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Adventures in Oz system designed by F. Douglas Wall
Edited by Kayla A. Green
Illustrations by John R. Neill and William W. Denslow
Email: konradthebarbarian@gmail.com
Website: ozrpg.50webs.com

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 7-8 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 5.

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 other traits. Here is a description of the traits used by the characters on pages 7-8.

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

Basic Skills

A character's basic skills form the basis of what they are capable of in the game. All templates include every basic skill, although not always at the same level. These skills are rated from 1 through 5, with 1 being the worst rating, and 5 being the best.

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.

Skill Traits

These traits represent potential new uses for the basic skills. The Narrator may allow characters without these traits to attempt their related activities, but at a -2 penalty (for more on bonuses and penalties, see page 4).

Although each trait lists some suggested uses, players and Narrators may come up with others. For example, a Narrator may require a character with the Craftsman trait to roll against their Sneaking skill to create an item with hidden compartments or functions.

Craftsman

This is the ability to make things. Each kind of thing you can make counts as a separate trait. Roll against Athletics for tasks that require strength and fortitude, such as blacksmithing or carpentry. Roll against Brains for tasks that require fine work and attention to detail, such as sewing or jewelry making. Rolling against Presence may be required to create an object of particular beauty.

Poet

This is the ability to compose poems and songs. Roll against Presence to compose or perform an amusing poem. The Brains skill may be used for this as well, but the results will be more technically perfect than entertaining.

Special Traits

These traits help represent all of the curious characters we discover in the Oz stories. These traits are featured to support the pregenerated characters provided with this adventure. For more traits and rules on how to apply them to a character of your own design, you will need the full Adventures in Oz rules.

Crafted

The character is made of something other than flesh and bone. They do not need to eat, drink, or sleep. They are also more resistant to harm. Example: Scarecrow

Deadly Weapon

The character has a weapon with a sharp edge or blade which can be used to cut opponents to pieces. Wild animals may have sharp teeth or claws to serve this purpose. Example: Tin Woodman

No Arms

The character has no arms, either by design or because he uses them as a second pair of legs. The character cannot acquire any Craftsman skill traits at all, and suffers a -2 penalty on rolls which depend on precise manipulation. Example: Cowardly Lion

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 leg
2	Left leg
3	Right arm
4	Left arm
5	Body
6-7	Head
8 or more	Total

There are 2 categories of sources a weakness may have. Each makes the weakness less likely to come up.

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).

How to play the game

Playing a role-playing game is remarkably easy. The Narrator begins by setting the scene, describing what is going on around the characters. Each player then decides how their character is going to react to the situation. The players then describe the actions that their characters take. The rules come into play when a player describes an action that the Narrator feels is difficult, risky, or exciting.

Rolling dice

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

When a player describes an action for their character that they may or may not succeed at, the Narrator will tell the player to “make a skill roll” or “roll against their skill.” This means that the player must roll 2 six-sided dice and compare the individual results to the appropriate skill. If one of the dice comes up equal to or lower than their skill rating, then the action was successful. If both dice come up higher than the character’s skill rating, then the attempt has failed.

Example: Dorothy stands before Kaliko, the Nome King, demanding that he release Prince Inga of Pingaree, whom he has imprisoned. Dorothy’s player makes a Presence roll to impress the Nome King. Her Presence rating is 3 and the dice results are 2 and 5. She has successfully intimidated Kaliko.

If both of the dice indicate successful results, then the player has scored a special success. The Narrator should be creative in describing the results of a special success. Some rules will also make use of special successes for certain special results.

Specialties make it easier for characters to succeed in specific areas. When the character attempts an action that falls under their specialty, they may reroll one of the dice that they just rolled. This allows the player a chance to turn a failure into a success, or a success into a special success.

Example: Dorothy has a specialty called “plain spoken”, she says what she means and doesn’t rely on formality. Since the player described Dorothy as speaking very plainly to Kaliko, the Narrator rules that her specialty applies in this situation. Dorothy’s player decides to reroll the die that came up 5. This time, that die comes up 3. The die results are now 2 and 3, both of which are equal to or below Dorothy’s Presence rating. Dorothy has scored a special success! Kaliko sees that Dorothy is willing to back up everything she says, and orders that Prince Inga be released immediately into Dorothy’s custody.

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.

Size modifiers are a fairly common bonus or penalty. If you're interacting with a character that is notably larger or smaller than you, the difference in sizes make certain things easier and other things harder. A normal sized person might have a harder time spotting a mouse sneaking around, but could frighten that tiny creature very easily. To find what the bonus or penalty is, find the difference between the sizes of the two characters. Then apply that number as a bonus or a penalty depending on whether the size difference makes the task easier or harder.

Example: The Queen of the Field Mice, who is only Size 1, is being chased by a bobcat, which is Size 2. Since the Queen is smaller than the bobcat, she can squeeze into places that the bobcat cannot. She gains a +1 bonus to her Athletics roll to run away from the bobcat due to her size.

Example: Even with her bonus, the Queen of the Field Mice is nearly captured by the bobcat! The Tin Woodsman is walking nearby. Since he is Size 3, he must make an Awareness roll with a -2 penalty to see the tiny Queen. Once he realizes what is going on, the Tin Man readies his ax to strike down the bobcat, but suffers a -1 penalty to his Athletics skill since the bobcat is 1 Size smaller than him.

Skill Contests

Sometimes, the situation that requires a die roll involves another character. This can be a chase, a game of hide and seek, or a number of other things. In cases like these, both players roll against the appropriate skill. Both players do not need to roll against the same skill. For a game of hide and seek, for example, one of the players would roll against their Sneaking skill, while the other makes an Awareness roll.

If only one of them succeeds at their roll, or only one scores a special success, then that character wins the contest. If both of them fail, then the contest is a tie and they should roll again to determine a clear winner. If both rolls score success or special success, the winner is the player whose successful die results came up highest.

Example: It's the big race between the Saw-Horse and Jim the Cab-Horse! The Saw-Horse has an Athletics rating of 4 with a specialty in "running", while Jim has an Athletics rating of 3 and no specialty. The Saw-Horse's final results are 3 and 6. The dice rolled for the Cab-Horse come up 2 and 5. Both scored regular successes, but the Saw-Horse's successful result of 3 is higher than Jim's successful 2. The Saw-Horse wins the race!

Extended Tests

Some tasks do not lend themselves to being reduced to a single die roll. In such cases, the Narrator should decide how many successful rolls are needed and how much time each attempt takes. Special successes count as 2 successful rolls in an extended test. Failed rolls do not subtract from success, but if a player rolls 3 failures in a row, the character must begin the project again from scratch.

Example: The Wogglebug wishes to compose an ode to Ozma to present to her on her birthday. The Narrator rules that a poem worthy of Ozma's birthday requires 5 successes, each taking a day of dedicated work.

Extended tests may also be used to allow multiple characters to help with a task or to allow a single character to use multiple skills for the same task.

Example: Dorothy is sewing the silk balloon which will carry her and the Wizard out of Oz and back to America. It requires fine stitching, governed by the Brains skill, but also Athletics, due to the scale of the

project. The Narrator allows Dorothy's player to alternate rolling against Brains and Athletics in order to accumulate successful rolls.

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 Woodsman, 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 their next skill roll. The player may spend as many Oz Points on one roll as they like, though they cannot spend more than they have.

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.

Example: Ojo is traveling through Oz with the Shaggy Man. They encounter a giant porcupine with the power to throw his quills. The Shaggy Man is hit! A quill has pierced his leg, and he is in terrible pain. Ojo's player spends an Oz Point as Ojo reaches into the basket given to him by his friend, Dr. Pipt. He pulls out a small bundle of healing herbs and is able to treat the Shaggy Man's wound.

Getting into fights

Oz is a land of dangers as well as wonders. Monstrous kalidahs roam the forests. Petty tyrants rule their small kingdoms without regard to their citizens or Ozma's decrees. Adventurers may find themselves in situations in which they have to fight their way past a foe.

Since fighting is a very complicated thing, the rules regarding it are complex as well.

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.

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.

Some threats may appear suddenly, surprising the characters. The characters may also wind up surprising an opponent. In cases like this, the Narrator may require that potentially surprised characters roll against their Awareness skill, possibly in a contest with the opponent's Sneaking skill, in order to react

quickly to the threat. Players who fail the Awareness roll must wait until all of the aware characters have acted before they may be inserted into the turn sequence.

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.

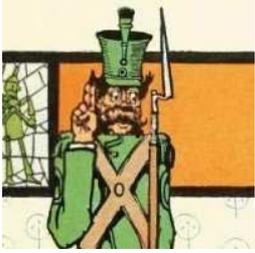
	Name: Dorothy Character Type: Child in Oz Size: 2	Traits Craftsman: Sewing	Friends: Ozma
	Basic Skills Athletics 2 Awareness 3 Brains 1 Presence 4 (Plain Spoken) Sneaking 2 Wits 4	Roleplay Notes: Even though Dorothy is a Princess of Oz, she is still a Kansas farm girl at heart. She doesn't stand on ceremony, 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	Traits Crafted, Craftsman: Wood, Deadly Weapon, Weakness: Water (Common, Incapacitating)	Friends: Queen of the Field Mice
	Basic Skills Athletics 3 (Ax) Awareness 2 Brains 2 Presence 2 Sneaking 1 Wits 2	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	Traits Deadly Weapon	Friends: Cowardly Lion
	Basic Skills Athletics 3 Awareness 3 Brains 1 Presence 3 (Intimidating) Sneaking 2 Wits 3	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	Traits Crafted, Weakness: Fire (Uncommon, Damaging)	Friends: Glinda
	Basic Skills Athletics 2 Awareness 3 Brains 4 Presence 2 Sneaking 2 Wits 2 (Resisting Fear)	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	Traits Poet	Friends: Wizard of Oz
	Basic Skills Athletics 2 Awareness 3 Brains 5 Presence 2 (Public Speaking) Sneaking 2 Wits 2	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	Traits Deadly Weapon	Friends: Ozma
	Basic Skills Athletics 3 Awareness 3 (Detecting Ambush) Brains 1 Presence 2 Sneaking 2 Wits 3	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

If this is your first time being the Narrator of an adventure game, don't worry. The task before you might seem complex, but here are a few things to help you out.

Have fun

"The Magic Belt of Oz" has some elements of a story and some elements of a game. The players do not compete to be the winner, but cooperate to create an enjoyable story. Encourage your players to participate and contribute to the experience. If a player is being quiet, make an effort to include them and ask them questions. If a player is trying to "win", remind them that helpful actions are rewarded, not only with Oz Points, but with the goodwill of their fellow players.

Play the characters

You will be called upon to portray a number of characters in your role as Narrator. While some of the characters' dialogue is already written, your players may decide to ask a question of, for example, the Wizard that has not been anticipated. You might wish to take some time before play begins to consider each character that you might be portraying. While having some lines written down ahead of time can be handy, it's also important to have an idea of what the character is like. That way, if someone asks something that was not anticipated, you can quickly gather an idea of what the response might be.

Also encourage the other players to think about their characters as well. Dorothy and the Scarecrow will probably react to the same thing differently, and so should the players who have chosen those characters.

Be the world

Remember that you are the sole source of information that the other players have about the adventure. Try to be as consistent and colorful as you can in your descriptions. If you remember that the Munchkin Country has lots of blue things in it, make sure that a number of things are described as blue when you talk about the Munchkin Country.

Use the rules

The rules are there to help settle questions that might arise. If you aren't sure what a character is capable of, have the player roll against an appropriate skill.

[Sidebar] Player vs. character

In the text, the words "player" and "character" are used somewhat interchangeably. In general, the word "player" describes the person sitting at the table with paper and dice in front of them and "character" as the imaginary figure who executes the actions that the player describes. So a player may say "My character is going to jump in the river" or even "I'm going to jump in the river", but it is the imaginary character who jumps in the pretend river and whom we describe as being wet.

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."

She turns to look at you expectantly.

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 moments 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 eastern 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 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.

[Sidebar] The Silver Shoes

For those who may not remember, the Silver Shoes had the power to take their wearer anywhere they wished to go in the space of 3 steps. If you've only seen the movie, you might remember these shoes being a bit more red.

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 its 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 as you enter Munchkin Country. 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 quite easy if you have the Tin Woodman along. His ax is handy for chopping down trees for wood, and his Craftsman: Wood trait means that he is good at making all kinds of things with wood. Building a raft requires 3 successful rolls against the character's Athletics skills. Since the other characters are not craftsmen, they do suffer a -2 penalty to these rolls, but may use Oz Points to counteract the penalties. Give each player a turn to roll and help the project along until all the necessary successes 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 roll that the characters need to make to construct the raft.

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 giant flowers have exactly enough vines to grab all of the characters. They attempt to grapple the characters with their Athletics skill of 3. Those who succeeded at the Awareness roll may use their Athletics skill to avoid the attack, making it a skill contest. Unaware characters may not defend themselves and are caught if the Narrator succeeds on the vines' attack rolls. After this initial attack, everyone should be aware of the situation and may attack and defend normally.

Since the action can become somewhat chaotic, make sure that everyone takes turns.

Characters that have been grabbed may try to escape via a contest of Athletics skill. Also, characters who were not captured may attempt to rescue another character with a contest of their Athletics skill versus the plant's skill. Characters with the Deadly Weapon trait may attack the vines themselves with a -1 penalty to their Athletics roll. This penalty is negated if the character is attacking a vine that has grabbed on to them. A vine that has been attacked in this way is disabled, releasing anyone that is held in it and making no more attacks.

If a character fails to escape after one turn, the plant then swallows them. There are only two flowers and each one can only hold one character. That character is held firmly and cannot escape from the flower. Characters who are held by the vines but not swallowed must still escape.

Players may attempt to rescue other characters who have been swallowed by the plants. If a character has the Deadly Weapon trait, they may cut open the plant with an Athletics roll. Other characters may force the flower open with an Athletics roll with a -2 penalty.

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. 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 simply 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 to call on a friend, 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.