

# HOW THE FOX

The Party has come to a village in search of missing goats & sheep. Arriving before daybreak, a weeping mother tells them of a fox who stole the breath and spirit from her sleeping daughter. RETURN THE FOX.

**Roll 1 Black D6 & 1 White D6** **SAVE THE CHILD.**  
...Not so simple.

5. CREATURES EMERGING FROM THE FOX'S TAPESTRY:  
DAWN:  
GHOUL DOGS  
MID-DAY:  
DEMON BEAR  
DUSK:  
PLAGUE MAMMOTH  
MOONRISE:  
THE HORROR

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each hour searching.  
1-2 on White: Wilderness Encounter.  
4-6 on Black: Party Discovers the Tower  
Black die's # determines encounter type  
1 - Boar - 2 - Wolf - 3 - Wildcat - 4 - Giant Bat -  
5- Stranglevines - 6 - Hornet Swarm. All except  
6 will flee when near death.

Elf script above the door reads:  
"Tower of Etiquette." The door's  
magically sealed and must be

The Fox will be breached by KNOCK, force, fire,  
flee into the -or- asking to be let in politely.  
tower once spotted. Outside are crudely  
butchered sheep and goat carcasses. Within  
magical tapestries, some partially unwoven,  
adorn all walls. The Fox can enter these and  
the party can follow into any tapestry it enters.  
**ROLL 1d20 ON TABLE TO GENERATE X  
ROOMS/TAPESTRIES/SMALL WORLDS.**

4. TAPESTRIES CANNOT BE CHEATED, BURNED, OR DESTROYED WHILE SHE LIVES. SHE'LL RIP ONE OF THEM OPEN AS SHE DIES, SPILLING IT INTO YOUR WORLD.



3. THE LOOM IS CURSED TO WEAVE TAPESTRIES FOREVER. IF YOU THREATEN HER OR HER WORK SHE WILL FIGHT! HER ROOM IS AT THE TOP OF THE TOWER. CAN SHE BE FREED?

- 14. Be slain by the dragon. If you take any treasure, the treasure leaves. You replace it in the hoard.
- 15. Take turns caring for Poor Sarah's child in the night. She will kill & replace one of you if she can.
- 16. Feed the starving masses. They want FLESH.
- 17. Sea serpent! Survive the attack, then the shipwreck.
- 18. Kill an innocent for a strange god. Enrage yours.
- 19. The mountain burns. Flee the city at any cost.
- 20. Woodland meadow. Foxes abound. They whisper. Find one among many.

2. RETURN THE FOX TO THE VILLAGE BEFORE MOONRISE OR THE LITTLE GIRL DIES. THE VILLAGERS MAY BLAME YOU.



- 7. Track the unicorn. Slay the unicorn. Become the unicorn.
- 8. Seduce the pious virgin. Tapestry burns, and they leave safely with you.
- 9. Bear silent witness to the story of the Loom, who spilled wine on her elf lord's tapestry.
- 10. Swear fealty to the Green Lord in his court. You MUST venture there should you survive.
- 11. The chariot race! Make it across the finish.
- 12. Trust the birds. Win their favor. Follow them.
- 13. Burn the witch. Do not trust the children.



1. RETURN THE FOX TO ITS TABLEAU AT THE TOP BEFORE OTHER HORRIBLE THINGS COME OUT BEHIND IT!

- 1. Become boars. Recover your pig-kin, the huntsman's midwinter's dinner.
- 2. Join the wedding feast. Get staggeringly drunk. Remain drunk for rest of game.
- 3. Find the topiary sphinx in the maze. Solve her three riddles.
- 4. Save vs the red grass or sleep. Try open an escape using antlers of ivory stags.
- 5. The final decisive battle. Kill the enemy warlord!
- 6. The Ritual begins! Sacrifice a hand, an eye, an ear...one death releases all.