0
TOTAL GOLD IN ENCOUNTER: 500gp on King Fernand
NPC'S NEEDED: 4
NPC COORDINATOR: King Fernand

King Fernand thanks the PC's for saving his daughter and gives the LM a 500gp reward to be split among the team. Princess Grace gives King Joshua the envelope. The provisions are broken out and distributed to the kitchens. (If the PC's were unable to rescue the Princesses Box, King Fernand will have brought provisions with him.) Since The Maria matter is settled, Princess Grace is willing to marry King Joshua. The team's cleric (if they have one) is asked to officiate over the wedding ceremony. (If not a local cleric will do the honors) The King announces a feast in the PC's honor and all are invited to attend. King Joshua, King Fernand and his men journey out to clean up the countryside (Burn the dead animals and distribute cure disease potions. Before the ceremony King Fernand removes an amulet from around his neck and places it with love and tenderness around his daughters. Grace is touched. It was a wedding gift from her mother to King Fernand on their wedding day. The amulet means a great deal to King Fernand, he has never taken it off since his beloved wife's death. He tells Grace that her mother would want it this way, a gift of love from both of them. He kisses Grace tenderly on the cheek, and tells her that her happiness means more to him than life itself. The master trainer of DeChance Tie and Queen Grace will officiate over the banquet.

The master trainer of DeChance is also a merchant and will buy back any items from the bar game portion at 100%. Items from previous games may be sold to the merchant for 80% of blue book cost. It costs 1,000gp for a pip to be trained. Even if the pip is not trained today, the PC will still need to decide what abilities the pip can learn in the future. (These must be recorded now on the PC's pink sheet, no exceptions!) The master trainer/merchant has the ability to savvy/reveal curse and legend lore. She will do so before buying any item back. The master trades items were depleted at the palace and she wishes to restock.

The PC's will be served dinner, the Princess will use her powers to recharge items, etc., as will both Kings for the PC's before they leave. If the PC's request a sleep over it will be granted.

NPC NAME: Tie
CLASS/LEVEL: Magic User/10th
ARMOR: 1 Neg Enhance
WEAPON DAMAGE: 3 (2pt weapon & 1pt proff bonus)
LIFE POINTS:
SPELL/ABILITY POINTS:
ALIGNMENT: LG
TREASURE: None
GOLD: 0
SPECIAL ABILITIES: Can savvy/lore at no point cost with an unremoveable device that is attached to her skin.
BACKGROUND/SPECIAL INSTRUCTIONS: You are the master trainer of DeChance and will ask the PC who has a pip if he/she desires it trained. The cost is 1,000gp. Be sure to tell the PC's that you will take items in trade.
Legend Lore: Master Trainer of DeChance. Tie's greatest hope is that the pip dragons will return to DeChance, so that she can practice her craft.

NPC NAME: Princess Grace
CLASS/LEVEL: Dr/2nd
ARMOR: None = 0
WEAPON DAMAGE: Base 3, But she doesn't have a weapon.

LIFE POINTS: 3/10/18

SPELL POINTS: 20

ALIGNMENT: LG

TREASURE: None

GOLD: 0

SPECIAL ABILITIES: Use your abilities to help the PC's but do not fight.

Legend Lore on People Queen Grace- Queen Grace is the wife of King Joshua, and is the only child of King Fernand of the neighboring community of Irulan.

NPC NAME: King Joshua

CLASS/LEVEL: Knight/5th

ARMOR: Custom plate {NR} & Neg Enhance = 5

WEAPON DAMAGE: Base 5 + +1 Sword = 6

LIFE POINTS: 5/22/30

COURAGE POINTS: 22

ALIGNMENT: LG

TREASURE: None

GOLD: 0

BACKGROUND/SPECIAL INSTRUCTION: Heal as need, help the PC's in any way you can, but let them be the heroes.

Legend Lore on People King Joshua- King Joshua is devoted to the people of DeChance. His kindness, mercy, and grace are well known through out all DeChance.

NPC NAME: King Fernand

CLASS/LEVEL: Knight/6th

ARMOR: Custom plate {NR} + Neg Enhance = 4

WEAPON DAMAGE: Base 6 + +2 Magic Sword = 8 Magic

LIFE POINTS: 6/24/32

SPELL/ABILITY POINTS: 26

ALIGNMENT: LN

TREASURE: None

GOLD: 500gp

SPECIAL ABILITIES: Fight to the PC's level. Do not kill King Joshua.

Legend Lore on People King Fernand- King Fernand is the ruler of the agricultural community, Irulan, which borders DeChance. He married late in life, his beloved wife, Jessica, died during the birth of their only child, Princess Grace. Princess Grace is King Fernand's pride and joy. King Fernand would do anything for his people and for his daughter. It was his hope that both kingdoms would be united after his death.

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