



Graphic credit to King Crimson-Court of the Crimson King on Atlantic Records - Great CD to Play this game to.  
The General

**R**evelwood is, putting it mildly, a collection of unusual characters. The Revelwood world is filled with weird sights & sounds, strange happenings, inexplicable people and bizarre creatures. It is a shadow of reality that manifests itself on random/patterned occasions. By definition, it is a fantasy world. So, like all good Revelwooders, we decided to use this to our advantage. We created the Revelwood Role Playing Game (RWRPG). Here is your chance to act out those hidden desires to be an IB, Q, Vicar or General like character. The names may be different, but you can figure out who-is-who by the descriptions.

You can select a Revelwood character from the past or present. Want to see Stonewall save the day? Put on the backpack and grab your +1 mandolin. Want to feel what it is really like to be M? Strap on the special garter and feel the pinch. Got that

Rescue Ranger impulse? Pick up a 5-gallon bottle and hit the street. Or play a character of your own. Nothing like seeing the Guild Leaders chased up a tree by an 10th Level Berserker. There is no limit to what you can accomplish in Revelwood.

The RWRPG is loosely based on Advanced Dungeons & Dragons, however, any RPG system should work. Like all things in life, it is limited only by your imagination. The mechanics of play are just about the same, with the title of Dungeon Master being transposed to Spiney Norman.

Some of the unique items are:

1. Non-missile weapon combat is based on Society for Creative Anachronism standards. Example: Someone attempting to fight more than three opponents is probably going to get smashed, unless they run away. Someone wearing full plate mail in a summer environment is going to get tired pretty fast. This will reduce the ability to hit, and the damage done. Spiney Norman will judge this reduction.
2. Spiney Norman will judge the damage done to armor during fighting. Armor does not last forever, unless it is magical armor called "Kathleen."
3. Good weapons are hard to come by. Everyone may start off with one serviceable medieval weapon of choice. Contemporary weapons may be found in game-play. For imaginative players, everything is a weapon. Like armor, weapons are susceptible to failure rolls.
4. Rescue Ranger Punch will have a 75% chance of healing wounds and curing disease. It is only available from a Rescue Ranger-class character.
5. All AD&D potions and salves are available and may be purchased at the beaming of the game from the "Traveling Salesman NPC" (wandering monster rules apply). There is a percentage chance that the material will not work or will work differently than what you expect. These will not be apparent unless checked by magical means or until used.
6. All professions (Magic User, Cleric, Thief, etc.) may fight and use any armor or weapon type they wish. All races may seek to enter any profession they wish. Spiney Norman will make adjustments as necessary.
7. Creatures appearing in any agreed upon creature/monster source may be included in the scenarios.

Everything else is up to your group and Spiney Norman.

## Scenarios:

### **THE PINT AND PIPE TAVERN**

This scenario is based on a generic P&P. The limited area includes The Barn, the porch, the fire pit, the camping area and the port-o-castles.

### **THE BARN**

The Barn scenario includes those areas within The Barn, and those areas accessible from the Perimeter Trail, such as the Oasis, Party Hollow and Old Man Oak.

### **THE FORESTS OF REVELWOOD**

The Forests of Revelwood encompasses all the known (and unknown) areas in Revelwood, including but not limited to: The Convolutions; The Sea of Grass; Piney's Cabin; Druid's Circle.

### **THE WAR**

This is the Campaign scenario. It includes the entire Cooper's Lake Campground. It must be started at sunrise of the weekend before, and end at sunset on the final weekend. Each day, an additional 1,000 non-player characters (NPC) is added to the game. The scenario starts at 5,000 NPC's. The final weekend includes one 8-hour period of rain, applied at Spiney Norman's pleasure.

## Player Characters

(All player characters are Chaotic Neutral)

### **LARS RACHETTEBREATH**

GNOME

Int. 17

Wis. 17

Str. 14

Con. 8

Chr. 18

Lars will attempt to lead the troop, but make it think it is their idea. Any character with an Intelligence and Wisdom total of 25 or less will automatically follow his instructions. A combined total of 26-35 allow a saving throw versus charm. A combined total of 36 allow a saving throw versus charm at +2.

### **KEEPER OF THE FLAME**

DRYAD

Int. 15

Wis. 14

Str. 15

Con. 12

Chr. 14

Dex. 12

The Keeper of the Flame will single out the person she considers the leader, and make sure that they stay alive. She will announce every thought that comes into her head, always at great volume. This is often a problem when the party is trying to practice stealth. However, it will cause low intelligence creatures to scatter like frightened squirrels, protecting a party from swarming attacks.

## **IRON CHANCELLOR**

DARK ELF

Int. 14

Wis. 18

Str. 11

Con. 12

Chr. 15

Dex. 14

The Iron Chancellor can confuse any NPC, Creature or Player Character that misses a save versus spell throw. The confusion lasts as long as the Iron Chancellor talks. Opponents are unable to attack when confused.

## **MORLEY "ONE-EYED" GRISTLETONGUE**

GOBLIN

Int. 16

Wis. 15

Str. 16

Con. 17

Chr.-12

Dex. 18

Morley can invoke the wrath of his deity once a day. Anyone missing a save versus curse throw is spiritually audited and half their magical possessions disappear (selection of items by Spiney Norman). Morley can also issue once per day a verbal attack that does 1d6 damage. This attack can only be made against a PC party member. No saving throw is allowed against the verbal attack. Morley wears a special garter that causes 1pt. of damage every day. To himself. It keeps him mean.

## **PHATTEE**

GNOLL

Int. 17

Wis. 17

Str. 18

Con. 17

Chr. 12

Dex. 14

Phattee is smart, strong, courageous, patient, pleasant and generally dismissed as a novelty by all who meet him. He tries to direct all military adventures, but more often than not gets the party entirely lost in the woods.

## **NIXON**

TROLL

Int. 15

Wis. 10

Str. 10

Con. 18

Chr. 9

Dex. 14

Nixon can appear without notice and will participate in all group activities. This can often be a disaster. He plays a stringed musical instrument that can cause 2d4 damage when played solo and cause all other exposed instruments to go out of tune.

## **HOLLY RINGO**

HALF ORC

Int. 17

Wis. 17

Str. 15

Con. 18

Chr. 16

Dex. 15

Holly is a dangerous party member. She will befriend almost every PC, and then never let them out of her sight. She is able to see through every ruse and slight of hand and is damn near immune to charm spells. She is able to metamorphosis into The Iron Maiden once every 48 hours. However, she must kill something in order to return to her Holly Ringo form.

## **NEFARIOUS FLAXEN**

NAGA

Int. 12

Wis. 10

Str. 10

Con. 18

Chr. 9

Dex. 13

The Nefarious Flaxen is feared by all but Lars. She is able to ignore all mental attacks but his. She is most susceptible to illusion spells, but will not be effected by any other. Her constitution makes her almost impossible to kill. Her nesting instinct seldom allows her to stray far from the main party, and never from Lars.

## **BLISTERS**

WOOD ELF

Int. 16

Wis. 14

Str. 17

Con. 16

Chr. 14

Dex. 18

Blisters is able to make almost anything, and fix almost anything. Although, due to occasional lapses of memory, he will sometimes change the item he was working on from its original form, to something completely different. However, what ever he transforms it into, it will still do whatever it was you wanted it to do in the first place.

## **VOLT**

MOUNTAIN DWARF

Int. 16

Wis. 14

Str. 18

Con. 17

Chr. 15

Dex. 15

Volt is a habitual tunneler. Left alone, he will dig a hole through any rock and try to run rope through it. Volt is immune to electrical or lightening attacks.

## **THE JUNKMAN**

### BUGBEAR

Int. 16

Wis. 16

Str. 16

Con. 16

Chr. 18

Dex. 14

The Junkman can carry an entire treasure, on his back, and still fight. His one weakness is sex. It is a weakness due to the lack of it. However, since he is almost always seeking it, he has become nearly immune to charm spells from women. Unless of course they have sex with him. Then he is in their control for 12 hours. If they have sex with him again, he will be charmed by them for an additional 24 hours.

## **PENNANINK**

### WOODS ELF

Int. 16

Wis. 15

Str. 16

Con. 14

Chr. 20

Dex. 18

Unlike The Junkman, Pennanink is almost completely susceptible to the charms of women. His trouble occurs when he is in the control of more than one woman at a time. If this happens, he will stop everything and draw a likeness of the Goddess Lesbo. This likeness will turn the women and break the spell. However, he is unable to do anything but sleep, eat and moan softly to himself for the next 24 hours.

## **VIKARINSKI**

### FLESH GOLEM

Int. 16

Wis. 16

Str. 18

Con. 16

Chr. 17

Dex. 15

Almost indestructible, The Vikarinski was designed with a low center of gravity. This is most useful in battle. The Vikarinski cannot be knocked over, and when able to reach a full run, he will bowl over 1d8 creatures (1d20 skeletons). He is also able to brew enough potion once per day that will cure disease in four persons.

## **BOOM**

### FIRE ELEMENTAL

Int. 18

Wis. 16

Str. 16

Con. 17

Chr. 14

Dex. 15

Boom can make anything burn. Anything. He also can heal most injuries (1d10) with a special concoction he calls the Jyn' n' Tarnak. However, the imbiber of this drink will not be able to perform any coordinated activity for one full hour.

## **MIRAGE**

AIR ELEMENTAL

Int. 15

Wis. 16

Str. 15

Con. 16

Chr. 16

Dex. 18

If he wants, Mirage can disappear, remove anything from anyone's pack and reappear at a different location. However, the object must have originally had been concealed or stored in a compartment of some type.

## **FETCH**

SATYR

Int. 16

Wis. 15

Str. 16

Con. 14

Chr. 12

Dex. 18

Fetch is able to prepare a meal once per day that will provide the nutritional needs of the entire party. He is also able to prepare a potion that will cure all wounds, but require the imbiber to lie unconscious for 3d8 hours, after which they will throw up. The potion can only be made 5 gallons at a time and it must all be consumed, otherwise it will not work. Fetch is able to smile once per day as per a druid charm spell.

# **Indigenous Revelwood Creatures**

## **1. Talker**

AC: 10

Hit Dice: 3

Intelligence: Low

Damage: Distraction

A **Talker** prevents anyone within earshot (50 foot radius) to carry on a conversation of their own, cast a spell with a verbal component, or read any printed matter (includes scrolls/maps/charts).

- \* Special Defenses: Immune to silence spells.
- \* Special Attacks: Extremely loud voice attracts wandering monsters.

## **2. Archivist**

AC: 10

Hit Dice: 1

Intelligence: Animal

Damage: Misplacement of Objects

An **Archivist** is a rodent-like creature that will slip into a party's encampment, remove an item and store it in its underground warehouse. The party will not know the item is missing until it seeks to use it at a later time. A divination spell will locate the guilty rodent's warehouse and the general area within the warehouse where the item is located.

- \* Special Defenses: None
- \* Special Attacks: None

### 3. **Boarder**

AC: 5

Hit Dice: 5

Intelligence: Average

Damage: Depletion

A **Boarder** will suddenly appear within the party's encampment, and never leave. The **Boarder** will bring only enough food and supplies for two hours and then will begin to consume the party's supplies at an incredible rate. No one will notice this unless an inventory of the supplies is specifically performed. If the **Boarder** is not removed by magic or attack, the party's supplies will be depleted in one day, no matter what the original quantity was.

- \* Special Defenses: The **Boarder** will utilize in its defense, any weapon within the party not being used by a party member at that moment.
- \* Special Attacks: **Boarders** may disguise themselves as guides, seers, or other pseudo-important persons.

### 4. **Musician**

AC: Armor Type

Hit Dice: 1d6/Level

Intelligence: Low -Genius

Damage: Causes Insanity when playing.

- \* **Low-Level Musicians** (common) cause 3d8 hours of insanity.
- \* **Mid-Level Musicians** (rare) cause 3d6 hours of insanity.
- \* **Upper-Level Musicians** (very rare) cause 3d4 hours of insanity
- \* **Genius-Level Musicians** (extremely rare) will cause permanent insanity unless save versus curse. If save is successful, then damage is limited to 1d4-1 hours.

Special Defenses: None

Special Attacks: If instrument is out of tune (25% chance all musicians except genius), all animal and insect forms will flee and all damage is doubled.

### 5. **Rhinolope**

AC: 3

Hit Dice: 5d10

Intelligence: Animal

Damage: 1d6 horns/4 x 2d8 hooves from stam pede

The Rhinolope is a genetic accident caused by a long gone wizard. A cross between a rhinosarous and an antelope, this solitary creature is attracted and enraged by penny-whistle playing. It will always attack the person playing.

### 6. **Barn Carpet**

AC: Special

Hit Dice: 3d10

Intelligence: High

Barn Carpets are sentient and malicious and dangerous. Enough said.

- \* Special Attack: Victim must roll their dexterity or less or receive 1d4 damage from tripping. However, if you trip, you will hit the carpet which will release a cloud of nasty spores that will cause all within a 6' radius to save vs. disease or get hit with a 3d10 sneezing fit. Those who miss the saving throw with 10% or less will contract an upper respiratory malady. Spiney Norman will select the disease.
- \* Special Defenses: Barn Carpets are immune to cleaning spells or solvents. Blunt edged weapons will only release more spores. Edged weapons do no damage. Vacuums do 1/2 damage. Fire based attacks (including spells) do 1/4 damage.