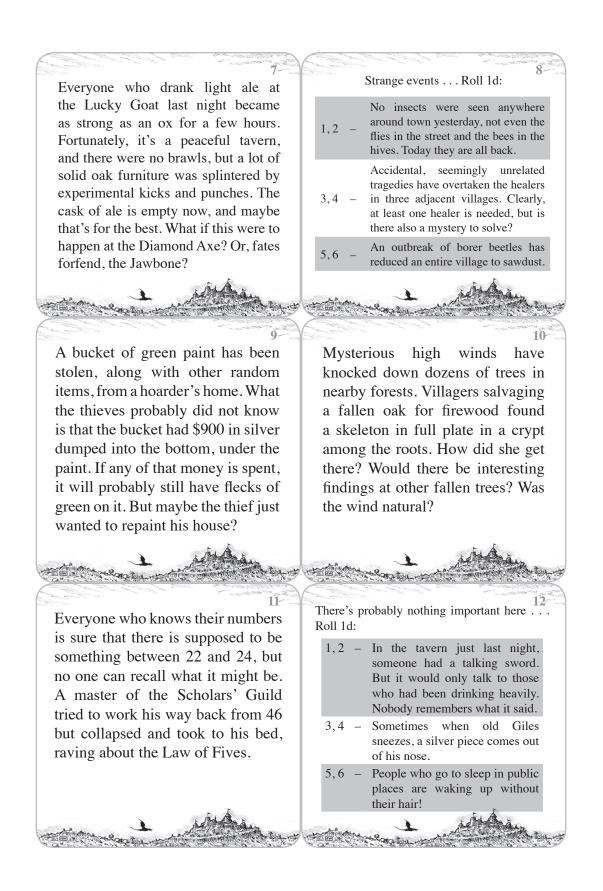
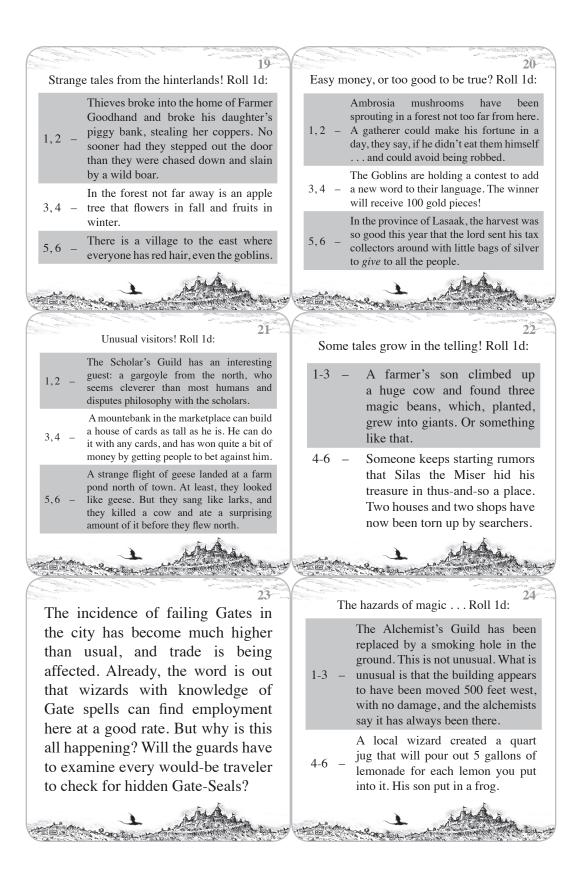
Slimy stories! Roll 1d: You seem to be in an unusual place . . . Roll 1d: The tavern is abuzz with stories of the disgusting thing that happened after a The frogs here do not go "Ribbet, local man fell off a ladder and broke his ribbet!" like reasonable frogs. Instead 1-3 1,2 neck. Experienced warriors or Naturalists they go "Brekekekex, koax, koax!" In will recognize the description as a Bloody chorus! Rider (ITL, p. 86) leaving the body. The cattle here are said to be almost as When the subject of Slimes came up, smart as dogs. Whether that is true or 34 some of the tavern locals claimed that, a not, it is clear that they are kept for milk couple of times a year, the town is visited and as plowbeasts, but they are not eaten. 4-6 by a woman who has a small pet Slime Never, as far back as the old folks can that obeys commands like a dog. Just how 5,6 remember, has this village been hit by a a Slime can "roll over," or who would be storm. They always seem to go around. willing to shake hands with it, is not clear. Rumors about the wizards! Roll 1d: This village has a "sister village" connected by a Gate between their marketplaces. There is a spell that will heal The other village is on the far side of the wounds quickly, but the wizards 1-3 kingdom. No one shows much curiosity keep it a secret. Why do you about this; it's always been that way. People suppose that is? pass through freely, residents pay taxes in Below the Wizards' Guildhouse the duchy where their home is, and no one are three secret rooms. No one is concerned. No one collects fees, though goes there but the greatest Masters it is customary for travelers to patronize and their blindfolded guests. In the village inns or shops to show their 4-6 one they conduct duels. In one, it is appreciation for the time they have saved. said, all magicks are easier to cast, If it's true, how can a Gate persist for and in one, all magicks are harder generations without maintenance? to cast. A Mechanician has built a clockwork An unknown Gate has been cart full of sandwiches. If you put a discovered in a storeroom of one silver piece into the mechanical hand, of the city buildings. It leads to a it will give you a sandwich wrapped in similar room in the capital of an a paper that tells your fortune. A joker adjacent kingdom. It would be very tried to fool the cart with a copper piece filed down to the size of a silver, but a valuable if anyone could figure out big padded boot popped out of the side its rule; so far, it has allowed only and kicked him in the fork, to general the two buildings' janitors to pass laughter. The sandwiches are good and through. all the fortunes are favorable. What could go wrong?

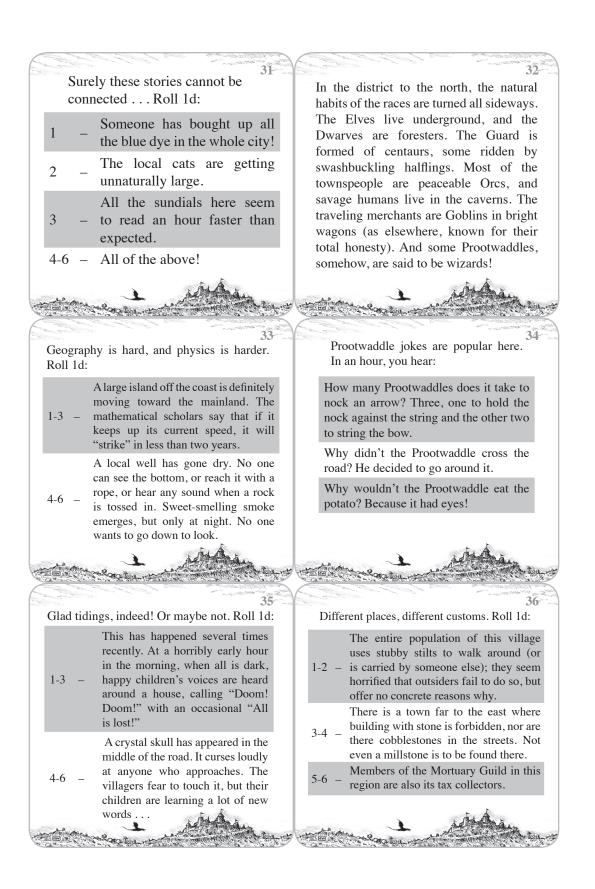


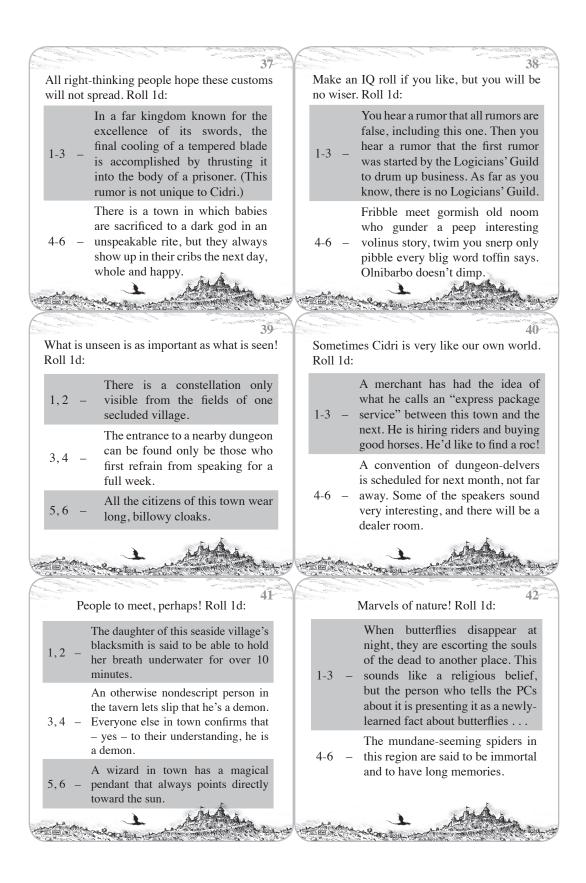
Posted on the walls of this district are The people of this village warn you woodcut flyers with a map of the main excitedly that you must not say a buildings of the town, with circles certain word, lest you be snatched around three guildhouses. But the flyers away by demons. But they are are in a completely unknown language, afraid to give you a hint about what if language it is. If the party goes out you must not say, or even act it out, immediately, they will find one of the lest you blurt out the deadly word flyers, and the story is true. Even the right in front of them. letters are unfamiliar, though there are a few things that look like actual numbers, including one that could be read as tomorrow's date. This village has one streetlight, You hear repeatedly about a beautiful cat-girl who danced on the bar last faithfully lit every evening by the night at the Sleepy Bear. But the mayor's son. Now someone has bartender and customers at the Bear yarn-bombed it with a beautiful know nothing about it, except that they crocheted dragon. It's a local are tired of the questions. If you ask holiday, times are good, and the old fiddle-player when he comes everyone is pleased at the addition. in of an evening, he'll give you the When you go to admire it, you same denial, but then he will dredge detect magic. up a memory . . . he says that such a thing happened, but it must have been 20 years ago. 17 18 Tavern tales . . . Roll 1d: It must be magic. Roll 1d: 1-3 -A local tavern has invented a In a village to the west lives an 8-year-old girl who turns into a new bar snack by slicing potatoes 1,2 beautiful silver bird when the full thinly and frying them in fat. So moon is visible by day. far, everyone has had at least two. A woodsman tells you about an ax 4-6 -A patron of this tavern is so his brother has had for years. It never strong that he can lift a bench 3.4 requires sharpening and it doesn't with three men on it. Some say throw chips - they just vanish. he is using magic, others say A magic hat that lets you eat rocks? he is just powerful. He is not a How amazing. How was its power 5,6 warrior; in fact, he is a master discovered? And who wants to eat goldsmith. rocks anyway?

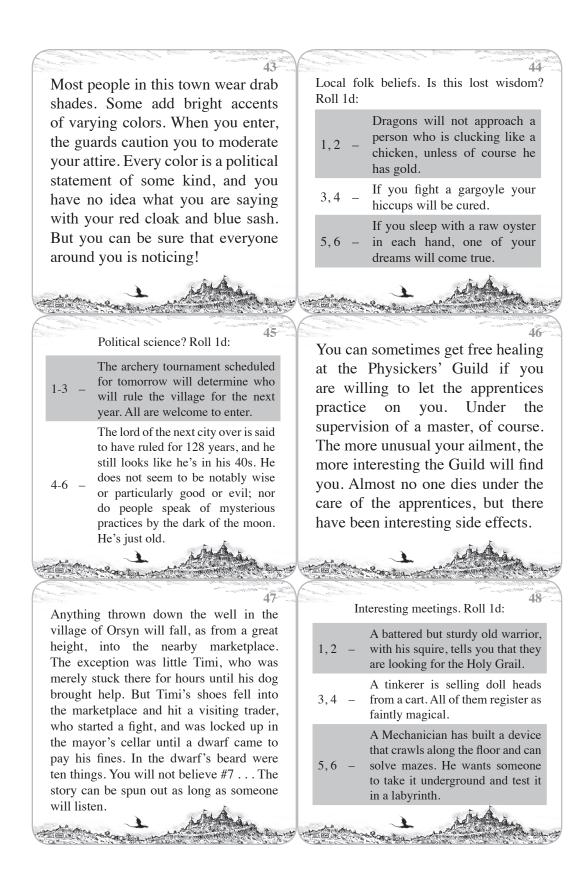
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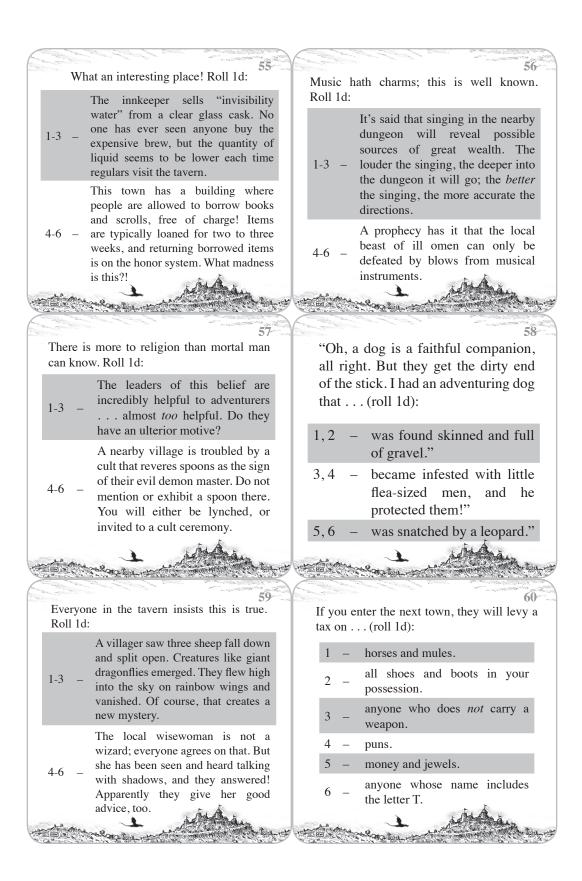
Tales of marvelous beasts! Roll 1d: Do not trouble the wizards; no good comes of it. Roll 1d: A shop on this street has a watchcat that will meow loudly at strange It is said that most of the local mages noises. Last week someone tried to have feathers in places normally hidden 1-3 -1, 2 break in and the cat attacked viciously by their robes. This one is difficult to verify. and drove them off. Yes, a cat. Her kittens are now in great demand. A wizard at a nearby inn was plagued by flies in his drink, so he gave the barkeep A peddler just came into town with a long tongue and an appetite to match. 3.4 the hugest pack-beast anyone has ever The barkeep no longer speaks in croaks, seen; it looks kind of "horsy" but is 12 but neither are there flies around that inn. feet high at the shoulder. It follows his 4-6A wizard has found a way to trap a fullold nag faithfully and acts like she's sized Slime in a tiny potion bottle. Do 5.6 the boss horse. (GM note: It's an Indri not drink this. Really. - p. *ITL* 89.) Farmers found a meteor and sold A former master of the Scholars' it to a blacksmith; meteoric iron Guild, locked in a tower there for weeks "for his own protection," brings a good price. But this has escaped. He believes that the turned out not to be iron. The smith doesn't recognize it. It world is round and the chickens are can be worked exactly like iron, our true masters, and can debate and holds a finer edge, but it's a the matter persuasively . . . but glimmering blue-silver in color. when confronted by dumplings, he Weapons made from this metal becomes violent. will have a + 1 to damage. 29 30 Signs of the end times? Roll 1d: The coins of this town are enchanted so that their weight is equal to A new mark has appeared on the Moon, though only keen eyes 1.2 the square of the quantity in close can see it. proximity (so having 2 coins weighs The Prootwaddles are coming! the same as 4 coins elsewhere, 3,4 -The Prootwaddles are coming! having 20 coins weighs the same Outside the city are four ancient as 400 elsewhere, and so on). It standing stones. But last week is said that a mechanician is close there were just two, and before 5,6 to completing a perpetual motion that, as long as anyone can machine based on these coins. recall, there was just one.







49	50
Marvels of nature! Roll 1d:	Is there more here than meets the eye?
<ul> <li>A Halfling woodsman is telling of a female cougar he saw make a kill. She obviously</li> <li>1,2 - had kittens and she was a beautiful bright purple with darker purple spots that shimmered in the sun.</li> </ul>	Roll 1d: In a nearby village, everyone has lost their sense of humor. They are 1, 2 – still perfectly pleasant, but they don't get jokes any more, and they
An unusual flower has bloomed in a lord's conservatory. A name appears on the blossom. It is, in fact, the name of one of the PCs. The fish caught in the river here are	don't laugh. The local noble never visits this 3,4 – little village. Neither did his father. Why?
Local attractions Roll 1d:	Wizards take note! Roll 1d:
1,2 - The Crimson Cow tavern has a new coffee punch that gives you wings. Useless, flappy little wings that last about two hours.	<ul> <li>The family who owns this isolated inn claim that it was built in another kingdom entirely, in their grandfathers'</li> <li>1-3 - time, and mysteriously moved to its current location. They further claim that</li> </ul>
3,4 – It's said that anything dropped in the bottomless pit in the center of town will return tenfold some day	it was somehow in both places at once for about a week. Last Wednesday afternoon, magic quit
to the person who dropped it.	working in this town and at least two nearby villages. It came back sometime
5,6 – There is a small breed of dog here with retractable claws. They can and do climb trees.	<ul> <li>4-6 – early Thursday morning. Needless to say, the wizard, and the guilds that use craft magic, are all a-twitter, as indeed</li> </ul>
1 Million Lange	they should be.
Perhaps this place is more dangerous than it seems.	In this town, many families have great
Roll 1d:	blue parrots as pets. The birds talk, of
1,2 - The lord is hiring tax collectors. No one knows what became of the last two. (The men who tell you this elbow each other and grin.)	course, and while they speak sentenc- es by rote, they also seem to know the meanings of many individual words,
3,4-hear a sound like trumpets coming from underground, run as fast as you can!	and squawk them appropriately. The birds fly freely about the town but al- ways return home. They enjoy fruit,
5,6 - Two towns over, in the cemetery, graves are being found open. If a watch is set, nothing happens, but otherwise one or two are found empty each morning.	but if upset they have a nasty bite (1d-4 damage) and keen loudly. Any-thing that offends a parrot will upset
	the townsfolk.



GBR 2 **GBR**1 The garrison at Castle Ironskull is An auction for a magnificent, powerful, nourished and fed by the Eternal Goat, and valuable magic item is to be held in a living artifact that will regenerate three weeks' time at Castle Ironskull. body parts carved from it: the garrison Details change with the telling: a can never be starved out. Once a year, diadem of dragon summoning, a holy the Goat must be fed . . . and it has axe, and a blood-drinking sword have peculiar appetites. A villager has gone all been mentioned. Nobles gather to missing, and her friends look to the claim the item, and scheme to take it keep for answers and blame. by force if they lose! Travelers have encountered priests and The path to the hidden island of Cospriestesses of Enok on pilgrimages tora, long considered so dangerous as to to the remote Icy Temple of Enok, preclude even landing, was cursed and supposedly carved into a mighty unapproachable for hundreds of years. glacier. The "True Spirit of Enok," Rumors spread of new expeditions to rather than the corrupt and greedy the cursed isle, seeking the plunder of Elders of the main temple, inhabits 1.000 raids . . . and the fabled Blade of that lonely outpost. The truly faithful Dawn. None have returned with blade wish to journey there; the powerful or treasures in centuries; surely this time it will be different! hierarchy of Enok is feeling vengeful. GBR 5 Fantasy Trip A contingent of mercenaries from Ironskull Castle are marching to a location reputed to contain a valuable magical or historical item (which may Notes: or may not belong to someone else). Draw a treasure card: that's the goal. The Indhyna League wants it too, as do aspiring adventurers. Who will snatch up the item first . . . and who has the might to keep it?