Old Scroll
Issue 3

A Problem With Pulp
Starting Adventures on the Green-Golden Rade

DESIGNED FOR USE WITH
OLD-SCHOOL ESSENTIALS

KISMET GAMES

Old Scroll

Two ❖ August 2022

The Green-Golden Rade

The Green-Golden Rade

Travel Table

2d6	Day(s)	Travel Event	Forage Die
2-3	1d4+3	Uneventful Travel	1d12-1
4	3	Uneventful Travel	1d8-1
5	2	Uneventful Travel	1d6-1
6-7	1	Uneventful Travel	1d3-1
8-9	1	Road Encounter	1d3-1
10-11	1	Camp Encounter	1d3-1
12	1	Hazard	1d3-1

Terrain Table

d20	Terrain	d20	Terrain
1-2	Barren (2-)	13	Jungle (4-)
3	Desert (1-)	14-15	Mountain (2-)
4-7	Forest (3-)	16	River (6-)
8-10	Grasslands (2-)	17-18	Swamp (6-)
11-12	Hills (2-)	19-20	Underground (1-)

Road Table

d12	Road
1	Anachronistic
2-4	Cobble
5	Corduroy/Plank
6-7	Dirt
8	Exotic
9	Game Trail
10-11	Gravel
12	Mystic

Environment Table

d8	Season	Weather	Phenomena	Strangeness
1	Winter-Spring Flux	Clear	Rain Falls Upward	Colors
2	Spring	Clear	Dust Storm	Materials
3	Spring	Partly Cloudy	Flooding	Shape
4	Spring-Summer Flux	Overcast	Mud/Landslide	Size
5	Summer-Autumn Flux	Wet/Fog	Earthquake	Sounds
6	Autumn	Windy	Blizzard	Smells
7	Autumn	Stormy	Meteor Shower	Textures
8	Autumn-Winter Flux	Roll Phenomena	Aurora Borealis	Light

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Hazard Table

d6	Hazard
1	Accident
2	Trap
3	Fairy Lure
4	Fairy Sleep
5	Uncommon Encounter Table
6	The Wild Hunt

Uncommon Encounter Table

2d6	Encounter Table (OSE)
2	Dungeon Level 6
3-5	Dungeon Level 4
6-7	Dungeon Level 3
8	Dungeon Level 2
9-11	Prehistoric
12	Dungeon Level 8

Green-Golden Rade Encounter Table

d20	Encounter	d20	Encounter
1	Bugbear (2d4)	11	Noble (2d6)
2	Centaur (2d4)	12	NPC Party (1d10)
3	Doppelgänger (1d6)	13	Ogre (1d6)
4	Dwarf (2d10)	14	Owl Bear (1d2)
5	Elf (2d10)	15	Pixie (5d8)
6	Gnome (4d6)	16	Sprite (2d6)
7	Goblin (4d6)	17	Thoul (1d10)
8	Harpy (1d8)	18	Treant (1d4)
9	Hobgoblin (2d6)	19	Troll (1d4)
10	Merchant (2d10)	20	Unicorn (2d4)

GGR Encounter Actions Table

d20	Encounter	d20	Encounter
1	Cleaning/Grooming	11	Marching/Questing
2	Arriving on GGR	12	Napping/Relaxing
3	Building/Creating	13	Negotiating
4	Cooking/Eating	14	Recovering/Dying
5	Entertaining/Playing	15	Setting up Shop/Marking Territory
6	Fighting	16	Sleeping/Keeping Watch
7	Fleeing/Chasing	17	Starving/Diseased
8	Guarding	18	Trapping/Escaping
9	Having an Accident	19	Wandering/Lost
10	Hunting/Foraging	20	Worshipping/Ritual Magic

Welcome to Old Scroll

Author's Notes

Old Scroll 'zine is dedicated to OSR gaming, featuring the **Old School Essentials** (OSE) ruleset.

The second issue begins a series of 'zines covering the **Green-Golden Rade** (GGR). This is a setting which I previously detailed in my **Dungeon World** 'zine, **MOTiVE**, but I've now updated and expanded for OSE. This issue covers the background for the GGR and rules for adventuring.

The Green-Golden Rade is a fairy road that has the power to connect any two places within or between worlds. It kidnaps, feeding upon their despair as they struggle to find a way off the road.

Referees can use the GGR to bridge worlds, insert adventures that may not fit their own settings, or become a secondary setting of its own.

If the characters can survive and learn the rules of the GGR, it can also be a powerful asset, though never an ally.

I hope you enjoy the 'zine and come back for more. Health and happiness to you and yours.

–Wayne

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6 Sluagh

Undead riders mounted on rotting steeds, the Sluagh were themselves victims of the hunt. The only respite from their howling doom is the act of the hunt. Each kill itself requires that they relive their own death — they share their death rattle with any prey they successfully take.

AC 6 [13], **HD** 1+1 (5hp), **Att** 1 × lance 1d6 (1d6 or by weapon), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), ML 10, **AL** Chaotic, **XP** 15

- **Undead**: Make no noise, until they attack. Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).
- **Mounted**: Rider and horse are essentially one creature.
- **Charge**: A slaugh's first attack does double damage, if successful.

3 Ghost Hounds

These large hounds have long, wiry coats. Their fur is snow-white, except for the tips of their long pointy ears and their feet, which are blood red.

- See Feytouched Example Monsters, p.31.
- The Horned Hunter's hounds have golden torcs bearing his likeness (see image below) worth 100gp.
- Some travelers on the GGR have found injured hounds. If healed and returned, the Wild Hunt will ignore the party.

The Wild Hunt of the Horned Hunter

It's just the wind, you think, a storm blowing the leaves and breaking branches. Then you hear howls and yips of coursing hounds. The once distant lances of light and blasts of thunder from the heavens grow into a continuous thrum of hooves. Spectral riders and hounds form out of the mist. Some are headless, yet impossibly calling without mouths, some holding reins without hands, or sitting a saddle without legs. They ride elk with red eyes and bramble horns, or giant rams with odd-numbered eyes and flinty hooves. Behind them, driving them, is the looming form of a man with elk horns and eyes of green fire. His great horn sounds.

The Horned Hunter is a savage fairy lord — an echo of an ancient god of vengeance. His hunt targets the weak and the fearful. A host of ghostly hunters surrounds the Hunter, whom he returns to flesh to hunt his prey. He prizes bravery, wits, and determination – displays of such cause him to choose other prey.

- **Environment**: This encounter may occur any time of the day.
- **The Black Horn Sounds:** Those within 120' must Save vs Spell or suffer a magic fear effect causing the PC to run for 2 turns.
- **Flee!** See the Evasion and Pursuit rules from OSE. (Use the wilderness guidelines.)
- **Brave Stand**: The hunters will ignore those who succeed on their save and choose to stand their ground, unless they damage a hunter.
- **Treasure**: Any who survive find a silver arm torc worth 200gp; if worn by the PC, the Hunt won't chase them again.

The Horned Hunter

The Horned Hunter is a tall, lanky figure sporting enormous elk antlers and wearing a ragged, blood-stained kilt. He bears a thick boar spear. His facial features are elven, but he is powerfully muscled and covered with a soft fur like a deer. His legs and feet are cloven — resembling a powerful elk. Ornate silver torcs cover his arms and neck.

AC 3 [16], **HD** 8** (45hp), **Att** 2 × Boar Spear 1d8+2 (1d8 or by weapon), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Chaotic, **XP** 1750, **NA** 1 (1), **TT** T

- **Spells**: He may cast these spells 2/day: Remove Fear, Hallucinatory Terrain
- **Immortal**: If slain, the Hunter and all his equipment (except a silver arm torc) disappear. He will reappear on the next night.
- **Black Spear**: Counts as a +2 spear
- **Black Horn**: The horn has three magical effects. The Horned Hunter can choose which one when he blows the horn:
  1. **Cause Fear:** Save versus spells, within 120', or flee for 1d3 turns.
  2. **Summon**: 1d6 sluagh appear.
  3. **Summon**: 1d3 ghost hounds appear.

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Background

The Green-Golden Rade (GGR) is a fairy realm that exists as a road — a long, narrow pocket dimension. To the beings trapped there, the road spreads ever onward, though it loops, meanders into other worlds, and for some travelers, leads them to an emphatically dead end.

- **The road is a place of powerful fairy magic.** The GGR is wondrous, but capricious and dangerous.
- **The GGR has a will of its own**. It opens doorways to itself to those who are desperate, or whose nature aligns with the mercurial fairy nature of the road.
- **This road can connect any two places of any distance.** The road can create portals to and from itself from any mundane or magical door, gate, entrance, or threshold. One could enter the GGR from a coffin on one side of the world and step out of the ruins of a doorway in a forgotten temple on the other side of the world.
- **Three days:** By default, three days will pass between entering and exiting the road, no matter the distance you have traveled, or time spent on the road. So, if you enter the GGR on a sinking pirate ship but emerge from a professor's antique wardrobe on the other side of the world, only three days will have passed since the ship sank. Even though the party may have had days or months of adventure on the GGR, only three days will have passed in the mortal realm.
- **Toll:** Each character must pay their Toll to escape the GGR. Toll is a tear-shaped magical token. PCs earn this via risk and sacrifice. To open a gate back to the mortal realm a person places a toll into stone stelae which dot the verge of the GGR. The party must pay their toll together to exit at the same time and place in the mundane world.
- **GGR Events:** Events are encounters that offer the chance to earn Toll. Those who do not play the GGR's game die of starvation or fall prey to creatures that are bound to it. Playing the game, earning Toll, has its own costs.

Old School Rules

This adventure uses **Old-School Essentials Classic Fantasy Rules** (OSE). But any OSR game of the B/X rules family, or similar old-school games will work with little or no modification.

Narrative Play Elements

The GGR feeds on emotion and traumatic events. For example, to earn Toll, a fairy lord might ask the character to give it the memory of the PC's first love.

- Players may not like, or be used to, being put on the spot to come up with such details (see **Separated**, p.22). These details can be filled in later.
- Referees may be uncomfortable sharing narrative control with players.
- Both players and referees may not be used to non-mechanical costs/ resolutions.

Piskie Plague

Individually insignificant, all who know of this murderous horde of spear-wielding, centauroid locusts fear them. Powerful fey sometimes imprison them in large glass amphorae, hurling them via siege engines into the midst of their foes.

AC 7 [12], **HD** 3 (13hp), Att 1 × swarm (2 or 4 hp), **THAC0** 17 [+2, MV 30' (10') / 60' (20') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 35, **NA** 1 (1d3), **TT** None

- **Type and locomotion:** The swarm is capable of both types of movement but prefers to attack via the air.
- **Size**: 10' × 30' area.
- **Immunity**: Only harmed by fire, extreme cold, sleep spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.
- **Swarm attack:** Automatically damages characters within swarm area: 2hp if wearing armour, 4hp without.
- **Warding off:** Characters inside the swarm who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.
- **Escaping**: On exiting the swarm, characters continue to suffer half damage until 3 rounds are spent swatting the attached insects.
  Diving into water: Suffer damage for one round, then attached insects drown.
- **Geas**: Intoxicated by perfume. The swarm must save vs poison or move in a random fashion for 1d3 rounds.
- **Pursuit**: An angry (i.e., damaged) swarm will pursue characters until they are out of sight or inaccessible.

Feytouched Example Monsters

Hoop Viper

7' long snakes with flared, red, green, and yellow scales. They bite their tails and form themselves into wheels, allowing them to run (roll) down faster prey.

AC 6 [13], **HD** 2* (9hp), **Att** 1 × bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None

- **Infravision**: 60'. (Pits in the head allow heat sense.)
- **Initiative**: Always gains initiative (no roll), due to special senses.
- **Hoop locomotion**: Move at double speed for up to 1 turn or until they attack, afterword they cannot use this ability until they rest for a turn.
- **Poison:** Causes death (save vs poison).
- **Geas:** They will not travel over water in hoop form, even the shallowest stream or cross bridge.

Ghost Hounds

These hunting hounds have white fur and bright red ears. Hunters breed them for intelligence and excellent sense of smell. Their may become ethereal, allowing them to move through woods with ease, or even run through the air.

AC 7 [12], **HD** 1+2 (6hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 19, **NA**1d4 (1d6), **TT** T (collar)

- **Tracking**: By scent. These are difficult to shake once on the scent.
- **Command**: Trained to turn ethereal or attack on owner's command.
- **Ethereal Form:** (**MV** 80'/160' flying). Immune to all weapons but cannot attack while in this form.
- **Geas**: They cannot cross a line of salt or track a pregnant creature.

Night Panther

Nocturnal hunters feared on land and capable of attacking silently from the sky. Their owl-like black wings make no sound when gliding towards their prey.

AC 4 [15], **HD** 4* (18hp), **Att** 2 × claw (1d4), 1 × bite (1d8), **THAC0** 16 [+3], **MV** 210' (70') / 150' (50') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d2 (1d6), **TT** U

- **Pursuit**: Always pursue prey that flees.
- **Hate the sun:** –1 to hit in full daylight.
- **Surprise**: On a 1–3, due to stealth.
- **Swoop**: Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).
- **Geas**: Repelled by holy symbols. The creature must save vs poison to attack.

Content Warning

This module deals with the dark side of myth and fairy tales. There are themes of murder, cannibalism, violence, forced servitude, sex, etc. These are stories for adults, and like adults, working out responsible safety tools is a shared responsibility between referee and players.

If you are unfamiliar with these concepts, an internet search for these terms is a good start: **the X-card**; **lines and veils**; **stars and wishes**; and the **digital RPG consent checklist**.

Character Levels of 4-7

This adventure is probably best suited for expert level characters, but it is quite possible for lower-level characters to do well with skillful play. Like other OSR adventures, some encounters may be beyond the characters' combat abilities. Mere force will likely get the characters killed or permanently impaired. Smart play, attention to clues and storyline will improve the PC's chances. Due to the nature of the GGR it is always possible to bury a friend and find a new traveling companion just around the bend. Hear that? You can hear him calling for help now…

Adventure & Setting

The Green-Golden Rade exists somewhere between a classic adventure and a setting. The characters must figure a way off the GGR and back to the mortal realm. A referee may wish to introduce it as a means of transportation between far-flung geographic regions, or even different worlds. Once PCs become aware of its rules, they may use it, even with its risks. It could also be the hideout for campaign villains, or even become the setting for a campaign.

New Rule: Ability Damage

The GGR feeds off both the emotional and physical torment done to its travelers. This results in temporarily damage to PC abilities. Use the damaged ability's new score to determine all bonuses and penalties.

A day of rest heals back 1d3 HPs (see **Resting**, p.19) or one ability point, player's choice. If multiple abilities are damaged, have the player choose which damaged ability heals. Magical healing effects can heal ability damage instead of HPs, but at half the rate — 1 point of ability damage per 2 HP, round down. Note, if the character is starving (p.22), they cannot heal ability damage at all.

Rules of the Green-Golden Rade

The GGR is its own world and operates according to these fundamental patterns.

History

The Green-Golden Rade arose from the sorcery of terrible fairy nobles. They placed the hearts of unrequited lovers in amber stelae as its milestones and used the labor of enchanted servants to lay its cobblestones. This sacrifice and loss were the mortar their fairy magics needed to create the road. For eons, the GGR served as their trod for assignations, or a means to outmaneuver their most hated foes in battle.

In the beginning the nobles paid the road's toll with the shame of their servants, the tears of mothers who lost children, or the sanity of mortals tempted onto the road. At some time, the GGR became its own master. Now all who pace its ancient cobbles pay their own way. Today the Green-Golden Rade reaches out to the world, yearning for heart-sick, passionate, or desperate travelers. It opens the door to itself, but many find it a trap, not an escape.

The Stelae

Amber stelae are the way markers of the Green-Golden Rade. The height, proportion and condition of the stones vary. Most appear as rough-hewn spires, a span thick and perhaps as tall as a man on horseback, some look like cracked tombstones or even gigantic menhir. Many hide, covered in ivy several yards off the road. Others have erupted from the center of the road, displacing the cobbles, or lean on crumbling granite plinths at its verge. Close examination reveals that the center of each translucent stela houses a clot of blood and tissue. Small tear-drop depressions pit a stelae's surface that act like keyholes for Toll.

Facade of Reality

Travelers on the GGR see a road that extends in two directions. Sometimes the road may fork, but generally it does not matter which path one takes. In fact, it does not matter which direction one travels. The road's construction varies from dirt track, to cobblestone, to exotic or fantastic materials. In one day is is possible to travel from a desert to jungle, from tundra to alpine forest.

Entering the Green-Golden Rade

The GGR kidnaps persons by creating a magical gateway to itself from portals in the mortal realm. There are two requirements. First, it can only create these from some form of gate, doorway, or entrance – any physical entrance, exit or threshold is fair game. These might be a hole, door, window, archway, trellis, or maybe a set of stones along either side of a mortal road..

Second, it requires some intention on the part of a traveler – even just one traveler in a group. The Green-Golden Rade may only target those in emotional states of fear, heartsickness, or desperation. PCs fleeing from imminent harm, for example.

Of course, some beings create magical gates to the GGR on their own.

Fey Geas

A geas (pl. gaesa) is a prohibition, ban, or dictum that controls the behavior or power of fairy creatures. All fey carry a ban or prohibition on their actions; like many aspects of fairy creatures, gaesa are capricious and arbitrary.

Some gaesa are minor, such as never sleeping with bare feet or never drinking from a silver cup. Others are major burdens.

Discovering a ban gives an enemy great power over the fate of a fairy. Sharing a ban is a sign of great trust (or stupidity). The power of fairy prevents an enemy from magically compelling the nature of gaesa. Tricking a fairy into such a revelation is a time-honored tradition.

The threat of breaking one can cause one to check **Morale**. In some cases, merely discovering one of these bans charms the fairy (as **Charm Person**).

Here is a list of gaesa, but the referee should supplement this list with their own. Roll 1d20.

1. **Loss of an ability if they:** cut their hair, eat a prohibited food, break a tradition, etc.
2. **Vulnerability**: –2 to saves against these attacks; suffers one extra point of damage per die (fire, electrical, cold, acid, iron, bronze, silver, etc.).
3. **May not refuse:** an offer of hospitality, a duel, a gamble, a race, a beer, etc.
4. **Food:** Cannot eat the flesh of a dog, fish, potato, boar, etc.
5. **Time:** Cannot travel, sleep, eat, between midnight and dawn, etc.
6. **Repelled by:** salt, holy symbols, garlic, flowers, fingernails, iron, etc. In combat, must save vs poison or unable to attack this round.
7. **Cannot abide harm to** books, spoons, footwear, glass, dogs, cats, birds, etc.
8. **Must answer truthfully** on the third asking, if asked by a maid, etc.
9. **Must give aid** to any maiden, crone, anyone who feeds the fairy, etc.
10. **Life and health tied to a particular animal or tree:** the red boar, the dun cow, the white bull, etc.
11. **Prohibition from refusing aid** in a particular situation or in a particular circumstance: cannot refuse a person who asks three times.
12. **Prohibition from entering** a churchyard, widow's home, or wizard's tower
13. **Prohibition on travel:** cannot use bridges, cannot pass to the left of a particular monument, or cannot travel every ninth night, etc.
14. **Cannot harm** someone who knows your true name.
15. **Cannot claim** a treasure or reward first.
16. **Sleep**: May not sleep indoors, outdoors, under a tree, etc.
17. **Bane**: If hit with an herb (wolfsbane, garlic, daisies), must save versus poison or flee in terror.
18. **Ritual actions**: Must touch a door frame on entering room
19. **Compulsions**: Must pick up anything spilled.
20. **Must always return** a compliment, blow or gift.

poison, or electricity).

7. **Glamour true form:** Can cloak true appearance with an illusory form.
8. ***Invisibility:** The creature can become invisible for 1d6 turns, or until they attack
9. **Language**: The monster can understand and (morphology allowing) speak Elvish and Common. Sometimes they even have a language of their own. The language ability boosts the creature's intelligence somewhat, but not to true sentience.
10. **Large:** it's 20-30% larger than normal (+1 HP/HD, +1 to Attack)
11. **Personhood:** The creature is as intelligent as a human and can speak, see language above. (See Persons in the Monsters section of OSE.)
12. ***Mundane damage immunity:** Can only harmed by silver weapons or magic.
13. ***Regeneration:** the damaged creature gains 3hp at the start of each round if it is alive.
14. **Small:** it's 20-30% smaller than normal (-1 HP/HD, +1 AC)
15. **Spells:** The creature has one random 1st level arcane spell.
16. **Stronger:** the creature is noticeably more muscular (+1 Damage)
17. **Surprise:** On a 1–4, in woodland, due to camouflage
18. **Telepathy:** Communicate telepathically within 30'.
19. ***Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).
20. **Ventriloquism**: Can cause voices or sounds to appear to come from any location or source within 60'.

NOTE: Abilities marked with * grant an XP bonus (see **Awarding XP** in OSE).

A Toll of Tears & Blood

Loss and hardship along the road will earn its travelers a small teardrop-shaped stones of amber, called Toll. Travelers must pay one Toll (each) to leave the road. Toll is invaluable to those seeking escape, a fact not lost on its denizens, who often use it as an ultimate bargaining chip.

Consider that the dark fairy nobles built the GGR on abominable foundations and fed the road when they used it to betray their enemies and torment mortals. Its dark masters spent centuries feeding the road with despair and blood. Finally, the road woke up. These dark impulses of pain and loss are its sustenance.

It rewards Toll for being fed. These encounters are called Events.

- Open confession of some loss, humbling failure, or terrible secret. The GGR or some other fairy noble will learn of this detail. It does not reward lies or half-truths.
- The power of the road or its creatures feeding upon the PCs (ability damage, maiming, loss of senses etc.).
- Sacrifice of cherished memories. Again, fey folk will use this against a PC.
- Striking bargains that are costly to the health and happiness of the bargainer.

Ways to Gain Toll

Each PC needs one Toll to exit the GGR. This may prove to be a challenge for large groups of players. Toll is not common treasure. Here are common ways to gain toll

- Completing missions/quests for creatures on the GGR.
- Defeating powerful monsters.
- Interacting with special GGR encounters, called Events.

Leaving the Green-Golden Rade

To exit the GGR a PC must place a Toll into one of the tear-shaped holes in a stelae, the standing stones, that dot the roadside. This turns the stelae into a portal back to the mortal realm. If more than one person "pays the toll" at the same time and passes through the same stelae, they will exit in the same place.

Only Three Days Have Passed

Some travelers spend years or decades trapped on the Green-Golden Rade, only to find that a mere three days have passed in the mortal realm since they entered. A few lucky or talented travelers may jump onto the GGR for a few hours before paying their Toll, yet three days have passed, as well.

Factions

The Green-Golden Rade

The alien intelligence of the road is its own faction. While powerful, it plays by its own, if unfair, rules. It cannot keep a person who pays their toll, for example, from leaving, though it might send a "friend" along. For the most part, even the most outrageous behavior of a group of adventurers is beneath the notice of its exotic and malevolent intelligence.

Fairies

Fairy creatures are still native to the GGR. Some powerful nobles can come and go via their own spells or magical devices. Even lesser fairies have their means, though cruder and time-consuming, such as the goblin delves. All are subservient to the nature of the road and live within its bounds. While they are not necessarily allied with the GGR, they fear and respect it.

The Wild Hunt

The Horned Hunter is a savage fairy lord — the echo of an ancient god of vengeance. The Wild Hunt it leads targets the weak, the lost, and the fearful. A company of ghostly riders makes up the host of the hunt, the sluagh. They were past victims of the Wild Hunt, now doomed to serve it. They exist in a terrible state of hunger, only returning to flesh when the Hunter sounds its brazen horn and directs them to new prey. The Hunter rewards bravery, wits, and determination in its prey – displays of such cause it to choose others. The Horned Hunter exists in other fairy realms, but the GGR is one of its favorite hunting grounds. The Horned Hunter would oppose any force that disrupted the Wild Hunt.

The Enchanted

Many of the creatures that live on the GGR refer to themselves as the **Enchanted**, and more derogatorily as the **Kept**. The Enchanted are once-mortal beings, now part-fairy, because they have willingly or unwillingly struck a bargain with a fairy power on the Green-Golden Rade.

Some work as merchants, artisans, etc. on the GGR. Some have forged a mystic bond, a symbiosis, with the Green-Golden Rade itself. These agreements are unique, though some groups have ritualized becoming one of the Kept.

- **Advantages**: The enchanted can travel back to the GGR without paying Toll. All they must do is will it and pass through some threshold in the mortal realm. Moreover, they can travel on the GGR much more easily. When they set out to travel to a location on the GGR they have been before, it takes just 2d4 hours to get there. Finally, mortals who strike this bargain no longer age while on the Green-Golden Rade.
- **Disadvantages**: Enchanted who leave the GGR sicken while away from it. They take 1 random point of attribute damage per week while away. This damage cannot be healed until after they have spent 24 hours on the Green-Golden Rade.

8. **Large Wings:** Insectile, bird or bat-like wings give flight (MV 80'/160' flying).
9. **Climbing Legs:** May move up walls or across ceilings.
10. **Echolocation**: Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence. (Usually afforded by large bat-like ears.)
11. **Ethereal Form**: (MV 80'/160' flying). Immune to all weapons. Cannot attack.
12. **Horned**: Gains a horn attack (small 1d4, medium 1d6, or large 1d8). And may Charge: Requires a clear run of at least 20 yards. Make a horn attack on all in the path, inflicts double damage.

Fey Behavior

The creature and its fellows have bizarre new behaviors. Roll 1d6.

1. **Antipathy**: Dislike for non-fairy creatures (-1 to Reaction roll); nip and pinch the Pcs.
2. **Mischievousness**: Steal small items, defecate on PCs, loosen tent pegs, untie horses, saddles, etc.
3. **Movement**: Move in unison, processions, gyres, flying in strange patterns (squares instead of "v" shapes), hop instead of run, climb instead of fly, etc.
4. **Society**: Creatures have aspects or mimic the practices of civilized beings, such as: gather in disturbingly large groups (a la The Birds), dance, have funerals, assemble in rows like a concert audience, queue up in lines for a drink of water, attack in martial columns, play sports, etc.
5. **Language**: Fairy creatures may have the ability to speak, though limited by their intelligence. Some creatures are merely mimics.
6. **Helper**: The creatures perform tasks, sometimes offer help, food, obtuse advice, etc.

Fey Ability

Roll 1d20 for new fairy abilities for the creature.

1. ***Curse:** Five of these creatures can collectively curse a target (no attack roll; save versus spells). The referee picks the usually comical effect (e.g., target trips, target's nose grows, expels gas a la a foghorn).
2. **Dancing lights:** Can conjure bobbing lights within 60'.
3. **Detect (**mortals, giants, fairies, or undead): This creature can detect their target within 20' and, in the case of domesticated creatures, will alert their owners by calling, barking, etc. (for at least 1 turn).
4. ***Dimension door:** Once per day, can teleport to a known location within 360'.
5. **Divination:** Once per month the creature can answer a yes/no question about the future. The questioner must ask in a ritualized manner, perhaps by presenting the creature with rune sticks to interact with, etc. Some few animals can answer themselves. This takes 1d6 turns to complete.
6. **Elemental immunity:** Unharmed by the element-based attacks (fire, cold,

Feytouched Monsters

If a random encounter table generates a creature that seems too mundane, here are some suggestions about how to turn them into versions touched by the power of fairy magic, the feytouched. The options vary from quick descriptive touches to changes in behavior and/or new supernatural abilities.

OSE monsters most likely to benefit: Bat (normal), bear (black, grizzly, polar), boar, camel, great cat (lion, mountain lion, panther), crocodile (normal), elephant, hawk (giant, normal), herd animal (large, medium, small), horse (draft, riding, war, wild), insect swarm, mule, rock baboon, shark, snake (pit viper, rock python, sea snake, spitting cobra), whale, wolf

Changes

This is not a full monster generation system. You may wish to refer to the **Game Statistics** and **Awarding XP** sections of the **OSE** ruleset if you become inspired to flesh out the feytouched creature.

- **For quick/minor changes**, choose or roll 1-2 **Fey Looks**.
- **For more dramatic changes** also choose or roll 1-2 from **Fey Behavior** and/or **Fey Abilities**.
- **Gaesa**: Fairy creatures have strange weaknesses or bans on their behavior. Choose or roll on the **Fey Geas** table for some common suggestions. These are optional but recommended for dangerous fairy creatures or important encounters.

Fey Looks

The creature has a discernibly different look that what is normal for its kind. Roll 1d6 for minor changes, 1d12 for changes that modify the monster's stats

1. **Pelt/Skin color:** black, white, dun (pale brown), green, red, yellow
2. **Patterns**: striped, spotted, camouflage, or brindle.
3. **Ears:** red, red tipped, green, white, larger, smaller, etc.
4. **Covering:** feather, fur, scale, skin, shell (tortoise), armored.
5. **Eyes:** bizarre iris shape, glowing, different color, milky white, etc.
6. **Feet:** birdlike, hoofed, toed, backwards, shod, clawed, etc.
7. **Tiny Wings:** Small insectile, bird or bat-like wings only allow 3 turns of flight (MV 30'/60' flying). Must rest 1 turn after flying.

Order of the Amber Hobnail (Optional)

The Order of the Amber Hobnail (OAH) are a cult led by Baron Ludovico Este, an insane Enchanted nobleman and his fairy familiar, Guelph. The order is an optional faction, most useful if the referee wishes the GGR to play a more direct part in the machinations of your own setting.

Ludovico's own mad desires allowed the GGR to kidnap him. In the Baron it found a kindred spirit, and willing pawn. The Green-Golden Rade does not "talk" to Ludovico or other members of the order directly. It communicates through Guelph, and through visions delivered to the Baron in the dark heart of Terminus, the Baron's fortress on the GGR. The GGR is intelligent enough to use Ludovico and his cult, for they bring it more souls. In return it does not kill too many of the cultists (accidents happen) and it guides them to the treasures of its past victims and allows them easy entry to the GGR. As an Enchanted, Ludovico has a vastly extended his life, power, and fortune in the "real" world.

The order has three levels or "veils of truth." **Travelers** learn about the GGR and hear the promises of wealth and power to its members. Eventually senior cultists take approved travelers to the OAH's stronghold on the GGR, Terminus. There the OAH removes the second veil, showing its riches, and giving the cultist the opportunity to become a **good guide**. To prove themselves worthy of becoming a guide they must lure victims onto the GGR. To become a **dark pilgrim** (the third and final veil), the cultists' hearts are magically removed. Now one of the Enchanted, they spread OAH's faith, or act as cult assassins.

The OAH's most nefarious plot is to spread the GGR to the mortal world by moving stelae from the GGR and placing them along mundane roads. The GGR may kidnap any that travel along them. The Baron and his dark pilgrims have even learned to create stelae here (using cultists' hearts). A network of roads around the Baron's mansion, and a patchwork of others throughout the mortal realm are now tainted with with the power of the GGR. Only Guelph knows that this process will spread — whole lands becoming part of the GGR permanently.

Adventuring on the Green-Golden Rade

Due to the fantastical nature of the GGR and practical matters, such as maps and distance being meaningless, procedures for play are different. The basic unit of exploration is not the *day*, but a **leg**, which may be 1-7 days. The fairy logic behind the GGR skews the objectives of travel as well. While many adventuring parties may wish to avoid encounters in OSE, on the GGR, they are the only means of procuring Toll. *Without risk there is no reward.*

True to its fairy nature, the GGR is fickle. Some travel for weeks uneventfully, rarely encountering those special places tied to the forces of the GGR. These lonely parties usually die from exposure, thirst, and hunger. Or, in their weakened state, end up in the bellies of the predators that lurk along the road.

Wilderness Adventuring in OSE

Some of the **Wilderness Adventuring** rules from these sections of OSE have changed slightly or quite a bit. (There's not much navigation when all you can do is walk down a road, especially when your direction does not matter!)

- **Unchanged**: **Distance and Measurement**, **Surprise**, and **Visibility**
- **Changed**: **Sequence of Play** (p.9), **Foraging** (p.20), **Hunting** (p.21), **Resting** (p.19), **Wandering Monsters** (p.19), **Flying** (p.23), **Losing Direction** (p.5), and **Overland Travel** (p.10)

Sequence of Play

The party decides to travel onward or rest in their current spot.

1. **Travel**: See **Refereeing Travel**. The referee describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required. The party is assumed to be foraging. If the party encounters monsters, follow the procedure described in ***Encounters*** in OSE.
2. **Rest**: See **Refereeing Rest**.The referee asks PCs for their actions during their stay and narrates those outcomes. The GM rolls for encounters based upon terrain. As above, follow the procedure described in ***Encounters*** in OSE.
3. **The referee updates time record**s, with special attention to rations, spell durations, and the party's need to rest. (See **Starving**, p.22.)

NOTE: When interacting with an GGR adventure site, such as a castle or inn along the road, time and the sequence of play will conform to that place's reality.

Goblin Delves & Conductors

Goblins (not bugbears or hobgoblins) struck a bargain with one of the fairy lords that built the GGR and it still honors the bargain. This gives special goblin tunnelers the ability to create **delves**, underground portals to and from the GGR.

The Green-Golden Rade, subsumes these tunnels into itself, expanding its influence. The cutthroat machinations of the goblins also appeal to its dark desires.

Goblin Under Kings

Goblins have a lot of kings, but the GGR only recognizes five. Each of these wears a silver torc around their neck – each end covered in precious stones. The owners call themselves the Under Kings. They are under constant pressure from rivals and upstart kings. Heavy is the neck that bears the torc.

The miners commissioned by the Under Kings build the best mines, some of which lead to tunnels in other worlds — delves. Should an Under King loose their torc (and usually their head at the same time), their mines loose the status of being delves, often stranding their followers.

Goblin Conductors & Delves

Greedy miners will lead non-goblins through their delves, though this is dangerous for both parties. These conductors charge exorbitant rates.

- **Cost:** 50gp per person to go to a named destination on the GGR.
- **Cost:** 250gp per person + 1 Toll per party to go to a tunnel/dungeon in the mortal realm.

Navigating the GGR

The Green-Golden Rade defies most creatures' ability to control. There is no way to pick a destination, find a map, or get bearings. The GGR is a nightmare realm to many where they must endure unending travel until they starve or are killed by its denizens.

Some mortals become Enchanted by choice, desperation or ruse and therefore gain the ability to traverse the GGR, building up a network of locations – while the scenery and travel time change with every trip, they can move from place to place with relative ease and some safety.

PCs who wish to take control of their own story will need to find some other way to order their travel by learning to use a stylus or finding a conductor through the goblin delves.

Navigation Stylus & Charms

A **stylus** is a magical wand, a cane or staff crafted from materials on the GGR by a denizen of the Green-Golden Rade. The stylus must contain a Toll, and a bit of wielder's body: hair, a tooth, vial of blood, nail clippings.

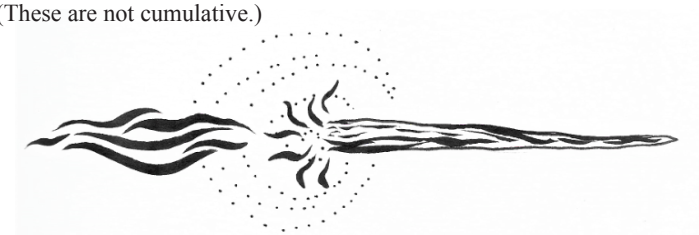
The user attaches something taken from a place (the **charm**) they have visited on the GGR previously. For example, a stone taken from the Goblin Market can lead the user back to the Goblin Market. The user merely affixes the charm to the end with a leather thong. Some styli have well-crafted compartments cages, hidden doors, etc. for charms.

These factors create a powerful magic bond, or contagion, between the owner of the stylus and the place they wish to travel to on the GGR.

- **Purity**: Charms are best if gathered by the user and not handled by others. (**Hazards** are more likely to attract the Wild Hunt.)
- **Crafters:** elves, dryads, dwarves, gnomes, treant, or NPC wizard
- **Cost of a Stylus**: 200 to 400gp + 1 Toll
- **Time to craft:** 1d4 days

Using a Stylus

- **When using a stylus**, the party travels between locations in one **leg** (one roll on the **Travel Table**, p.10).
- If someone else gathered the charm, add +2 to a **Hazard Table** roll.
- If someone else touched the charm, add +1 to a **Hazard Table** roll.
- (These are not cumulative.)



Refereeing Travel & Creating Itineraries

Use this procedure to generate a leg of travel on the GGR. A leg may be one day, or up to a week! We suggest a referee use this procedure to pre-generate **travel itineraries**, multiple legs of travel, to speed up play at the table.

1. The referee rolls on the **Travel Table**, determining the days traveled, calculating the amount of rations needed, and if there are any associated travel events. The referee may choose a PC to roll the forage die (or dice).
2. Roll on the **Terrain Table** to determine the principle terrain encountered during that leg of travel on the GGR.
3. (**Optional**) Choose or roll on the **Road Table** to determine what the GGR is composed of or looks like.
4. Roll on the **Environment Table** to determine the atmospherics to help describe the scene (optional: see **Fairy Strangeness**, pp.12 & 14).
5. If an encounter is indicated, see the appropriate section below for **Road Encounters**, **Camp Encounters** and **Hazards**. (Later issues of **Old Scroll** will contain new encounter ideas.)

Travel Table

The **Travel Table** assumes the party forages as they go and may travel several days between encounters. Each roll is one **leg** of a journey.

- **Day**(s): The group travels that many days in this leg of the journey. Each PC consumes that many rations; these may be offset by the forage die.
- **Uneventful Travel**: the group travels without any major mishaps.
- **Road Encounter**: The party encounters some monster along the road (see **Road Encounters**, p.15).
- **Camp Encounter**: The party encounters some monster after their day's travel (see **Camp Encounters**, p.17).
- **Hazard**: the party faces a challenge (see **Hazards**, p.17)
- **Forage Die**: This result is the number of rations found. (Each forage is enough for one PC's daily ration, not the party.) Treat negative numbers as zero. The party may use this provender before depleting their own rations (see **Foraging**, p.21). (Add +1 to the die result for every 2 PCs above 4.)

Travel Table

2d6	Day(s)	Travel Event	Forage Die
2-3	1d4+3	Uneventful Travel	1d12-1
4	3	Uneventful Travel	1d8-1
5	2	Uneventful Travel	1d6-1
6-7	1	Uneventful Travel	1d3-1
8-9	1	Road Encounter	1d3-1
10-11	1	Camp Encounter	1d3-1
12	1	Hazard	1d3-1

Terrain Table

Roll for the principal geography traveled through during that leg of travel. This is not be the only terrain type, just the most important — such as where encounters happen. (See **Road Encounters** for more information regarding how terrain affects encounters.)

- **(#-)**: This number represents the #-in-6 chance of a finding notable water feature (lake, river, glacier, geyser, etc.) in that terrain.
- **River:** The GGR becomes a river. PCs will have to trudge along its banks. Often a small boat or raft will appear to offer them passage.
- **Underground:** The road takes the characters into a cavern, luminescent fairy grotto or mountain tunnel system for a significant part of that leg.

Road Table (Optional)

Choose or roll for the composition of the road. The referee should embellish the results as they see fit and come up with their own strange descriptions of the Green-Golden Rade.

- **Anachronistic** modern paving materials, or perhaps from the far future.
- **Cobble**: A well constructed and maintained stone road, at least at one time. Made from placed stone.
- **Corduroy/Plank**: Corduroy roads feature tree trunks buried perpendicular to the roadside. Plank roads may be raised above a swamp, or built into a cliffside.
- **Dirt**: The road is made of packed dirt native to the terrain.
- **Exotic**: One of the extant roads, but composed of an exotic material: polished skulls, bones, gems, glass, ice, iron, sea glass, melted sword, scales, etc.
- **Game trail:** This is just a narrow track, but the animals that formed it may be completely unnatural.
- **Gravel**: The road is constructed of packed gravel, maybe showing signs of maintenance.
- **Mystic**: Utterly fantastical, and magic, such as a road across the sky built on hummingbird backs, or a rainbow road, a million jellyfish, mist, souls, etc.

Terrain Table

d20	Terrain	d20	Terrain
1-2	Barren (2-)	13	Jungle (4-)
3	Desert (1-)	14-15	Mountain (2-)
4-7	Forest (3-)	16	River (6-)
8-10	Grasslands (2-)	17-18	Swamp (6-)
11-12	Hills (2-)	19-20	Underground (1-)

Road Table

d12	Road
1	Anachronistic
2-4	Cobble
5	Corduroy/Plank
6-7	Dirt
8	Exotic
9	Game Trail
10-11	Gravel
12	Mystic

Spark Wonder & Dread

Beyond any chart or procedure, the referee needs to engender feelings of both awe and dread in the PCs. **Here are some example descriptions:**

- Cobblestones that shift from worn granite to the tops of children's skulls to luminous pearls
- A narrow, but miles deep ravine across the road; the only bridge is the ossified remains of a troll
- Morning sun slanting through the trees, but the shadows are stained purple, and pool under the leaves
- A windowless tower of green marble appears at the horizon
- Laughter of children echoing from a blasted and burned forest whenever the wind blows the blackened branches
- Serpents of mist follow behind nearly out of sight
- Signs that a herd of gargantuan cloven-hoofed beasts have crossed the trail, mowing down oaks and leaving prints you could lie in
- Fog that rings like bells or tears like lace when you pass through it

Using Stelae & The Ritual of Return

1. **Place a toll into the keyhole-like shape in a stelae**. The Toll melts into hole, sealing it.
2. **Speak the place you wish the portal to open**. (The GGR's portals must be linked to a threshold in the mundane world.)
3. **For the Toll payer:** stelae become translucent, air begins moving toward it. Stays open for one turn. Only the toll payer(s) may pass through or even perceive the portal.

- If the payer mentions an exact threshold location, "The door into King Diogenes' seraglio," for example, there is only a 1-in-6 chance the portal opens with a complication.
- 3-in-6 chance for a complication if they are not specific.
- All who pay within a turn, without mentioning another location, pass through at the same place and time as the first. (And with the same complication, if any.)

Ritual Complications:

1. **Timing**: You still return 3 days after entering the GGR, but at an indiscrete or inopportune time.
2. **Direction**: you exit the portal in the opposite direction you meant to.
3. **Location**: You exit in the same general location, a room for example, but from a different portal.
4. **Flamboyant**: You make an entrance! Rainbows, lightning, explosions of glitter, rain of frogs, etc. Fab it up!
5. **Explosive Renovation**: The GGR's creation of the portal causes damage to the location.
6. **Incomplete/Addition**: You leave something behind, or something follows.

Traveling Off the Road

The GGR may seem to extend in two directions, but turning around will not take you to the same places you visited. Likewise, the verge to either side of the GGR seems to lead naturally (if fantastically) into the surrounding terrain, but this is not the case. This fact is not a rational exercise for the PCs, nor will the road conform to one's rationality. Attempting to subvert the nature of the road will produce frustration and danger for a PC. Flying, swimming, tunneling, the mode of travel does not matter; there is no getting around the nature of the GGR.

- **The verge continues for about a mile or so on either side of the GGR**, but this will depend on the type of terrain and whim of the road itself.
- **PCs may see miles further**, but these are mere fairy illusions.
- **Off roading will fail:** PCs who attempt to leave the GGR by traveling perpendicular to it will...
  - supernaturally turn up on the GGR somewhere else along its path.
  - find their way difficult, then dangerous, then deadly.
  - become **separated** (see above).
- **Intent is key:** A PC who goes off on a hunt will be able to travel further from the road than one who is trying to defy the nature of the GGR.

Example 10-Leg Travel Itinerary

These are the raw results of the travel tables to help you start play right away.

1. Uneventful, **D** 1, **F 1**, **T** Underground, **R** Dirt, **S** Spring-Summer, **W** Wet/Fog, **St** Colors
2. **Road Encounter**, **D** 1, **F** 1, **T** Grasslands, **R** Cobble, **S** Winter-Spring, **W** Wet/Fog, **St** Shape, **E** Antelope (13), **A** Fleeing/Chasing, **Dis** 170y, **Sp** No
3. Uneventful, **D** 1, **F** 2, **T** Mountain (River), **R** Corduroy, **W** Spring-Summer, **W** Wet/Fog, **St** Materials
4. Uneventful, **D** 2, **F** 4, **T** Hills (Lake), **R** Dirt, **S** Summer-Autumn, **W** Clear, **St** Textures
5. **Road Encounter, D** 1, **F** 2, **T** Barren (Geyser), **R** Gravel, **S** Autumn, **W** Clear, **St** Shape, **E** Dwarf (9), **L** No, **A** Fighting, **Dis** 140y, **Sp** No
6. Uneventful, **D** 7, **F** 10, **T** Hills, **R** Anachronistic, **S** Spring, **W** Stormy, **St** Colors
7. Uneventful, **D** 6, **F** 4, **T** Hills, **R** Cobble, **S** Spring-Summer, **W** Wet/Fog, **St** Sounds
8. **Road Encounter**, **D** 1, **F 2**, **T** Forest (Waterfall), **R** Mystic, **S** Spring-Summer, **W** Flooding, **St** Materials, **E** Giant Piranha (3), **L** No, **A** Cleaning/Grooming, **Dis** 40y, **Sp** N
9. Uneventful, **D**2, **F** 1, **T** Underground (Lake), **R** Mystic, **S** Spring, **W** Wet/Fog, **St** Size
10. **Road Encounter**, **D** 1, **F** 1, **T** Swamp, **R** Corduroy, **S** Autumn, **W** Partly Cloudy, **St** Colors, **E** Ogre (3), **L** Y, **A** Hunting/Foraging, **Dis** 30y, **Sp** Y, **Tr** 4pp, 1000gp

Environment Table

The tables in this section have one purpose: to help the referee describe the ever-shifting landscape, strange surroundings, and bizarre climate of the Green-Golden Rade. **These tables are imagination fodder, not dictums.**

Roll for season, weather, and strangeness separately.

- The **season** column identifies the apparent time of year reflected in climate and the plant life. The GGR experiences spring-like and fall-like seasons, with only brief periods of extreme heat or cold.
- **Weather** along with season can help describe the conditions the PCs endure. (**Phenomena** are short-lived natural, magical and/or celestial events.)
- **Fairy Strangeness** suggests some weird or fantastic quality of the fairy nature of the GGR. Examples from the categories below can be rolled on the **Fairy Strangeness Table** on p.14.
  - **Color**: Multicolored, glowing, shift, new color…
  - **Materials**: Strange textures — rain may fall in ribbons, fog may feel like candy floss, or a river may run in chocolate…
  - **Shape**: Tree limbs grow at right angles, clouds have faces…
  - **Size**: Grass may grow to the height of trees, or trees the size of moss…
  - **Sounds**: Leaves may ring like bells, mushrooms scream when plucked…
  - **Smells**: Reversed (rose smells like sewage), water smells of bourbon…
  - **Light**: Glowing, black light, back lit, strange colors, shadows are green…

Environment Table

d8	Season	Weather	Phenomena	Strangeness
1	Winter-Spring Flux	Clear	Rain Falls Upward	Colors
2	Spring	Clear	Dust Storm	Materials
3	Spring	Partly Cloudy	Flooding	Shape
4	Spring-Summer Flux	Overcast	Mud/Landslide	Size
5	Summer-Autumn Flux	Wet/Fog	Earthquake	Sounds
6	Autumn	Windy	Blizzard	Smells
7	Autumn	Stormy	Meteor Shower	Textures
8	Autumn-Winter Flux	Roll Phenomena	Aurora Borealis	Light

GGR Encounter Seeds Table

	1	2	3	4	5	6
1	…a blue forest pool humming with power	…a too perfect statue of a creature	…a rusted portcullis standing by itself	…a large ruby lever sticking out of slot in a stelae	…a chess set on a stump. The black king is in checkmate	…ancient gallows with a fresh victim
2	…a fairy ring of marching mushrooms	…a trail of gold coins leading off the path	…a building just misses the party and crashes in the road ahead	…a pool that reflects the birthplace of the last one to drink from it	…the body of a manticore with a sword sticking out of its chest	…a pile of skulls, none of which are human
3	…a passage mound ringed in coral with a drumbeat heard inside	…an unattended campsite with hot food and a fire	…a whirlwind made of feathers and teeth bars your way	…a dinner party of human-sized dolls with real faces sewn on	…a flask that randomly generates poison or healing draught (2 uses)	…a burned patch containing a gigantic pile of coin now fused together
4	…a fungi garden emitting incandescent spores	…a weathered signpost pointing to an unseen path	…a mirror, nearly hidden on the side of a giant elm	…an old pump and trough beside the skeleton of a horse	…a trail of footprints that ends in the middle of the road.	…a marionette with broken strings of gold
5	…an ebon harp with strings of silver	…a huge vine extending up to a cloud	…an enormous jack-in-the-box toy covered in blood	…a giant crying over an equally giant dead cow	…a hand of glory and a burning candle	…a cave filled with inhuman engravings
6	…an ancient willow; you hear voices from its knotholes	…a gibbet enclosing a sleeping child	…a bag of dust that shrinks or grows by 50% (2 uses)	…a saucer of warm milk, the size of a dinner table	…a crown of freshly cut mistletoe	…a very loyal piece of luggage looking for a master
7	…a giant's footprint, the size of a horse	…two naked humans fighting over a bone	…a beautiful traveler frozen in a block of ice	…six laughing dwarves burying a comrade	…a tower-sized grandfather clock with glyphs not numbers	…a wagon-sized beetle laden with neatly packed goods
8	…that beneath the branches of this tree it is always night	…a red and gold toy box filled with drunk and belligerent toy soldiers	…nothing, though you obviously just tripped over something invisible	…a spectral wedding procession of fox-spirits	…the body of a recently encountered person, sans its lower half	…a rusty oak covered in pieces of armor; then you feel its magnetic pull
9	…a haunted helmet with green glowing eyes	…ten giant bowling pins — then you hear the approaching giant ball	…an obsidian rust monster tied with a leather thong to a stump	…a scarecrow sewn together from chunks of many kinds of adventurers	…a silver arrow hovering above a rune-encrusted wolf skull	…an unseen hand writing a PC's secret upon a ruined wall
10	…a window revealing the outside of the Cobbler's shoe	…a steaming pool that removes all curses, but is hard to leave	…a great chasm spanned by a huge sword large enough to walk on	…three tomes bound in ivory written in an unknown language	…a verdigris-encrusted altar atop a heap of mummified hands	…a mechanical mule pulling a full plague corpse wagon
11	…dozens of tiny glass vials of black pudding "seeds"	…an abandoned boat nestled in a tree	…a waterfall containing a dumbwaiter	…a giant piece of amber containing a house-sized scorpion	…the carved head of a sarcophagus begging for a new tenant	…a forest during a blizzard under a sunny sky
12	…a glass jar holding a fire beetle in flammable swamp gas	…an orrery made from bone and skulls	…a group of ten lumberjack skeletons, singing	…a hailstorm of hot ice	…a table set for one less than party has	…a duck fly onto the path, lay a jeweled egg and depart

General Refereeing Tools

Separated & Returned to the Road

Becoming permanently separated from one's group on the GGR is normally a death sentence, and the referee may rule a lost PC is effectively dead. If so, have the player generate a new PC to encounter along the road.

***Or* have the GGR return the separated PC to the party after tormenting them** — with the promise of feeding upon the PC again. After all, the GGR feeds off emotions fear and loss that persons traveling the road experience. In this case, the PC escapes after some harrowing adventure lasting hours to years, but to the rest of the group they re-appear almost instantly.

- **Roll for Ability Damage:** Have the player roll 1d6 twice on the Returned to the Road table to determine which attributes have been damaged. They take 1d4 attribute damage to each from their ordeal, or 1d8 if they roll the same attribute twice. The PC also reenters the game with half their maximum hit points.
- **Roll for the time the separated PC experienced.** Roll 1d6 for the increment and 1d6 again to see how many increments: 1d6 weeks, 1d6 days, etc. (The PC returns almost immediately as far as the party is concerned.)
- **Found**: Roll 1d6 again for the manner which the party discovers the PC.
- **Inventory & Loot**: The PC returns with all their items or naked, but with random treasure (Type C). Referee's choice, flip a coin…

Construct a narrative from the rolls. The referee should narrate the particulars or ask the player to narrate their PCs traumatic experience (e.g., vampiric plant tendrils attacked, then a fairy fox ate your eyebrows, and you narrowly escaped a troupe of horned ogres, etc.). This narrative can be filled in later, of course.

Starving

On the fourth day without food, PCs make a Death saving throw. They must make the same save every two days. The damage will not heal until 24 hours after they begin eating regularly, then heals normally.

- On a failure, the PC takes a point of Constitution damage.

Returned to the Road Table

d6	Ability	Time	Found…
1	STR	Hours	…sleeping sweetly along the verge
2	INT	Days	…bound and gagged with vine, rope, or spider silk
3	WIS	Weeks	…hanging in a gibbet from a burning oak
4	DEX	Months	…inside an egg, cocoon, etc.
5	CON	Years	…dropped from above by passing (giant, dragon, etc.)
6	CHA	Decades	…screaming inside a roadside tomb

Foraging — Accidents

On a failed foraging roll, there is a 1-in-6 chance that the forager has a memorable mishap while foraging.

- Roll on the **Accident Table** for the nature of the misfortune. You will have to provide some context to the result.

Hunting

Hunting has the normal chance of success as per OSE or class abilities. (If the referee uses secondary skills or expanded classes, such as the barbarian or ranger (**OSE Advanced Fantasy** or similar systems), consider improving this chance to 2-in-6.)

Hunting is a daylong activity. A PC may hunt while others rest, but the hunter does not heal any damage. PCs may hunt in teams but each rolls separately.

A successful hunt should secure rations based upon the size of the creature, though the rations do not last long without preservation.

- **Small:** 1d4 rations
- **Medium:** 2d6 rations
- **Large:** 3d6 rations

Hunting — The Fairy Lure

Fairy Lure: If the hunt is unsuccessful, there is a 1-in-6 chance the GGR creates a glamour to lure the hunter away from the party. This illusion may take the form of a familiar figure in the mist, or a prize deer just out of range. Hopefully, the PC will find their way back or resist the call.

- **Save vs spells** or become **Separated** (next page).
- **Expert Hunters:** Those PCs especially skilled at hunting gain a +1 modifier on the save. Those who encounter the Fairy Lure once gain an additional +1.
- **Restrained**: A PC may restrain a fellow PC under the grip of a fairy lure. The effect passes in 1-2 hours.

Accident Table

d20	Type of Accident
1-10	**Embarrassment:** fall in river, face first into a pile of sticky excrement, split pants, etc.
11-13	**Injury**: Take 1d4 damage from a fall, or blow, falling item, random arrow, etc.
14-15	**Item Loss**: loose a random item, not supplies.
16-17	**Supply Loss**: loose 1d3 days of rations or waterskin
18-19	**Debility**: Take 1d4 ability damage due to muscle strain (STR), concussion (INT), or exposure/illness (CON)
20	**Find a magic item** (**Magic Item Type** table, OSE) in the effects of a dead adventurer, floating in mid-air, at the bottom of a well, beneath a nesting goose, etc.

66R Encounter Seeds Table (Optional)

Use the table on the left if you need whimsical inspiration for a scene or encounter.

- **Roll d12 (down) and d6 (across).** Begin your descriptions with "You see…"
- If the result does not spark your creativity, try combining the results here with a rolled **wilderness encounter** (see above).
- It may help to generate 2-3 random results and let your imagination form connections.

Fairy Strangeness Table (Optional)

This table expands upon the categories from the **strangeness** column of the **Environment Table** (p.12). Roll 1d20 under the appropriate column.

Fairy Strangeness Table

d20	Colors	Materials	Shape	Size	Sounds	Smells	Textures
1	Alabaster	Bark	2-D	Baby	Babble	Acrid	Blistered
2	Black	Bone	Aerodynamic	Compressed	Caterwaul	Ambrosial	Crystalline
3	Butter	Chain	Angular	Contorted	Clatter	Coppery	Diaphanous
4	Canary	Feathers	Asymmetrical	Cramped	Dulcet	Delicious	Enameled
5	Corn	Flowers	Bubbles	Diminished	Grinding	Earthy	Fibrous
6	Daffodil	Furry	Crooked	Elongated	Gurgle	Fetid	Filigreed
7	Daisy	Grass	Cubist	Flat	Howling	Floral	Flawless
8	Emerald	Hollow	Dentate	Heavy	Lilting	Heady	Gelatinous
9	Frost	Lace	Dissected	Humble	Melodic	Intoxicating	Gnarled
10	Honey	Leaves	Escher	Humongous	Muffled	Medicinal	Honeycomb
11	Ivory	Pine Needles	Faces	Immense	Plaintive	Musty	Inlaid
12	Juniper	Porcelain	Fractal	Mammoth	Pulsating	Nauseating	Knobby
13	Lemon	Powder	Knotted	Microscopic	Raucous	Odorless	Knotty
14	Moss	Rot	Needle	Miniature	Rumble	Piquant	Liquid
15	Mustard	Sewn	Organic	Petite	Thundering	Pungent	Rusty
16	Olive	Skin	Sinuous	Puny	Tinkle	Rancid	Sculpted
17	Pearl	Talons	Swirls	Slight	Tumultuous	Ripe	Serpentine
18	Pickle	Teeth	Swollen	Stunted	Whirr	Savory	Serrated
19	Pine	Thorns	Symmetrical	Vast	Whisper	Smoky	Weathered
20	Pistachio	Translucent	Wispy	Wee	Yelp	Stuffy	Webbed

Road Encounters

The party encounters a creature on the GGR. By this step you know the terrain and general environment (weather, etc.). Once the referee determines the nature of the encounter using the procedures below, use the guidelines found in **Old School Essentials** to resolve the encounter.

Determine Road Encounter

1. Roll on the the appropriate OSE encounter table based upon the **terrain**, p.11. (See, ***Encounter Tables, Old School Essentials.***)
   - ➢ You may always use the **Green-Golden Rade Encounter Table** rather than the standard terrain encounter table in OSE.
   - ➢ **Terrain with water features:** The referee may wish to use the **Lake** or **Ocean** (if appropriate) encounter table from OSE rather than the normal terrain table.
   - ➢ **Underground Terrain:** Subterranean encounters here use the **Dungeon** encounter tables from OSE. Basic groups roll 1d4 for the dungeon level. Expert parties roll 2d4 to determine the dungeon level encounter table.
   - ➢ **River Terrain:** The referee may use either the **river** or **ocean** encounter table from OSE.
2. (**Optional**) Roll on the **GGR Encounter Actions Table** to get an idea of what the monster is doing when encountered. This may suggest another monster (e.g. Fleeing). If so, roll again on the same encounter table to generate the second monster.
3. (**Optional**) Consider rolling on the **GGR Encounter Seeds** table (p.13) to use with the encounter rolled above or as separate inspiration for an encounter.
4. (**Optional**) If the monster rolled is too generic, consider using the **Feytouched Monsters** (p.27) guidelines to create a fairy version of the creature.

Green-Golden Rade Encounter Table

d20	Encounter	d20	Encounter
1	Bugbear (2d4)	11	Noble (2d6)
2	Centaur (2d4)	12	NPC Party (1d10)
3	Doppelgänger (1d6)	13	Ogre (1d6)
4	Dwarf (2d10)	14	Owl Bear (1d2)
5	Elf (2d10)	15	Pixie (5d8)
6	Gnome (4d6)	16	Sprite (2d6)
7	Goblin (4d6)	17	Thoul (1d10)
8	Harpy (1d8)	18	Treant (1d4)
9	Hobgoblin (2d6)	19	Troll (1d4)
10	Merchant (2d10)	20	Unicorn (2d4)

Foraging

When foraging during a rest, a PC has a 2-in-6 chance per day of finding enough food for 1d2 human-sized beings. See **Accidents** (p.21).

If the referee allows secondary skills or expanded classes, such as the barbarian or ranger (**OSE Advanced Fantasy** or similar systems), consider improving this chance to 4-in-6.

Foraging — Fairy Herbs

On a successful foraging roll, the referee may substitute one of these fairy herbs for a found ration. Roll 1d6.

1. **Nectar Cups:** drinking the fresh nectar from these cup-like flowers heals 1d3 HP but gives the wielder a delicious scent for 12 hours, to insects and other pests.
2. **Witch's Thimble:** The plant produces 2d6 cone-shaped flowers. If a PC places one on each finger of a hand, it acts as having drunk a Potion of Human Control. If they place less than 1 per finger, it acts as having drunk a Potion of Delusion. The magic fades from plucked flowers after 1d6 hours
3. **Elfenleap Bush:** Fairy folk prize flutes fashioned from its branches. This bush also produces edible multi-colored berries. After eating, the user has a 3 in 6 chance of flying each time they move, for up to 30'. The wise recommend landing, after each "burst" of flight, but a user can choose to push their luck. This lasts for 1d6 hours.
4. **Fairy Butter:** gelatinous orange fungus that will heal burn or cold damage (roll 1d10 HP). Although the butter smells good, if eaten, you must save vs. poison or fall into a fitful sleep for 4d6 hours.
5. **Grave Lily:** The wispy white flowers (1d3) look like skeletal hands. A PC can make a dried flower into a tea. If the PC drinks half the hot tea and then pours the rest over a grave, they may ask the dead occupant's sprit a question. The PC will take on a pale, necrotic aspect. For the purposed of magical attacks and powers, treat the drinker as if they were undead for 1d6 hours after consumption.
6. **Eyebright** is an herb with small white flowers that feature purple streaks and a splash of yellow near the center. The juice from the herb confers infravision 60' for 1d6 turns. During this time the user suffers -1 to saves in bright light.

Refereeing Rest

If a party chooses to rest rather than travel, individual party members can take many different actions. Keeping up a watch schedule is always good idea.

Wandering Monsters: There is a 1-in-6 chance that a wandering monster may interrupt the party's rest.

Fairy Sleep: If no wandering monster occurs, then there is a 1-in-6 chance that the **fairy sleep** may come upon the party.

Resting

The PC takes no strenuous activity. They may keep watch, but fighting, exploring, foraging and hunting means the PC gains no benefit from rest.

A PC must rest after every 6 days of travel or suffer fatigue (see **Penalty**, below). A party may also choose to prolong their stay in an area to gain the benefits of resting, though there is always some danger on the GGR.

Penalty for not resting: If characters press on without resting, they suffer a penalty of –1 to hit and damage rolls until they have rested for one full day.

Long Travel Legs: A result of 5- on the **Travel Table** can inadvertently push the party beyond 6 days of continuous travel. Instead of making them automatically fatigued, the referee should assume the entire party spent one of those days resting, gaining the normal benefits of healing.

Healing: For each full day of complete rest, a character recovers 1d3 hit points or one ability point, player's choice. If multiple abilities are damaged, have the player choose which damaged ability heals. If the rest is interrupted, the character will not heal that day.

Resting — Fairy Sleep

Fairy Sleep: The first PC who suggested the rest (or determine randomly) makes a save vs. **Paralysis** for the party to avoid the fairy sleep. The fairy sleep will affect races that do not need normal sleep, such as elves.

- **On a natural 20**, the party awakes from their sleep completely refreshed. Heal all damage, players may re-roll a failed save for any ongoing magical curse or deleterious effect. Strangely, no time seems to pass; PCs do not need to eat or drink.
- **On a success**, they rest normally.
- **On a failure**, the group sleeps an extra 1d4 days. PCs are not aware of the passage of time until it is over but do still receive the natural benefits (like healing 1d3 hit points or 1 point of a damaged ability). PCs consume 2 rations upon awaking, no matter the length of sleep.
- **On a natural 1**, the party has slept for 1d20 years! They awaken with overgrown hair and nails. Time has ruined all perishable equipment (or is long stolen), clothes are moth-eaten, grass has grown over the PCs, etc.

Reminder: Time spent on the GGR, while real to the PCs, has no relation to the time that passes in the mortal world (see **Only Three Days Have Passed**, p.6)

Monster Reactions

The Green-Golden Rade is a place of chaos where lawful individuals should never feel completely welcome. A referee should apply a -1 to the **Monster Reaction Roll** when they are unsure of how a creature may react to lawful PCs.

Number Appearing (NA)

The GGR is not a true wilderness. While a referee may use either value listed (dungeon or wilderness) under number appearing (NA), dungeon is more appropriate.

- **Lairs:** The referee may always make their own call, generally there is a 1-in-6 chance that a monster is at or near its lair on the GGR.

Toll as Treasure

Toll, like a magic item in OSE, is essentially priceless. Deciding when and how to parcel out Toll will determine how long a party stays on the GGR. The referee is the best judge of this, but here are some starting guidelines:

- **Risk:** There should not be any Toll without some form of risk/challenge/loss (see **A Toll of Tears & Blood,** above). Toll are not just laying about…
- **Rarity**: Finding more than 1 Toll, along with any other treasure, is rare. The situation or campaign needs can change this, of course.
- **Magic:** You may decide to award Toll whenever you might reward magical treasure. Toll would be most common in types A-I, U and V (see ***Treasure Types*** in ***Old-School Essentials***). We suggest a flat 50% chance of 1 Toll.

GGR Encounter Actions Table

d20	Encounter	d20	Encounter
1	Cleaning/Grooming	11	Marching/Questing
2	Arriving on GGR	12	Napping/Relaxing
3	Building/Creating	13	Negotiating
4	Cooking/Eating	14	Recovering/Dying
5	Entertaining/Playing	15	Setting up Shop/Marking Territory
6	Fighting	16	Sleeping/Keeping Watch
7	Fleeing/Chasing	17	Starving/Diseased
8	Guarding	18	Trapping/Escaping
9	Having an Accident	19	Wandering/Lost
10	Hunting/Foraging	20	Worshipping/Ritual Magic

Camp Encounters

The party has an encounter after they have encamped for the day. Use the same rules as for **Road Encounters** to determine which encounter table to use.

➢ **Watch:** If the party has set up a watch schedule, the guard should have a chance to detect the presence of any monsters.

Reaction & Motivation

You may use the **Monster Action Table** and/or a **Monster Reaction** roll as per **Road Encounters.** The creature's motives for approaching camp should affect the encounter. Roll 1d4.

1. **Attracted to the noise**, lights, smells of the campsite or the location of the campsite.
2. **Stalking** the party for nefarious reasons (food, loot, etc.).
3. **Following** or approaching the party out of curiosity, need or fear.
4. **Traveling**, the monster runs into the party on its travels.

Hazards

The party runs into a unique danger, that may be a mere inconvenience, or in the case of **The Wild Hunt**, might just end their travels on the Green-Gold Rade.

➢ **Accidents:** See the entry under **Refereeing Rest**, p.19. Random PC has an accident, roll on the **Accident Table**, p.21.

➢ **Fairy Lure:** See the entry under **Refereeing Rest**. Randomly determine a party member to face that challenge

➢ **Fairy Sleep:** See the entry under **Refereeing Rest**. Randomly determine a party member to roll vs. Fairy Sleep.

➢ **Traps:** The party stumbles into a trap, see next page.

➢ **Uncommon Encounter Table:** Roll on the listed encounter table (see **Encounter Tables** in **Old-School Essentials**).

➢ **The Wild Hunt:** PCs hear the approach of the huntsman. See the section on the **Wild Hunt**, p.33.

Hazard Table

d6	Hazard
1	Accident
2	Trap
3	Fairy Lure
4	Fairy Sleep
5	Uncommon Encounter Table
6	The Wild Hunt

Uncommon Encounter Table

2d6	Encounter Table (OSE)
2	Dungeon Level 6
3-5	Dungeon Level 4
6-7	Dungeon Level 3
8	Dungeon Level 2
9-11	Prehistoric
12	Dungeon Level 8

Traps

Every time a character makes an action that could trigger a trap, there is a 2-in-6 chance of the trap being sprung (see **Traps**, **Old School Essentials**). Most traps are aimed to kill prey animals, or immobilize them. There is a 3-in-6 chance that some creature will come investigate a triggered trap in 1d4 turns. Roll on the **Human** or **Humanoid** sub-table for the terrain to determine who investigates.

1. **Deadfall**: A trigger causes a large rock or log to fall on the character. ❗1d4 x d8 damage (size of the deadfall). Character may be pinned beneath the deadfall.
2. **Glue:** The character moves across a surface with resin or glue, eventually becoming trapped. ❗ Save vs. Paralyzation or the PC cannot move. Alcohol normally dissolves the glue.
3. **Grip Trap:** These traps snap shut over feet, sometimes with toothy jaws. They are chained in place and built so that the trapped creature cannot flee or free themselves. ❗ 1d12 damage.
4. **Magic:** Disturbing a magic rune causes a random Arcane spell to fire off aimed at the PC. ❗ 1d6 for spell level, 1d12 for spell (re-roll if not applicable).
5. **Pit Trap**: Trap consists of a concealed pit, sometimes lined with spikes. ❗1d3 x 10' deep, 1d3 x 5' wide, 1-in-6 to have spikes (+1d8 damage), 1-in 6 chance the trap may be able to re-set itself.
6. **Snare**: These traps bind limbs in a noose, and sometimes lift the victim above the ground, making freeing themselves next to impossible. ❗ Simple 1d3 damage, lifting 1d4 hp and 1d2 dexterity damage.