

Game Master Section



Tales of Gaea Demo Game Master's Eyes Only

Plot

Plot Point #1

Wolves truly are attacking but they are under the control of the orcs outlined in plot point #3. They are directed to carry off all those that they can. This results in only a few bodies being found, especially those of villagers too weak to work for the orcs.

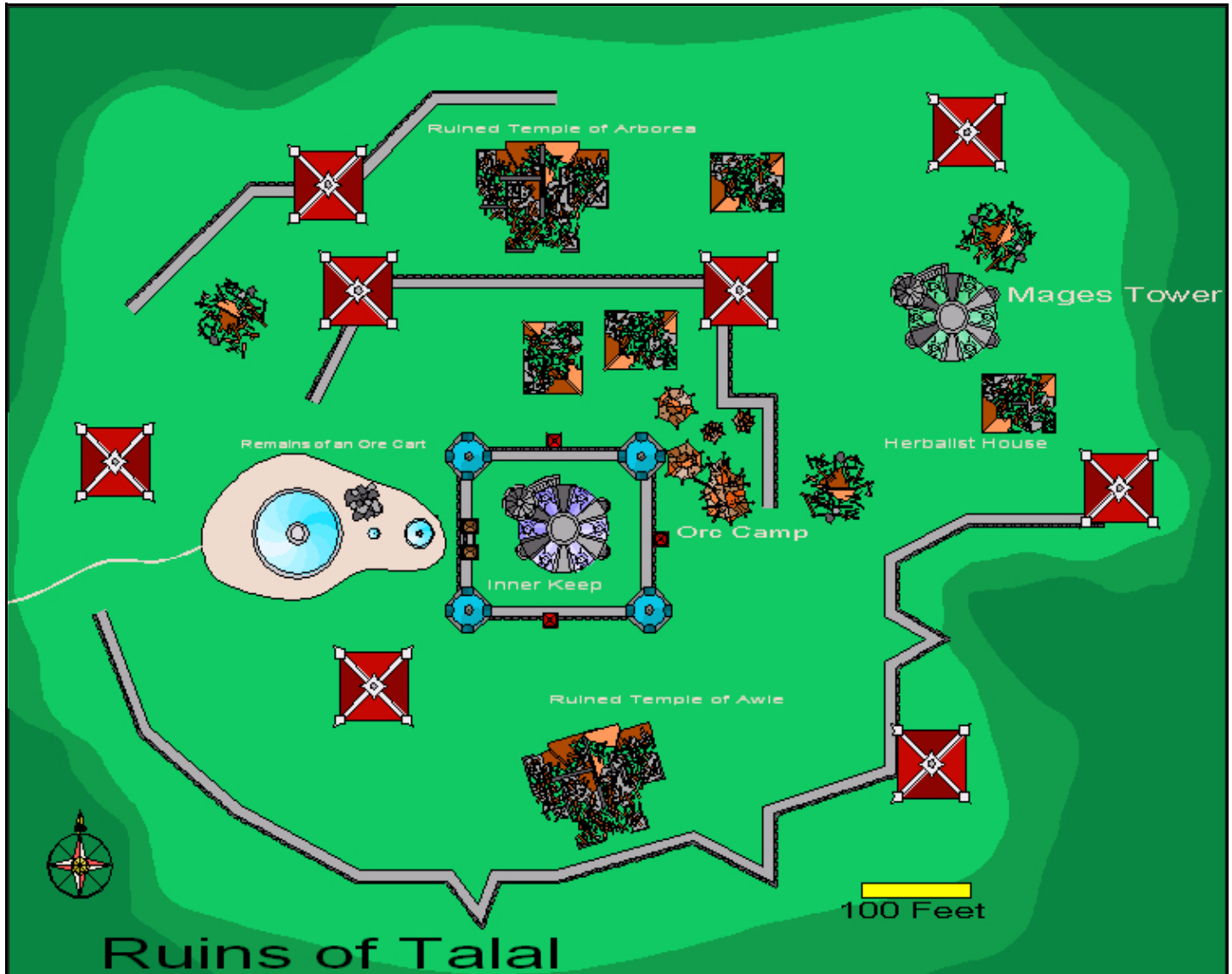
Plot Point #2

Harold Wallace is behind the wolf attacks. His story about the Ruins of the Brush Hills is par-

tially correct. He found a cave but then a sacrifice of three people was required for him to claim the crown. The ceremony took its toll on him as well laying him out for two weeks. At the end of it, he had control of the Crown and the Elvish demon, Redante, that serves the crown. Wallace will attempt to direct the party towards the Ruins of Brush Hills but all evidence will point towards the Ruins of Talal.

Plot Point #3

The demon is controlling the orcs camped in the ruins of Talal. These orcs use the wolves to capture the humans who they put to work in the mythryle mines that Redante knew about.



The mythryle is then turned over to Wallace to be sold.

Plot Point #4

Most of the villagers, including Sarah, Rinoldo's wife, are still alive. They are kept in the Inner Keep and guarded by orcs. When the party arrives there will only be 3-6 female black orc and 2-4 children. The children will not fight but the females will attempt an ambush and fight until 1/2 their numbers are killed or disabled then attempt to flee. They will attempt to ambush the party at the remains of an ore cart.

Plot Point #5

The male black orcs will return once every eight hours to get a new shift of humans. There are 6-10 black orcs. If the party decides to go to the mine there will be 10 -15 black orcs. A total of 47 prisoners are held by the orcs with 1/3 of them at the mines at any one time.

Factoid #1

Redante is in the tower of the keep. He will attempt to remain hidden until the orcs come into sight then command them telepathically to attack the party. The prisoners will know that there is a great evil at the top of the Inner Keep tower. If the orcs are questioned they will merely refer to Redante as the Master.

Factoid #2

Magical weapons that use spirit points may be used by non spell casters. All intelligent life on Gaea has some amount of spirit points. These can be used to activate magic items but a use magic item roll must be made first. Anyone using a magic item must roll this to see if they understand the magic.

Ruined Buildings at Talal

Mage's Tower

This is the remains of the court mage's tower, living quarters, and laboratories. Most of the rooms will be bare but the structure will be in amazingly good shape. There will be 2-6 Zombies guarding the top chamber (page 268 CR). The top chamber will be the wizard's private chambers. It will contain a potion of Heal 3d10 (10 doses), a potion of Flame Breath (4 doses) and a mystic acorn. The mystic acorn will give a mystic a +2 to the CON check when attempting a feat. The mystic acorn will give a +1 to Defense of anyone wearing it.

Inner Keep

The inner keep contains Redante, the elvish demon. He will have 10-15 mosquito guards. In the top most chamber there is a wand of Euros with 15 charges (page 220 CR). There is also a two-handed sword +2, +15, which allows the user to cast Skip Teleport. Finally, 100 mythryle pieces in ingot form will be stored here.

Temple of Arborea

Not much is left of this temple except for a section of the basement. A troupe of goblins have moved in and made a home outside the temple vault. There will be 10-20 rekkied goblins (page 240 CR). If they receive any amount of damage they will scatter and run. They will then harry from a distance with bows unless they take damage. They will fight only if given no other choice. The vault will have 2 traps on it, a fire bolt for 3d10 to one random area and a gas cloud where all in the antechamber will need to save vs. CON-5 or fall unconscious for 1-4 hours. If this happens to the entire party the goblins will come back in (if they are still alive) and strip them taking all goods but not killing them.

To open the vault an open locks at -30% must be made. Inside the vault is a staff made of a splinter of Arborea's First Tree. This staff will

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grant a cleric of her faith a +3 on all PIE checks when performing a miracle. It also has a +2 th, +6 td, will heal any who are a part of the Pantheon of Aru if the cleric successfully makes his Initiate Skill. It will also allow the cleric to create an animate tree as in the Natural Forces spell Plant Control IV. There are also 3 suits of studded leather x3 and one suit of sylvan chain (no armor mod, x3 chain).

Temple of Awle

The temple of Awle looks to have taken an awful beating. Hiding within its walls are 2-6 skeletons (page 259 CR). They are the cursed remains of the attackers of Talal. The temple armory has only barely survived. Within it is a Great Hammer, +3 th, +3 td, cast one Fire Bolt (See Bolts in magic Items page 216) for a cost of 3 spirit points. There is also a short sword +3 th, +10 td, Teleport (Seventh Level Wolvesbane) for 8 spirit points, hawk form (Third level Wolvesbane) for 3 points. Finally, there is a Heavy Crossbow +2, +6, fires every round (instead of 1 every 2) and 20 spanten (See page 46 CR).

Herbalist House

This was the house that the royal Herbalist maintained for his study and growth of his plant experiments. One of these experiments is still growing. If the party comes near a Vine Lord will come out. The Vine Lord looks like a mass of vines vaguely in a man shape. He will pursue anything that enters his territory. If he is killed the Herbalist House has hundreds of saplings. A Herbology Skill check at -30% will reveal the saplings for what they are, immature vine lords. If unchecked they will mature in six months and attack the nearby villages. Investigation of the House will turn up a book on the proper care for a Vine Lord and how to ensure loyalty once they mature. Also, there are 3 doses of Irro Root which has been cured in ethanol. This powerful, rare and expensive root when prepared in this manner will resurrect a dead person. All their wounds must be healed first or the cause of the death

removed; i.e. water removed from lungs if they drown. In addition, there are 6 doses of the herb Lain Weed mixed with Silver Drake blood. This powerful curative will repair the mind from all manner of damage including memory loss.

Beasts

Giant Mosquito

The Giant Mosquito is both fragile and dangerous. Hatched in pools of stagnant water fed from some magical source they usually starve out before they do real damage. If kept in blood though, they may live 2-3 weeks wrecking a great deal of damage before dying. They spawn at incredible rates as well. In combat they instinctively parry attacks, grab the prey and attempt to fly off. This does not work with larger creatures and they will attempt to attack and drain spirit points.



Strength	8
Max Wt Lift	75
Damage Mod	0
Armor Mod	0
Agility	24
Unarmed Com. Mod	+6
Initiative Mod	+6
Movement Rate	12/24
Constitution	22
Wt Encumbrance	119
Dexterity	15
Bonus To Hit	0
Intelligence	2
Wisdom	2
Charisma	0
Appearance	1
Luck	10
Piety	12
Will	14
Defense	18/22 Flying
Level	1-4

Spirit Points 1d10

Location	Armor	FP
1 - Head	25	13
2 - Right Hand	25	52
3 - Right Shoulder	25	52
4 - Chest	25	13
5 - Left Shoulder	25	52
6 - Left Arm	25	52
7 - Stomach	25	26
8 - Groin	25	26
9 - Right Leg	25	52
10 - Left Leg	25	52

Weapon	DAM	ATT	+ TH	+ TD	Notes
Stinger	2d10	3	+8	+4	If pierce skin, drain 1d10 S.P.

Abilities	Final
Parrying (Stinger), 3 parries	80%
Flying	60%

Diable de Pensee (Lesser Elven Demon)

The Elvish Thought Demons can read thoughts, manipulate memories and create illusions. Physically, they are not threatening but they can be nearly unstoppable if given the chance to access someone's mind. They look like a giant slug but seldom show their true form preferring to appear as someone known



and trusted. Redante is a master of this and uses it to massive advantage. Redante has used his Illusion IV ability to create an exact duplicate using the time an attacker takes to deal with his doppelganger to escape. He is generally a coward when it comes to physical com-

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bat and will rely on his guards for protection then try to talk his way out of the predicament.

Strength	6
Max Wt Lift	55
Damage Mod	0
Armor Mod	0
Agility	15
Unarmed Com. Mod	0
Initiative Mod	0
Movement Rate	8
Constitution	25
Wt Encumbrance	179
Dexterity	8
Bonus To Hit	0
Intelligence	26
Wisdom	24
Charisma	18
Appearance	-3
Luck	16
Piety	10
Will	21
Defense	15
Level	8
Spirit Points	90

Location	Armor	FP
1 - Head	100	20
2 - Right Hand	100	80
3 - Right Shoulder	100	80
4 - Chest	100	20
5 - Left Shoulder	100	80
6 - Left Arm	100	80
7 - Stomach	100	40
8 - Groin	100	40
9 - Right Leg	100	80
10 - Left Leg	100	80

Weapon	DAM	ATT	+ TH	+ TD	Notes
Tail Attack	2d10	2	+0	+0	

Abilities	Cost
Illusion IV, As Underworlder 8th Level	15
Read Memories - This allows the reading of an opponents memories and may be done as long as he can see the target. The target receives a save vs. WIS - 8. If saved then the target is still unaware that anything happened.	3
Wipe Memories - The target must be within 8 feet and Redante may wipe all memories from the target. They will remember how to speak but not where they learned, the will know how to walk but not where they were going. In some cases this will cause a permanent recurring memory loss. The target receives a save vs. INT - 8.	10
Generate Memory - This power allows Redante to implant memories of his choosing. If he has time he can create very realistic permanent memories. If he has a short time then he will only be able to create memories which will fade in 1-8 turns. To implant memories Redante must be within 8 feet of the target. The target then receives a WIL save - 8.	12



Vine Lord

A Vine Lord is the end result of years of careful cross breeding between a wide range of magical plants. It creates a colony of these plants which generally look like a vine covered jungle. Within this jungle there will be a number of immature saplings that will mature quickly if the colony is threatened. Normally, only one mature Vine Lord will be active at a

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time but in times of danger hundreds can come from a single colony.

The Vine Lord at the Ruins of Talal has been tending its colony for centuries and is looking forward to the saplings maturing and wiping out the orcs which it considers a threat. It will take 6 months for the colony to mature.

9 - Right Leg	40	90
10 - Left Leg	40	90

Weapon	DAM	ATT	+ TH	+ TD	Notes
Vine Whip	1d10	5	+2	+8	May attack multiple opponents at once
Darts	1d12	3	+4	+8	Fires a barrage of darts

Strength	21
Max Wt Lift	1000
Damage Mod	+8
Armor Mod	+3
Agility	13
Unarmed Com. Mod	0
Initiative Mod	0
Movement Rate	6
Constitution	25
Wt Encumbrance	179
Dexterity	16
Bonus To Hit	+1
Intelligence	7
Wisdom	8
Charisma	5
Appearance	-3
Luck	14
Piety	19
Will	20
Defense	20
Level	5
Spirit Points	50

Abilities	Final
Targeting (Vine Whip)	60%
Parrying (Vine Whip) 2 parries	60%
Grapple - The Vine Lord may attempt to grapple if a successful hit is made with the Vine Whip. The target must make a contested roll with the Vine Lord vs. STR or be thrown for 3d10 points of damage the next round.	60%
Plant Control II - As the Natural Forces spell page 130 CR	Cost: 4 pts

Location	Armor	FP
1 - Head	40	22
2 - Right Hand	40	90
3 - Right Shoulder	40	90
4 - Chest	40	22
5 - Left Shoulder	40	90
6 - Left Arm	40	90
7 - Stomach	40	45
8 - Groin	40	45