
The Green-Golden Rade

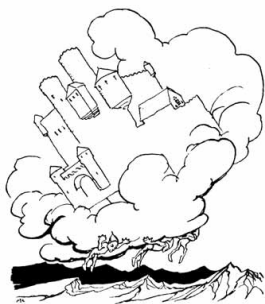


Vol. I, No. 1

MOTIVE

March 2019

Motivations



MOTiVE is my first ‘zine in almost two decades. I hope you like it. The “plan” for **MOTiVE** is to produce about four issues a year as part of a single volume covering a one topic. Yes, there will be some digressions, but I plan to stick to one central theme and then move on to something different in the next volume of **MOTiVE**, maybe very different — say from faeries to cowboys maybe?

MOTiVE’s first volume will explore the **Green-Golden Rade** – a fantastic realm of doomed faerie magic appearing as a *nearly* never-ending road. As such I am using my go-to fantasy system of choice: **Dungeon World**. I may tack on some related fey material that is not necessarily set in the realm of the Green-Golden Rade, but should be of help telling its stories.

Why “motive?” Primarily this ‘zine’s purpose is to get me back into the habit of writing for an audience and a deadline. I founded and ran an amateur press alliance (APA) back in the early 1990’s also called **MOTiVE**. Our motivation was to break into freelancing in the gaming industry, and while **MOTiVE** did not survive the rise of the internet, I am happy to say it helped launch several of its members into professional writing gigs.

Thanks for reading. I hope that **MOTiVE** and the Green Golden Rade inspire fun at your gaming table!

– Wayne Peacock (zinemotive@gmail.com)

Table of Contents



The Green-Golden Rade (<i>history</i>)	4
Fey, Fay, Faerie, or Fairy? (<i>themes</i>)	5
Impressions	6
Legends of the Path (<i>character backgrounds</i>)	7
Way of the Rade (<i>entering the GGR</i>)	8
Forward, Only Forward (<i>navigating the GGR</i>)	10
Vanguard (<i>move</i>).....	11
Three Day Passage (<i>leaving the GGR</i>)	11
Paying your Toll (<i>move</i>).....	12
The Stelae	13
A Toll of Tears & Blood (<i>paying the toll to leave</i>).....	14
Eventful Journeys (<i>travel measured in events</i>).....	14
Three Event Seeds.....	15
The Alluring Cavalcade (<i>example event</i>).....	16
The Cobbler (<i>example event</i>)	18
Amber Hobnail (<i>magic item</i>)	19
Danse Macabre Troupe (<i>example event</i>)	20
Flute of Bone (<i>magic item</i>)	22
Acknowledgments	23
Next Issue	24

The Green-Golden Rade



The Green-Golden Rade is a fey realm in the form of a road (or rade, horse-path) that can connect any locations. Terrible fey nobles placed the hearts of unrequited lovers in amber stelae as its milestones when it was fashioned by the labors of their enchanted slaves. These beautiful and capricious lords then called the Green-Golden Rade forth to travel into the arms of their lovers, or arrive behind the defenses of their most hated foes. 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. 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.

Fey, Fay, Faerie, or Fairy?

Who are the fey? You will need to put some forethought into that. Most importantly, question your players and use their answers to work out how this concept of faerie will coalesce in your world. You'll want some ambiguity, but you need cogent, meaningful themes to build upon. Here are some to keep in mind. Add, subtract and modify the list as your game develops.



- ✦ Faeries are tied to the natural world, and its seasons
- ✦ Some fey are associated with death or undeath
- ✦ Fey are great seducers, muses, and generally artistic
- ✦ Faeries, like demons and devils, are bound by agreements, but not by their *intent*
- ✦ Faeries have *gaesa* — strange prohibitions or obligations (singular, *geas*)
- ✦ Faeries often exist in two worlds or travel between worlds
- ✦ They have a complex and idiosyncratic relationship with time
- ✦ They *are* magic
- ✦ They are mercurial and yet often creatures of habit and tradition
- ✦ There are rustic, ancient primal faeries
- ✦ There are effete, refined but twisted (Machiavellian) fey
- ✦ They like to meddle in the affairs of other races
- ✦ They keep to their own, jealously so
- ✦ There are often competing factions or courts centered around abstract concepts or natural phenomena

Impressions



- ❖ Cobblestones that shift from worn granite to the tops of children's skulls to luminous pearl
- ❖ A narrow, but miles deep defile 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
- ❖ Running off to the right side of the path merely returns one to the left side
- ❖ A windowless tower of green marble appears every morning far to one direction
- ❖ 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
- ❖ The path leads under a bridge that stands alone, no road to either side
- ❖ Signs that a great herd of huge cloven-hoofed beasts have crossed the trail, mowing down oaks and leaving human-sized prints
- ❖ Fog that rings like bells or tears like lace when you pass through it
- ❖ The smell of wet leaves and licorice
- ❖ Your footfalls sound hollow on the loamy soil

Legends of the Path

You could insert the Green-Golden Rade between beats of your own campaign – perhaps as a desperate option when the players must get from one place to another in a few days without an obvious means to do so. Maybe an entrance to the road appears in the doorway to the captain’s cabin aboard a sinking ship? Remember, the road *wants* travelers, the more desperate the better. Another option is to insert the story of the rade into the backstory of one of the PCs early in the campaign and prompt the player to lean into it.

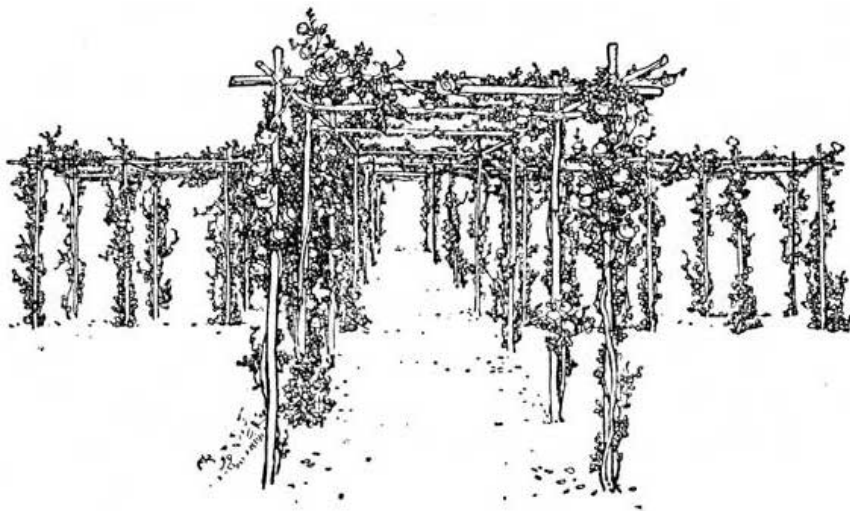
These questions can be asked of any character:

- ✦ Not long ago you saved the life of a fey creature and it gave you an amber hobnail for “your most desired travels.” What was that creature like and why is the memory of the encounter still disturbing?
- ✦ Who have you missed from your past recently? What place sparked that memory?
- ✦ What kind of creature do you most fear?
- ✦ What is your most painful regret?

These should be asked to any who have previously traveled the Green-Golden Rade:

- ✦ How have the travels along the rade permanently, if perhaps subtly, marked your countenance so that a fey or fellow traveller will notice? Green flecks in the eye? Ever so slightly pointed left ear? Golden tips to your nails? A white stripe in your hair?
- ✦ Who lost the most along the Green-Golden Rade? (That person finds the amber hobnail in their pocket or pouch).
- ✦ Somewhere along the Green-Golden Rade you heard of another fey road. What was its name?

The Green-Golden Rade



Way of the Rade

A copse of ragged trees catches your eye as it is blown and twisted by a mighty snarl of wind, scattering leaves into the iron-grey sky. It may be a lonely hummock, a forested graveyard, a city park, part of an orchard, or even a mushroom forest in the underworld. The dense vegetation seems to form a wall, but then you catch sight of a tiny game trail. No, it is wider still, a path. Actually, after rubbing your eyes, you see that is a wide but deeply rutted road. Rich, dewy grass grows between its cobblestones.

While the entrance to the road can have many forms, the way itself most often appears as a forest path, deeply rutted due to ancient travel, though the grass that grows between the infrequent cobbles or the moss that covers them betrays that none have passed in many years. Sometimes the path is wide, large enough for many wagons to pass side-by-side,

The Green-Golden Rade

other times it narrows or involves steep pitches that would foil any wheeled cart. The woods fade between all varieties of forest — jungle-like viny rainforests, frozen taiga, alpine, or steamy southern pine. More fantastic realms occur abruptly — forests of huge waving translucent kelp, psychedelic neon woods of snoring treants, or thickets of purple thornwood lit by gigantic impaled glow worms. Or, a group might awaken to find themselves shrunk to mouse size, or turned giant - towering above mighty redwoods like blades of grass. Sometimes the path runs through settlements, some ruined, some occupied. The stars are wrong and move in sliding bands or dance about unnaturally; moons of various form flit through the sky. Eventually themes emerge. A day on the road is dominated by morning and evening light and the most common seasons are gilded fall and emerald spring...

Serendipitous Entrances

- ✦ A thief robs a party member and flees via the Green-Golden Rade leaving an entrance available if they give chase quickly enough.
- ✦ Characters help out a fey creature, perhaps in the past and when they they need it most, she appears and opens the way for them.
- ✦ An arcanist or sage, gives them the knowledge of the Green-Golden Rade in trade. Along with some misinformation...



The Green-Golden Rade



Forward, Only Forward

The road always beckons you forward. Thirsty? There is a sound of a babbling stream just around a corner. Hungry? The smell of game roasting just ahead, see the smoke? You can go forward, but never backward when traveling the Green-Golden Rade. Even turning around and marching back, is just the same.

Travel along the road is measured in *events*. Each character needs to lead the others at least once while traveling along the road. Most events will give characters the chance to earn their Toll, but also a measure of danger and loss. Toll is the only currency which can purchase a way off the Green-Golden Rade. Uneventful travel may be “safe” and even desirable as a means to recover, but ultimately never leads to

The Green-Golden Rade

an exit. Fortune rules along the Green-Golden path, boldness and sacrifice are rewarded. Prosaic travel on the road merely leads to a lingering death. As such, use a modified version of **Undertake a Perilous Journey**. The *quartermaster* and *scout* moves function normally. Along the Green-Golden Rade there are no *trailblazers* as the way is known, but each character must take a turn as the *vanguard*, the party's leader who initiates travel.

VANGUARD

When you lead the way along the Green-Golden Rade either by yourself or at the head of a group, roll +CHA.
*On a 10+ you have an *eventful* journey *On a 7-9 you travel for 1d6 days, mark rations accordingly.

Possible GM Hard Moves:

- * Characters wander into a Dead End
- * Characters become separated
- * Characters encounter the Wild Hunt

A Toll of Tears & Blood

Loss and hardship along the road will earn its travelers small teardrop shaped stones of amber, called Toll. Most travelers have to pay one Toll to leave the road. Toll is valuable and a currency among the denizens of the road, so holding onto your Toll can be problematic. These can be fitted into the openings on a stela to pay your Toll to depart the road. Once

The Green-Golden Rade

each person in a group has paid, the group may step off the Green-Golden Rade.

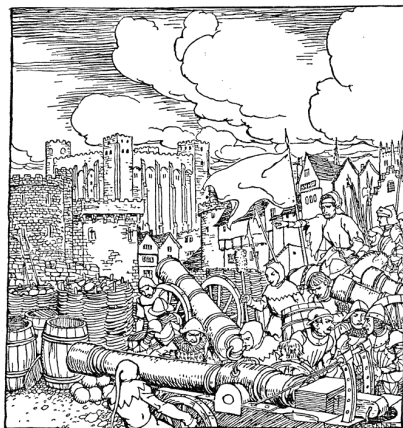
When you pay your Toll to the Green-Golden Rade

roll +Toll. ★On a 10+ you can chose exactly your location and the time of day you arrive, ★on a 7-9 your journey ends unexpectedly. Choose 2 from the list below:

- ❖ Your arrival does not create a commotion
- ❖ You do not arrive a bit off course
- ❖ You do not leave something behind

Possible GM Moves:

- ❖ Your path leads into a river's ford or in the middle of a driving storm
- ❖ You are disoriented: you enter into the pitch black of a moonless night
- ❖ Hoping for concealment, you arrive on high noon of a cloudless day
- ❖ You are deposited inside a, gaol, dungeon or ruin
- ❖ You turn up in the midst of a battle

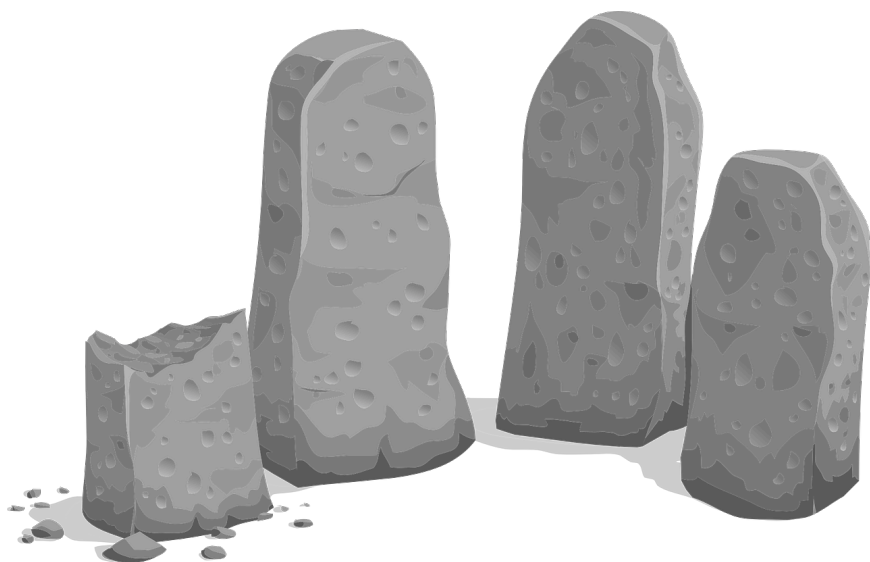


Note: The rade looks favorably on those who pay more Toll than the minimum.

The Green-Golden Rade

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. Some are hidden by 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 will find that the center of each translucent stela houses a clot of blood and tissue. The surface of the amber is pitted with small tear-drop shapes that Toll may be fitted into.



The Green-Golden Rade

A Three-Day Passage

A trip on this road takes three days, no matter the distance covered or time spent on the road. Some travelers spend years on the road, only to find that three days have passed since they entered. Others travel swiftly, covering thousands of leagues seemingly in hours – only to discover that three whole days have passed.

After paying your Toll your next steps take you off the fey track and you find yourself in a crossroads or having stepped out of a foreign archway. Other than the small whirlwind of green and golden leaves behind you, there is no sign of the Green-Golden Rade.

Eventful Journeys & Diversions Along the Way

Below and in the following issues of the Green-Golden Rade you will find a few set-piece events to spring upon the travelers. The GM should use the answers to the questions above to add any encounters that may match a desire of the player – especially desires connected to locations or people they are passionate about. Remember that many strange beings may use the rade for their own purposes and those travels may follow their own logic. Who knows, perhaps some few entered the path long ago and never left? Many were once folk from the land the character's know, others come from realms infernal, fey or foul the road touches.

The Green-Golden Rade

Three Event Seeds

1. A doorknob in the middle of the road opens to a stairway leading to a hidden road on the underside of the rade.
Who or what walks on it? Why?
2. The Stelae Keeper, going about her business...
 - a. ...refilling the blood and tears.
 - b. ...righting and resetting fallen stones.
 - c. ...cleaning and singing to the stones which moan and coo in response.
3. A cursed being who must pay an impossibly high toll to leave the road. What did he do to provoke this fate?



The Green-Golden Rade

The Alluring Cavalcade

Distantly, through the trees to one side of the Green-Golden Rade you see a soft silvery light which grows ever-brighter as noble faerie riders, wagons and carriages begin to pass by. Their solemn beauty brings tears to your eyes and you are gripped by a desire to follow in their wake.

When you see the noble faerie host roll +WIS. ★On a 10+ you share a tale of lost beauty and an amber teardrop falls from your eye (gain 1 Toll), ★on a 7-9 you catch sight of someone you lost following in its train. Explain who that is and choose two from the list below.

- ✦ You do not drop your possessions and rush to join the train.
- ✦ You do not rush forward and toss whatever you have in your hands and all of your rations into one of the faerie supply wagons to help support them.
- ✦ You do not shout your name to one of the Faerie chroniclers who records in a book of made of pressed spider's web and the hair of the stillborn.

The faerie procession cannot be interacted with, but can be joined. Permanently.

Note: You may wish to use this event should a character attempt to explore the verge of Green-Golden Rade by herself.

The Green-Golden Rade





The Cobbler

You hear hammering and swearing, and just around the corner you see a boot as big as a house. Seated to one side is a wizened creature who is hammering nails into a shoe. All

The Green-Golden Rade

about his workbench are scraps of leather, bits of cloth and pots of dye or polish.

This is Cordwainer Zu Strecke, the shoemaker. None know if he is goblin or man. Cordwainer has come to an understanding with the Green-Golden Rade, though how he struck it is a secret he has never shared with a traveller.

Many who pass need shoes, and Cordwainer seems to have an exclusive contract. A pair of his shoes costs 5 coin plus a confession or secret. He is not beyond barter - as can be seen by the shoe he traded a cloud giant to live in, but he will also accept Toll, which he uses to fashion special hobnails. Each of the shoes he sells has a false heel, containing an amber hobnail.

His shoe-house is filled with all manner of items and any can attempt a Supply move here, but must include one Toll.

Should anyone foolishly attempt theft or violence upon him, an enormous blue leg wearing one of Cordwainer's best boots will descend from a cloud and crush the offender.

Treasure: anachronistic shoes, supplies, information, an amber hobnail

Amber Hobnail

0 weight

This tiny piece of amber holds a minuscule drop of blood, a thorn and a green seed. The amber hobnail is a magical key which can open a portal onto the Green-Golden Rade. It summons an entrance to the Green-Golden Rade if the owner, or even a traveling companion, expresses a great

The Green-Golden Rade



desire to be somewhere else and then moves through some kind of portal. When its owner walks onto the rade with the hobnail, their traveling companions are likewise transported to the rade. If they can escape the rade, they will exit at the place they named originally.

If the nail is thrown away or destroyed it reappears in the foot of the owner at a very inconvenient time, causing a random debility until removed. It can be freely given to another as a payment for a life-debt as long as its true powers are not revealed.

Danse Macabre Troupe

You probably hear them first -- distant bells then something clicking like castanets, the odd drumming noise, nothing quite in time, but disjointed and cacophonous. Then the dead round the bend, dozens of them of all sizes and races dressed in garish mummers' costumes, faded

The Green-Golden Rade

adventurers gear, peasant rags and rotted ball gowns, all boney jazz-hands and mortifying pratfall acrobatics. You feel it in...well...your bones, the desire to dance all your flesh off.

The Danse Macabre Troupe has gamboled the rade since its founding when a vengeful piper led the kids away from a bunch of skinflint villagers. Sometime into his forty-second refrain the loathsome bard died, but the magic kept on, even though no lungs push air through the flute. His is the oldest skeleton, carried now on a mummer's pole, just a torso holding a bone flute. Until the flute is pried from its hands the dance will continue.

Characters must continually resist the call of the dance while in sight or hearing of them (defy danger WIS). The skeletons will fight back if attacked though it may look like an out-of-control, if murderous, dance number...

Treasure: 4d6 coin, the Flute of Bone, 1-2 Toll

Danse Macabre Troupe

Horde

Mosh (d6 damage)

5 HP

1 Armor

Close

Left foot, right foot, kick, stab. *Instinct:* To dance

- ✦ Protect the flutist with their very bones
- ✦ Avoid a blow with a ludicrous, yet grotesque dance step
- ✦ Reconstruct from miscellaneous bones to dance again

The Flute of Bone

The flute looks like seven hollowed-out finger bones woven together with copper wire. The flute's off-kilter finger-holes are lined in silver. It is said the the flute is fashioned from the index fingers taken from each of the Seven Bards of Hell.

When you play the Flute of Bone pick an audience and roll +CHA. ★On a 10+ the audience Close to you will join in and follow you anywhere for as long as you continue to caper and play the flute, ★on a 7-9 choose one:

- ✦ They don't grumble and shout for help
- ✦ It only affects half of your audience
- ✦ You don't sacrifice one Constitution to the flute.



Acknowledgements



- ✦ **Sage LaTorra & Adam Kobel** for **Dungeon World**
- ✦ **D. Vincent Baker & Meguey Baker** for **Apocalypse World**
- ✦ **Ray Otus** and his Plundergrounds 'zine and podcast
www.patreon.com/rayotus
- ✦ **Michael Prescott** for Trilemma Adventures
www.patreon.com/adventures
- ✦ **Logan Howard's** Sword Breaker 'zine and podcast
swordbreakerpress.com
- ✦ **Mark Tygart's** inspiring Dungeon Starters and adventure conversions
- ✦ **Goodman Games' Dungeon Crawl Classics** community for the joy of it all
- ✦ **The Gauntlet Community** for bar raising
- ✦ **The Anchorite OSR Community** for encouragement, especially Colin Green's excellent **Spikepit** podcast
- ✦ **My Family:** Kim, Emma, Nathan, Copper, Shadow, Max

Additional Material, Editing & Feedback

Michael Schapira, Stewart MacWilliam, Mark Zimmer

Artwork by Arthur Rackham

Standing stones on page 11 by OpenClipart-Vectors via pixabay

All images are in the public domain.

Fonts

COPPERPLATE, Georgia and Luminari

MOTIVE

Issue number two will continue exploring *The Green-Golden Rade* this coming June:



- ❖ More encounters and events
- ❖ Dead Ends
- ❖ Menacing puppets
- ❖ Goblin markets
- ❖ Faerie lore
- ❖ The Enchanted compendium class
- ❖ More monsters and maybe (a) sick lute

