

CHARACTER_CAMPS

When the thrill of adventuring becomes too much to take, all characters great and small need somewhere to rest and recuperate before heading out into the wilderness again. To make this time feel more productive, the concept of organised camps has been introduced, allowing groups of adventurers to pool their resources and experience to create a multifunctional home wherever they find themselves.

CREATING A CHARACTER_CAMP

To create a character camp, a group of characters simply need to create a banner for their camp, find the senior referee based in the player camp area and ask for a camp card. This card will list the members of the camp and any upgrades that that camp has purchased. The camp card will be held in a folder by the camp-based referee. Only members of the camp (stated on the camp card) can benefit from the benefits of upgrades within their camp, unless otherwise stated.

Camps can be upgraded beyond the initial banner with any number, combination or level of the upgrades detailed in this document. As well as costing resources (GP, trade cards) there are skill requirements and camp XP (CXP) costs to build upgrades. Camp XP is the total XP earned by players that are part of the camp, so for every XP you earn at an event you also earn one CXP for your camp.

Once per day you can have your CXP totalled by finding the camp-based referee and showing the amount of XP you have earned as a group this can then be added to the camp card to be spent as you like. Upgrades can be built by anyone who meets the skill requirements necessary; they do not have to be part of the camp in order to create upgrades for it. Nevertheless, bringing in contractors to do the work may be expensive if they charge for their time and skills.

JOINING AND LEAVING A CAMP

A character can only be part of one camp at any given time. When a camp is created, up to four members can be added to the camp card free of charge after that all additional or replacement member will cost 20 CXP. Characters can leave a camp voluntarily but if they do all XP that has been given to the camp will remain with that camp. Once they have left they are free to join another camp once that camp has paid the membership fee. A character can be forced to leave the camp if all other members want them to but if they are forced from the camp, then the camp must pay 10 times the level of the leaving character in CXP to them, as well as allowing them to take an equal share of items and gold from the lock-box. The CXP paid can be given to the next camp the character joins, or used to kick-start a new camp if they wish to set one up.

As there are a large number of upgrades available, to try and represent physically them all would be very hard and potentially make camps look cluttered. To make things easier, multiple upgrades can be represented by the same items as long as it makes sense. If two or more different upgrades are represented by the same item then there is a limitation that only one upgrade can be used at a time. If you are able to represent them separately then they can both be used at the same time.

CAMP RAIDS

Camps can be raided either by monsters or by other players where any upgrade can be targeted. There will be a maximum time of 10 minutes allowed for a raid. This can only be done under the supervision of the camp-based referee. The raid is run as an encounter so skills of both the camp and players/monsters undertaking the raid can be checked to ensure fairness.

When a camp is raided, the raiders can damage the upgrades within the camp, preventing their use until repaired. To damage an upgrade, a raider must spend 60 seconds of uninterrupted effort and roleplay focussed on a particular camp feature before it can be considered damaged. Masking tape will be put over the item to show it has been damaged. Repairing an upgrade takes 30 minutes of effort; this does not cost any other resources and multiple players can work together to reduce the time, dividing the 30 minute time period by the number of participants (2 people would take 15 minutes, 3 people would take 10 minutes).

CAMP UPGRADES

The following table gives a brief overview of the various upgrades that can be purchased for a party's camp. Certain camp upgrades have additional effects during raids; the details of those effects are given in further detail later in this document.

| Camp Upgrade | Description | Category |
|------------------------|--|---------------|
| Banner | The basic requirement of a camp; should display the symbol or name of the camp as a bare minimum | Mandatory |
| Alarm system | In order to protect the camp, an alarm system can be set up to try and discourage unwanted visitors to the camp | Defensive |
| Arcane defence | Magical traps and wards can be set around the camp, which will activate if the camp is raided | Defensive |
| Black market drop-site | By setting up a black market drop-site, the camp can tap into the shadier aspects of trade in the world | Trade |
| Campfire | A permanent fireplace around which members of the camp can rest at and recover, whilst not taking part in any other activities in camp | Restoration |
| Circle of power | A nexus of arcane energy where the magically minded members of the camp can meditate | Restoration |
| Forge | A forge in camp removes the need to find other facilities in order to craft arms and armour | Crafting |
| Guardian spirit | A benevolent spirit can be bound to the camp, watching over it and helping to protect it from interference | Defensive |
| Hospitality point | A welcoming area to which traders can be invited to, gaining favourable rates as they enjoy the comforts offered by their surroundings | Trade |
| Laboratory | Similar to the ritual circle, this will enhance specific potion or poison creation rituals when carried out by a member of the party | Restoration |
| Lectern | A dedicated workspace with all the requirements necessary to skilfully create magical scrolls | Crafting |
| Library | A place set up to train in the mental skills, allowing trainers to pass on their knowledge more effectively and receive greater benefits from sharing it | Training |
| Lockbox | A strongbox is installed in the camp, allowing secure storage of any items not being carried by a member of the camp | Miscellaneous |

| | | |
|-----------------|---|---------------|
| Operating table | Here medics and surgeons can maximise the effect their healing skills to provide intensive care to those in need | Restoration |
| Planning table | A place to gather with others, to consult and create cunning plans of action | Miscellaneous |
| Ritual circle | A specifically prepared place that will lend strength to rituals led by a member of the party | Crafting |
| Shrine | A sanctified area where devout members of the camp can pray to their deities | Restoration |
| Training dummy | A place set up to train in the martial skills, allowing trainers to pass on their knowledge more effectively and receive greater benefits from sharing it | Training |
| Trophy rack | By displaying the parts from creatures slain by the party, it can instil fear into monsters that may want to approach your camp | Defensive |

The following tables provide additional details of the camp upgrades and the costs necessary to obtain them.

Banner

This is the minimum requirement for a camp; it should be displayed clearly within the confines of a camp and be accessible by the camp-based referee at all times.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|--------------------------|--------------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Can form a party of up to 4 people and allows further camp upgrades to be built | None | Free | Free | Free |
| 2 | The maximum size of the party increases to 6; 2 additional characters can join the camp for free at the time of upgrade | None | 2 wood | 50 | 50 |
| 3 | The maximum size of the party increases to 8; 2 additional characters can join the camp for free at the time of upgrade | None | 5 wood 1 cloth | 100 | 50 |
| 4 | The maximum size of the party increases to 10; 2 additional characters can join the camp for free at the time of upgrade | None | 10 wood 5 cloth | 200 | 50 |

Alarm System

The alarm system does not reduce the time a raiding party has in a camp raid, but it will act as a deterrent and signal to others that a raid is taking place.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--------------------------|---------------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | After 8 minutes of a raid the attending referee will begin spinning a clacker to alert those in the surrounding area. | None | 2 metal 2 wood | 100 | 50 |
| 2 | After 5 minutes of a raid the attending referee will begin spinning a clacker to alert those in the surrounding area. | None | 5 metal 5 wood | 200 | 75 |
| 3 | After 3 minutes of a raid the attending referee will begin spinning a clacker to alert those in the surrounding area | None | 10 metal 10 wood | 300 | 100 |

Arcane Defence

When a level of arcane defence is purchased for the camp, the spell contained within it is recorded on a glyph which must be placed at a location of the camp’s choosing at the time of creation (either the first time the defence is bought or when the camp is rebuilt at future events). During a raid on the camp, the attending referee will call out the spell effects of the glyph when a raiding monster or character approaches within 1’ of the glyph. A glyph can only be activated once during a raid; multiple copies of the same glyph can be purchased separately and placed in the same or different locations. The spell in a glyph cannot be changed; a new glyph must be purchased.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|---|----------------------------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Creates a spell defence consisting of one 1 st circle spell | Create scroll (apprentice) Ability to cast the desired spell | A camp defence upgrade 1 gem | 50 | 100 |
| 2 | Creates a spell defence consisting of one 2 nd circle spell | Create scroll (apprentice) Ability to cast the desired spell | A camp defence upgrade 3 gems | 150 | 200 |
| 3 | Creates a spell defence consisting of one 3 rd circle spell | Create scroll (apprentice) Ability to cast the desired spell | A camp defence upgrade 5 gems | 250 | 300 |

Black Market Drop-Site

The camp can set up and operate a black market drop-site, as per the rogue skill “Black Marketeer”. The drop-site can be used by any rogue with the appropriate skill, not just camp members. The drop-site need not be within the boundary of the camp, but it must be within 5m of the banner in the camp; it must be marked using the same coloured cloth strips as any other black market drop-site. The drop-site is managed entirely by the camp; they set prices for items, fulfil orders and take the profits. Any member of the camp can check the drop-site for orders, without needing to have the “Black Marketeer” skill; this only applies to their camp’s drop-site and not others found in the world.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|--------------------------|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Can create and operate a black market drop-site in a location of the camp’s choosing | Black Marketeer (master) | None | 100 | 150 |

Camp Fire

This permanent camp fire can be used by any member of the camp whilst not engaged in any other activity within the camp. If a member of the camp has the camping skill at a higher level than that of the camp fire, the effect of the fire is replaced by that of the character using their camping skill, until they leave or take part in another activity.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--------------------------|-------------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Can heal up to six people at a rate of 1 hit point every 60 minutes | None | 1 metal 2 wood | 50 | 50 |

| | | | | | |
|---|--|----------------------|---------|-----|-----|
| 2 | Can heal up to ten people at a rate of 1 hit point every 60 minutes | Camping (apprentice) | 5 wood | 100 | 75 |
| 3 | Can heal up to six people at a rate of 2 hit points every 60 minutes | Camping (expert) | 10 wood | 200 | 100 |
| 4 | Can heal up to ten people at a rate of 2 hit points every 60 minutes | Camping (master) | 15 wood | 300 | 125 |

Circle of Power

This nexus of arcane energy allows members of the camp to meditate and restore their power. The circle of power is initially created in the same way as per the “Elemental Recharge” skill; it can then have further elements added to it as the camp desires. The circle can be used only by members of the camp and only as many members as the level of the circle can use it simultaneously. At the beginning of each subsequent event following the purchase of this upgrade, the circle of power is automatically created when the camp is set up, removing the requirement to create the site during play. The level of the circle is dictated by the highest level of proficiency in the “Elemental Recharge” skill present in the camp; if no characters have the skill at a particular event, the circle is considered to be an apprentice level circle.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Create a circle of power with one element; that element must be one that the creating caster is proficient in | Elemental Recharge (apprentice) + 10 MP | None | 100 | 100 |
| 2+ | Can add one additional element to the circle | Proficiency in the element being added +10 MP | None | 50 | 50 |

Forge

This allows the camp, and any visitors to it, to create and maintain their weapons and armour. Unlike other forge facilities that may be found in the world, the forge within a camp comes equipped with all the necessary tools and so users of the forge do not need to provide their own.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|--------------------------|---|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Can be used to create up to crude items. The tool requirements are removed for crafting and maintaining crude items. Can be used by up to 2 individuals at once. | Blacksmithing (expert) | 5 leather 5 metal 5 wood Crude leather tools Crude metal tools Crude tailors tools Anvil | 100 | 150 |
| 2 | Can be used to create up to quality items. The tool requirements are removed for crafting and maintaining quality items. Can be used by up to 4 individuals at once. | Blacksmithing (master) | 10 leather 10 metal 10 wood Quality leather tools Quality metal tools Quality tailors tools Furnace | 200 | 250 |

| | | | | | |
|---|---|---------------------------------|---|-----|-----|
| 3 | Can be used to create up to masterwork items. The tool requirements are removed for crafting and maintaining masterwork items. Armour maintenance times are reduced by 5 minutes when carried out in camp. Can be used by up to 6 individuals at once. | Blacksmithing (grand master) | 15 leather 15 metal 15 wood Master leather tools Master metal tools Master tailors tools | 250 | 150 |
|---|---|---------------------------------|---|-----|-----|

Guardian Spirit

In order to bind a benevolent spirit to the camp, a ritual must be undertaken, in which the spirit will be summoned and bound to an idol displayed within the camp.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--------------------------|----------------------------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | The spirit will be able to tell the camp members basic information regarding anyone that raided the camp (e.g. race, numbers, colour of clothing) | Ritualism (level 2) | A camp defence upgrade 1 gem | 50 | 100 |
| 2 | After 5 minutes of a raid, the spirit will mark anyone in the camp (signified by a light dusting of flour applied by the attending referee) | Ritualism (level 5) | A camp defence upgrade 3 gems | 150 | 125 |
| 3 | After 5 minutes of a raid, the spirit will begin calling out a message it has been taught to alert people to the presence of intruders | Ritualism (level 7) | A camp defence upgrade 5 gems | 250 | 150 |

Hospitality Point

This upgrade has two effects; it acts as a reason for NPC merchants to visit a particular camp and it also creates an atmosphere in which those merchants will look favourably on any deals offered by members of that camp. It should be noted however that due to the exceptionally high demand for the services of the Night Market, a representative may not be immediately available to attend upon receipt of an invitation.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|--------------------------|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Merchants trading within the camp will offer favourable rates and conditions | None | None | 250 | 50 |
| 2 | Can submit an invitation to the Night Market, who may visit the camp outside of their normal trading hours | Merchant (expert) | None | 750 | 100 |

Laboratory

Similar to the ritual circle upgrade, the laboratory adds to the power of a ritual leader undertaking potion creation rituals. The ritual leader must be a member of the camp but any assistants to the ritual need not be members. Only one potion creation ritual can be carried out at a time using the laboratory.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--------------------------|---|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | +2 to the level of ritualism of the ritual leader when undertaking potion rituals | Ritualism (level 2) | 5 hardy herbs 5 apprentice level monster parts | 100 | 50 |
| 2 | +4 to the level of ritualism of the ritual leader when undertaking potion rituals | Ritualism (level 4) | 5 delicate herbs 5 expert level monster parts | 200 | 100 |
| 3 | +6 to the level of ritualism of the ritual leader when undertaking potion rituals | Ritualism (level 8) | 5 rare herbs 5 master level monster parts | 300 | 150 |
| 4 | +8 to the level of ritualism of the ritual leader when undertaking potion rituals | Ritualism (level 12) | 1 special herb 5 GM level monster parts | 400 | 200 |

Lectern

Writing scrolls is a task that requires concentration and patience. Anyone attempting to write a scroll at the lectern receives a bonus to their chances of success. Only one member of the camp can use the lectern at any given time.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|-------------------------------|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | 10% bonus to success when a member of the camp is writing scrolls at the lectern | Scroll Writing (apprentice) | 5 wood | 100 | 25 |
| 2 | 20% bonus to success when a member of the camp is writing scrolls at the lectern | Scroll Writing (expert) | 5 metal | 200 | 50 |
| 3 | 30% bonus to success when a member of the camp is writing scrolls at the lectern | Scroll Writing (master) | 5 gold ore | 300 | 75 |
| 4 | 40% bonus to success when a member of the camp is writing scrolls at the lectern | Scroll Writing (grand master) | 5 gems | 400 | 100 |

Library

Any mental training (for any skills not considered as martial) led by a member of the camp and undertaken in this dedicated area provides a bonus to the trainer in terms of additional XP tokens. These tokens will be provided by the camp-based referee or GOD. Whilst the trainer must be a member of the camp, those being trained need not be. Only one trainer can use the library at any given time, although they can be training multiple students.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--------------------------|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | A trainer from the camp receives an additional 50% (rounding down) of the XP tokens they would gain for training apprentice level mental skills | Tutor (apprentice) | 5 wood | 50 | 25 |
| 2 | A trainer from the camp receives an additional 50% (rounding down) of the XP tokens they would gain for training expert level mental skills | Tutor (expert) | 10 wood | 100 | 50 |
| 3 | A trainer from the camp receives an additional 50% (rounding down) of the XP tokens they would gain for training master level mental skills | Tutor (master) | 5 gold ore | 150 | 75 |

Lockbox

Having a strongbox in the camp provides a relatively safe place to store items that are not currently used by members of the camp; there is no limit to the amount of items that can be stored within the box. Whilst the lockbox can be unlocked and looted during a raid, it cannot be taken from the camp, preventing raiders from picking it up and running off to open it outside of the raid time limit.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--|---|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | The lockbox has an expert level lock and can be hidden under a red chequered cloth | Camouflage (apprentice) | 2 metal 2 wood | 100 | 25 |
| 2 | The lockbox has a master level lock, can be hidden under a red chequered cloth and can be set with mundane traps | Disable device (expert) | 2 metal | 200 | 50 |
| 3 | The lockbox has a master level lock, can be hidden under a black chequered cloth and can be set with mundane traps | Camouflage (master) | 5 metal 5 wood | 300 | 75 |
| 4 | The lockbox has a grandmaster level lock, can be hidden under a black chequered cloth and can be set with mundane traps and magical traps (up to 3 rd circle spells) | Create scroll (master) Ability to cast trap spell | 2 metal 5 gems A camp defence upgrade | 400 | 100 |

Operating Table

A clean, sterile area is essential for effective first aid or surgery to take place. If treatment of wounds is undertaken using this upgrade, practitioners can work together to heal the most grievous of wounds and reduce the recovery times of their patients. The reduction in healing time only applies if the first aid or surgery was performed by a member of the camp; if working together, at least one of the healers involved must be a member of the camp.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|--------------------------|-------------------------------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Reduces the recovery time of injuries treated using the first aid or surgery skill by 25%. Can be used by up to 2 individuals at once. | First aid (expert) | 5 wood 2 first aid kits (unused) | 50 | 100 |
| 2 | If multiple trained first-aiders work together, using the lowest skill rank of the group, the recovery time of a patient is divided by the number of the group involved in the healing. Can be used by up to 4 individuals at once. | Surgeon (expert) | 5 metal 5 burdock | 100 | 200 |
| 3 | Reduces the recovery time of injuries treated using the first aid or surgery skill by 50% (total). Can be used by up to 6 individuals at once. | First aid (master) | 5 wood 5 first aid kits (unused) | 200 | 300 |

Planning Table

By gathering intelligence on their surroundings, creating a map of the land surrounding the camp and discussing options and tactics, the members of the camp can formulate intricate plans, accentuated by information given by the senior referees. A member of the camp must lead the planning session but others from outside the camp can gain the benefits from this upgrade and be involved in the encounters planned.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--------------------------|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Adventure planning: Once per event, after making a map of the site, the camp can be given information about the surrounding area | None | 5 wood | 50 | 100 |
| 2 | Pit planning: Before entering a pit shown on the map, each member of the camp may ask one “yes or no” question about the pit to a senior referee | None | 5 metal | 300 | 200 |
| 3 | Encounter planning: A specific encounter can be planned; the encounter must be triggered or started within 30 minutes of the end of the planning session. During the encounter, one member of the camp may call a “time freeze” lasting 10 seconds; at this point the members of the camp can rearrange themselves as they see fit | None | 5 gold ore | 500 | 300 |

Ritual Circle

This area of the camp, specifically prepared for the undertaking of effector rituals, adds to the power of the ritual leader. The ritual leader must be a member of the camp but any assistants to the ritual need not be members. Only one ritual can be carried out at a time using the ritual circle.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|---|--------------------------|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | +2 to the level of ritualism of the ritual leader when undertaking effector rituals | Ritualism (level 2) | 1 gem | 100 | 50 |
| 2 | +4 to the level of ritualism of the ritual leader when undertaking effector rituals | Ritualism (level 4) | 3 gems | 200 | 100 |
| 3 | +6 to the level of ritualism of the ritual leader when undertaking effector rituals | Ritualism (level 8) | 5 gems | 300 | 150 |
| 4 | +8 to the level of ritualism of the ritual leader when undertaking effector rituals | Ritualism (level 12) | 10 gems | 400 | 200 |

Shrine

This sanctified space allows members of the camp to pray and restore their power. The shrine is initially created in the same way as per the “Create Shrine” skill; it can then be sanctified to additional domains as the camp desires. The circle can be used only by members of the camp and only as many members as the level of the circle can use it simultaneously. At the beginning of each subsequent event following the purchase of this upgrade, the shrine is automatically created when the camp is set up, removing the requirement to sanctify the site during play. The level of the shrine is dictated by the highest level of proficiency in the “Create Shrine” skill present in the camp; if no characters have the skill at a particular event, the shrine is considered to be an apprentice level shrine.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|---|-----------------|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | Create a shrine devoted to one domain; the domain must be one of those of the deity of the creating caster | Create Shrine (apprentice) + 10 PP | None | 100 | 100 |
| 2+ | Can add one additional domain to the shrine | Affiliation to the domain being added +10 PP | None | 50 | 50 |

Training Dummy

Any martial training (for weapon, armour or other physical skills) led by a member of the camp and undertaken in this dedicated area provides a bonus to the trainer in terms of additional XP tokens. These tokens will be provided by the camp-based referee or GOD. Whilst the trainer must be a member of the camp, those being trained need not be. Only one trainer can use the training dummy at any given time, although they can be training multiple students.

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|--------------------------|--|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | A trainer from the camp receives an additional 50% (rounding down) of the XP tokens they would gain for training apprentice level martial skills | Tutor (apprentice) | 5 wood | 50 | 25 |
| 2 | A trainer from the camp receives an additional 50% (rounding down) of the XP tokens they would gain for training expert level martial skills | Tutor (expert) | 5 wood 5 apprentice level monster parts | 100 | 50 |
| 3 | A trainer from the camp receives an additional 50% (rounding down) of the XP tokens they would gain for training master level martial skills | Tutor (master) | 10 wood 10 apprentice level monster parts | 150 | 75 |

Trophy Rack

By displaying monster parts taken from fallen creatures, the camp can protect itself from raids by those creatures. Multiple trophy racks can be purchased to protect the camp from more than one group of monsters (e.g. undead, orcs, beasts etc.).

| Level | Effects | Skills required to build | Cost of upgrade | | |
|-------|--|--------------------------|---|------|---------|
| | | | Trade cards | Gold | Camp XP |
| 1 | The rack causes fear to a particular group of low threat monsters, preventing them from entering the camp | None | 5 wood 10 apprentice level monster parts from the chosen monster group | 50 | 50 |
| 2 | The rack causes fear to a particular group of moderate threat monsters, preventing them from entering the camp | None | 5 wood 10 master level monster parts from the chosen monster group | 100 | 150 |