Quest for the Druids Staff

An I.F.G.S. game sanctioned under the 7.0 rule book
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Explanation of Encounters

Mental: 2	*Fighting:* 8	*Risk:* 2	*Physical:* 2

Encounter Name and #: Self-explanatory
Number of NPCs: Self-explanatory
Magic: Identifies any item or NPCs that can be detected as magic
Good/Evil: Identifies detectable alignments in the encounter.
Intent: The reason for the encounter.

NPC Stats:

Description:	cls/lvl:	armor:	dge:	LP:	SP:	other:

Description: Name or type of NPC
CLS/LVL: Class and Level of NPC, Abbreviations: F-fighters, KN.-knight, RA-Ranger, MU-Magic User, CL-Cleric, DR-Druid, MO-Monk, TH-Thief
Armor: Base Armor, not including any s/a/s the NPC wants to use.
Abbreviations: L-Leather, C-Chainmail, P-Platemail, MI-Magic Item, SP-Spell, AB-Character Ability (Natural armor, Hide, etc.)
Dge: Base damage that the NPC inflicts on a successful hit.
LP: Life points- Limb points/unconsciousness/death
SP: Spell or Class points left for the day.

Storyline

Quest is a mini game that is designed for levels 1-3, 4-6. It is only 5 encounters long, requires 4 NPCs and is really designed for novices to get a feel of what the IFGS is all about. It is designed for 4 member teams, no one class is required, although having a fighter is recommended. Experienced players should play all NPC parts so that the fighting can be adjusted as necessary. I have included higher level statistics in case higher levels PC's would like to goon course.

There will be two sets of stats listed for each NPC. The first set is for levels 1-3, the second for levels 4-6.

Basic Layout of the game is that a Druid/Druidess has had his/her staff stolen and would like for the party to recover it. He will pay the party a total of 100 gold pieces per level of the party members, they may divide it up amongst themselves as they see fit. He knows that the thieves headed off in a certain direction. He cannot cast any spell to aid them until he gets his staff back.

The party travels down the trail until they hear the howling of a wolf. A wolf, under the control of the evil druid that stole the staff attacks the party. Once the wolf is defeated the party travels on.

The party next encounters an evil Tree Ent. After a battle the party defeats the tree Ent. At the base of the tree is the staff. It is entwined in a tree with a lock upon it. The party must pick or bash the lock open to get the staff.

As the party is heading back to the starting area they encounter the Evil Druid. The party then defeats the Druid and returns the staff to the good Druid. The good Druid pays them off and thanks them profusely.

Encounter 1 - Hiring

Number of NPC's: 1
Magic: On the stone if present
Gold: 0
Good/Evil: Druid is Good
Intent: Initial encounter to provide role-playing and a starting point for the party

A druid (named Brice) approaches the party. The druid explains that he has had his staff stolen and would like for the party to get it back for him. The druid offers to pay the party a total of 100 times the total levels of the party if they will return the staff to him.

> **NPC NOTE:** The druid suspects that the staff was stolen by a rival druid but is not really for sure. He has no idea who the person is. For some reason, the plants will not talk to him about it but it could only have been stolen by someone who could speak or intimidate the local flora and fauna. He had left the staff near a tree while he went to gather honey.

> **GM NOTE:** The plants and animals will speak to a druid / ranger in the party but will be very reticent with information. They did see humanoid come into the area and take the staff but they will beg the party to not pass this on to the druid since they have been threatened with fire, flood and all types of catastrophes if they talk.

Without the staff the druid cannot help the party in any way, unless the party does not have a ranger or thief with them to track. If the party does not have a tracker with them the Druid will enchant a nearby stone that will give a bump of direction to the staff. The druid does know that the party headed off in a certain direction.

NPC Stats:

Description	Cls/Lvl	Armor	Dge	LP	SP	Other
Druid 1-3	Druid 5	4	5	5/22/30	0	The Druid has no spells up since he is
Druid 4-6	Druid 8	5	6	8/30/38	0	out of points at the moment

Magic

Stone of Direction (only available if the team has no ranger or thief) Value: 0 (only usable this game)
1. This rock will glow brightly when it is facing the direction of the Druids staff and less brightly when facing any other direction.
2. This ability will be lost when the sun goes down. FINI

Props

Description:	Cost:	Provider:
Druid Costume		
A small rock (1 per team)		

Encounter 2 – The Wolf

Number of NPC's: 1
Magic: None
Gold: None
Good/Evil: The Wolf is Evil
Intent: Warm up fight
WATHIT: Strength – Multiple Legs
           Weakness – Hungry (wolf will try and drag off any available food)
Animal Lore: Detects as a normal wolf

      As the party is traveling along, either following the trail or the glowing stone, they hear a wolf howl. The wolf will circle the party if possible while being concealed to try to panic the party. If the party does not flee then the wolf will then step out and attack.
      The Wolf has all the fighter's abilities of appropriate to his level. The idea in this encounter is to give them a good warm-up fight. The wolf has double the normal limb points due to having four legs. When a leg goes down he should call out "New Leg", you can do this twice for each leg. Weapons are 'natural', cannot be dropsied.

>   NPC NOTE: You are very hungry and need food. If the party tries to talk to you and can offer food you will let them go without a fight. If a PC has animal pact Wolf you will go to him and demand food before attacking since a pact should always look out for each other. If you manage to drop a PC unconscious, try to drag them off slowly. Growl at PCs who approach etc, you really want to take the food back to the pact. Do NOT kill/throat slit a PC, just scare them.

NPC Stats:

Description	Cls/Lvl	Armor	Dge	LP	SP	Other
Wolf 1-3	Fighter/2	3	5	6/12/20	0	
Wolf 4-6	Fighter/5	6	8	10/26/34	0	

Props

Description:	Cost:	Provider:
Wolf mask Two Weapons for the wolf 2 Brown Flags		

Encounter 3 – Tree Ent

Number of NPC's: 1
Magic: Yes, on the Tree and staff
Gold: No
Good/Evil: Tree Ent is evil, not supernatural
Intent: To introduce the concept of ranged combat/lock picks to the team.
WATHIT: Strength – Ranged attacks
      Weakness – Flaming oil does No Defense damage, walks slowly
Nature Lore: This tree is a barely awake Tree Ent. Someone has recently awoken it and it has not come into its full abilities yet. Tree Ents are the protectors of the forest and see all wooden things as their children, including staffs.

    The party travels further down the road until they see a large tree. At the base of the tree is the staff. The roots of the tree are curled around it protectively and there appears to be some type of organic lock on the tree. For Thieves it will be a Root Lock that can be picked. As soon as someone tries to pick the lock or bash it, the tree will autocast Plant Attack at its level on that person and then move to attack. The tree has one other special ability; it can throw its twigs once every 10 seconds. This is called as "**Splinters, COLOR, X amount of Damage, 0-second Knockdown**". This will do a varying amount of damage, based on party level to any single target within 50 feet. It also includes a 0-second knockdown. Due to having so many branches it does not have limb points, his limbs cannot be taken out, any damage to the limb goes straight to the body.

    NPC NOTE: You are not immobile but can only walk slowly. If the PCs talk to you, talk slowly and drag it out. Be ponderous and full of wise old sayings that mean a lot to you but can be totally incomprehensible to the PCs. You will not give up 'your baby', the staff. It is obviously injured and only you can raise it correctly.

    Once the Tree Ent is defeated the party can then either pick or bash the lock and take the staff. The Lock type is A (levels 1-3) or C (levels 4-6).
        A = Physical Damage 25, Spell damage 5 or 2 points to reverse.
        C = Physical Damage 40, Spell damage 20 or 6 points to reverse.

NPC Stats:

Description	Cls/Lvl	Armor	Dge	LP	SP	Twigs Damage
Ent 1-3	Monster/3	5	4	0/20/20	0	5
Ent 4-6	Monster/6	8	8	0/40/40	0	10

Magic Items:
The Staff of the Druid
1) This staff is permanently bonded to the owner in encounter one (Brice) and is totally unusable by anyone else.
2) Grants an amount of spell points equal to the user's level times 2, three times a day. FINI

Props

Description:	Cost:	Provider:
Staff		
Lock type A (1-3), C (4-6) and buzzer		
Tree Ent costume		

Encounter 4 – Evil Druid

Number of NPC's: 1
Magic: Druid has up Auras
Gold: 0
Good/Evil: Druid is Evil
Intent: Final fight with the Big Bad Guy
WATHIT: Strength – none
            Weakness – none

As the party is making their way back to the Druid, the Evil Druid intercepts them. He tells them that he left the staff protected and they just had to come steal it. They are getting involved in a war they don't want to. He took the staff from Brice because this is going to be his forest, not the other druids.

NPC NOTE: role-play being the evil mean and nasty guy here. Make them really glad they are going to kill you. Talk about perverting trees and killing small animals that type of thing.
Do not throat slit and do not hit any one PC multiple times with strikes if possible. The idea here is to push the PCs to the limit but not kill, take dive if necessary. You are more powerfull and do not mind bragging about it, but you will eventually make the same mistake all villains make and under estimate the party. If a PC goes unconscious or you catch them in a clinging vine make comments about needing blood to feed your trees, you have animals that like fresh meat etc.

GM NOTE: Advise the NPC playing the evil druid on how well the team is doing up to this ponit so he can scale his fight up or down as necessary.

The Evil Druid will goad them into a fight. If the party does not want to start one, then start it for them. You suspected something might be wrong so you were prepared to meet the party in combat when you came back this way. You may have up any spells you want for the teams that are appropriate to your level and the team's make-up.

NPC Stats:

Description	Cls/Lvl	Armor	Dge	LP	SP	Other
Druid 1-3	Druid 5	4	5	5/22/30	34	
Druid 4-6	Druid 8	5	6	8/30/38	54	

Props

Description:	Cost:	Provider:
Sword and Shield		
Blue Flags / Green bean bags		
Druid Costume		

Encounter 5 - Reward

Number of NPC's: 1
Magic: None
Gold: 100 per level of the team total
Good/Evil: The Druid is Good
Intent: Final reward and thanks.

When the party returns, the Druid greets them happily. When the party turns the staff over to the druid he will use its ability to restore his spell points immediately. The druid will then walk over to a tree and make some mystical passes at it roots. The tree roots will then open up and the druid will take out a bag of gold from the inside of the tree. The druid will also take out enough yellow flowers of Avalon to heal the entire party. Once the party is healed and paid the druid will take his leave and depart.

NPC Stats:

Description	Cls/Lvl	Armor	Dge	LP	SP	Other
Druid 1-3	Druid 5	4	5	5/22/30	0	
Druid 4-6	Druid 8	5	6	8/30/38	0	

Treasure:
100 per level of the team total

Props

Description:	Cost:	Provider:
A Bag of Gold and gold reps. Yellow Flowers		