

# Purple Duck Storeroom

## Arbakampsi



*“In a nondescript dwelling, down a dusty hallway, past rooms of unclear purpose, there is a door... a door that looks like many others, except for the ancient maroon tint of the aged wood, and, of course, the glowing runes emblazoned on the stones that make up the door-frame. Should you know its purpose, should you know the correct sequence to touch those runes, you might gain entry to a Storeroom of wonders, shelves and bins and racks beyond counting. Place your torch in the rusty sconce, and enter...”*

The Purple Storeroom is an ongoing series of tightly-focused supplements that cover topics that do not fit into our larger offerings. They are the pieces that just don't fit anywhere else or they are the little things we work on to take a break from bigger projects like Purple Mountain, Legendary Treasures, or Lands of Porphyra. They have been stored here for safe keeping.

## THE GAME OF ARBAKAMPSI

*“Down a surprisingly well-traveled corridor to the right of The Door one can often hear muted talk; oaths, ritualized words, and the click of tiny objects on wood. In an open, domed room, with a glassed-in skylight, are a small groups of tables, often occupied by people that must know the way here, somehow. They have ignored the rest of the Storeroom to play at a game of some sort; a carved wooden board of brightly colored hexagons, pieces of some kind of colored crystal, a glitteringly inset camel's knucklebone. Money changes hands, knees are struck in frustration, and words from a language that predates the Gods is spoken lightly and freely... but The Game is the focus of all.”*

The game of arbakampsi was invented by the zendiqi people of the Patchwork Planet of Porphyra, in the lean decades after their total defeat in the NewGods Wars. It simulates the tribulations of that seesaw conflict, of seizing territory, gambling on a hunch- and taking chances that may or

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may not pan out. That there is a small advantage to one of the players is an accepted part of Porphyran life- nothing ever proceeds on an equal basis; to assume so is ignorant naivety. Perhaps The Game has made it to other worlds, probably at the hands of the immortal Genies, and played with innocent ignorance of its greater symbolism. The Game, however, draws even the jaded in, as the suggestion of life and death decisions, even in the fall of a tiny purple or green crystal, sparks a memory in the fractious instincts of quarreling humanoids.

## THE RULES FOR ARBAKAMPSI

Arbakampsi means “Four and Five” in the Old Porphyran tongue, and pits two allegorical sides against one another- the followers of the Four, the Elementalists, and those Deists who came with the Five-fingered Hand of the Gods, which split open the heavens. The game is part gambling, part strategy, and for the zendiqi people, often the grounds for philosophical discussion over the painted wooden boards, dried beans, and camel’s knucklebone that serves as the components for a arbakampsi set.

### Components:

- 1 Arbakampsi board, with 64 spaces in four colors
- 2 sets of thirty tokens, of two different colors (often purple and green)
- 1 “camel’s knucklebone”, a six-sided die

**Object:** The object of the game is to gather tokens to place on the board, forming lines of four and claiming “borders”.

**The Place of Arrival:** No one shall place a token on the center space. This is the space whereupon all wagers shall be placed. The starting wager shall be one coin, according to one’s standing. Arba shall have the privilege of increasing the wager, whereupon Kampsi shall match it or forfeit. He may do this Four times.

**Procedure of Play:** One player is Arba, or Four, representing the Elementalists. Arba shall go first. The die is taken, and Arba names One, Two, Three or Four. If the roll of the die is equal to or lesser than the naming, Arba places tokens equal to his naming, subtracted from six. Thus if Arba names Four, and Three is rolled, Arba places Two tokens on any space on the board, save the center. If One is named and One is rolled, Five tokens shall be placed. Then Arba shall name again. If the die shall roll a number

higher than one's naming, Kampsî shall take a token from the board and return it to Arba, and it shall then become the turn of Kampsî, or Five, representing the Deists. Kampsî shall proceed in the same manner, though Kampsî may name Five, as well. Should anything but a Six be rolled, Kampsî shall gain One token.

**Retreat:** Both Arba and Kampsî may elect to cease their turn, passing the die to the other, to avoid having to lose a token on the board. They shall signify by uttering, "Tawba" [Retreat] and passing the die.

**Ending the Game:** The game shall end when all 64 spaces are covered with tokens. It is only then that all points shall be tallied.

**Scoring:** A direct line of four tokens in a row is called a "Battle" and shall be worth one point. Having a majority of one's tokens in a colored ring is called a "Border" and shall be worth two points. Ties grant no points. Completely covering a colored ring with one's tokens is called a "Victory" and shall be worth three points.

## ARBAKAMPSI AND ADVENTURERS

Knowledge of *arbakampi* and the strategies thereof can make or break negotiations in certain cultures, and skill at the game is a indicator of a sentient being's worldliness and capability in seeing "the big picture". Being too addicted to the sword, or too focused on matters beyond the physical world are polarities not desired by aficionados of *arbakampi*, which include tribal leaders and elders, trade guild chieftains, noble dilettantes, and those who see the value of inspecting an issue before charging forward. In-game aspects that relate to *arbakampi* are as follows:

**Knowledge of the rules of *arbakampi*:** DC 15 Knowledge (local) – bardic knowledge gains a +1 to the check. This gives the player a copy of the rules and allows her to ask questions of the GM as to game play. Characters of the *zendiqi* (see *Fehr's Ethnology*) race can make an unskilled DC 10 Intelligence ability check to possess knowledge of the rules, if they do not possess Knowledge (local). Refusal to play, if offered, runs the risk of imposing a -3 penalty to further Diplomacy checks with the offering party, as will attempting to fake one's way through it.

# ARBAKAMPSI FEATS

Feats in the field of arbakampsi can be taken by any class and any race as a general feat.

## Arbakampsi Expert

*The Game educates in life and death, a mirror to the physical world.*

**Prerequisite:** Arbakampsi Fanatic or Arbakampsi Sage

**Benefit:** Once per day you may ‘arba’ [subtract 4 from an enemies’ roll before the roll is made] OR ‘kampsi’ [add 5 to one of your own d20 rolls] OR ‘tawba’ [reroll any non-d20 roll that you make]

## Arbakampsi Fanatic

*Winning at arbakampsi is a rush of excitement that lingers for a long time.*

**Prerequisite:** Knowledge of the rules of arbakampsi

**Benefit:** If you defeat an NPC player at arbakampsi, you may, before you sleep again, gain a +8 bonus to one d20 roll you make, and reroll one “1” that you roll in that time period. You may not have lost a game of arbakampsi previous to that win, in that time period.

## Arbakampsi Sage

*You have played the “Game of the World” since you were old enough to grasp pieces.*

**Prerequisite:** Knowledge (local) 1 rank

**Benefit:** You gain an arbakampsi board (you can spend 125 gp when you take the feat to receive a masterwork set) and, at the start of a game, can place 3 free tokens on the board, to symbolize your expertise. Negotiations with arbakampsi aficionados give you a +2 bonus to Bluff, Diplomacy, Intimidate and Sense Motive checks.

## ARBAKAMPSI EQUIPMENT

It is possible to make one's own game set, with a DC 12 Craft (wood-working) check, which will also provide a crude camel's knucklebone and rudimentary white and black gravel game pieces. Such provincialism will impress few, though, and suggest either a classless rube or a grifting game-shark.

<b>Arbakampsi Set</b>	20 gp	3 lbs.
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This contains a tastefully carved and painted board, with inset containers for a balanced camel's knucklebone and 60 tokens of two colors, purple and green shards of glass.

<b>Masterwork Arbakampsi Set</b>	250 gp	4 lbs.
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This beautiful game set has inlaid enamel hexagons of the various colors, a true cube of ebony-inset ivory, and crystal token of purple and green. The owner of such a set always gets to choose her role at the start of the game, and merely possessing such a set enables a +1 circumstance bonus to Charisma when dealing with arbakampsi aficionados.

## MAGICAL ARBAKAMPSI ITEMS

Being the invention of a magically-inclined people, it is therefore not surprising that a few magic items are associated with the game, and are likely to be encountered in any venue where The Game is of importance.

### ARBAKAMPSI DJINN-BOARD

**Aura** faint conjuration; **CL** 1st

**Slot** none; **Price** 2,000 gp; **Weight** 4 lbs.

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#### Description

Appearing as a masterwork arbakampsi board of even higher quality, the djinn-board arranges pieces, gambling stakes, and rolls the cube according to mere finger-gestures of the players. Inviting a potentially summoned genie to play adds a 1d4 circumstance bonus to the Charisma check of the summoning caster, at the time of summoning.

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#### Construction

**Requirements** Craft Wondrous Item, *unseen servant*; **Cost** 1,000 gp

## NORTHERNER'S KNUCKLEBONE

**Aura** moderate abjuration; **CL** 7th

**Slot** none; **Price** 3,000 gp; **Weight** —

### Description

This apparently normal knucklebone forces a DC 18 caster level check to *detect magic* upon it, and can be used to cast *nondetection* on its possessor once per week. It can be used to 'rig' dice rolls to cheat at games of dice, detectable with a DC 27 Sense Motive check.

### Construction

**Requirements** Craft Wondrous Item, *nondetection*, 5 ranks of Bluff; **Cost** 1,500 gp

## SHIELD OF THE GAME

**Aura** moderate abjuration; **CL** 6th

**Slot** shield; **Price** 5,600 gp; **Weight** 10 lbs.

### Description

This +1 *heavy wooden shield* has an arbakampsi board incised on its flat surface, and has a sliding container for the pieces to be kept, for games outside of battle. Once per day as an immediate action, the wielder can gamble by calling "Arbakampsi!" whereupon there is a 3-in-6 chance of the shield becoming a +4 *heavy wooden shield* for the next round, a 2-in-6 chance of becoming a +5 *heavy wooden shield* for the next round, and a 1-in-6 chance of losing its magical properties for the next round.

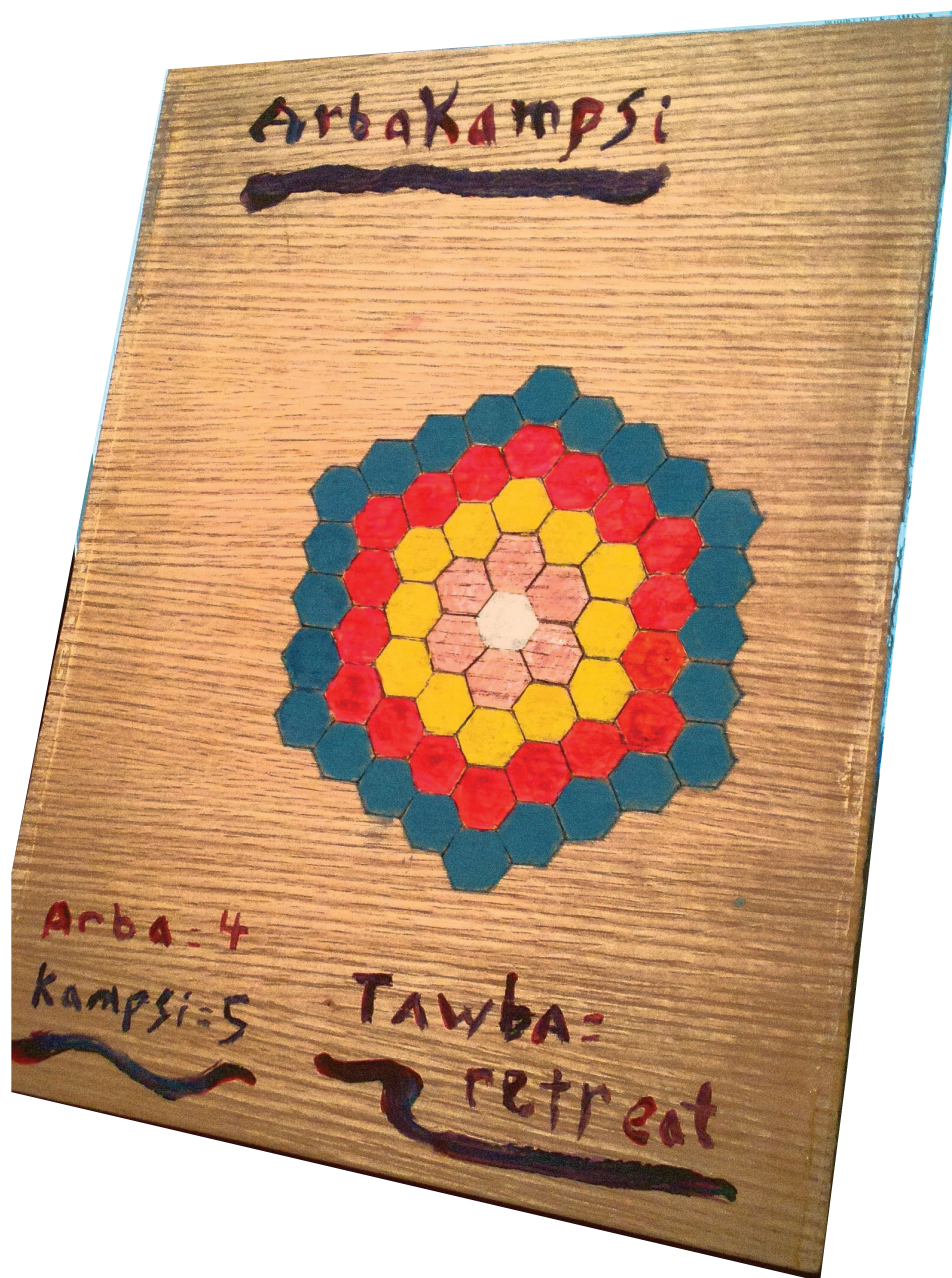
### Construction

**Requirements** Craft Magic Arms and Armor, *shield*; **Cost** 2,800 gp

*"...and so the torch is taken from the sconce, shadows swallow items on shelves not yet explored, and the rune-bordered door is closed; for who knows when an item, a curiosity, an unnamed oddity might be needed, for purposes wholesome or despicable- from the Storeroom..."*



## A FOLK ART ARBAKAMPSI BOARD





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