



Rowena Takes A Trip

A Legendary Lives Adventure

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Roweena Takes A Trip

This adventure begins with a sweet little child and ends with a dwarf in a baby costume. Will your players ever forgive you?

Author's Note: This is an early adventure written for the first edition rules. Some conversions will be required.

The Bridge

Your players should be well acquainted by the time the story begins, having introduced themselves on the road. They're all heading for the famous Cabbage festival in Whimpleville. Maybe they can get a date with the Cabbage Queen, or at least a Rutabaga Princess. At any rate, they're looking forward to a good time.

As the party crosses a bridge, they hear the burble of a baby. Looking into the river below, they see the proverbial basket carrying the infant downstream. Any character who jumps into the river must roll SWIM(Pas) to successfully reach the basket. Those who fail are swept downstream and must roll STAMINA(Pat) or else drown. Corsairs and vikings receive +1 column on their Swim roll.

The Draconians

As the basket floats downstream, four draconians step from the trees on the west riverbank. The draconians are at missile range from the bridge. Two of the large, lizard-like creatures wear leather armor and carry flails. The third wears a chain cuirass, and carries a crossbow. The last draconian is robed in red. As he reaches the river's edge, he mutters an incantation and hurls a firedart at the basket. The basket begins to smolder. The draconian in chain raises his crossbow and prepare to fire.

The draconians are intent on destroying the basket. If attacked, they will put up a fierce fight. If any are captured, he will tell the party that the child insulted the draconian god-king and must die.

He knows nothing else. Each of the draconians have the following stats:

STR	AGI	INT	RUN	COM	DAM	BP
Grt	Por	Grt	Gud	Pas	varies	5

Special ability: Breathe fire once per day. Does Good damage to DODGE(-Grt) body parts (maximum 3 wounds).

Flamefang the Draconian: Wears a chain cuirass. Does Great damage with a +7 morning star, or Good damage with a +4 light crossbow.

Draconian warriors #1 & 2: Wear studded armor on head, arms and chest. They do Great damage with their +6 flails.

Sha-kara, Draconian conjurer: Wears no armor. Does Passable damage with his claws and bite. He has the following spells:

Blade Barrier: Useable once. It creates a 10'x10' area of whirling blades around the caster, lasting 10 minutes. Any player who enters it takes DODGE(-Sup) Good wounds (maximum 3 wounds). The barrier moves with the caster. Any missile attack into the blades is at -1 column.

Fire Dart : Useable 3 times. The target must roll DODGE(Sup) in order to avoid being hit. Does Good Damage.

In the Basket

If the characters don't rescue the child at the bridge, they will find the basket run around downstream. The baby is a beautiful, 9 month old sidhe female. She carries a silver rattle shaped like a hammer (worth 3 silver), and cries terribly when it's taken away. At the bottom of the basket is a note along with a gold coin. Roll LITERACY(Pas) in order to read the letter (characters with a Literacy of 13 or more automatically succeed). It reads:

*Kind stranger,
Thank you for rescuing my baby from the river.
The happiness of a kingdom depends on Roweena*

safely reaching the hermit of Mt. Skagmont, for she is actually . . . but wait, there is no time to explain everything. I can hear them searching the riverbank, my leg is sorely wounded, and I can carry her no further. I must trust the river to bear her to the safety I cannot provide.

Godspeed. May the forces of goodness and light go with you.

None of the party members are familiar with the hermit of Mt. Skagmont or the baby Roweena.

Roadblock

On the road to Whimpleville, the party comes across a road block manned by 8 firbolgs. Six additional firbolg scouts patrol the surrounding hills. The firbolgs have the following stats:

STR	AGI	INT	RUN	COM	DAM	BP
Gud	Por	Gud	Gud	Pas	Gud	4

They use +3 rapiers and wear studded armor on their heads and chests.

The firbolgs insist on searching anyone who approaches the roadblock or whoever tries to circumvent it. The search will seem cursory. The firbolgs simply pat down the characters' packs and bags, and search any baskets. If they find Roweena, they will try to seize her in the name of the elf-queen. If they don't find her, they will warn the party to be on the lookout for a traitor. In either case, they will show the party a wanted poster with Roweena's picture on it:

Wanted

The Baby Roweena.

*Wanted by the Seelie court for High Treason.
Appearance: Female sidhe, about 9 months of age.
Strawberry blonde hair, blue eyes, engaging smile.
Makes gurgling noises.*

Warning!

Should be considered highly dangerous!

If the firbolgs are asked for more information about the charge of treason, they'll reply: "We don't know the truth, we just know the law."

The firbolgs will mention that Roweena's accomplice, Sybella the witch, was captured, and is now on her way to the elf-queen's castle under heavy guard. When Roweena hears this, she will become quite agitated, possibly even giving herself away!

The firbolgs do not wish to harm anyone, but they are determined to have Roweena, and will fight if threatened. If the party flees into the woods, they will run into the scouts who will try to stop them.

Baby Flees

Once the party escapes the roadblock, they'll want to bed down for the night. It is nearly dark, and Roweena is very cranky. Ideally, this should be in a grove of trees just off the road to Whimpleville, near the river.

Near dawn, whoever is on guard will notice that Roweena is no longer in her basket. When the party spots her, Roweena is crawling across a log precariously perched over roiling rapids (if the characters did not camp near the river, substitute a dry gully for the river). Anyone crossing the log will cause the rotting wood to snap in half. A character on the log must jump 15' by rolling AGILITY(Gud) or else fall 20' into the river (taking Passable damage), where he must make a successful SWIM(Gud) roll to reach the bank or else be swept over a nearby waterfall. Going over the waterfall does Good damage to two body parts.

Once a character gets across the river, he will see that Roweena is now crawling along a narrow, muddy ledge 30' above the rapids. A character following Roweena must make a roll of AGILITY(Pas) in order to cross without falling.

Roweena then crawls atop some loose rocks, knocking them down onto the characters below for DODGE(-Gud) wounds (maximum of 3) of Passable damage each. Once the baby reaches the top, she sits on a large, flat rock and begins to cry. The rock totters and slides down the far side of the rock pile to what looks like certain death.

Almost at once, Roweena is snatched up by a mutant avian that swoops down from the sky (anyone who looked up earlier would have noticed three winged creatures circling in the moonlit sky). Normal avians are completely humanoid except for fully functional wings (see Player's Primer, p. 11). The mutant avians seem reptilian, and have scaly

wings rather than feathers. They have large claws, and their skin is greenish and leather-like. The three avians will head north with Roweena, in the direction of Whimpleville.

The mutant avians have these stats:

STR	AGI	INT	RUN	COM	DAM	BP
Gud	Grt	Pas	Pas*	Gud	Pas	4

*Fly at Awesome+.

They have three +2 javelins each and wear no armor. The avians will not allow themselves to be captured. Any avian reduced to 0 BP will be knocked from the sky and will fall to its death. If the avian carrying Roweena is slain, another avian will catch her and quickly fly out of missile range.

Road to Whimpleville

Along the road to Whimpleville, the characters should come across the following poster, either nailed to a tree or blowing in the wind:

Ziggy's Creepshow

All Live! All on view!

Behold the largest assortment of Freaks of Nature and Creatures of Nightmare ever assembled!

Never before have you seen anything like Ziggy's Creepshow & Circus Extrodinaire!

Come join us on the fairgrounds just outside of Whimpleville.

Ziggy's Creepshow

As the characters crest a hill, they come across a most amazing sight. In the foreground is a group of wagons garishly painted with pictures of a feral child, bearded lady, manticore and other inhabitants of the circus. On the central tent is a painting of a scaly avian.

In the background the party can see a stage, and even further away, a large helium balloon sitting in a cabbage patch. A number of cyclops are milling about the wagons, and it is obvious that they provide the security for the circus. If the party

wishes to roam freely through the wagons, they may do so after paying \$3 each.

More About Ziggy

Ziggy is a seedy serpentine who rules over his circus with an iron hand. He will fight for what he considers his, but he'd rather compromise with cold, hard cash. Ziggy carries a +6 bullwhip and has the following stats:

STR	AGI	INT	RUN	COM	DAM	BP
Pas	Gud	Pas	Pas	Pas	Gud	4

Always on the lookout for a fast buck, Ziggy has come across a lucrative business venture involving babies. Once he has bought or stolen a child, he places it in an oddly shaped urn with only the head poking out. The two halves of the urn are held together by metal bands. As the child grows, his body conforms to the shape of the vessel, and once his bones set, Ziggy has a man-made freak which he can sell to another circus or simply show himself. At this time, Ziggy has six children in jars, including Roweena. They are kept on shelves in a dark, windowless wagon. This wagon is off limits to the public, and a manticore is stationed outside the wagon to keep sightseers away. The manticore has the body of a lion, the face of a bearded man, and a quilled tail, allowing him to fire darts at anyone in missile range. He has a limited vocabulary. He is a vicious, clever man eater, and will attack with his huge teeth, claws and quills. See The Referee's Rulebook for more information. He has the following stats:

STR	AGI	INT	RUN	COM	DAM	BP
Awe	Grt	Por	Gud	Gud	Grt x4	4

The Big Top

This large tent contains an assortment of oddities. First, the characters will see twisted and deformed humans ranging from 6 years old and up. These are Ziggy's children of the jar. Their minds have been warped along with their bones, and while they are no hindrance, they are no help, either.

In a dark, shadowy corner of the tent is a glass tank full of water. It contains a lovely asari. Anyone who sees her will be overcome with love for her for WILL(-Grt) days. Her name is Linnea and she misses her ocean home terribly. If a ray of sunshine touches her skin, she will melt away, but she can travel in the darkness easily, as long as she is immersed in water (see the Referee's Rulebook for more information on asaris).

Lastly, the players come to a place where the surviving mutant avians are roosting near the top of the tent. Upon spotting the players, one of the mutants flies out a slit in the tent roof and escape. He has gone to warn Ziggy that the guardians of his latest victim (Roweena) are here. Players who run from the tent will get outside in time to see the avian heading for Ziggy's wagon.

Two cyclops (see below) patrol the tent, and will attack anyone who causes a disturbance.

See all the Sights!

Any and all of the members of Ziggy's Creepshow may participate in this scenario. Among them are:

Six Cyclops roustabouts: These cyclops' are 12 feet tall. They obey Ziggy implicitly. Each of them carries a +6 spiked club which does Superior damage. They normally travel alone or in pairs.

STR	AGI	INT	RUN	COM	DAM	BP
Awe+	Por	Por	Por	Gud	Sup	8

Smidge, the Dwarf dwarf: Smidge is surly and ill-tempered. He carries a small +2 axe. Smidge is a former jar baby, deliberately dwarfed by Ziggy, whom he hates.

STR	AGI	INT	RUN	COM	DAM	BP
Pas	Por	Pas	Por	Pas	Por	2

Bella, the Bearded lady: Bella is a sympathetic gypsy who dislikes circus life. She'll answer any questions readily, and will inform the party of Ziggy's plans for Roweena. She knows Roweena's location because it is her job to feed the jar babies.

STR	AGI	INT	RUN	COM	DAM	BP
Pas	Pas	Pas	Pas	Pas	Pas	3

Olo, the Missing Link: This feral child is an easterling raised by gorillas. If loosened from his cage, he will quickly take to the trees. If Olo feels threatened, he will attack using his teeth and long fingernails. Olo is not capable of speech, though he grunts like an ape.

STR	AGI	INT	RUN	COM	DAM	BP
Por	Grt	Por	Gud	Pas	Por	4

Wailer: This 12-foot tall, headless humanoid is so horrible, it is under complete lock and key. It costs \$2 to peek through a small hole in the side of its wooden cage. Only the faintest moans and sobs can be heard within the confines of its prison, yet the wails are so pitiful that anyone peeking through the hole will fall into a weeping fit for WILL(-Pas) x 5 minutes. A character who makes a Fate roll of Inferior or worse will recognize one of the tiny faces that protrude like blisters from the wailer's body. Such a character will be at -2 skill on any attack against the wailer.

During feeding time, two gypsy roustabouts will go to feed "Uncle Hairy" as they fondly refer to him. One of the gypsies carries a long spear with a slab of fresh meat on it. The other carries a heavy bullwhip and a club. They open a trap door in the roof of the cage and drop the meat in, one of them beating back the wailer with his club while the other drops the meat down. It costs \$5 to peek through the hole during feeding time.

Ziggy will loosen this creature as a last resort. See the Referee's Rulebook for more information on the wailer's special attacks. It has the following stats:

STR	AGI	INT	RUN	COM	DAM	BP
Grt	Pas	Gud	Pas	Gud	Gud x2	5

Bernie, the knife thrower: Bernie is a four-armed hill folk man. He attacks with eight daggers, which he prefers to throw in groups of two. He also carries a +2 sword, which he will draw when he runs out of knives.

STR	AGI	INT	RUN	COM	DAM	BP
Gud	Pas	Pas	Pas	Pas	Gud	4

Chimera: This creature is confined to its wagon where it can do no harm. It may be

observed through a sliding panel in the door. If let loose, the chimera will attack with it's three heads - that of a lion, goat and dragon -- and may even fly away with its huge bat wings. The chimera attacks with its lion bite, two front claws, a bite from its serpent tail, the horns of its goat head and a bite from its dragon head. Characters will need to make a LEGENDS(Gud) roll in order to identify this unusual creature.

STR	AGI	INT	RUN	COM	DAM	BP
Sup	Gud	Por	Pas*	Gud	Grt x6	7

* fly at Superior

Getting Away

If the party attempts to buy Roweena from Ziggy, he will charge them \$100 (bargaining is allowed, see page 10 of the Referee's Rulebook). At any time, Ziggy may decide that all this fuss over a little baby must indicate that she's worth a fortune, and refuse to sell her.

If the party wishes to grab Roweena and run, they will find a raging river to the west, firbolgs searching the town to the north, dangerous mountains to the east, and draconians coming from the south. Only the helium balloon offers them a relatively safe getaway.

In the Balloon

The balloon is controlled by a tiny, old easterling man named Keio who will serve as a guide to Mt. Skagmont if paid \$100. There is a map of the area in his balloon, and Mt. Skagmont is clearly marked. He will sell the map for \$20. Players must roll MEC(Pas) in order to control the balloon.

The Hermit

When the party finally reaches Mt. Skagmont, they'll be welcomed by Kilgore, the hermit. When he spots the baby, he says "Hello, Braggo! I heard you had gotten yourself into trouble again. Let me clean you up a bit." He then pours an oily substance into his cauldron, snatches up Roweena, and throws her in!

After the baby is removed from the water, it peels back it's skin, and out steps a skinny dwarf. He says, "Whew! It was hot in there!" The rattle has changed into a war hammer, and he tucks it into his belt.

Kilgore comments, "This is the best disguise Braggo has ever had. Sybella really outdid herself this time." If questioned, Braggo will explain:

"I'm the elf-queen's favorite jester. Yeah, she thinks the world of me, but sometimes I go a little too far. When that happens, she threatens to throw me in the dungeon, or worse. 'Course, everyone knows she doesn't really mean it, but why take chances? I just sneak outta town for a few months, and stay with my good friend Kilgore 'til things cool down a bit.

"The draconians wanted to build trade routes through the sacred elf forest, so they came to the Seelie court to petition. A lotta elf-kin were opposed to it, but the queen seemed to think it was a great idea. Every one looked so solemn at the debate, I thought I'd cheer 'em up with a joke. Guess it wasn't so funny. The draconians were furious, and so was the queen. My friend Sybella put me in the baby costume, and tried to take me to Kilgore, but the royal guard figured it out, and tracked us down. Gee, I hope Sybella didn't get in too much trouble. Anyway, thanks for giving me a lift the rest of the way!"

If asked about the joke, Braggo will repeat it: How many draconians does it take to light a candle? One, but kiss the sacred forest good-bye!

If asked why he tried to flee, Braggo will explain that he was trying to go back to rescue Sybella from the firbolgs.

Rewards

For bringing his good Braggo to the safety of his cave, Kilgore will reward each player by presenting him or her with a magical gem (he has only as many gemstones as there are players):

Crystal	(+1 Alertness)
Jade	(+1 Entertain)
Pearl	(+1 Medical)
Sapphire	(+1 Charm)
Topaz	(+1 Dodge)
Emerald	(+1 Bargain)
Moonstone	(+1 Lie)
Bloodstone	(+1 Weapon skill)

The End

You may end this scenario any way you like, but we prefer to think that the elf-queen managed to pacify the draconians, Braggo was invited back to the royal court, and the characters finally made it to Whimpleville, where they danced the night away with the Cabbage queen and Rutabaga princesses. If your players successfully guide Braggo to the Hermit, feel free to award your players with up to three inspiration points for good role playing and participation!