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## Getting Started

Decide who will be the Narrator for the group. The Narrator should take some time to familiarize themselves with all of the material in this booklet, while the rest of the players should choose a character from pages 6-7 to portray in the game.

Once everyone has chosen a character, each player should fill in their character's Friends List. Each character's Friends List should consist of the names of all the characters that the other players have chosen and the one name already provided.

For every name on the Friends List, each player should receive 1 Oz Point. You can record these with tokens of some sort or simply writing them down on a piece of paper. Exactly what to do with your Oz Points is explained on page 4.

**Example:** If you are playing Dorothy and the other players are playing Scarecrow, Tin Woodman, and Wogglebug, then your Friends List will consist of Ozma, Scarecrow, Tin Woodman, and Wogglebug and you will begin the game with 4 Oz Points.

## Character Traits

In order to help you understand what your character is capable of, they are given skill ratings and sometimes some special traits. Here is a description of the traits used by the characters on pages 6-7

### Size

This trait measures how large your character is in relation to other characters. Just like skills, it is rated on a scale of 1 through 5.

Size	Examples
1 Tiny	Toto, The China People
2 Child-Sized	Dorothy, Winged Monkeys
3 Man-Sized	The Wizard, Scarecrow
4 Large	Cowardly Lion, Hungry Tiger
5 Giant	Mr. And Mrs. Yoop

### Skills

Skills are divided into two categories: basic skills and optional skills. Basic skills are skills that everyone has to some degree. Every character will have them. Optional skills are those skills that are harder to learn or possessed by only a few people. Some characters will have one or two optional skills, while some will have none at all.

#### Basic Skills

##### Athletics

This is your character's ability to run, jump and climb.

##### Awareness

This is your character's ability to pay attention and notice things.

##### Brains

This is your character's ability to learn and remember things.

##### Sneaking

This is your character's ability to hide and to move without being seen.

#### Presence

This is your character's ability to get along with other people.

#### Wits

This is your character's ability to resist fear and keep cool under pressure.

#### Optional Skills

##### Craft

This is the skill of making things. Each kind of thing you can make counts as a separate skill.

##### Fighting

This is the skill of hitting things, either with fists or with weapons.

##### Rhyming

This is the skill of composing poems and songs.

#### Special Traits

These traits help represent all of the curious characters we discover in the Oz stories. In most cases, these traits are attached to templates to create a specific character type. If you wish to purchase one of these traits with your skill points, you must get your Narrator's permission.

Each trait is given a cost in skill points, which is listed in parentheses after the trait's name. If the cost has a minus sign next to it, it is a disadvantage and gives that many points back.

##### Crafted

The character is made of something other than flesh and bone. They do not need to eat, drink, or sleep.

##### Deadly Weapon

The character either has deadly natural weapons or a sharp implement that never leaves their side. They may use their weapon to inflict severe injuries to their opponents

##### No Arms

The character has no arms, either by design or because he uses them as a second pair of legs. The character cannot learn Craft skills at all, and suffers a -2 penalty on rolls which depend on precise manipulation.

##### Weakness

The character has a vulnerability to a certain material or situation. There are 2 types of weaknesses a character might have.

**Incapacitating:** When the character is exposed to the source of their weakness, they become unable to move. They must be repaired or otherwise corrected before they can move again.

**Damaging:** The character is injured when exposed to the source of their weakness. Roll 1 six-sided die and find that number on the injury table below to determine where the character is injured. If the source would normally cause injury, add 2 to the number rolled. That body part is disabled until the character can be repaired. The "Total" result means that the character is completely disabled until they are repaired.

Roll	Result
0 or below	No injury
1	Right arm
2	Left arm
3	Right leg

4	Left leg
5	Body
6-7	Head
8 or more	Total

There are 2 categories of sources a weakness may have.

Common: The character is weak to a fairly common item or substance, such as water.

Uncommon: The character is weak to a fairly uncommon item or substance (such as radium) or one that requires effort or preparation to create (such as fire).

Using the rules

Rolling dice

Dice are used in many games to create interesting random results, such as how many spaces to move on the board. This game uses dice, but in a different way.

Whenever a player describes an action that the Narrator feels is difficult, risky or exciting, they may ask that player to “roll against” one of the character’s skills. This means that the player is to roll 2 six-sided dice and compare the numbers on each die to the rating of the skill. If at least one of the dice comes up with a result lower than the skill’s rating, the character has succeeded in their action. If neither die comes up lower than the skill’s rating, that attempt is a failure.

If both dice come up lower than the skill’s rating, then the character has scored a special success. The Narrator is encouraged to come up with creative descriptions of how well the character performed. Other rules will give details on the benefits of special successes for certain specific actions.

If an attempt is unsuccessful, the Narrator may allow the player to roll again, hoping for a successful result. The Narrator may also let the result stand, requiring the player to be creative in finding another way to deal with the situation.

If a character has a specialty in a skill, they may choose to reroll one of their dice when their specialty would help. This has the potential to turn a failure into a success, or turn a regular success into a special success.

Contests

Sometimes, a situation will arise in which two characters will be competing directly against each other. This can be a race, a game of hide-and-seek, or a number of other things. In order to resolve a contest with dice, have each player roll against the appropriate skill. If only one character succeeds at their action, or gains a special success when the other character merely scored a regular success, then that character is clearly the winner. If both characters succeed or both score special successes, then the winner is the character whose player has the highest number showing on a die that succeeded.

**Example:** It’s the big race between the Saw-Horse and Jim the Cab-Horse! The Saw-Horse doesn’t get tired or sore, so his Athletics rating is 5. Jim is an old horse, built more for reliability than speed. His Athletics rating is 3. The dice rolled for the Saw-Horse are 4 and 6, while the dice rolled for Jim the Cab-Horse are 2 and 5. Both racers succeeded, so let’s compare the dice. Saw-Horse’s successful die was a 4, while Jim’s only shows a 2. Saw-Horse wins the race!

Bonuses and penalties

Characters do not always face ideal situations. Some situations will be harder or easier than others. When a character attempts something that is easier than normal, they gain a bonus. If a task is harder than normal, they gain a penalty.

A bonus is a number that adds to a skill rating in order to make success more likely. So if a character has a skill rating of 2 and they gain a +1 bonus, they would roll as if their skill rating was 3. A bonus may not raise a skill above 5.

A penalty subtracts from a skill rating. A character with a skill rating of 4 who gains a -2 penalty must roll as if their skill was only 2. This can bring a rating to 0 or below. If this happens, the action cannot be attempted. The character may either find a way to bring their rating back up above 0 by removing penalties or adding bonuses, or they may find a way to use a different skill to accomplish what they want.

## Oz Points

No Oz character is ever by themselves. They are always making new friends and helping out old ones. Oz Points encourage players to do the same thing.

The most common method of earning Oz Points is by helping friends. Whenever a character does something for someone on their Friends List that they cannot do for themselves, the helpful character earns an Oz Point.

The other way to earn Oz Points is by making new friends. Whenever a character helps someone who's not on their Friends List and the Narrator approves, that person may be added to the Friends List. Every addition to their Friends List earns a character an Oz Point.

**Example:** Dorothy and Scarecrow are on their way to see the Wizard. Not far off of the Yellow Brick Road is a man made entirely of tin, who has become rusted stiff. Dorothy finds an oil can and helps free the Tin Man. The Tin Woodman then eagerly joins Dorothy and the Scarecrow in their adventure, and is added to the Friends List of both characters. Both the little girl and the straw man earn an Oz Point for adding him to their Friends List.

**Example:** The Wicked Witch of the West has sent a pack of wolves to devour our heroes! The Tin Woodman, with his sharp ax and tin plating, bravely volunteers to protect the group from this threat. Since none of the other characters could hope to face an entire pack of wolves and win, our tin friend gains an Oz Point for his bravery.

Oz Points can be spent in a number of ways. The simplest way to spend them is to add a bonus to a die roll. Each Oz Point spent will add a +1 bonus to the next skill that is rolled against. The player may spend as many Oz Points on one roll as they like, though they cannot spend more than they have. With the Narrator's permission, a player may use Oz Points to temporarily buy up a skill that they don't have from 0.

Oz Points may also be spent to call on a friend. The friend does not need to be present, or even appear when called, but they will find a way to help their adventuresome friends out of a tough spot.

**Example:** Dorothy and her traveling companions are trapped in a cave! They have reached a dead end, and the way back is full of dangers. Dorothy's player spends an Oz Point to call on her friend Ozma. Dorothy remembers that Ozma checks on her every day at 4 o'clock. If Dorothy makes a secret sign at this time, Ozma will use her Magic Belt to wish Dorothy to safety in the Emerald City.

## Getting into fights

When you were choosing your character, you probably noticed that very few of the characters have the Fighting skill. This is intentional. The heroes of the Oz stories usually found other ways to deal with their opponents. When fights did happen, it was made clear that they could not be avoided. There were also only one or two characters who were uniquely suited to the task.

## Who goes first?

Typically, whoever starts the fight goes first. This may be a kalidah that has leapt onto the road, or one of the heroes responding to the threat of the Wheelers. Once the fight has begun, give all of the other players a chance to react. If they cannot fight, they may choose to seek safety.

This is a part of the game in which it is very important that the players take turns. Ask each player, one at a time, what their character is doing. Give them a chance to describe one action. Roll any dice that need to be rolled. Then move on to the next player. If a player wishes to do something complicated, requiring several die rolls or a lot of time, resolve the action in steps.

**Example:** In a fight scene, a player decides that their character will climb a tree and throw apples at the attacker. The Narrator allows the character to climb the tree before going to the next player. When that player's turn comes again, the Narrator allows them to either gather a number of apples at once and throw one on their next turn or pick only one and throw it this turn.

## What to do


Most actions that can happen in a fight are covered by the Fighting skill. This includes hitting someone, grabbing someone, using weapons, and a number of other things. Getting out of the way of an attack, along with some more tricky maneuvers, is a use of the Athletics skill. Some other skills may come in handy at the Narrator's discretion.


When one character attacks another, they must roll against their Fighting skill. The character being attacked use their Fighting skill to try to deflect the blow, or Athletics to get out of the way. This is resolved as either a regular or simple contest. If the attacker wins, he hits the other character. If the other character succeeds, then they were able to avoid being hurt.


**Example:** The Scoodlers are hungry! Dorothy, the Shaggy Man and Button Bright are due for the soup pot if they don't do something quickly! As they try to run, the Scoodlers remove and throw their heads at our heroes, using their Fighting skill. The Shaggy Man uses his Athletics skill to catch the Scoodlers' heads and drop them down a chasm.


There may be times that a character can not or will not defend themselves. A character that is tied down or unaware of a threat cannot move to get out of the way of it. A character with the Crafted trait may choose to frighten a foe by showing that their attack doesn't hurt. In cases like these, the attacker must simply make his Fighting skill roll to hit successfully.


If a character who does not have Fighting skill wishes to participate in a fight, the Narrator may allow them to use their Athletics skill, but require a special success in order to successfully hurt their foe.


	Name: Dorothy Character Type: Child in Oz Size: 2	Special Abilities None	Friends: Ozma
	Basic Skills  Athletics 2 Awareness 3 Brains 1 Presence 4 (Plain Spoken) Sneaking 2 Wits 4	Optional Skills  Craft: Sewing 1	Roleplay Notes: Even though Dorothy is a Princess of Oz, she is still a Kansas farm girl at heart. She doesn't stand on ceremony, preferring to treat everyone as equals, never inferiors. She expects that same level of respect in return. Her friendship with Ozma gives her access to many of Oz's magical and political resources.

	Name: Nick Chopper Character Type: Crafted Person Size: 3	Special Abilities Crafted, Deadly Weapon, Weakness: Water (Common, Incapacitating)	Friends: Queen of the Field Mice
	Basic Skills  Athletics 2 Awareness 2 Brains 2 Presence 2 Sneaking 1 Wits 2 (Protecting the Weak)	Optional Skills  Craft: Wood 1 Fighting 1	Roleplay Notes: Nick Chopper, the beloved Tin Woodman of Oz, is one of the most caring people in the Land of Oz. When the Wicked Witch of the West was destroyed by Dorothy, the Winkies chose the Tin Woodman to rule over them. In one of his early adventures, he saved the life of the Queen of the Field Mice and she swore to provide him with whatever aid she could from that point forward.

	Name: Hungry Tiger Character Type: Large Animal Size: 4	Special Abilities Deadly Weapon	Friends: Cowardly Lion
	Basic Skills  Athletics 3 Awareness 3 Brains 1 Presence 3 (Intimidating) Sneaking 1 Wits 3	Optional Skills  Fighting 1	Roleplay Notes: As his name implies, the Hungry Tiger is always hungry. He is particularly hungry for fat babies, though his conscience will not allow him to partake of this treat. Along with his friend the Cowardly Lion, he protects Princess Ozma from danger. Although Ozma has little to fear in Oz, and especially in the Emerald City, he is often used when Ozma must cross the desert to treat with the countries that surround Oz.

	Name: Scarecrow Character Type: Crafted Person Size: 3	Special Abilities Crafted, Weakness: Fire (Uncommon, Damaging)	Friends: Glinda
	Basic Skills  Athletics 2 Awareness 3 Brains 4 Presence 2 Sneaking 2 Wits 2 (Resisting Fear)	Optional Skills  None	Roleplay Notes: Although a failure in the job he was created for, he has found success in many other jobs, including Ruler of Oz. The Scarecrow is considered to be one of the wisest people in Oz. His straw stuffed body is resistant to most forms of injury, making him difficult to intimidate. During his time on the Throne of Oz, he came to welcome the advice of Glinda, the Good Witch of the South, as well as her magical assistance.

	Name: Professor H.M. Woggle-Bug, T.E. Character Type: Scholar Size: 3	Special Abilities None	Friends: Wizard of Oz
	Basic Skills  Athletics 2 Awareness 3 Brains 4 Presence 2 (Public Speaking) Sneaking 2 Wits 2	Optional Skills  Rhyming 1	Roleplay Notes: The esteemed Professor was once a rather ordinary woggle-bug until an unusual course of events caused him to be both Thoroughly Educated and Highly Magnified. He has been an advisor to Ozma since the beginning of her reign, but his most recent project was a collaboration with his close friend, the Wizard of Oz. The Royal Athletic College of Oz is administered by the Woggle-Bug with the help of the Wizard's magical School Pills, education which is easily swallowed.

	Name: Omby Amby Character Type: Soldier Size: 3	Special Abilities Deadly Weapon	Friends: Ozma
	Basic Skills  Athletics 3 Awareness 2 (Detecting Ambush) Brains 2 Presence 2 Sneaking 1 Wits 3	Optional Skills  Fighting 1	Roleplay Notes: Originally the Soldier with the Green Whiskers, he shaved them off shortly after Ozma assumed the Throne of Oz. For some time, he was the only private soldier in the Army of Oz. After his heroism against the armies of the Nome King, he was promoted to Captain-General of the Army of Oz and Ozma's Personal Bodyguard.

## The Magic Belt of Oz

For the Narrator

Make sure you are familiar with all of the material before you begin. Although I have endeavored to provide as much assistance and support as I could, your players may come up with things that I have not allowed for or included in this adventure. Do not be afraid to improvise and make up what you need.

Scene 1  
Cowardly Lion's Birthday Party

### **Read this aloud:**

Today is the Cowardly Lion's birthday! Ozma is throwing a huge party in the Royal Palace and you are all invited. The Banquet Hall is full of guests from all over Oz. People of all sizes, shapes and colors fill the room. An orchestra is playing in the balcony above. Some guests are dancing, while others are engaged in conversation.

Suddenly, the music builds to a fanfare, trumpeting the arrival of the Cowardly Lion. He strides into the hall proudly, his mane gaily decorated with silk ribbons of many colors. He is followed by his honor guard, a parade of animals from the Dark Forest which he rules. A leopard and a zebra are first, followed by a bear and a rhinoceros, then finally a giraffe and an elephant. He and his honor guard take their places at the lead table, with the Lion sitting next to Ozma herself.

Finally, everyone is sitting down at the banquet tables. As the food is being brought out, servants begin filling glasses. Once they are filled, Ozma commands everyone's attention and lifts her glass. "In honor of this festive occasion, I would like to propose a toast," she announces. "To Lion, truly the King of Beasts."

### **Stop reading.**

Encourage your players to make toasts or speeches to the Lion. If they don't feel confident speaking, either due to lack of speaking ability or lack of Oz knowledge, allow them to roll against their Presence skill. A good roll or a good speech might earn the Lion's favor, taking the form of a ribbon from the Lion's mane. Providing actual ribbons is optional, but a nice touch.

Both Dorothy and the Wogglebug have specialties on their Presence skill which should come in handy on this roll, as Dorothy will likely say something simple and true and the Wogglebug loves the sound of his own voice. Although Hungry Tiger also has a specialty on his Presence skill, it is not appropriate for this scene and should not come into play.

### **Read this aloud:**

"Now that the speeches are done, the time has come for gifts," Ozma announces. "As Ruler of Oz, I claim the right to present my gift to Lion first.

"Lion, my gift to you is a wish. Tell me what it is you desire, and I will use the Magic Belt to grant it."

"I wish," he says nervously, "I wish to be brave."

Ozma laughs gently and smiles. "But Lion, you are already the bravest and noblest creature in all Oz."

"That may be so," replies the Lion. "But it doesn't prevent me from being afraid. My wish is that I should never be afraid of anything."

"Very well, Lion. If that is your wish." She turns to the pretty green-haired girl at her side.

"Jellia, please fetch the Magic Belt so that I may grant the Lion his wish."

Jellia Jamb runs out, returning a few minutes later, whispering something into Ozma's ear. "Oh dear!" is Ozma's response. "The Magic Belt has been stolen!"

### **Stop reading.**

Give your players a few minutes to react to this news. If any of them offer to help, Ozma gladly accepts it. If they do not, she will summon them to her. She will also call the Wizard, Glinda, and the Cowardly Lion.

Scene 2  
Investigations

**Read this aloud:**

She leads everyone to her sitting room, where her Magic Picture hangs on the wall  
“Show us the Magic Belt,” Ozma commands the Picture. The scene suddenly changes to a forest scene. A young man dressed all in blue is running through the forest with the Magic Belt cinched around his waist. At Ozma’s request, the scene expands to show a village of blue domed houses, with a forest on one side and a vast desert on the other.

**Stop reading.**

If nobody picks up on how predominant the color blue is in this scene, allow the players to roll against their characters’ Brains skill to realize that this means that the scene is in the Munchkin country. The desert is likely the Deadly Desert which surrounds Oz.

Players may request to roll against their characters’ Awareness skill to see if they can gain any extra information. If this roll is successful, tell them that the man with the Magic Belt was also wearing Silver Shoes. A Brains roll will reveal that these are the Silver Shoes which Dorothy wore during her first visit to Oz. They were lost in the desert when Dorothy used them to return to Kansas. If Dorothy is being played by one of the players, give her a +1 bonus to this roll.

Although players may spend Oz Points to improve of these rolls, they should be discouraged from doing so this early in the adventure. Many dangers await them and they may need that precious resource later.

While this information is helpful, it is not required to advance the story. It does explain how the thief got into and out of the palace with nobody noticing and suggests how he got his hands on the Silver Shoes, but these things can be discovered when they confront the thief at the end of the adventure. If the players fail their rolls in this scene, they are not lacking any essential information and they may proceed to the next step.

Award each character an Oz Point for aiding in the search. Since the Tin Woodman does not have anyone in the room (Ozma, Glinda, the Wizard, or the Cowardly Lion) on his Friends List, give that player an Oz Point for gaining one of those characters as a friend.

If the players are ready for adventure, the Wizard will gladly enchant a compass which will point in the direction of the Magic Belt. Ozma will provide the Sawhorse and the Red Wagon for transportation. Proceed on to Scene 3.

If the players do not feel confident in their information or wish to consult Glinda’s Magic Book of Records, use Scene 2a below.

Scene 2a  
Glinda’s Palace

This scene is completely optional. Some players may feel uncomfortable acting on the level of knowledge that they are able to gain from the Magic Picture. Others might know enough Oz lore to know about Glinda’s Great Book of Records and ask to consult it.

If the players ask for more information or ask to see the Book of Records, Glinda gladly agrees to help. She will fly ahead and the party will take the Red Wagon drawn by the Sawhorse.

**Read this aloud:**

When you arrive, Glinda’s handmaidens usher you into her library. Books of all shapes and sizes line the walls, in shelves that seem to reach to the sky. In the middle of the room, Glinda sits in front of her most valuable book: The Great Book of Records. In this book, everything that happens in the world is recorded at the instant of it’s occurrence.

“Thank you for coming,” she says. “I believe I have discovered more information about what has happened at the Royal Palace.”

She turns back to the book and points to a sentence written on the page: “Tark the Munchkin has used the Silver Shoes to steal the Magic Belt from the Royal Palace of Oz and return instantly to his village of Nango.”

**Stop reading.**

By now, the players know that the Silver Shoes are involved. If they still don't remember the story of the Silver Shoes or their powers, give them another Brains roll to remember. Again, Dorothy gets a +1 to this roll since she was a part of this story on her first trip to Oz.

The players who may not have been comfortable acting on just an image now have a name and a place to act on.

Glinda will provide the characters with a necklace with a lovely ruby set in it which will glow when they are heading the right direction

### Scene 3 The River

#### **Read this aloud:**

The Sawhorse pulls the wagon with astonishing speed through the red Quadling Country. The lovely red carnations that line your path make way for pretty blue hyacinth flowers. You race past a small village of blue domed houses and fields of blue corn.

Suddenly, the Sawhorse comes to a halt. There is a wide river running through the forest. It flows as far as you can see in both directions. You see no bridges or ferry-boats to carry you across the river.

#### **Stop reading.**

There are two obvious ways to cross the river. Either swim, or build a raft. The river flows very swiftly, creating a -2 penalty for Athletics rolls to swim across. Challenging, but possible with the use of Oz Points and some luck. Unless the Tin Woodman is in the party, of course. If he gets wet, he will quickly become rusted stiff.

Building a raft is more complicated, but somewhat more reliable. Gathering wood is fairly easy if you brought along the Tin Woodman and his ax. His Craft: Wood skill is also useful for raft-building.

If the Tin Woodman is not being played, players will have to be more creative. Perhaps some trees have fallen because of a recent storm and do not need to be cut down before being used. The Wogglebug may choose to spend an Oz Point to borrow the Wizard's Magic Saw to cut down trees.

Although the Tin Woodman is the only character provided with the Craft: Wood skill, other characters may purchase the skill temporarily with Oz Points. Every character that helps build the raft provides an additional +1 bonus to the roll. Remember that no rating can be higher than 5, regardless of how many bonuses are acquired.

If the players are still stuck, either deciding not to build a raft or failing in the attempt, they may choose to spend Oz Points to call on their friends. Here are some suggestions for how their friends might be able to help. You or your players might be able to come up with others.

Glinda: Glinda might have given the Scarecrow a magical powder to turn the water temporarily into glass so that the characters may simply walk across.

The Cowardly Lion: In his first adventure with Dorothy, the Lion carried his friends over a wide chasm with a mighty bound. He told the Hungry Tiger the trick of how he did it, so now the Tiger can leap across the river with one character on his back with a simple roll against his Athletics skill. A failure simply means that they get a dunking in the river before they arrive safely on the other side.

Ozma: Without the Magic Belt, Ozma's range is very limited. If Dorothy summons her with a pre-arranged secret sign, or Omby Amby blows on a magic Golden Whistle, she will arrive in person some time later.

Since the group is using her Sawhorse and Red Wagon, she will have to borrow Glinda's stork-drawn flying chariot to meet them. Once on the scene, she can use her fairy magic to aid the characters.

Queen of the Field Mice: The Queen can summon a large number of her subjects, providing a multitude of extra hands for any project. This grants a +2 bonus to any Craft roll that the characters need to make.

The Wizard: The Wogglebug might have been entrusted with one of the Wizard's latest magical inventions. A super-collapsible boat or bridge could come in very handy.

If the plan to cross the river does not include the Sawhorse or the Red Wagon, do not hold this against the players. This has happened a number of times in the stories. The Sawhorse will dutifully return home to the Emerald City and will not hold it against anyone.

Once the characters are across the river, award an Oz Point to every character who helped get them there.

Scene 4  
Man-Eating Plants

**Read this aloud:**

You are traveling through a large bed of wildflowers. As you go deeper in, the flowers grow taller, thicker and more colorful. Some of the blooms you can see are almost big enough to sleep on.

**Stop reading.**

All of the players should make Awareness rolls for their characters. Since this is a surprise situation, you may wish to make these rolls yourself instead of clueing your players in to something their characters shouldn't know. Omby Amby's specialty for detecting ambushes applies to this roll.

Two of the giant flowers are actually man-eating plants. There is one on each side of the road. The only skill they have is Fighting with a rating of 2.

Every turn, they will lash out with their vines. If a character made their Awareness check before the first attack, they may defend themselves by opposing the plants' Fighting skill with their Athletics skill or Fighting skill. If the character failed, then the plant must simply succeed on their Fighting skill roll in order to grab them. This applies on the first turn only. Once the surprise has faded, all characters are able to act and defend themselves normally.

Once a character is captured by the vines, the plant will pull them into itself and swallow them on its next turn. The captured character should use their action to escape, pitting their Athletics or Fighting skill against the plants' Fighting skill. A plant may only swallow one character. Once they have done so, their vines stop attacking. Anyone who is held by the plant must still work to escape.

A character who has been swallowed by a plant may not try to escape, as the leaves of the plant hold them too tightly to move effectively. They must be rescued by someone with a Deadly Weapon and a successful roll against Fighting skill or an Athletics roll with a -2 penalty. Characters may also be rescued while they are being held by the plant, with the rescuer opposing the plant's Fighting skill with their Athletics or Fighting skills.

There will probably not be many opportunities to call on friends in this scene, but players should be allowed to do so if they can come up with something appropriate. The main use of Oz Points in this scene will be to apply bonuses to the many rolls needed to overcome the man-eating plants.

Once both plants have been defeated, award an Oz Point to each player who attempted to rescue another character.

Scene 5  
The Kalidahs

**Read this aloud:**

In the northeast, you can see Mount Munch marking Oz's eastern border. You are very near your goal now. A Blue Forest lies in front of you, with blue-leaved trees providing shade to a thicket of blue grass.

Suddenly, two monsters leap out of the forest. They are kalidahs, beasts with the bodies of bears, the heads and sharp fangs of tigers, and claws as sharp as steak knives.

**Stop reading.**

Have each player roll against their character's Wits. The Scarecrow's specialty in resisting fear applies in this situation, as does the Tin Woodman's specialty in defending the weak. Any character that fails the roll is frightened by the monsters. Anyone that succeeds takes the time to notice that the kalidahs are very frightened themselves.

Unless the characters take action to stop them, the kalidahs will continue running away. Even if the characters manage to stop the beasts, they will only pause to answer 3 questions before running away again.

They are running away from a horrible monster that appeared in the forest recently. It has already eaten several of their brothers and they do not wish to be eaten next. They are off to find the King of the Kalidahs in the hopes that he can do something about the beast. If asked to describe the monster, the kalidahs will only say that it was horrible and monstrous and then run off without answering any more questions.

Scene 6  
The Monster

**Read this aloud:**

As you proceed through the forest, you hear a mighty crack! Not far ahead of you, you see a tree fall down. An immense beast is chewing on the fallen trunk, his teeth completely surrounding it. What do you do?

**Stop reading.**

Naturally, your players should be frightened. This beast eats kalidahs and can topple trees. If the players ask what the creature looks like, be as vague as possible. The less you know about something, the scarier it is, and this thing is supposed to be scary.

The players may decide to try to sneak their characters past the monster. They may roll against their Sneaking skill, but the creature will contest this with its Awareness skill rating of 3 (Its Awareness skill rating is usually 4, but gnawing on a tree trunk is not a quiet business). If they succeed, move on to the next scene.

If the monster wins the contest, or if the players decide to simply confront him, he notices the characters. He will turn a gigantic eye toward them and say “Oh, I am so very hungry! I know you’re not kalidahs, which are what I normally eat, but may I eat one of you please?”

If the players decide that their characters will run away, the beast says “Please don’t run away. I would have to chase after you, which would only make me hungrier. Then I would have to eat you.”

The players must face the problem of feeding the creature. Remind them that they probably have some food packed for such a long journey, especially if the Hungry Tiger is being played. The players may decide to tell the monster about their mission to recover the Magic Belt, and promise to use a wish from the Belt to feed him.

If the players wish to spend Oz Points, here are some suggestions:

Glinda or Ozma: These characters may have given their friends items like a magical picnic basket or a banquet table that they may summon to feed themselves.

Queen of the Field Mice: The Queen and her subjects can scour the forest for fruits, nuts, and berries to feed the creature.

The Wizard: It’s possible that the Wogglebug has a bottle of the Wizard’s Patented Square Meal Tablets. It will probably take the whole bottle to fill the monster’s kalidah-sized stomach.

If the players choose, they may take the Monster as a friend and earn an Oz Point. Either way, once the Monster has been fed or promised a meal, he will let the characters proceed to the next scene.

Scene 7  
The Village of Nango

**Read this aloud:**

The forest gives way to a small farm on the edge of a village. Popcorn and buttercups are growing in the fields. A Munchkin man is collecting the butter from the buttercups and putting it into a ceramic crock.

**Stop reading.**

Let the players introduce themselves in character. He will introduce himself as Tark. If the players do not remember his name, or did not read it from the Book of Records, allow them to roll against their Brains skills with a +1 bonus. If they succeed and they did go through Scene 2a, they recognize the name. If they only got information from Ozma’s Magic Picture, then success means that they recognize his appearance. This is the man who stole the Magic Belt.

If the players accuse him of the theft he will admit it and offer to give the Belt back. If asked why he stole the Belt, he will explain:

**Read this aloud:**

“I once had a cow named Imogene. She sang sweetly as I milked her every morning. But one day, the kalidahs that live in the forest ate her. I went to the mayor for help, but he just laughed at me. He said he was glad that he wouldn’t have to listen to her singing anymore.

“Then I found the Silver Shoes on the edge of the Desert. I remembered them from the days when the Wicked Witch of the East ruled this land, so I knew something of their magic. But it wasn’t enough. I needed more magic. So I commanded them to take me to the most magical thing in all of Oz. That wound up being the Magic Belt.

“So I took the Belt and I wished for a monster that would eat the kalidahs just like the kalidahs ate Imogene.”

**Stop reading.**

If the players explain to him that the Monster nearly ate them, he will be very sorry. He will offer the characters the Silver Shoes to keep him out of further mischief. This is the only circumstance in which the players would be right in trying to take back the Silver Shoes. Dorothy abandoned them some time ago and gave up her claim to them. They now belong to Tark fair and square.

The players may choose to simply accept Tark’s apology, take the Magic Belt and wish themselves back to the Emerald City. They may also choose to bring Tark with them for judgement by Ozma.

If they do this, **read this aloud:**

As soon as you return to the Emerald City, Tark is brought into the presence of Princess Ozma. She looks him over from her seat on the Emerald Throne of Oz. She asks, in her very gentle voice, “Are you the Munchkin who stole the Magic Belt?”

Tark is very ashamed of his crime, but he says “Yes, that was me.”

“What of this Monster that you have wished into existence?” Ozma says. “It cannot be allowed to eat everything in its’ path. It is your responsibility to keep it out of trouble.”

“But it would eat my whole village in a matter of weeks!” protests Tark.

“Then bring him here,” she suggests. “The Royal Storehouses are quite full, despite the Hungry Tiger’s best efforts. Besides, things have been tame in this city as of late. I’m sure a new visitor will bring some excitement.”

**Stop reading.**

Further adventures

Although the Magic Belt has been recovered and all is well in the Emerald City, this doesn’t have to be the end of the story. There’s still the matter of the Cowardly Lion’s wish. Will the story of the kalidah-eating Monster make him realize that sometimes it’s good to be afraid of things? Or will he go ahead and have all of his fears removed? What kind of trouble will he get into then?

What kind of excitement will Tark and his Monster bring to the Emerald City? What if the Monster winds up eating the wrong thing? How do you treat a giant-sized tummyache? How do you retrieve something very important from his bottomless stomach?

All of these adventures and many more are up to you now.