
The Green-Golden Rade



Vol. I, No. 2

MOTIVE

June 2019

Motivations

Greetings and thanks for journeying along the Green-Golden Rade with me again! This quarter's issue has a lot to expand the usefulness of the Green-Golden Rade in your game.

We start with some GM advice, new options and some helpful lists of magic items. I've included the Wild Hunt that I hinted at in the vanguard move writeup last issue. It is a hard move, though you may find other opportunities to use it.

Next are some event seeds and five detailed events to engage the players — hopefully a nice mix of action and pathos. To add another way to entwine the characters' lives into the Green-Golden Rade, there is a new compendium class, the Enchanted.

The largest section covers dead ends - the pocket dimensions that often act as traps for unlucky travelers. One of these, The Inn of Seven Tales ranges into eastern mythologies for faerie inspiration.

I would love to hear from you if you have any feedback. Especially if you have used elements of the Green-Golden Rade in your games! If you find some holes you want paved over during the last two issues of the Green-Golden Rade, you'd better let me know soon. I look forward to hearing from you.

See you in September for issue number three.

— *Wayne Peacock* (zinemotive@gmail.com)



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Elements of The Green-Golden Rade

Here is a little reminder about the nature of the Green-Golden Rade. For more detailed information, see issue #1 of MOTiVE.

✦The GGR is a faerie realm that exists as a road — a long, narrow pocket dimension that only extends onward.

✦The road is a place of the High Faerie Magic — it is wondrous, but capricious and dangerous. Travel on the road is likely to change the

characters forever — both in terms of the fiction and perhaps mechanically.

- ✦ This road can connect any two places of any distance. By default three days will have passed between entering and exiting the road, no matter the distance you have traveled, or time spent on the road. So you could enter the road on a sinking pirate ship, and emerge on the other side of the world. Three days will have passed since the ship sank, even though the party may feel the burden of days or even decades spent on the GGR.
- ✦ Characters must earn a Toll, a magical token, to exit the road. This is only earned via risk and usually sacrifice. Toll must be placed into stone stele which dot the verge of the GGR. To exit together the party must pay their toll together.
- ✦ Travel is measured in Events — opportunities to earn Toll. Those who do not play the GGR's game die of starvation or fall prey to the many creatures that are bound to it. Playing the game has its own costs.
- ✦ The GGR has a will of its own, and can open doorways to itself to those who are desperate, or whose nature aligns with the mercurial nature of the road.

Economics of the Road

Money from hundreds of kingdoms lies alongside the ragged bones of its former possessors and spills out of purses now rotten with age and disuse.

Coin does not hold much value for most denizens of the GGR. Few know how to journey to worlds where it can be exchanged for goods or services. The merchants of the Goblin Market (q.v.) still see value in Coin since they travel between goblin markets in many times and places. Some creatures still value any trappings of wealth, consumed by insatiable greed or just habit.

A Baker's Dozen Faerie Treasures

The magic of faerie permeates the long-lost items of the GGR's victims. Many now exhibit wondrous, if disturbing behavior.

1. Coins that roll, spin, flip and/or stack themselves. **2.** Arrows that always hit a target but never foes. **3.** Toys that mimic how they might have been played with (soldiers that march, dolls that laugh or cry, tops that spin). **4.** A wineskin that always and only has one drink left. **5.** Gems that turn into leaves or stones when taken out of their pouch. **6.** Gorgeous clothes that become invisible when worn (just the clothes). **7.** Ballet shoes that cause crippling pain (become Shaky), but allow one to *dance* (not walk) across water and mist. **8.** Cloaks of animal skin or feather that allow one to shape-shift into that animal type, but one risks not wanting to shed your new skin (defy danger Wisdom). **9.** A rusted birdcage whose skeletal bird still twitters and sings when fed blood. **10.** A clasp containing a moving miniature painting of a cannibalistic rite, complete with screams. **11.** Pixie dust in a vial that allows one to fly, but also shrinks one to the size of a sparrow. **12.** A hunting horn that calls forth a pack of black hunting hounds, that will chase the owner if not provided with blooded prey. **13.** A beautiful ebony lute that plays itself beautifully, but for its coughs and sneezes.

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Stranger & Stranger

Many aspects of the Green-Golden Rade are purposely ambiguous to spark your creativity and mimic the realm's mysterious faerie nature. Here are some options to enhance the realm's mercurial and arbitrary features.

Variable Toll

By default it takes one Toll per character to leave the road. Once paid, your very next movement on the road triggers the move to leave — along with any others who have also paid. This means that groups have to hold onto Toll until all can pay or risk separation. Holding onto Toll means that it can be stolen or lost. Run with that.

The GM may wish to increase the base amount of Toll needed to leave, or penalize some characters by doubling or tripling what they need. Being capricious is appropriate.

Random Time

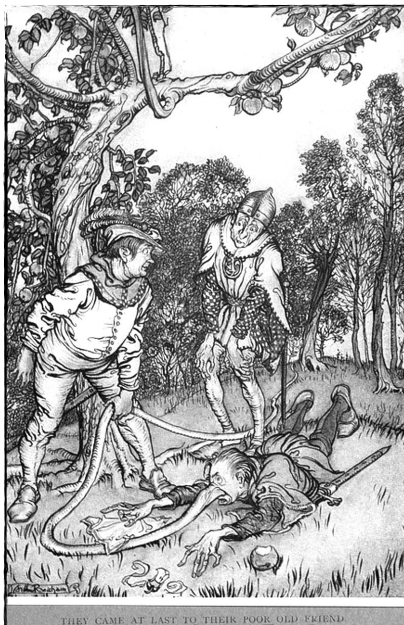
Speaking of capriciousness, you may want to play with the time distortion of travel on the Green-Golden Rade. Instead of three days you can use the table below to randomize the passage of time. (Roll 1d6 to determine each ?d type, then roll 2d6 for the passage of time.)

Random Passage of Time		d? Dice Type	
2d6	Passage of Time	1d6	Die Type
2	d?xd? seconds pass	1	d2 (coin)
3-4	d?xd? hours pass	2	d4
5-6	d?xd? days pass	3	d6
7-8	No time passes	4	d8
9-10	d?xd? months pass	5	d10
11-12	d?xd? years pass	6	d12

GM Moves for the Green-Golden Rade

Here's a list of inspirational GM Moves that illustrate the twisted fairy-tale themes of the GGR.

- ✦ A pixie struggles out of your backpack and flies off with something valuable, leaving a red walnut in its place.
- ✦ A wayward breeze blows a clot of rotten leaves in front of your face and you lose sight of the _____.
- ✦ A pixie band, featuring sad trombone, appears and plays at your failures.
- ✦ You wake up tied to the ground/rock/horse or hanging from a tree.
- ✦ Your ammo has been replaced with cattails/dungballs/candy
- ✦ You catch the eye of an amorous satyr/talking skunk/troll
- ✦ The party wakes up nude and hungover, having just celebrated the wedding of _____ to the creature beneath _____, bedroll.
- ✦ Each morning you wake to find another bit of your body transformed into that of a bear/hound/bovine/goat.
- ✦ You draw your sword to find its blade rusted away as if it aged a century in the blink of an eye.
- ✦ Two party members have their voices switched.
- ✦ After sticking your nose where it does not belong, its tip stays put, no matter how far you venture away — leaving a very long nose trailing through the wood.



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The Wild Hunt

It's just the wind, you think, a storm coming up blowing the leaves, breaking branches, but then the howls and yips of coursing hounds catch in your ear. The once distant lances of light and blasts of thunder from the heavens grow into a continuous thrum of hooves. Behind and above you they ride – now off to one side of the path you see spectral riders and hounds, some headless, impossibly calling without mouths, some holding reigns without hands, or sitting a saddle without legs. They ride nightmare horses, elk with red eyes and bramble horns, or giant rams with odd-numbered eyes and flinty hooves. These are the Sluagh, the Fey Host, the Unforgiven Dead. Once prey, now hunters all...and they are after you. And behind them, driving them, is the looming form of the Horned Man with eyes of green fire and arms laden with silver torcs taken from his foes. His great horn sounds. What do you do?



The Horned Man is a savage faerie lord. His hunt targets the weak, the fearful, and the lost. He prizes bravery, wits and determination – displays of such can cause him to choose other prey.

When you are chased by the Wild Hunt describe how you attempt to prevail and roll +STAT. *On a 12+, hold 2. *On a 10+, hold 1. *On a 7-9, hold 1, but narrate why you take -1 forward due to a mishap or your terror. *On a miss, you encounter the Sluagh. *On a 1-3, also lose all hold.

Party members should roll in turn and narrate the results, pooling their hold. Whomever's turn it is may spend a number of hold. Spend 1 hold and narrate how you render aid – cancelling another member's mishap (-1 Forward). Spend 2 hold and surrender to the Horned Man – ending the hunt for now. Narrate how you join the Fey Host forever. Spend 3 to discover some clue or cache of resources to aid your escape. Spend a number hold equal to the number party members + 2 and narrate the party's escape.

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Sluagh

Horde, Intelligent, Terrifying

Rusty boar spear (d6+1 damage, 1 piercing) 9 HP | 2 Armor

Close, Reach

Special Qualities: *Insubstantial*

Sluagh are the mortal victims of the hunt, condemned to join in the actions of their own murderers. The only respite from their howling doom is the act of the hunt. The kill itself requires that they relive their own death — they share their death rattle with any prey they successfully take. *Instinct: ride down prey*

- My steed dies for me
- Ride across the air as if land
- Cripple my prey

Hound of the Hunt

Use Wight Wolf from Dungeon World, p. 263.



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Gaesa

A geas (pl. gaesa) is a prohibition, ban, or dictum that controls the behavior of many faerie creatures. They are often linked to magical power, boons or curses. Samson's hair and Achilles' heel are also examples, by way of a magical weakness — just as in these cases, gaesa often seem capricious and arbitrary.

Nearly all fey carry some kind of ban or prohibition on their actions. This is legendary at its most interesting for the GM, and it's most irksome for the players. Some geasa are minor, such as never sleeping with bare feet or never drinking from a silver cup. Others are major pains, such as never crossing running water or never sheathing a weapon that has not tasted blood (that can be painful after a lot of shallow cuts on the palm).

Discovering a ban gives an enemy great power over the fate of a faerie creature and so they are guarded with great care. Sharing a ban is a sign of great trust (or stupidity). The power of faerie prevents them from being compelled magically, though tricking a faerie into such a revelation is a time-honored tradition. Cu Chulainn, the hero of the Tain, had a number of bans, several of which were conflicting: he was not allowed to refuse the offer of hospitality, but neither was he allowed to eat the flesh of a dog. When faced with a situation where he was offered dog stew by a host, he was in big trouble.

Persons who travel the Green-Golden Rade may meet faerie creatures that offer to enchant mortals — gifting them with the good fortune of Faerie in exchange for goods and services — conveniently leaving out the fact that gaesa are also part of the deal. (See the Enchanted compendium class later in this volume.) Again, this is understood by faerie creatures — ignorance of this condition just poor form on the part of the victim...

Examples: *Cannot use ____ between midnight and dawn, can never burn a book, must answer truthfully on the third asking, must give aid to any maiden, cannot enter a cemetery*

The Enchanted, a Compendium Class

When you have eaten the food of a faerie realm, and either faced the Black Gate there or kept a blood-bargain with a faerie noble, you may choose Feytouched.

⬡ Feytouched

You are recognized by faerie creatures as being kin. Sometimes this recognition helps, but you also risk being drawn into the politics of faerie. In turn, your link with the fey allows you to discern the presence of faerie magic when in its midst, including evidence as to the means or faction of the fey creature. On a miss, your magical fey nature may be revealed or trigger something the GM will reveal.

You can now adopt a faerie geas and be rewarded with the Luck of the Enchanted. As long as your adopted geas is observed, the character enjoys a measure of good fortune. The character begins a session with 1 Luck. Expend 1 Luck to re-roll a single die (you may take the better of the results). If the geas significantly inconveniences the feytouched character during the game, she may regain 1 spent point of Luck.

Breaking a ban removes any held Luck and the ability to recover Luck — even if the geas is upheld again. Restoring the geas involves negotiating some quest, sacrifice or favor done for a powerful faerie creature.

Advanced Moves

When feytouched characters level up they can choose from the following moves instead of a move from their class.

⬡ Favored

As long as you have 1 unspent Luck, you may call upon your faerie nature when closely studying a person or situation, allowing you to discern realities with CHA instead of WIS.

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◊ Glamour

You can expend one Luck to produce minor illusions, a la the Prestidigitation cantrip.

◊ Oathbound

Your bond with the Faerie realm increases. You can take another geas and hold another point of Luck. Note that you cannot spend more than 1 Luck on a single roll (no matter the number of dice actually rolled).

Here are some more suggestions for gaesa:

Your life and health are tied to a particular animal or tree: the red boar, the dun cow, the white bull. Prohibition for harming or eating a particular type of prey animal: waterbirds, dogs, or boar. Prohibition from refusing aid in a particular situation or in a particular circumstance: cannot refuse a person who asks three times. Prohibition from entering or treading on particular ground: churchyard, widow's home, or wizard's tower. Prohibition on travel: cannot use bridges, cannot pass to the left of a particular monument, or cannot travel every ninth night. Cannot harm someone who knows your true name. Cannot claim treasure on campaign.

◊ Doppelgänger

Required: Glamour



You can expend one Luck to perfectly mimic the appearance of a being you can see or know well. This illusion has no real substance, so simulating a form that is too wildly different from your own will cause problems. (Mimicking a harpy will not let you fly.)



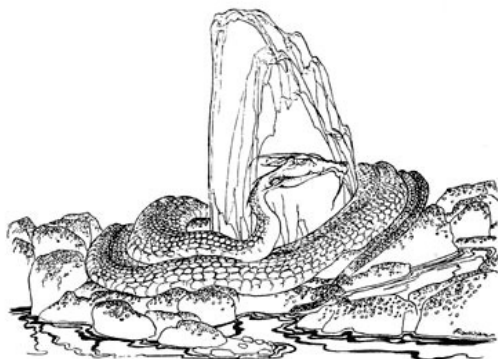
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More Events

Travel along the GGR is measured in events (Motive Issue #1. p. 10). Below you will find several seeds for coming up with your own events and five events that have been fleshed out for play.

Event Seeds

- ✦ You come across a wizard attempting to animate a stele by the use of a special form of Toll.
- ✦ You see a fork in the rade that's wasn't there a moment ago. Where does it go?
- ✦ What if a gang of magical thieves used the rade to pull off impossible heists? Where is their hideout?
- ✦ You encounter the vanguard of an army using the GGR to sneak behind the lines of an enemy. They are searching for particular stele you encountered earlier. As part of the conversation a party member recognizes the battle from their country's past. What do you do?
- ✦ After aiding a starving wretch along the GGR, he reveals himself to be a Faerie Prince. He asks you to free his lover's heart from a stele. (A ban forbids his help.) Unfortunately, the particular stele is guarded by a rather large stoorwyrms. He offers you half of the Toll your party needs as recompense.



The Cyclopien Anchorite

The path divides around a block of red and purple marble roughly 8 feet on a side. The four sides form a towering spire perhaps 30 feet tall. A small window carved into the rock reveals an old woman wearing a black homespun robe. She sits on a bench carved from the rock itself. She is a cyclops, but man-sized. Her pale skin shows faint wood tattoos of eyes that cover all exposed skin. There are no doors just the square window less than a foot on a side. In fact, it look as if her entire living area was somehow carved from the rock itself — though no clue how the woman fitted inside. Her only possessions are a robe, a comb of ivory, a tin cup, a wooden plate and an iron-bound oaken bucket for her waste.

This is Sister Mnemosyne, the road's holiest person, the anchorite. She has taken a vow to never leave her room, but the Sister's curious power allows her to know much more than most who have traveled far and wide. The creatures of the path gift her their memories in return for her favor. Many of these memories are unpleasant, and she will sometimes offer these in trade. If someone agrees to take a bad memory from her, she will gift them one Toll - an amber teardrop from her cyclopean eye. This memory transference is done by sharing a cup of water with her.

Kindly folk who with no precondition offer to refill her cup with water, or best yet, dump her bucket, will be thanked heartily (and gain +1 Forward to either exit or travel along the road.)

Rude folk will take -1 ongoing to either exit or travel along the road. Anyone foolish enough to attempt to harm the sister will gain a random debility. Anyone intent on killing her will succeed, but will then take the good sister's place.

Mnemosyne seems to have a deep and abiding commitment to her task (plight?) and the service she provides. Sister Mnemosyne serves a goddess whom everyone seems to have forgotten, much to her chagrin. She will happily tell anyone about her Lady, but once out of sight, the memory of her goddess will fade.

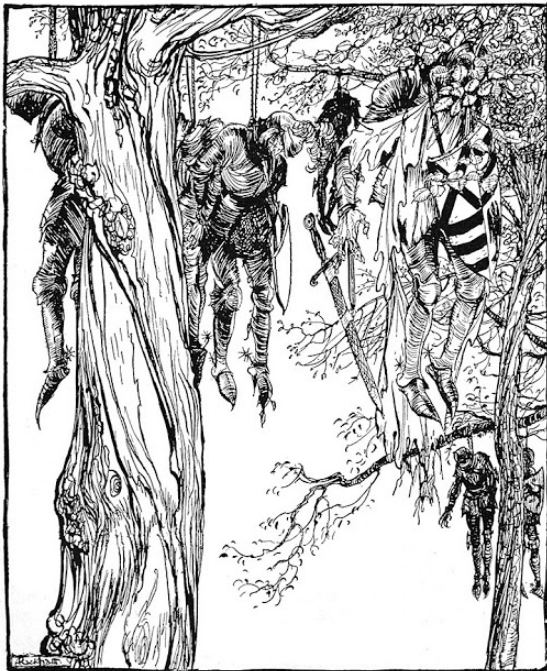
Treasure: information, Toll

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End of the Road

You encounter the remains of travelers — perhaps dead of old age, their clothes in tatters and shoes worn through. Or, a group of warriors who hang from trees like overripe fruit.

This is could just be a moment of pathos, or perhaps the first peaceful impression is wrong. Such deaths are likely to result in unsettled spirits, ones that might make never have found their way through the Black Gate, or ones who clawed their way back to exact revenge upon any who live.



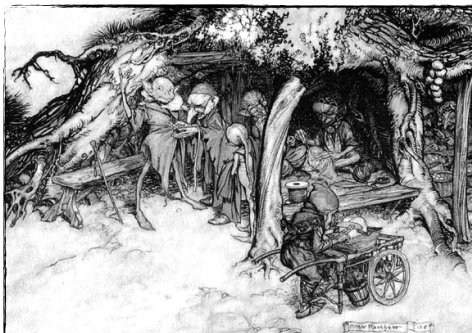
Examples from DW: a *banshee* who was killed by her lover for the Toll she had; a *draugr* who was the warrior who betrayed the banshee; a *ghost* of a wizard who knows the location of a magical treasure and his spellbook; a *ghost* who will follow whomever claims her Toll until it is used to remove her remains from the GGR; a group of *ghoul* carolers still holding hands singing and spinning (until interrupted by their next meal); a *mohrg* bathing in a cauldron of its collected guts; a *spectre* knight who refuses to give up his tourney ground, challenging any who pass near; or *zombie* “ornaments” who drop down from their arboreal hooks to join battle...

Treasure: The once-living may have durable goods still of use, perhaps even a Toll — but never more than half their number.

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The Goblin Market

The road skirts a wide meadow dominated by a lantern-filled leafless oak. Beneath its branches are small merchant carts and market tents filled with green-skinned, pointy eared, needle-toothed wizened figures, a goblin market.



The goblins will trade Coin, babies, meat, Toll, poison – in fact anything. Their market also attracts creatures from other worlds and faerie realms. There are always thirteen stalls in the goblin market, but their stock is always a bit...*off*. For inspiration, try these:

- | | |
|--|--|
| ✦ Sweetmeats, Pastries and Revenge | ✦ Music & Other Bloodsports |
| ✦ Slaves and Other Pets | ✦ Poisons and Perfumes |
| ✦ Herbs and Spices and Slices | ✦ Toymaker & Weaponsmith |
| ✦ Jewelry and Fine Leather Duds (Dudes?) | ✦ Apothecary and Creepy Doll Shop |
| ✦ Liquor and Candies | ✦ Maps, Books, Stationery, and Coffins |
| ✦ Pelts and Rare Animal Parts | ✦ Tea Room and Butcher Shop |
| ✦ Dried Friends and Sundries | ✦ Fruit and Spiced Gonads |

The market can be encountered multiple times along the road, the goblins driving increasingly harder bargains if the characters are hard up for rations, etc. While it is possible to get Toll at the market, it should be hundreds of coin or only available for a dear, and emotionally costly trade.

Most travelers run out of rations before any other supplies — the ones purchased here should work, but the jerky ain't any animal the characters have seen and the "bread" smells of feet and develops fish scales every morning...

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For a fee, the goblins here may explain the basic rules of the road to desperate travelers, if they have been generous, and polite. They will not be willing to discuss how the market moves, or how they travel. This is their geas. Divulge it and they will be trapped.

The Goblin Market is a great place to foreshadow other encounters on the road. Perhaps the party sees the trolls bargaining wagon-sized wheelbarrows of victims' possessions for giantish quantities of drink? Maybe they see humanoid foxes (the kitsune) browsing silks, knives and art supplies? The cobbler is loading bales of shoe leather into a blue giant's hand descended from the clouds, or the disguised puppeteer spiders are stocking up on makeup and stage paint.



The goblin who manages the market is **Pat Mac Deegle**. Pat is the ugliest goblin of the bunch, being red mohawked and covered in neon green buboes. He perches in a hole about 15' up the tree under which the goblin market holds forth. His best friend is the oak tree, well, the pugilistic treant named Pulp. Pat can summon up about fifty pissed goblins with a shout. If folks cause trouble, they don't for long. Pat don't abide trouble at his market! As one of the few places to both stock up on supplies, etc. being banned from the market is a terrible, terrible idea.

Pat and Pulp are geased to share the same fate in combat. As such their hit points are shared as a common pool, but they both suffer any debility given to one. To kill one you must kill both. (Use the *Goblin Orkaster* and the *Treant* from **Dungeon World**.)

Treasure: information, supplies

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Little Miss Puppet Show

Just off the road you see an old building with tent-like walls next to an old live oak draped in thick, ropy Spanish moss. If near dusk a will-o-wisp lantern will illumine a sign for the Little Miss Puppet Show also advertising free beer (which is true and quite tasty).

The spiders of the rade have ripened into creatures of true nightmare and creative arts. They often gather to stage murderous puppet shows *a la* Punch and Judy – using their barely living and poisoned captives as their marionettes. Their puppets whack

each other with *real* weapons of course, making the shows rather gory. The patron spiders and audience members often wear full-body costumes sewn from their old victims' skins and webs – crafted with such skill and *joie de vivre*, that they have been known to fool passers by, who might be invited into a show...

Puppeteer Spider (group, large, stealthy)

Bite (d8+3 damage) *close, reach*

10 HP | 2 Armor

Art is worth dying for... well, at least killing for! And who was the killjoy who said you cannot play with your food, or at least make a play with your food! *Instinct: the play's the thing.*

- ✦ Enmesh in webbing
- ✦ Spin up a creepy disguise
- ✦ Make a webbed one your puppet

The Troll Bridge

You begin heading downhill and notice that the temperature and humidity begin to rise. The trees here are longleaf pine and mossy oaks. The land below flows into a great marsh. Two enormous cypress stand at the end of the path on a lone stone promontory. Depending from the boles and branches of each tree are two mammoth vines or ropes, extending in parallel into the mist that hangs above the swamp. A salmagundi of rope, vine and cloth are fastened to these to form a suspension bridge above its green mossy waters. Ancient wooden beams, giant bone, and even stone slabs form its planking. Occasionally you see one of the amber stela pressed into service. The far end of the bridge is not visible. On this side of the bridge is a crude hut of gigantic proportions with a similarly outsized piles of bone, trash and excrement.

Karla the troll lives here. He swallows one Toll from each person who wishes to pass, he will sometimes bargain instead for meat, “thinking meat” is the most prized. (He enjoys the syrupy spice that mortal terror imparts before he feeds.) Karla has also learned that Toll gives him great vitality and wondrously productive vomit.

Note: Use the troll entry from **Dungeon World** (p.252). All of the magical Toll he has consumed, not to mention the possessions various travelers, have given him an additional move:

✦ Vomit forth a surprisingly useful item

Karla’s daughter Carla, lives on the other side of the bridge and does not recognize Dad’s agreements. (She was spawned from a rather large chunk of her father carved off by a traveling knight.) So unfair. So monstrous. So troll.

Treasure: the trolls are loaded. Each troll may contain up to two Toll in their guts along with various weapons (slightly digested). Their excrement piles contain up to 13d6 coins and several defiled pieces of art.



Dead Ends

Powerful forces can sometimes shunt travelers into little pocket realms associated with the Green-Golden Rade. Finding one's way *back* onto the Green-Golden Rade often involves solving some puzzle or personal sacrifice.

The Golden Glade of Héléthe Opens Before You and the Horn of Despair Awaits

Just before the glade comes into view, the leaves turn to the yellow, browns, oranges and crimson of Fall. The cobblestones of the road fade into the golden autumnal grass that carpets this forest glade, leading you to a dried up old fountain of white-silver stone, shaded by an immense, willow caught midway between the



green of summer and its full golden raiment of fall. A statue stands in the fountain - forever waving forlornly at some distant person.

Each party member sees in its face a beloved ex-love, mentor or close friend's visage. All are compelled to describe this person and their value to their fellow travelers: "That face, it reminds me of..." (Note: it cannot be anyone present.) Once this is done, a hunter's horn made of amber and chased with silver can be seen

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hanging from a bower of the tree, often dangling above the statues' hand. This is the Amber Horn of Heléthe.

The glade is a dead end. Once the group notices the horn they can see that the road has faded entirely. Any attempt to pierce the wood will end back in the glade. This autumn wood is also a lifeless place, and while safe from external foes, the glade offers no food or water. The light never changes from slanting rays of dusk. The dry forest undergrowth and its thick carpet of fallen leaves almost obscures its charnel nature. There in the shade lie heaps of bone and desiccated corpses, many with signs of cannibalism.

When someone touches the Amber Horn of Heléthe, the face on the statue will now resemble their beloved's for all to see. If one blows the horn, a mournful wail will echo over the glade; it is the character's own wail of despair. The sound causes the willow to shake and their beloved's face will fragment and be wiped away in a gilt veil of willow leaves. The leaves will then blow in a great cloud, parting the golden grass and revealing the road. The price has been paid. You may be on your way.

When one sounds the Amber Horn of Heléthe she sacrifices all memories of her beloved to Heléthe and gains one amber tear, the Toll of the rade; roll +CHA. *On a 10+ the PC gains 1 point of Charisma, *on a 7-9 the PC takes +1 forward to their next roll to navigate the Green-Golden Rade.

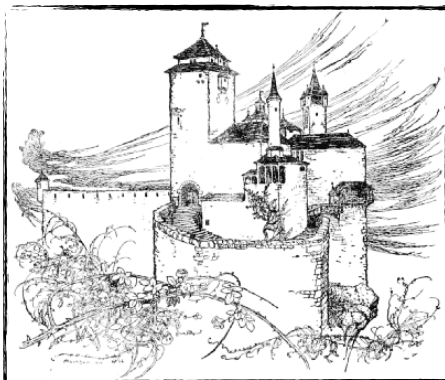
Possible GM Moves

- * The horn blower's beloved is informed in a dream of their near betrayal.
- * If diseased, the beloved begins haunting the horn blower.
- * The PC is withered with age. Describe how this looks, and take -1 ongoing to CHA checks until the curse is lifted.



The Inn of Seven Tales

The inn seems more shadow than substance when it first comes into view. (Previous guests may turn back to the road if they wish.) It may take on different forms: a circle of ornate, multistory circus wagons, elfin homes built into seven oaks with silvery bark, a great estate fractured by an earthquake, a traditional



Japanese Ryokan, or perhaps a cliff dwelling formed with adobe and the bones of giant animals. Its boundary is an unruly thorn hedge with a gate. Once crossed, the travelers have left the GGR and are now guests of the inn.

The inn is run by a group of kitsune, faerie creatures that take the form of multi-tailed foxes, but who may shapeshift into any sex or species, though their tails are always present in some way (even as tattoos or patterns in their clothes). The staff will assume forms that seem *nearly* normal to the PCs — but they should always seem exotic. All intelligent creatures in the presence of a kitsune speak and understand their language perfectly. They are gracious and disarming hosts.

Entering the grounds of the Inn is to enter into a dreamscape controlled by the hosts. The inn is as large as it needs to be, and each window may look out upon different lands or seasons. The party will seem to be the only guests.

Once gathered in the central courtyard, Yoichi or Jin will introduce the group to the other kitsune and ask each party member in turn, to identify their primary desire for staying at the inn by choosing one from the list below. Each desire has a scene-setting question useful for narrating the PC's most important event during the stay at the inn.

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Resist having more scenes with the staff until the bill is presented (see below). They will remember the staff being polite if a bit strange. But other memories will be hazy — No matter which desired scene the PC chooses, all Hit Points and one debility will be cured from their stay.

The party may also purchase any item the GM sees fit from the small shop or the blacksmith. Normal prices apply. The items will always seem a bit alien, not quite as the PCs might expect from their normal culture, but functional, clean and competently made.

A Tale of Rest

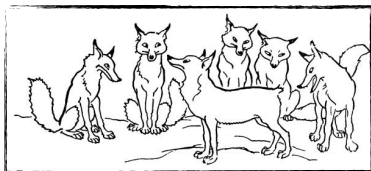
Kaitou, the housecleaner has four tails. Kaitou has a patch over one eye made of mother-of-pearl. Kaitou knows where everyone and everything is located at the Inn.

Describe the strange medicines and therapies given to you by Kaitou, and/or the great care taken to make sure your stay was restful. Remove an extra debility. When you first recount this tale of her kindness to your friends, Roll +CON. *On a 10+ take +1 forward on your next Last Breath roll, *on a 7-9 the PC may ignore their next sick debility.

A Tale of Refreshment

Oishi, the cook, has the look of a beautiful youth grown fat, but carefree. Oishi has three tails and always smiles and always has a drink or food handy.

Describe the special meal that Oishi prepares for you. Is it wholesome and filling, or delicate and inspiring? Name three courses and describe the setting and dinnerware. When you first recount this tale to your friends, Roll +CON. *On a 10+ the PCs reconstituted health allows them to ignore their next Sick debility, *on a 7-9 the PC takes +1 forward to their next Defy Danger using CON.



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A Tale of Knowledge

Yoichi, the innkeeper, is dressed in beautiful, if dated clothes. Close inspection will discover that the materials are actually quite plain - lace is made of cobweb, silks are merely waxed linen, etc. He is a powerful kitsune illusionist with seven tails.

When Yoichi invites you use his library you stumble upon a scroll penned by which famous philosopher or magus? Name what you saw in the pond outside. When you first recount this tale to your friends, roll +INT. ★On a 10+ you may treat your next “7-9” result on Spout Lore as a 10+ ★on a 7-9 the PC gains 1 preparation (a la Bolster) towards a move related to something observed here.

A Tale of Esthetic Cultivation

Jin, Yoichi’s partner, has six tails. Jin always dresses in blue. Coins jingle in her sleeves when she passes by. Jin is the decorator and manager. She is a master painter and ritualist.

Lady Jin demonstrates flower arranging and calligraphy for you. Describe the forms and materials she uses and roll +WIS. ★On a 10+ the clarity of this moment will allow you to ignore your next confused debility, ★on a 7-9 the PC takes +1 forward to their next roll to Discern Realities.

A Tale of Physical Conditioning

The great door to the courtyard is guarded by Kazu whose hair is red with a great white stripe down the middle. Kazu bears great scars on both arms. Kazu has four tails. Kazu also keeps the garden.

Describe the strange kata that Kazu teaches you and the four animals you imitate with the routines. When you first recount this tale to your friends, roll +STR. ★On a 10+ You may add one hold on your next successful Defend result, ★on a 7-9 the PC gains 1 preparation (a la Bolster) for such martial or physical tasks.

A Tale of Diversion or Entertainment

Mu, the entertainer, has dark skin and dark hair. Her instrument is made of the finest woods with flower inlays. Mu only has two tails, being the youngest of the kitsune.

What makes the performance by Mu incredibly affecting? Describe the location, and the season's impact on the performance. The first time you recount this tale to your friends, roll +CHA. *On a 10+ the PC's remembrance of this beautiful event is enough to ignore their next stunned debility, *on a 7-9 the PC takes +1 forward to their next roll to Parley.

A Tale of Craftsmanship

The shoproom contains Naru, the handyman. Naru is always neat and organized, but is exceedingly ugly with bent features and a limp. All that this kitsune produces is opposite of Naru's demeanor: simple and beautiful, Naru has five tails

Describe the item you help Naru craft in his workshop and the exotic materials and tools he uses. When you first recount this tale to your friends, roll +DEX. *On a 10+ the next time you need a mundane item for a task describe how, by remembering this demonstration, you are able to fashion it from the materials at hand , *on a 7-9 the PC takes +1 forward to their next Defy Danger using DEX.

Possible GM Moves

A PC may anger one of the kitsune though rudeness or some vulgarity and cause them to curse the PC. It is also possible that one may become infatuated with a PC — either is bad. *One of the kitsune claims you as a lover and at least once every month haunts your dreams meaning you gain no benefit from rest (Make Camp). *You cannot harm or allow foxes to be harmed. *You begin growing a fox tail or some other vulpine characteristic. *Gain a random debility that is not curable at the inn and has an embarrassing physical manifestation.

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The Bill

After no more than a week's stay, they will be presented a bill in a formal tea ceremony with three payment options chosen from the ones below (or make up your own).

✠ Seven favors to be collected at any time, from any party member. This pact will be sealed by a tramp stamp tattoo of a fox with seven tails. This will be used as a hard move when terribly inconvenient, perhaps dangerously so, as a PC disappears and reappears. As each task is fulfilled, one tail disappears from every tattoo, with a tailless fox remaining after the last is done. The favors might be puzzling, humiliating, or may be incredibly mundane: "I know you were holding the bridge so your friends could escape, but I can't quite reach my comb that fell behind the bed..." The kitsune will return the person, usually after it is too late.

✠ A limb, eye, etc. to be collected now, of innkeeper's choosing, from a party member. (This will cause no HP damage, but will reduce one stat, usually the highest, by 2.) The foxes will cook it up in a coal brazier and eat it greedily. (The victim gets 1 XP.)

✠ Half of the party members must swallow a Pearl of Revelation. They must then answer a question concerting a fellow party member fully and truthfully, out loud. The players cannot pick. The staff will laugh meekly or uproariously at each divulgement. (Each PC that tells something really embarrassing or hurtful gets 1 XP, as does the victim.) The GM is encouraged to develop questions from the PCs' backstory.

- ✧ I once cheated _____ out of fame or fortune when I _____.
- ✧ I once betrayed _____ when I _____.
- ✧ I have hidden this secret from _____ because I know it will change the way they feel about _____. (Tell the secret.)

✠ A player will be asked to name three beautiful things from nature that give them peace – guide them towards common but specific things: the moon, the stars, a campfire, spring blossoms, etc. The kitsune will ask them to give one to them. If they agree then Naru will paint it and the painting will be glorious. But the PC will not see it. Nor will they ever see whatever they named again in real life. (The victim gets 1 XP, plus another if this comes up again in the game to the PCs detriment.)



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MOTIVE

Issue number three will continue exploring *The Green-Golden Rade* this coming September:



- ❖ More encounters and events
- ❖ Fachan and other faerie critters
- ❖ Changelings
- ❖ Faerie encounters from other cultures
- ❖ I would love to include more ideas based on your feedback! Email suggestions & critiques to zinemotive@gmail.com.

