

WOV-athon X

The Testing of Istkarvon

Pick one item pack from below:

Item Pack 1

75 ft. rope
lantern
bracers of the ape
5 smoke bombs
6 2d6 cures

Item Pack 2

50 ft. rope
light ball
climbing claws
5 flash balls
2 2d6 MP potions

Item Pack 3

100 ft. rope
magic lantern
grappling hook
5 poison bombs
4 2d6 cures

Item Pack 4

25 ft. standing rope
lantern
climbing claws
5 smoke bombs
1 2d6 MP potion

Pick one class pack from below:

Fighter Pack 1

Strength burst (+10, 2 rounds, 2 times)
Spell protection 1 and 2
Ring of the Ram
Basic sapper supplies (4)

Fighter Pack 2

AC -3
40% protection from a single element
Shattering Oil (double sixes will break a bone)
Advanced sapper supplies (2)

Thief Pack 1

Lock pick set (30%)
Boots of silence
Locator device

Thief Pack 2 (or Trap Maker)

Normal trap disarming kit (60%, works 3 times)
Cloak of the chameleon
Bounce damage against melee weapons (5 times)

Magic User Pack 1

Effectiveness +1
Weapon Flame (+1d4)
Ring of shrinking (by 75%)

Magic User Pack 2

AC -2
Spell capturing amulet (3 times)
Urn of Undead (create an undead servant 5 times)

Weapons and Armor:

Everyone gets:

5 daggers
Each of their proficiency weapons (20 shuriken or darts)
50 steel arrows (if needed)
Bronze Helm
Large Shield
Scale Mail or Studded Leather -2