

THE LOST UNICORN OF OZ

What is “The Lost Unicorn of Oz?”

Greetings, adventurers of Oz. This is the first in a line of adventures for Instant Oz, designed to be played with minimum preparation and used with the premade Heroes found in the *Instant Oz* rules. As an option, one of the players can play the Secondary character, Ceros, so a filled-out Hero Record for him has been provided.

Players: Unless you want the story contained in this document to be spoiled for you, please put this down and let the Historian use it. However, if you do catch some glimpses of the story here, be a dear and pretend you didn't see it. Remember, your Hero doesn't know this stuff, even if you do.

Historian: Make sure you read this adventure from front to back. If you're looking at it on a computer, feel free to print it out and have it handy, if that helps. Keep in mind that it's possible for players to go in a different direction than the adventure dictates. They may draw different conclusions about the information given them.

For instance, the object that the Heroes are looking for is meant to be found in the Forest of the Fighting Trees in the Quadling country. However, they might decide that the trees they're looking for is in a forest in the Gillikin Country. If they come to that conclusion, rethink what happens when they come close to the goal. Maybe some of the fighting trees were transplanted here, or there's a family of temperamental bears living near where the pendant fell. This could be your chance to get creative.

Make sure to involve the players and their

Heroes by testing their abilities and getting them to spend Story points. Also, Make sure their Troubles are brought into play. This adventure was written with Lye, Na'iya, Lulu and Naynda's shortcomings in mind. Temp them with Story Points.

CUTAWAY SCENES

In the Oz books, the action isn't always centered on the main characters. In *The Emerald City of Oz*, the story alternates between Dorothy with her aunt and uncle and the Nome King's general, Guph. While this kind of thing is good storytelling in the books, it might be boring for the players to just listen to the Historian go on about what's not happening to their characters, so if you choose to use cutaway scenes, give players the roles of the characters playing out the scene.

It is possible that what the secondary characters are doing will cause problems for the Heroes later. Good. This kind of thing is encouraged. If players are tempted to try and work things out to the advantage of the Heroes, offer some Story Points to dissuade them and let their Heroes keep them. If they do really well in the cutaway scenes, throw in an extra SP for good measure, especially if it really causes problems later.

On the other hand, if the players really want to try and get an advantage for themselves, charge them Story Points, then ask them for a good explanation. In *Ozma of Oz*, Billina's player would have paid a SP to edit the cutaway scene so that the hen was under the Nome King's throne listening in to him and his Chief Steward talking, thereby learning about Roquat's pattern in his transformations.

If a player pays a SP without a cutaway scene having been played, you can take a moment to do a flashback cutaway scene, allowing another opportunity for role-play and Story Points.

THE STORY

In *The Lost Unicorn of Oz*, a pair of falling stars plunges to Oz, one in the distance and one near the Heroes. The one that lands near the Heroes is a unicorn foal by the name of Ceros, who only claims that he's from a far-away place and has to get back as soon as possible and asks the Heroes to help him. To get home, he has to find a pendant that magically sent him to Oz.

However, Mombi, the witch from *The Marvelous Land of Oz*, has been working on getting her magic back and restoring her former glory, such a glory as it was. She knows about the pendant and wants it for herself, feeling this will be the key to her new magical prowess.

Finding out where the pendant is, the Heroes and Ceros set off to retrieve it, but Mombi seeks to follow them, thwart their quest, and take the pendant for herself.

WHAT THE PLAYERS DON'T KNOW

Ceros is a time traveler. The home he is trying to return to is Oz 80 years hence. The pendant he's looking for was an experiment by Glinda the Good to see if she could replicate the effects of the Silver Shoes. The experiment was a success for the most part, only Ceros, when visiting her, played with it. He was wondering aloud what things were like in the past, and that's when it activated, sending him into the past.

Ceros is also no mere unicorn. He's a shape changer, like his mother before him. His normal form is a pretty teenage boy with a slender build and short, white hair. He can become the young unicorn, who only stands high enough to look Lye in the eyes, that the Heroes meet. The problem he's having is that he's stuck in the unicorn form due the wild magic that sends him through time.

The pendant originally landed near the house of Old Mombi, who found it. She was toying with it

and said something off the cuff, which activated the pendant and it vanished from her hand and reappeared on the branch of a fighting tree in the Quadling Country. Sensing the powerful magic on the object, she wants it back.

WHEN CEROS INTERACTS WITH OTHER OZIANs

Unfortunately, Ceros is a teenager (humanly speaking), and the wonder of being in the place in time that he is tends to get the best of him. He doesn't really want to do anything silly or damaging, but he's just so excited, and he's also not up on his Oz history. He does know the Heroes, as well as Ozma and Dorothy, just not those of this time period.

When playing Ceros, either as a Secondary character or letting a player use him, here's some ideas for things for him to say and do:

- "So, Dorothy, would you like to compare notes in spellcasting sometime? I'm having some trouble in my lessons."
- Calls Ozma "other mother."
- Sometimes looks at Ozma sadly, like he knows something.
- "Wow, Princess Ozma, you and Dorothy look so young!"
- "Betsy and Trot? Who are they?"
- Makes a cryptic comment about "the war."

Does any of that make sense, especially with what we know about Oz? Of course not. It should be unsettling for the players to hear, too.

THE PENDANT

The pendant that Ceros takes and activates is on a slim silver chain. It's in the shape of a harpy, which is what drew Ceros's attention in the first place, due to his father being "the harpy king." The magic is activated by desiring

where to go and the shaking the pendant to make its wings move, but it will only teleport the user if they're wearing it, as well as anyone else the wearer is touching.

Ceros had put it on and made the comment about knowing what Oz was like years ago. Mombi, on the other hand, wasn't wearing it when she made the comment "It could have been far away and hard to get to, rather than with me."

CHARACTER WRITE-UPS

Ceros

Careful: Fair
Clever: Great
Flashy: Good
Forceful: So-So
Quick: Fair
Sneaky: Good

Gifts: Runner: Focus to Quick rolls when galloping in unicorn form); Beautiful (Focus when manipulating people by flaunting his looks, works in either form)

Troubles: Impetuous; Being a little too friendly or affectionate

Old Mombi

Careful: Good
Clever: Good
Flashy: Fair
Forceful: Great
Quick: So-So
Sneaky: Fair

Gifts: Resourceful (Skill), Master Strategist (spend a SP to get an edge on the Heroes), Witch*

Troubles: Helpless Old Woman; Holding a grudge against Ozma; Bully

*The Heroes of Oz core book gives full rules for magic users. For this adventure, Mombi can do simple transformations and small effects, but she hasn't gotten much of her magic back.

STARTING THE ADVENTURE

The Heroes are in the Gillikin Country in the North. Princess Ozma is wishing to have a favorite soup of hers, and the proper seasonings are only found in the Gillikin Country.

Read this to the players:

"It's been a long day, but it's worth it if it makes Princess Ozma happy. You have found a whole patch of the herbs that go into her special soup, and you have just bagged the last of it. The sun is setting, and you're looking forward to getting back to the Emerald City.

As you begin walking south, the sky lights up in a bright explosion. When you look up, you see two fireballs falling from the sky. One of them lands far towards the East, but the other crashes in the forest not too far away from you. What do you do?"

If any of the Heroes, at any point, want to try and track down where the farthest one went, they can roll their Clever against a Great Difficulty. The closest one, on the other hand, is easy to find; a minute's walk will do it. If a player really wants to roll to find it, the difficulty is So-So. Should the roll result in a failure, well, that should be particularly interesting. Perhaps the forest is aflame and obscuring the landing site.

Upon reaching the fireball's crash site, the Heroes find that some trees have been knocked down and are smoldering, and in a small crater lay a young and unconscious unicorn. He's not difficult to revive, and it will take a few moments for him to get his bearings, but he's basically all right.

And then he says "Hi!" to each Hero individually and by name. Yes, he does know each of them, to varying degrees of familiarity. You can play it out to figure how familiar, but seeing as he, in his own time, hangs out in the Emerald City often, he'll know Lye most of all.

Once he's stable and has spoken with the Heroes, he gets still and closes his eyes. After a moment, his eyes fly open, and he says "Oh no, I can't... I can't do it..." He looks panic-stricken for a moment, but then calms down, refusing to explain, and then asks to go with the Heroes to the Emerald City. The fact is, he just tried to take his human form, but he couldn't do it.

MOMBI'S HOUSE

If the Heroes decide to investigate where the second fireball crashed, they'll come to Mombi's cottage. A short distance from the cottage is a small smoldering hole, which is where the pendant crashed. Inside the cottage, Mombi is quickly getting some provisions packed so that she might get the pendant back.

Mombi is a loner, and she also doesn't want the Heroes to know about the pendant, so she'll be very short with them, demanding them to go away and refusing to talk at great length. It should be very obvious that she has something to hide. Ceros might try and politely question her. He knows who she is, but has never actually met her.

After a short (and angry) visit with the Heroes, Mombi will hastily head away to the south, towards the Emerald City. She'll get there before them, unless the players do something to prevent it. Feel free to offer a Story Point to let her get away.

BOOK AND PICTURES

When the Heroes get back to the Emerald City to deliver the herbs, they are informed by someone (the cook they deliver the herbs to, Omby Ambi, whoever they think to ask) that Ozma is in private consultation.

The person Ozma is in consultation with is Mombi. Having had, and then lost, the pendant, she's trying to get Ozma to help her by using

the magic picture. In spite of her awful upbringing with her, Ozma is inclined to help her, since she has such a nice heart, especially with Mombi saying things like "I'm changed! Can't you do this one thing for the person who raised you from a baby?"

This would be a great spot to do a cutaway scene. Pick someone to play Mombi and someone else to play Ozma. Mombi is going to do or say whatever it takes to get her way. If Ozma's player wants to try rolling against being convinced, do a Conflict roll of Mombi's Careful Approach versus Ozma's Forceful of Good.

The other option is to offer Story Points to Ozma, so that she will be convinced automatically (and offer a role-playing challenge to the player), or to Mombi along with some roleplaying suggestions (or a bonus to her dice roll, if in Conflict). A good complication to give for this scene would be for Mombi to convince Ozma not to tell the Heroes anything, and to just refuse to help them.

Remember, Story Points given to players for this scene go to the players' Heroes.

It is possible that the players will think to check out the magic picture or go to Glinda to peek into her Book of Records. While this is a good idea, the Book of Records is notoriously vague regarding any event (Clever roll at Superb Difficulty to get anything beyond a vague mention, if any mention at all), and the magic picture will show the pendant hanging from the branch of a fighting tree. A dice roll of Good or higher reveals the location. Story Points will add more information.

Note: Since Story Points allow players to edit the scene, some players might take advantage of that to suggest other places where the pendant could be. Allow that, and adjust the notes in this adventure to match, and even use the opportunity to utilize the Heroes' Gifts and Troubles. Perhaps Lulu's player suggests it's in the Winkie country? That'll allow her to use her

"Knows the Winkie Country like the back of her wing" Gift. If someone put it in the Gillikin Country, then Naynda's Trouble of "On the run from Flathead slavers" might come into play.

And it's okay to transplant things from one part of the adventure to the other, if it makes everything fit.

If the players don't want to do the cutaway scene with Ozma and Mombi, then the Heroes will find that Ozma's been convinced by Mombi not to divulge any information and she'll be extremely reluctant to help them. A successful roll against a Superb difficulty can break through her barriers (and Lye's "Matter-of-Fact Diplomat" or Na'iy'a's "Shameless Flirt" Gifts could help). Note: Trying to be Forceful with Ozma raises the Difficulty to Legendary (and why would anyone want to do that?).

MOMBI AND THE TREES

Once the Heroes get to the Forest of Fighting Trees, they find that Mombi has already beaten them to it, and she's in pitched battle. One of the trees has caught her up and is shaking her, and she's trying to use her magic to free herself and get to the pendant. She's not being very successful, and she's screaming and hollering. When she sees the Heroes, she'll start begging them for help.

The fighting trees have Outstanding Fighting, Superb Strength, and Great Moving (they can't walk, but those branches are quick), so fighting them physically or avoiding them is going to be difficult. Even if the Heroes get past the initial wall of trees, getting the pendant off of the fighting tree it hangs upon is going to require creativity.

Naynda is probably the only one who can take on the trees physically, due to his bulk, his Strong Material Gift, and high Forceful level. Na'iy'a and Lulu are quick, and Lye can defend herself with her umbrella, although she will be at a disadvantage.

The tree with the pendant is a little ways in, past the first few rows of trees, and the tree itself will fight, although it's only doing that out of instinct rather than to protect what it has.

Once the Heroes have the pendant, they can give it to Ceros, who will be grateful. They don't have to get it around his full neck; just hanging it on his horn is enough, although someone else will have to shake the thing for him to make the wings move.

It is possible that Mombi might make one last play for the pendant. She could try and grab it from Ceros, or use a spell of some kind, disguise herself as Lady Sockyarn if the Heroes had met her in the adventure (see "Safehouse," below), or something else.

A word of warning: A Hero who's holding the pendant and shaking it for Ceros will have no trouble. Ceros will simply vanish and the Hero will have an empty hand. However, something that even Ceros doesn't know is that *touching the person making the journey* will drag them along for the ride. If any Heroes are giving Ceros a hug or a pat on the back (or Mombi, if she's struggling with him) or are in any way touching him, they will end up in the future with him.

ADVENTURES BEYOND THE PRESENT

The Oz of the future is a strange place, far different from the marvelous land that L. Frank Baum wrote about. For one, Ceros's timeline is a completely different branch, so none of the stories by Ruth Plumly Thompson, John R. Neill, Jack Snow, Rachel Cosgrove, or Eloise Jarvis McGraw & Lauren Lynn McGraw ever happened. Rather, the Oz following *Glinda of Oz* is a place that has come thru the fires of war and tragedy, but is still a place of wonder, beauty and excitement, and should still be played as such.

Should the Heroes wind up in the future, here's a suggested timeline:

- Following *Glinda of Oz*, Oz is beset by shadow creatures, servants of the Lord of Despair
- The Changing Beasts, Ceros's people, come to Oz. Oz becomes their base of operations from which to battle the Lord of Despair.
- The Tin Woodman marries a woman of tin who used to be a flesh woman that he knew from his childhood.
- Dorothy wants to help defend Oz from invaders, so she learns to use magic.
- Ozma marries the leader of The Changing Beasts, The Prince of Lions, in a move both political as well as emotional. They have a son named Avalon who leaves Oz in his teens to explore the continent.
- Polychrome marries Na'iyā and has a daughter named Sparkx with him.
- The Prince of Lions takes many of his people away from Oz to fight the forces of evil. He never returns. Among those staying are the Princess of Unicorns and the King of Harpies, who become close friends of Ozma.
- Oz is invaded by the Kingdom of the Machine Nightmares. Many are forced to flee Oz.
- Ozma, changed from the pacifist she was, leads an army to retake Oz and succeeds, but at the cost of many casualties, including the King of Harpies, the Tin Lady, and even close friends like Betsy and Trot (hence, why Ceros doesn't know them).
- Many of those lost start turning up on Earth, sometimes as celebrities, although they don't know about their past lives in Oz.
- The Princess of Unicorns locates the reborn King of Harpies and, after bringing him back to Oz, has a son with him. This is Ceros.
- Ceros is raised in Oz with Ozma's help

(this is why he calls Ozma "other mother") and is really good friends with Dorothy. On one of his visits to Glinda, he finds the Harpy pendant, which carries him back in time, and to the start of this adventure.

Going into the future could be the start of a new series of adventures, although that won't be dealt with here. Do the Heroes start a new life of adventure in the Future Oz? Do they go back home? Or do they try and use the pendant to change the events of the past and make a happier Oz?

Safehouse

This is an optional area meant to be for roleplaying. It's not vital to this story's plot, but, true to Oz, it is a place for the Heroes to encounter. The purpose is for the Heroes to talk and for the players to stretch their roleplaying muscles. If you're trying to keep this adventure to a single night or running it at a convention, you can leave it out and it won't hurt. This can be used for any adventure you run in Oz.

This is similar to when Dorothy stopped along the Road of Yellow Brick in *The Wizard of Oz* at the residence of Boq, or when the Tin Woodman, the Scarecrow and Woot the Wanderer stopped at Mrs. Yoop's castle in *The Tin Woodman of Oz*. Only, Lady Sockyarn isn't going to turn them into something. At worst, she might try and force them to try on some clothes she's made.

Travel through Oz can take some time. If the Heroes are traveling for an extended period of time, or they need a safe place to be (even in the Forest of Fighting Trees), then the cottage of Lady Sockyarn can be a good place for them to rest. She's happy to let people stay in her home, and doesn't have a problem with either Lulu or Ceros coming in.

Lady Sockyarn is a sweet and pretty lady. She keeps her long, red hair in a knitted slouch hat. She wears a light knitted summer dress (color depends on what country in which you put her) and socks on her feet. There's knitted blankets on the wash line. When the Heroes come knocking, she has knit work in her hand. As you can likely tell, she loves to knit.

Inside her cottage, which is open and sunny due to all the windows, the place is wall-to-wall shelves of yarn spools and skeins. Yes, sock yarn, and a cursory glance shows that everything that could be made of cloth is knitted of it.

Lady Sockyarn herself is gracious and cheerful, and immediately invites the Heroes in for tea and refreshments. She's happy to hear about the Heroes' mission and, either at your option or the spending of a Story Point, she might be able to tell the Heroes something helpful (or you could give them a SP to accept mistaken information). During conversation, she'll occasionally stop talking to count stitches, or she might say "Let me finish this row real quick," before picking up the conversation once more. She's never without a knitting project in hand.

MAGICAL YARN

Since Lady Sockyarn specializes in knitting and has been doing it for many years, she has acquired quite a collection of yarn of all fabrics. Remember, all sock yarn. Among the many cotton, polyester and other textiles, she has yarn spun from emeralds (given to her by Glinda the Good), gold, silver, diamond, and even wood and tin. She has plenty, so she might be convinced to part with some. Who knows, they might have use?

ROLEPLAYING CHALLENGES

If Naynda is in the party, she'll try and dress him. This is a great place for Naynda's vanity to come out. Since he needs clothes to keep sunlight from blinding his friends, this is a great place to stock up his wardrobe. He could possibly get too caught up in it (might he stay and become her mannequin?).

If Lulu's in the party, her curiosity should get the better of her. Lady Sockyarn has yarn with metallic accents in it, and it's only natural that Lulu would want to try and snag some. A SP could be offered if she finds a skein of yarn spun from 24-karat gold to either steal it, or to get caught stealing it. How would Lady Sockyarn react to a thief?

If Na'iyia is in the party, he's not about to pass

up a chance to flirt with a pretty lady (keep it G-rated if your group includes children). While she might appreciate his compliments and teases, she's not likely to act on anything, and is more likely to offer to knit him clothes that match his tastes with what he's wearing (perhaps she knits him the pants in his *Instant Oz* character portrait?)

If Lye is in the party, she's likely to grow impatient (her "Bored and restless" Trouble) with Lady Sockyarn's dedication to her project. But Lady Sockyarn, like many knitters, is able to listen while she's knitting, even if she doesn't look like it. If Lye pauses, Lady Sockyarn will be saying something like, "5, 6, 7, 8... go on, you were saying?"

Lady Sockyarn will let the Heroes stay the night if they'd like. She'll see them off the next morning with snacks for the trip and some clothing to give to Ozma and Dorothy as gifts. If you want to take a more sinister turn here, she may not want the Heroes to leave.

Lady Sockyarn's Stats

Careful: Great

Clever: Good

Flashy: Good

Forceful: So-So

Quick: Fair

Sneaky: Fair

Gifts: Fast and prolific knitter (can produce a complicated project in a sitting)

Troubles: Obsessive with gifting her projects and offering to make things for others



Hero Record

This Hero belongs to

My Hero's name is Ceros and is a/n active teenage unicorn adventurer
(Name) (Adjective) (Age) (Type) (Profession)
from Emerald City who changes his shape between unicorn and human.
(Place) (Does or Has Something)

Approaches

The way that Heroes do things

- Fair
- Careful
- Great
- Clever
- Good
- Flashy
- So-So
- Forceful
- Fair
- Quick
- Good
- Sneaky

Gifts

Runner - Focus on quick
Rolls when running

Beautiful - Focus:
manipulating people by
flaunting his looks, works in
either form

Extras that give Heroes special
abilities and advantages

Troubles

Impetuous

Being a little too friendly or
affectionate

Complications and challenges that
give Heroes problems

Story Points

Give Heroes an extra edge

Using Story Points

Automatically succeed with
style on an unopposed roll
instead of rolling the dice.

Get an automatic +4 result
without rolling the dice.

Change the result of a roll up
or down one level after
rolling, either on your roll or a
Historian's roll.

Retroll the dice & keep the
best result

Make a change to the scene in
the Hero's favor

If you're stuck, get a clue
from the Historian

Starting Story Points: 3

Notes

The Ladder

To the Moon

Monumental

Legendary

Outstanding

Superb

Great

Good

Fair

So-So

Awful

The Ladder describes how
good or bad your Hero is
at doing different things.

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