

Durham University Treasure Trap Society
20th Anniversary Third Year Goodbye

A Fairytale of Gedrehnt

The Crisis Of Infinite Urths, Adventure One

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Overview

Plot Synopsis

The plane of Gedrehnt is under attack from an army of super-quasits, lead by one of the seven Dragon Lords to have escaped their prison realm at this time. Nobody knows how many Dragon Lords there actually are anymore, but one of them, Jai, is here and seems to have more power than before. He's going to find Gedrehnt, who is almost dead now, and he's going to kill him, absorb his power and then absorb all the power of Gedrehnt's plane into himself. He's done it to other gods and, unless stopped, he's going to do it to some more. Just like the other Dragon Lords are doing.

In order to revive Gedrehnt, the character party are going to be transported to a sub region of his plane where they must re-enact the first adventure Gedrehnt embarked upon when he set out on the path of the adventurer that eventually led to his ascension to godhood. If they can make everything all right in the adventure, Gedrehnt will survive. If they get it wrong, they'll find themselves back at the start and they'll have to do it all over again.

The Path of Least Resistance

In order to complete the adventure, the character party must stop the marriage between the Maid and the Woodsman in such a way that the Woodsman doesn't get angry, turn into a demon and then rain Berserker Rage Death down upon the village. This will happen at a number of times in the adventure and each time it does happen, the party will be reset to the start. This is a fairy story, despite it being part of Gedrehnt's origin, so the Maid should marry the Handsome Prince, not the Cacodemon. Also, since the adventure is being seen from the point of view of Gedrehnt when he experienced it, all NPCs exist only as far as he could see them, so they will be in an encounter, walk away and just disappear.

On successful completion of the adventure, they will be returned to Gedrehnt, who will be back on his feet and feeling able to take on Jai. Gedrehnt will then send the character party away, telling them to head for the portal that brought them here and go home. They'll be paggered by Quasits on the way, but they should get home. Meanwhile, Gedrehnt will face Jai in one-on-one combat. They can only hurt each other by melee attacks (Gedrehnt is all spirit and uses spirit attacks while Jai is all magic and uses magic attacks. Only their flange-weapons can harm each other).

Gedrehnt has six global monster hits. Jai's global monster hits will be equal to the amount of times the adventure had to restart. The winner will be the one who's still alive at the end of the fight.

The Adventure

1. Dying Gedrehnt

On arrival on the plane of Gedrehnt, William Lorentz will lead the party to where Gedrehnt told him to meet him. There, they find Gedrehnt is dying. He will ask them to go on a quest for him, to restore him to power.

2. The Brother and the Ex-Lover

The first encounter on the mini-adventure is one between the Maid's brother, Guile, and her ex-lover, the reformed alcoholic and former 'professional' gambler, Eric. Erik wants the Maid, Marie, to give him another chance, a chance to prove himself now he's reformed. He's a new man, he really is. However, Guile knows this will only cause upset and the wedding is today. If Eric can just be kept away from Marie for long enough, everything will be fine.

Guile

- 7 body total hit points, 2 locational hit points
- Resisting at 1st level
- Profession: Baker
- Dealing Halves
- Distinctly non-violent

Eric

- 14 body total hit points, 4 locational hit points
- Resisting at 2nd level
- Profession: None (Former gambler)
- Dealing Singles
- Anxious but non-violent at present

3. Enter: Handsome Prince

The Handsome Prince, Claude de la Rochelle, once heard tale of a lady whose beauty was without equal. He knows she is in this village somewhere and wishes to meet her and ask for her hand in marriage. He knows she'll accept, for he is a prince, but his mother disapproves greatly and he is wary that her greatest knights have been sent to find him. He must find his way to the village before he is caught and taken back to the palace.

Claude de la Rochelle

- 24 body total hit points, 7 location hit points
- Resists at 6th level
- 36 spirit
- Dealing Doubles two-handed
- Can cast *Cause Light/Serious*, *Cure Light/Serious*, *Spirit Armour I/III/V*, *Voice of Power* and *Spirit Bolt*
- He's not overly aggressive but he is worried and anxious to reach the village before he's found

4. The Three Musketeers

The Queen Annabel is furious about Claude's desire to marry this peasant girl. He has a duty to his kingdom to marry Princess Amy of Wessex and so end the tension and enmity between the two kingdoms forever. The queen has sent her finest knights, Porthos, Athos and Eremus, to find the wayward prince and bring him home so she can talk some sense into him.

Porthos

- 36 body total hit points, 12 locational hit points
- Resisting at 7th level
- Dealing Doubles
- Devoted to the service of Queen Annabel. The Three Musketeers stick together and work & fight as a team

Athos

- 36 body total hit points, 12 locational hit points
- Resisting at 7th level
- 49 mana
- Can cast brown and grey magic up to 7th level (including *plate self/other* and all the dispels up to & including 7th level)
- Dealing Magic Doubles
- Devoted to the service of Queen Annabel. The Three Musketeers stick together and work & fight as a team

Eremus

- 36 body total hit points, 12 locational hit points
- Resisting at 7th level
- 42 spirit
- Devoted to St John
- Can cast *Cure Light/Serious/Grievous Wounds, Spirit Armour I/III/V/VII*
- Dealing Spirit Doubles
- Devoted to the service of Queen Annabel. The Three Musketeers stick together and work & fight as a team

5. Father Of The Bride

Marc has heard Eric, Marie's former lover and a lying, cheating scoundrel if ever there was one, has returned to the village and seeks his daughter's hand once more. He's not at all happy about this and if he finds that villain, he's going to give him a piece of his mind. Her new man, Johan, may be a forrin' guy but his heart seems in the right place and he does right by Marie, always taking her out to places and always making sure she gets a good meal. That's a rare thing these days, what with the bad crops this year that means everyone should, by rights, be going hungry most of the time.

Marc

- 7 body total hit points, 2 location hit points
- Resists at 1st level
- Profession: Corn farmer
- Deals Singles
- Desperate to find Eric and make sure this wedding goes ahead as planned

6. The Happy Woodsman

Johan is a happy man, if a little bit of a strange one. He has an odd way of speaking which most put down to him being foreign. He's looking forward to seeing Marie later today, at their wedding and would very much like to be with her right now, but tradition states he must not see her until the wedding, so he's biding his time and wandering the woods, occasionally butchering small animals. With a big axe. That he won't put down.

Johan

- 42 body total hit points, 21 locational hit points
- Resisting at 8th level
- 64 mana
- Deals Magic Doubles with his axe and Doubles with any other weapon
- All fire, darkness and grey magic up to 8th level
- His magical focus is his rune metal axe
- *Mythology*: Takes double damage from his axe, as each demon has one weapon that will kill them outright
- *Rules System*: Takes illusion damage as real damage
- If attacked or caused to become overly angry, a ref will cause time freeze while he morphs into his demon form

7. The Village Blacksmith

Since his arrival, Michel has become a firm friend of Johan and the two of them often drink together in the local tavern, exchanging stories of their various exploits while growing up. Today, Michel is worried for his friend, as he has heard "Evil" Jack is in town, looking for Eric the gambler. To him, this means Eric is in town also and he may be here to stop the wedding. He's trying to find Johan to warn him to be on the lookout, in case Eric starts trouble.

Michel

- 7 body total hit points, 1 locational hit point
- Resists at 1st level
- Dealing Singles
- Worried and desperate to find his friend

8. Evil Jack (Boo! Hiss!)

"Evil" Jack is the most feared bounty hunter in the region. He's a great fighter, a great tracker and a great lover. He's smooth, sophisticated and, above all, psychotic and he Always Gets His Man. He's here for Eric, who's had a price on his head for far too long.

"Evil" Jack

- 21 body total hit points, 7 locational hit points
- Resists at 3rd level
- Deals Singles, or Doubles when two-handed
- Interested only in finding Eric, although he's also willing to be smooth and chat-up any nice ladies in the character party

9. The Merry Maid

Marie is getting married today. She's so happy and Johan is so nice, if a little strange. He loves to cook for her and take her out for nice meals. It's as if he wants her to be all big and fat or something. He's a little strange at times, but he's so sweet. Did she mention she's getting married today?

Marie

- 7 body total hit points, 1 locational hit point
- Resists at 1st level
- Deals halves
- Blissfully happy and eager for the wedding ceremony to start, so she can see Johan again

10. The Wedding

Friar Marcus is just going over the ceremony in his head while he waits for everyone to turn up and the ceremony to begin. He's known Marie all her life and thinks she's a wonderful young lady who rightfully deserves to be wedded to Johan, who is a very nice man, if a bit odd at times. He's sure they will be very happy together.

This encounter could go several ways, but the majority will result in Johan turning into a great big demon, decapitating the priest with his axe, eating Marie and butchering everyone else. This must not happen, or the mini-adventure will restart.

If the party haven't stopped Eric in some way, he will arrive and stop the ceremony, setting off Johan.

If the party haven't stopped Claude in some way, he will arrive and stop the ceremony, setting-off Johan.

If the party rush Johan and try to kill him before he becomes a demon, the crowd at the ceremony will try to stop them, Johan will demon trigger and everyone will die.

Friar Marcus

- 7 body total hit points, 1 locational hit point
- Resists at 1st level
- Deals Halves
- Devotion to St. John
- Can cast *Cure light Wounds* and *Spirit Armour I*
- He just wants things to go well today, so everyone will be happy

11. Back To Gedrehnt

Once the mini-adventure is completed successfully, the character party will be teleported back to Gedrehnt, who is restored to as near full health as is possible with his realm under attack. He will thank the character party and send them on their way, telling them Jai is near and he will kill them if they stay. There's no way they can take on the new, improved Dragon Lord and they must leave and warn followers of other faiths to contact their lords and warn them (as if they don't already know) of the impending Crisis.

Gedrehnt

- Six global monster hits
- Singles
- Infinite Spirit
- Immune to magical attacks

12. Battle To The Portal

The character party must get back to the portal before Jai arrives to take on Gedrehnt. Gedrehnt knows how dangerous Jai is and will *not* let the characters stay.

On their way to the portal, the characters will have to battle through Jai's army of enchanted Quasits (a.k.a. 'Super Quasits'). They are intelligent, they are ferocious and they are under orders to stop anyone leaving the plane *at all costs*. They will kill William Lorentz, who will be the last to try to leave through the portal.

Jai

- As many global monster hits as there were adventure resets
- Singles
- Infinite Mana
- Immune to spiritual attacks

Super Quasits

- 24 body total hit points, 7 locational hit points
- 16 mana
- 4th level fire, air and grey magic including all dispels
- Resisting at 4th level
- Intelligent
- Under orders to Fight To The Death