

Beseeking the SAGE OF AMETHYST PEAK

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Prince Haldir, the heir-apparent, is dying from the **Poisoned Arrow** which struck him during battle with the barbarian tribes. Even the holiest of the King's men could not heal him. The only hope lies in beseeking Wise Sage Thesuvotai, the exiled brother of the King. You were not the Queen's first choice for emissary. However Sir Orion Jing—bearer of the Queen's letter to the Sage—has gone missing. The Prince has but three days left to live. **The Queen begs you now: Find Jing, retrieve the Letter, and deliver it to the Sage of the Mountain. Any reward you desire shall then be yours.**

The Poisoned Arrow sticks fast into the flesh and burrows towards the heart, killing the victim in 7 days. Irremovable without saying the name of the archer who loosed it. In this case: Princess Safiya, the Prince's sister!

The Queen's Letter begs Thesuvotai to divine the name of the archer and so save her son the Prince. She invokes their secret love & infidelity from long ago. Reveals the Prince is actually the Sage's son!

Rumors: Drop several dice on the page. Read where the highest # lands. This is the rumor.

Shrine of Atonement. Cyclopean statue of Avanas grimaces disapprovingly. Glabrous, long-nailed barber-priests wield electrum razors, shaved penitents are fed powerfully purgative bonbons (mainly fenugreek & castor) that expel disease, curses, sins, and everything else.

Cliffs of Ecstasy. Alcoves with alabaster idols of many-armed gods. Giant tarantella spiders attack with euphoria-inducing but necrotizing venom. The cure is vigorous dance.

d3 Assassins sent by Princess Safiya for the Letter

1. Gug-Amok the Hungry. Big armored Battle-Toad gulps foes, belches.
2. Vuulexsshzyz the Sadistic. Regenerating amorphous mercury elemental.
3. Pta-Ak the Relentless. Myrrh-daubed mummy. A ponderous aesthete.

d8 Penitents, Pilgrims, and Other Folk of the Road

1. Ignatius the blind mendicant sells tawdry little tin-amalgam mirrors "for luck." (7-hour bane when broken) Won't donate? He throws one at you.
2. Eiko the seamstress is cursed: her hair has turned into white silk. Salmonius the venal merchant wrings his hands, plotting to enslave her.
3. Nandini, spy for the Cult of Banyan. Poses as pious pilgrim. Chatty, tries to determine richest victims/travelers. Hidden bandits await her signal.
4. Family of four carry grandmother on litter to abandon in the mountains.
5. Laughing dancing monk preaches nonattachment, throws pearls like confetti. Winded fat jewel merchant arrives 5 min later yelling "Thief!"
6. Hu Pan, the Worm-Priest, inches along the ground in ragged puce robes. Grabs at legs of any he encounters, humbly requests a beating. The first to comply is blessed with a worm's regeneration for one day.
7. Procession of eight flagellants make for the Shrine. One, Tuc Dinde, is a fugitive (killed the man who cuckolded him) with a price on his head.
8. A mile-long funeral procession fills the road: 1,000 hired mourners wail, beat their breasts, soil their faces, and rend their black & yellow garments. A solid gold beehive houses the sacred queen bee's body.

So you went off the path...roll 1d4+Altitude Index

1. A giant one-eyed wild boar. Highly territorial. Steam rises from his muscled flanks. A golden necklace glints, stuck in its molars.
2. A troupe of carnivorous langurs, first soften you up with lobbed rocks.
3. A swarm of malarial mosquitoes pesters you incessantly.
4. Fanged musk deer (1d4+2) forage. The smell of blood frenzies them.
5. Mischievous sprites (3d6) play pranks on lost pilgrim (roll on that table).
6. Winged blue goblins (1d6+1) harry you with shuriken, demand tribute.
7. Fox-Priestess bathing in a mountain spring. Curses peeping Toms with transformation! Roll again to determine new form (this entry = yak).
8. The "Snow Twins" (snow leopard brothers) stalk you.
9. Frozen mummified monk-ghoul hungers for the flesh it shunned in its venge life. Jade prayer beads hang slackly from its emaciated form.
10. Seven red-crowned cranes fly across the sky. Good fortune to those who see this (Blessed for 24 hrs)!

— Road
- - - Wilds

Clouds harbor haloed Bröcken Spectres (as Shadow) in the swirling fog. One for each traveler. They fear mirrors.

Summit. The Sage furiously meditates his feelings away here, his body already half-amethyst. Trying to transcend, refuses to meddle in mundane affairs. But the Queen's Letter convinces him; he sadly reveals the Name of the Archer.

Crystal Pass. Sunlight glints off the ancient crystallized remains of myriad monks. An **Amethyst Monk** guards the way up with a question: "You are too hasty. Tell me: what runs up and down the mountain yet never moves?" Answer; "The Road."

Sage's Yurt. He ain't here. **The Fairy Crocus** warns of dangers ahead & dissuades pursuit: "it will only bring more suffering." She promises to divulge location of the **Jewel** if they leave Sage alone. Quietly loves him, wants to protect him from upset.

The Fairy Crocus "Küm-küm"

Purple petals. Has three saffron stigmas (regrows 1/day); eating one effects *Protection from Evil* until dawn.

Poppy Valley. Soporific vapors. Save or sleep for 3d6 hours. Roll encounter to see who or what is napping here.

Herbal Vista. Yarrow staunches blood, heals wounds. Fanged musk deer often feed here.

Sir Orion Jing bore the **Letter** but lost all to bandits. Now languishes here selling his florid fuchsia lacquered armor for cheap. Ashamed & depressed, wets his drooping mustache in a half-empty wineskin.

Heavenly Ascent. Frank the ogre monk mans the crank-operated armored elevator, admits only the poor, as "Only the unburdened may rise."

Bridge of Humility. Long-nosed Yseba, "Greatest Swordsman/Statistician in the World" lets none pass unless they duel him or kiss his feet. He wields the **Sword**. Tally marks on a cedar tree record his 38 victories 0 losses.

The Sword "Mille-feuille"
Cuts anything, ignores armor.

Grotto of Alms. Enchanted pool transmutes metal into organic matter (gold→goldfish). Giant ever-hungry anglerfish rests on the bottom. His lure is the **Jewel**!

The Jewel "Empyrean"
Massive thousand-faceted diamond. Brilliance of sparkle is proportional to proximity and quantity of nearby gold.

START

Inscription:
The Foe of Light
Weighs thee Down
Lose thy Self
And Gain the Crown

20,000 ft

5

15,000 ft

4

Altitude Index

2

10,000 ft

1

5,000 ft

0