The Crystal Unicorn

A Faery's Tale Adventure

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– Credits –

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In Ages Past

In ages past two creatures were mortal enemies, being of light and shadow. The Crystal Unicorn and the Shade had battled for years but neither had ever gained the upper hand. Both gained their powers from the actions of humans—good deeds fed the Unicorn while evil deeds fed the Shade.

A great war began in the human world and with it the Shade became more powerful than the Unicorn. Badly wounded, the Crystal Unicorn fled to the Brightwood seeking shelter from its nemesis. The Shade followed, and in desperation the Unicorn cast her essence into seven specially-prepared receptacles, which her faery allies hid around the forest, and vanished from the Shade's awareness.

The Shade settled in Brightwood, casting a shadow over a portion of the forest, and awaited the return of its foe. Over time much of the Shade's essence became diffused by the surrounding Brightwood and its faery guardians, but still it is aware and awaits the return of the Unicorn.

The time has now come for the Unicorn to return, but for that to happen the seven essences must be returned to her.

Shadewood

There is an area of Brightwood that is permanently in the shade, as dark clouds forever hover above it, blocking the sunlight. Brave faeries who have ventured into the area emerge with tales of shadows with no source and a feeling of eternal dusk.

A Shaft of Light

For one reason or another, the faeries of your tale have approached near to Shadewood—not too close but close enough to experience a tingle of excitement and fear from the nearby shadows.

Abruptly a shaft of brilliant sunlight pierces the ever-present dark clouds and lances towards the ground. Motes of dust dance within the sunlight glow with golden light, looking for a moment like pixie dust.

If your players are adventurous enough to enter Shadewood, proceed to the section titled "The Crystal Unicorn."

If your players are too timid, allow them to go about their business for a while before a squirrel scampers down a tree nearby and, between panting breaths, addresses the faeries by name:

"I bring greetings from Queen Leanan and a request that you undertake a task of utmost importance for her. The beam of sunlight you see shining into Shadewood has occurred before but not for many years. It shines only for a short time before vanishing again. No one has yet managed to find the spot where it shines upon the forest floor, but the Queen feels it is important.

"Queen Leanan asks you to venture into Shadewood and try to find what the sunbeam shines upon.

"What is your answer?"

If the faeries agree, proceed to the section titled "The Crystal Unicorn." If they refuse, perhaps it is time to have a chat with them about why they want to play *Faery's Tale*?

The Crystal Unicorn

As the faeries venture into the Shadewood, read the following italicized text aloud to the players:

> *As you step into the Shadewood, it feels as though someone turned the sun off as you are surrounded by cool shadows. You cannot help but feel somewhat nervous as things seem to move in the inky pools of darkness gathered around the trees. It seems there must be some magic working in Shadewood, for despite the lack of sunlight, plants and trees are growing and—aside from having a paler color than usual—seem healthy.*

Despite the ominous look of the Shadewood there is nothing within it to harm the faeries, or at least not yet! The Shade is all around them, but currently is sleeping with its essence spread too thin.

Finding the End of the Sunlight Beam

It is actually a simple matter to find the end of the single beam of sunlight shining into the heart of Shadewood as long as the searchers are brave enough to venture in. All of the faeries who have ventured into Shadewood prior to your faeries have been too timid and failed to find the center in time.

Encourage your players to come up with ways they can trace the beam of light and to make use of their Gifts. If they come up with nothing else, a Tricky challenge of the Mind finds what they seek.

When the faeries find the place where the sunlight strikes the ground, read the following text to your players:

> *You emerge from the gloom of the surrounding Shadewood into a brightly-lit clearing where the shaft of sunlight descends through the canopy of the trees. The brilliant sunbeam strikes perfectly on the upraised horn of a crystal statue of a unicorn, its front hooves raised in the air as it rears up.*
>
> *Where the sunbeam shines through the crystal horn it splits into seven beams, one for each color of the rainbow: red, orange, yellow, green, blue, indigo, and violet. The colored rays of light shine out from the statue and disappear into the branches of the surrounding trees.*

Any faery who succeeds in a Tricky challenge of the Mind spots a bird's nest in each of the trees where the colored rays of light shine. Faeries with the Gifts of Alert or True Sight automatically succeed.

The crystal statue of the unicorn is absolutely perfect—it looks as though someone actually turned a living unicorn into crystal! The crystal is magically hard and resistant to anything the faeries may try to do to it. They can do nothing to either move or damage it.

When a faery actually touches the statue, read the following:

> *As your hand touches the unicorn statue, there is a flash of rainbow colors*

inside it and for a brief moment the colored rays from the horn flash up into the sky.

Nothing further happens, no matter how many times the statue is touched. However, after a few minutes read the following:

A high pitched chirrup attracts your attention to a small bird descending through the trees. It is a very curious bird, as it seems to be made of the same crystal as the unicorn statue! As you watch, it circles the unicorn once and then settles upon its back, becoming completely still.

Feeding the Crystal Songbird

The Crystal Songbird remains inanimate until a faery gives it a point of Essence. It is likely your players will not think of this without a hint or two, so when they first examine the bird read the following aloud:

The bird is about the size of a robin but made of a clear crystal that looks like glass but is much harder. The crystal is cool in your hand and lifeless; whatever magic animated the bird seems to have been exhausted by its flight to reach you. As you look closer at the exquisite crystal form, you feel a tingling inside—similar to the feeling when you use your Essence to perform magical feats.

Whenever a faery gives the Crystal Songbird a mote of Essence read the following italicized text aloud to the players but change the color description to that of the next egg to be found: red, orange, yellow, green, blue, indigo, violet.

*The Crystal Songbird grows warm in your hands as you feed it Essence. Its body slowly changes color until it is a translucent **red**. The bird wriggles free of your grasp, flaps its wings, and rises into the air. It flies in a circle around your heads for a few seconds before heading off into the woods.*

If the faeries do not immediately begin to follow the flying bird read the following italicized text aloud to the players:

The Crystal Songbird lands upon a branch a short distance from you and sings a short, high-pitched song—it sounds as though it is telling you off for something.

Any faery who succeeds in an Easy challenge for the Mind guesses the Crystal Songbird wants them to follow it. The Gifts of Clever and Wise help faeries who possess them.

The Crystal Songbird leads the faeries to various places within Brightwood depending upon its current color; see the following sections for details:

- Red Roses (page 6)
- Orange Sunset (page 8)
- Yellow Buttercups (page 11)
- Green Growth (page 13)
- Blue Stream (page 15)
- Indigo Kingdom (page 15)
- Violet Dragon (page 21)

The Crystal Eggs

Like the Crystal Songbird, the Crystal Eggs are made of a substance that looks like translucent glass but is much harder—they cannot be harmed by anything the faeries do.

Each egg houses part of the Crystal Unicorn's essence and has a particular Gift associated with it. Any faery carrying a crystal egg gains the benefit of the Gift but only while possessing it. If a faery already has the Gift an egg bestows, no benefit is gained from it.

Once an egg is placed in one of the nests around the clearing, the essence within it transfers back to the Crystal Unicorn, and the egg no longer has any power.

- **Red:** Strong
- **Orange:** Fortunate
- **Yellow:** Agile
- **Green:** Wise
- **Blue:** Hardy
- **Indigo:** Magical
- **Violet:** Clever

Placing a Crystal Egg in a Nest

Hopefully the faeries think of placing the colored crystal eggs in the nests around the Crystal Unicorn clearing. If not, a successful Tricky challenge of the Mind provides the idea. Gifts such as Clever and Wise help with this challenge while Gifts such as Seer and Lucky may automatically succeed.

If your faeries cannot make the connection between the colored crystal eggs and the nests, have an animal friend suggest it to them.

When the faeries place one of the seven colored eggs, read the following italicized text aloud to the players, amending the color ("red" in the example) to that of the egg being placed:

> *As you place the egg into the nest the **red** hue fades from it, leaving it completely clear. A beam of **red** light shines from the egg, across the clearing to strike the Unicorn's horn, which then seems to suck the light in. The Crystal Unicorn flashes **red** for a brief second, then the light beam disappears and the Unicorn returns to its clear state.*

When the faeries place the last egg, proceed to the section titled "The Unicorn Awakes" (page 24).

Red Roses

Years ago the faery Queen, Leanan, charged one of her most loyal faeries with the task of protecting one of her rose gardens from harm after it had been invaded by goblins. The sprite, Ruby the Knight of Roses, took her task very seriously for many years and kept the garden beautiful.

One fateful day the Goblin King, Sluag himself, led a small band of goblins into the garden; Ruby was wounded by their attack and as she fell used the last of her Essence to make the roses come alive, growing long thorns to drive off the invaders. Enraged, Sluag used his own dark magic to twist Ruby's magic, making the roses hostile to all faeries!

The roses have since grown wild, twisting around each other to form a dense maze lined with sharp thorns. Within this maze the rose garden grew its own protectors: twisted figures made of thorns, blights led by its own Knight—the Knight of Thorns.

Ruby still sleeps deep within the twisted rose briar, unable to awaken without the aid of other faeries.

The Rose Briar

Read the following italicized text aloud to the players:

> *The red Crystal Songbird leads you to an area of the Brightwood you have never been to. Nestled amongst the trees like a scab on a cut is a large patch of hard, thorny rose bushes twisted around to form a dome-like maze. The bird pauses to twitter at you, then flies into the briar patch.*

The rose briar is a dome-shaped area, so the faeries cannot get to the middle by flying over. As the faeries try to follow the Crystal Songbird they find the rose stems can move—changing the paths and trying to stick them with their sharp thorns!

Following the Crystal Songbird through the briar maze is a Hard challenge for the Body, requiring 3 successes. Faeries with the Gift of Acrobat succeed

automatically while Gifts such as Agile and Hardy give a bonus. A pixie can use his gift of Pixie Dust at a cost of 1 Essence to make the going easier (perhaps changing the sharp thorns to soft flowers), lowering the challenge to Tricky for all faeries.

Faeries who fail the challenge lose a point of Essence as they are scratched by the thorns.

The Middle

When the faeries reach the center of the briar maze, read the following aloud:

> *You emerge from the maze of thorny stems into a small clearing and are in time to see the red Crystal Songbird land upon a bed-like structure made of roses. A pixie lies upon the rose bed, her eyes closed and her skin pale against the red flowers. The pixie's hands are upon her chest and hold a small, bright red crystal egg.*
>
> *With loud snapping sounds, three figures break away from the surrounding rose bushes and step between you and the bed. The figures look like faeries but have bodies and spindly arms and legs made from twisted rose stems. The largest figure looks a little like the pixie on the bed.*

The two Rose Blights and the Knight of Thorns try to stop the faeries from reaching the pixie (Ruby) with threats and—if necessary—violence! The Knight of Thorns was made by Ruby as she fell in her confrontation with Sluag and, although evil, has a sense of honor—if a player suggests a competition of some form, he agrees.

Knight of Thorns					
Body	4	Mind	2	Spirit	3
Dark Essence: 6					
Gifts: Acrobat, Black Magic, Whirlwind Strike					

Rose Blights					
Body	3	Mind	1	Spirit	2
Gifts: Burrow					

Waking Ruby

The pixie, Ruby, can be awakened by removing her from her rose bed or defeating the Knight of Thorns. Narrators should note that defeating the Knight does not necessarily involve fighting him—beating him in a riddling contest or similar counts.

When Ruby awakens, the Knight of Thorns and the Rose Blights collapse into piles of thorny twigs and the rose briar begins to untwist, slowly shrinking back into a beautiful garden of red roses.

Ruby and the Red Crystal Egg

Ruby is very grateful to the faeries for freeing her and restoring Leanan's rose garden to its original beauty; she gives a Boon to each of her rescuers. Ruby has no idea how she came to be holding the red crystal egg and willingly gives it to the faeries. As soon as she does, the red color fades from the Crystal Songbird and it topples to the ground.

Orange Sunset

Long ago a group of people came across a clearing within Brightwood that was particularly beautiful when illuminated by the orange light of the setting sun. Wishing to capture the beauty for all to see, the people built a stone wall to hold a stained glass window depicting the sunset.

The people moved on and the wall was left as another mysterious object within Brightwood. Time and the weather took their toll and the wall fell apart, the beautiful stained-glass window broke into several pieces.

Note: The complete stained glass window and the broken pieces are shown in Appendix A.

Goblin Interference

Read the following italicized text aloud to the players:

The orange Crystal Songbird wings its way off through the trees and you are soon in hot pursuit. Suddenly there is a whooshing sound and a net swings out from behind a tree, capturing the bird! A nasty-looking goblin holds the net and he has two smaller friends with him.

"Right," says the goblin with the net, "I've been watchin' you charge all around the forest after this pretty glass bird an' I've decided I want it."

"That's right," says one of the other goblins.

"We want it," states one of the smaller goblins.

"No, he wants it," snarls the final goblin.

"No, we want it."

"No, ***he*** *wants it."*

"No, ***we****..."*

An angry look from the lead goblin stops the other two from bickering further.

As the lead goblin—Grubber—has said, they have noticed the faeries chasing the Crystal Songbird and are curious as to what they are doing. Grubber is just plain nasty and refuses to release the Crystal Songbird, no matter what the faeries tell him. Your

players will need to come up with a clever scheme to deal with the goblins.

The lead goblin—Grubber—is mean, nasty and greedy. He has decided that he wants the Crystal Bird and the faeries are going to have a hard time getting it back from him. The smaller goblins, Nix and Nox, are siblings and argue with each other a great deal.

If your faeries resort to violence to get the Crystal Songbird back, the goblins will fight, with Grubber urging Nix and Nox to attack while he hangs back and uses his Dark Magic. Grubber will first spend 2 Essence points to scare the strongest looking faery away—the victim must succeed in Hard challenge of Spirit or run away until the goblins have gone. Next, Grubber will either use his Dark Magic to shatter a metal weapon wielded by one of the faeries or scare a second one if no one has metal weapons (either of these will cost 2 Essence). After this, if Nix and Nox are still fighting, Grubber will join them.

If either Nix or Nox are reduced to 2 Essence, they will both attempt to flee or beg for mercy, blaming Grubber for everything. ("'e made us do it, honest!") Grubber will also flee at this time, hurling the Crystal Bird at the faeries to distract them as he does.

Clever faeries may come up with non-violent ways of dealing with the goblins. As has been noted, Nix and Nox are very argumentative and a successful Hard challenge of the Mind with some suitable words will get them arguing so much they ignore the faeries. The Gifts of Charming, Clever and Wise will help.

Grubber's greed could be made use of by offering him something that seems more valuable than the Crystal Songbird. Perhaps the faeries have some shiny baubles from previous adventures or a Pixie could use his Pixie Dust to conjure up a pair of crystal birds, or a *larger* crystal bird that Grubber would be eager to swap for his "paltry" songbird.

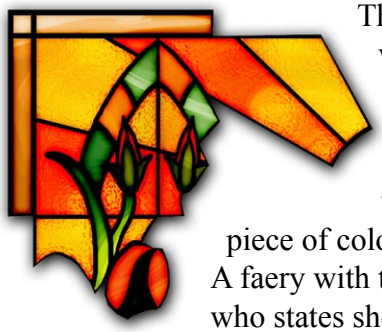
Grubber					
Body	4	Mind	3	Spirit	3
Dark Essence: 6					
Gifts: Black Magic, Contortion					

Nix and Nox					
Body	3	Mind	2	Spirit	3
Dark Essence: 6					
Gifts: Black Magic, Contortion					

The Wall

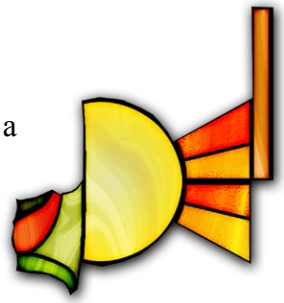
When the faeries manage to retrieve the Crystal Songbird, it once again leads the way deeper into Brightwood when released.

> *The orange Crystal Songbird leads you on for several minutes before it emerges into a small clearing. The clearing has a small section of a ruined wall surrounded by several mounds of overgrown rubble. One piece of the wall has a piece of orange and green glass affixed to it and the Crystal Songbird perches delicately upon it.*



The piece of glass already in the wall is Piece Number 1.

Any faery who succeeds in a Tricky challenge of Mind as they enter the clearing spots a piece of colored glass in the undergrowth. A faery with the Gift of Alert or any faery who states she is searching the clearing automatically succeeds in this test. This is Piece Number 2.



The piece of colored glass fits against the glass in the wall like a jigsaw piece. An Easy challenge of the Mind suggests there are at least 3 more pieces of the window missing.

Fixing the Window Pieces Together

To successfully rebuild the stained glass window, the faeries have to find some way to stick the pieces of glass together. Pixie Dust will do the trick, as will

"glue" made from sticky mud or tree sap. The Gift of Craft allows a faery to make something suitably sticky.

The Stained Glass Pieces

There are a further 4 pieces of the stained glass window missing as detailed below. The Gifts of Alert, Fortunate, Inspire, Lucky and Seer may help in the search.

Every time a piece of the window is found and matched to the window, any faerie who succeeds in an Easy challenge of Mind can tell there are more pieces to be found.

Piece Number 3

Lying amidst the rubble piles and partially hidden by the undergrowth, a successful Tricky challenge of the Mind is required to spot it.

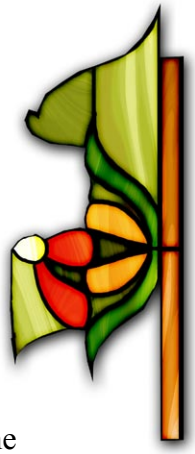
Piece Number 4

This piece was spotted by a magpie and taken to her nest. A faery who succeeds in a Tricky challenge of the Mind spots something glinting in a bird's nest high in one of the surrounding trees. It takes a Tricky challenge of Body to climb the tree. Alternatively, a pixie could fly up or a sprite could ask an animal friend to fly or carry them up.

A mother magpie is in the nest along with three eggs and several shiny things, including a piece of stained glass. The faeries have to negotiate with the mother magpie, who is very protective of both her eggs and her treasures. At a minimum, the magpie wants *two* shiny objects to replace the piece of glass.

Magpie Mother					
Body	3	Mind	1	Spirit	2
Gifts: Fly					

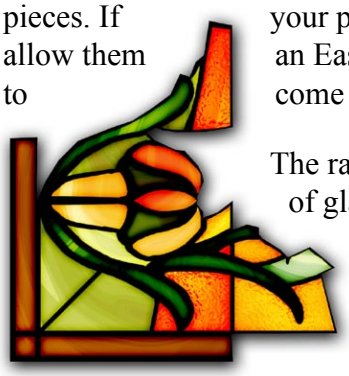
Piece Number 5



Buried in one of the rubble piles, a successful Hard challenge of the Mind is required to spot it.

Piece Number 6

The final piece of the window was carried off by a rabbit into its warren beneath the clearing. Faeries may discover this by asking the local animals if they have seen any more glass pieces. If your players do not think of this, allow them an Easy challenge of the Mind to come up with the idea.



The rabbit which has the piece of glass has no use for it, but requests a Boon from one of the faeries before he hands it over.

Rabbit					
Body	4	Mind	1	Spirit	0
Gifts: Burrow, Change Appearance					

The Window Complete

When the faeries complete the stained glass window, sunlight streams through it, bathing the clearing in orange light. As it does, an orange crystal egg becomes visible atop one of the piles of rubble. Once the egg has been revealed, it can be taken and removed from the clearing. As it is, the Crystal Songbird's color fades and it falls lifeless to the ground once more.

Yellow Buttercups

A bright yellow crystal egg would be very easy to spot amongst the browns and greens of a forest, so the faeries who hid the yellow egg first planted a patch of equally-bright yellow flowers: buttercups. When the crop was fully grown, the faeries hid the yellow egg amidst the flowers and cast a spell over the crop and egg. Now only very fast or smart faeries can retrieve the egg.

Yellow Hideaway

Read the following italicized text aloud to your players:

> *The yellow Crystal Songbird weaves its way around the trees of Brightwood as it leads you to the location of the next crystal egg. As you hurry after the bird, you catch glimpses of bright yellow ahead, easily spotted against the greens and browns of the forest. The Crystal Songbird enters a large clearing, covered in giant, bright yellow buttercups and settles down upon one of the blooms.*

After the shade of the trees, the light upon the mass of buttercups in the clearing is almost blinding. The faeries have to shield their eyes with their hands to be able to see anything. When the faeries look around, any who succeed in a Hard challenge of the Mind spot the yellow egg resting in the cup-shaped flower of a buttercup on the other side of the clearing. Faeries with the Gift of Alert or Truesight automatically succeed at this test. The egg is very faint, almost like a ghost.

Clever faeries may think of making sun hats or visors out of leaves to diminish the glare and reducing the challenge of the Mind to Tricky. A faery with the Gift of Craft can fashion such article with ease (no Challenge is required); others require another Tricky Challenge of the Mind.

Catching the Egg

Each time the egg is approached, it disappears and reappears elsewhere. If a faery managed to touch it before it disappeared, it becomes more solid. If the egg disappears before a faery touches it the egg becomes ghost-like again and the whole chase must start over.

To get to the egg before it vanishes requires a successful Hard challenge of the Body; the Gifts of Agile and Fortunate help. To spot the egg's new position requires a challenge of the Mind that begins as Hard but decreases one step each time the egg is touched. Faeries wearing suitable sun hats reduce the difficulty of the Mind challenge by one step.

The egg follows a path that draws out a five-pointed star and clever faeries may be able to use this to their advantage. Once the egg has changed position two or more times any faery who succeeds in a Hard challenge of the Mind works out the path it is following and can direct other faeries as to where they should stand. This reduces the challenge difficulty of the Body to touch the egg to Easy.

Catching the Egg— an example

Willow (a sprite), Daisy (a pixie) and Furfoot (a pooka) enter the clearing. Willow rolls a successful Hard challenge of the Mind and spots the ghostly egg. She strolls across the clearing to fetch it. Before Willow gets to the egg, it disappears! Looking around, the trio spots the egg again. Furfoot sets off at a run and manages to touch the egg just before it disappears.

This time Daisy succeeds in a Tricky challenge of the Mind and spots the egg. Once again, Furfoot runs to catch it and his fingers brush the egg before it vanishes. It now requires an Easy challenge of the Mind to spot, and all three friends see it. As Furfoot sets off once more, Daisy succeeds in a Hard challenge of the Mind and works out where the egg will appear next time; she directs Willow to the spot.

Sure enough, as Furfoot touches the egg it vanishes and appears next to Willow, who easily touches it. Daisy has moved to the egg's next—and final—position and is waiting to catch it as it disappears after Willow touches it.

If the players are having a hard time catching the yellow egg, the Narrator could suggest that perhaps their innate gifts could help. A sprite's animal friend could run with a faery upon its back, a pooka could change form into a fast animal, or a pixie could use her Pixie Dust to make a faery run faster. Even a brownie could use her household magic to tidy up the undergrowth, making the ground easier to run on (this would cost the brownie 2 points of Essence, as it is outside her household).

A Complication

Not too long ago, Kelya the pixie wandered into the buttercup clearing. She had already garnered 4 points of Dark Essence. Spotting the yellow crystal egg, she wanted it more than anything else as its pure and bright color lifted her heart and made things seem less dark. However, no matter how hard Kelya tried she could not catch the egg and her failure left her bitter and twisted.

Now only two Essence points away from becoming a wisp, Kelya hides amongst the buttercups, trying to stop others from catching the crystal egg she so desires. The Narrator should play Kelya as a mischievous Pixie whose tricks veer towards being hurtful and nasty.

For example, while the faeries are trying to catch up with the yellow egg, Kelya darts out from under the buttercups and attempts to trip a running faerie with a cry of "It's mine!" If Keyla wins a Contest of Body, her victim trips and falls automatically, failing to touch the egg. Whether she is successful or not, Keyla scurries back under the buttercups and hides.

If the faeries try to find Keyla, have a Contest of Mind with Keyla gaining an extra two dice for her Gift of Sneaky. Faeries with the Gift of Alert may spend 1 Essence to automatically spot Keyla.

Once the faeries are wise to Keyla's tricks and have spotted her, she will fly up above the buttercups and hurl small stones at the racing faeries. Avoiding these missiles makes the difficulty of touching the yellow egg one step harder or a faery can "tough it out" and let the stones hit her and cause the loss of 1 Essence.

Once the faeries have the yellow egg in their hands, Keyla rushes towards them screaming, "It's mine—give it to me!" Any faery who succeeds in a Tricky Challenge of Mind realizes that Keyla is well on her way to becoming a wisp!

Compassionate faeries may try to calm Keyla down and dissuade her from taking the yellow egg and gaining another point of Dark Essence. Such actions should automatically succeed if your players roleplay convincingly. Otherwise, it's a Hard Challenge of Spirit (the Gift of Charming will help). Other gifts which may be used to convince Keyla to turn back from her dark path include Musical (singing or playing soothing music, costing 1 Essence) and Seer (for 2 points of Essence, a faery can see that soon after taking the yellow egg, Keyla completes her transformation into a wisp).

If your faeries spend a lot of time and effort trying to reform Keyla, she will lose one of her Dark Essence points and start to turn her life around—reward all of your faeries with an Essence point.

If the faeries use violence to overcome Keyla, she will scream and shout, hurling insults even when beaten. The experience will gain Keyla a fifth point of Dark Essence. The Narrator should have his faeries encounter Keyla at a later date as a bitter enemy but give them a second chance to save her.

Kelya, a Pixie					
Body	3	Mind	3	Spirit	3

Dark Essence: 4
Essence: 2
Innate Gifts: Flying, Pixie Dust
Gifts: Hardy, Sneaky, Strong

Green Growth

The green crystal egg was hidden within a rare and magical plant which bloomed within Brightwood. Some time ago the plant dropped its seed, containing the egg, and shriveled away to nothing. The seed waits patiently below the ground for the right conditions to be met for it to grow.

It's Not Here

Read the following italicized text aloud to the players:

> *As you go around a large bush, you find the green Crystal Songbird perched upon the raised hand of an elderly-looking pooka who is sitting on the ground amidst the trees. The bird is singing to the pooka, who nods every now and then.*

As the faeries approach the pooka, Rufus, read the following:

> *The pooka nods once more at the green Crystal Songbird and then turns to look up at you. "This here fellow tells me you're looking for crystal eggs. Well I can tell you young ones there was a green crystal egg hereabouts, looking much like this bird. But it isn't here now…" The pooka is interrupted by the Songbird trilling a short song. "Hmm, could be your bird there is right. When the egg was here it was in a plant—a rare and magical plant which only grows when the conditions are right. Maybe if we get the plant to grow again, you can get your egg."*

For the plant to grow, several items must be gathered as well as one of each of the four main types of faeries. The following sections detail what the old pooka knows and what is required.

"A Sieve Full of Water"

> *"Water, the plant needs water. Mind you, not just any water—it has to be from the Babbling Brook and it must be fetched in a sieve."*

With a successful Easy challenge of the Mind, a faery knows of the Babbling Brook, a small stream that runs over a rocky patch and makes a noise like watery voices chattering.

If necessary, the Narrator should explain to younger players what a sieve is; certainly any brownies would know this. Any faery can easily find one in his or her home, but an Easy challenge of Mind (or simple experimentation) reveals that it's not able to hold enough water for a plant to grow, whether it is magical or not—what is needed is a human-sized sieve.

A brownie can get such an item from the human dwelling in which she lives. Alternatively, Rufus can tell the faeries of a witch who probably has one and who also happens to have a bottle of sunlight (see below). Carrying the human-sized sieve to the brook requires a successful Tricky Challenge of Body, while returning with the sieve full of water requires a successful Hard Challenge of Body. Up to three faeries may cooperate on these challenges.

The problem is, how can you hold water in something which is full of holes? Let the players try and come up with some way, but allow them to attempt Tricky challenges of the Mind if they cannot

think of anything. Award any clever ideas with a point of Essence even if they do not work.

For example, a pixie could use Pixie Dust to freeze the water into ice, which could then be carried in the sieve. Alternatively, the faeries could line the sieve with moss before filling it with water, which would keep the water in for a short while.

"A Bottle of Sunlight"

> *"Of course all plants need sunlight, but this one needs it poured from a special bottle. Now it just so happens I know of a witch who has such a bottle."*

Rufus gives the faeries directions to the witch's cottage, a small house overgrown by ivy, with a shed nearby. Luckily for the faeries the witch is a good witch who is happy to part with the bottle the faeries need—in exchange for a few chores.

The chores are listed below with some of the challenges required to achieve them; your players may well find easier ways by using their Gifts:

- **Clear the ivy from her cottage**—a successful Tricky challenge of Body.
- **Get rid of the spider webs in the shed**—once the particularly large and unhappy spider is removed, this is an Easy challenge of Body.
- **Remove the rocks from her vegetable patch**—not a problem aside from one huge rock that requires a Heroic challenge of Body; up to three faeries may cooperate on this task.

Once the faeries complete the chores, the witch gives them a small, clear glass bottle tightly sealed by a cork. Sunlight is shining from inside the bottle.

Spider					
Body	2	Mind	1	Spirit	0
Gifts: Climb, Venom, Webs					

"A Sprinkle of Pixie Dust, the Courage of a Sprite, the Magic of a Brownie, and the Speed of a Pooka"

This is the easiest of the requirements. As long as at least one pixie, one sprite, one brownie and one pooka are present when the water and sunlight are poured, the plant will grow.

The Plant Grows

Once the faeries have gathered the water, sunlight and any other faeries they require, Rufus climbs to his feet, mumbling that he was "just keeping the ground warm for the plant." The old pooka tells the faeries to gather around the spot where he was sitting; first they must pour the water, then the sunlight.

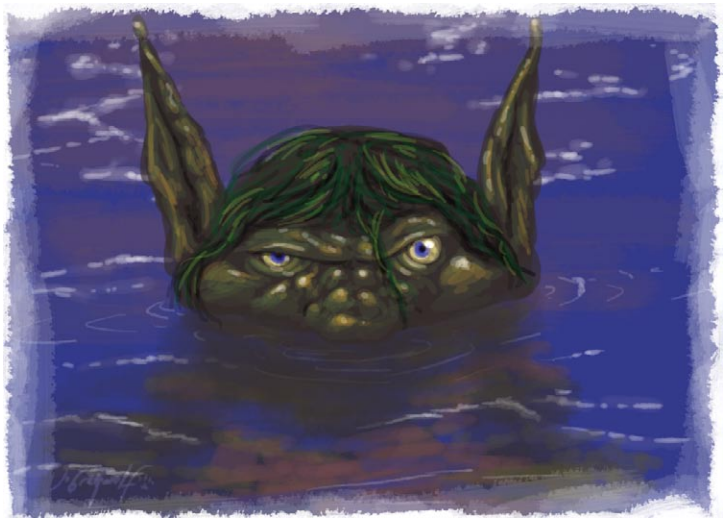
Soon after the water soaks into the ground and the sunlight streams from the bottle, there is a slight tremor in the ground. Rufus remarks that they "may want to stand back a mite" and seconds later the ground cracks open.

A bright green shoot, 3 inches in diameter, bursts out of the ground, spiraling upwards in seconds until it is the height of the surrounding trees. Luxurious, light green leaves unfurl and spring out as a bud atop the growth begins to open. The plant has no flower in its bud—merely the green crystal egg.

As the faeries retrieve the egg, the Songbird once again falls to the forest floor and Rufus begins to gnaw on the leaves of the new plant whilst muttering, "there's good eating on one of these."

Blue Stream

Years ago a small human village just beyond the eaves of Brightwood discovered a seam of iron running through the bed of a nearby stream. The villagers mined the seam until it ran out and then ignored it. Since that time the running water has eroded the river bed and revealed further tiny seams of iron. Fragments of these new iron seams have been broken free by the water and carried downstream into Brightwood.



Unfortunately as this iron has never been worked, it is cold iron, which is harmful to the faeries of Brightwood!

Wartz, a River Troll, discovered the cold iron in the river water when her mate fell sick whilst fishing upstream from their home. Wartz also discovered that a bright blue, egg-shaped crystal she found on the river bed one day somehow kept the cold iron away from the area of water around it.

Currently Wartz and her mate are stranded in a small "island" of pure water surrounded by the polluted stream.

The Stream

Read the following italicized text aloud to the players:

> *The blue Crystal Songbird flies through the woods, slowing to let you catch up when necessary. As the sound of running water reaches your ears, the bird slows and flies in erratic circles as though confused.*

As the faeries catch up with the Crystal Songbird it abruptly darts off, over a stream, and comes to land upon a log protruding from the water.

Any faery who succeeds in a Tricky challenge of Spirit can sense there is something *wrong* with the stream; a faery with the Gift of Empathy succeeds automatically. Once they know something is wrong, a successful Tricky challenge of Mind (the Gifts of Lore and Wise help) finds the stream has cold iron dust in it.

Wartz

Soon after the Crystal Songbird lands on the log or when a faery begins to fly over or touch the water, a troll surfaces next to the log. Read the following italicized text aloud to the players:

> *A troll rears up from the water, even more ugly than usual due to the warts all over her body. She snarls "Go away if you know what's good for you!" Startled, the blue Crystal Songbird flies into the air, seems to lose its way, and plummets into the stream, sinking out of sight.*

If the faeries attempt to harm Wartz, she ducks back under the water and sinks out of sight; the faeries will have to find some way to placate her if they wish to talk to her later.

If the faeries talk to the troll, Wartz calms down and continues:

> *"I don't like your type but even so I wouldn't wish the hurt on you. The water around here has cold iron in it as my mate discovered. Get yourself wet and you're in for a lot of pain and suffering."*

The faeries can speak with Wartz and she answers most questions as best she can; a few example

questions and answers are given below. The narrator should make up other answers as required.

Why are you not being hurt by the stream?

I found a magic blue egg in the riverbed that stops the cold iron from coming near.

Will you rescue our Crystal Songbird?

Yes, but only if you promise to go away and leave us in peace.

Can we have the blue egg?

No! It is all that is keeping us well.

Why don't you move to another stream?

We have lived here for centuries! It is comfortable—and besides, the blue egg protects us.

Eventually the faeries should work out that Wartz will return the Crystal Songbird if they promise to go away and she will not give up the blue egg until the cold iron is removed from the stream.

Wartz, a River Troll					
Body	6	Mind	3	Spirit	3
Gifts: Aquatic					

The Cold Iron Water

The cold iron in the stream does not have the drastic effect of touching cold iron as detailed in the *Faery's Tale* rulebook as it is in small quantities. Every time a faery touches the cold iron water, she loses one or more Essence points; judge the amount of Essence lost by the amount of cold iron water touching the faery and how long the contact remains. For example, a faery briefly dipping a hand in the stream loses one point of Essence, while being dunked completely in the river costs four points!

Any attempt to interact with the cold iron water with magic fails no matter how much Essence is spent. For instance, a pixie cannot use Pixie Dust to make a ball of cold iron water or to divert the flow of the stream.

Dealing with the Cold Iron

The faeries first need to find out where the cold iron is coming from—naturally, by following the stream. If none of the players think of this allow them to attempt an Easy challenge of the Mind.

Once beyond Brightwood, the stream winds its way into some hills. A faery making a successful Tricky test of Spirit notices when the cold iron taint disappears; a faery with the Gift of Empathy succeeds automatically.

Any faery who succeeds in a tricky test of the Mind while looking around the area where the cold iron disappears sees signs that the riverbed has been dug over in the past, revealing the cold iron. The seams of cold iron cover the riverbed for a section about twenty feet long.

When your players come up with ideas to prevent the cold iron being carried away by the stream, remember their magic does not work on the iron or the water downstream from it. The best solution is to divert the stream around the iron seams.

Faeries may use Pixie Dust to create a new channel for the stream. A large amount of earth must be shifted, and it requires two points of Essence. An alternative would be to use a sprite's Gift of Animal Friend to ask some burrowing animals such as rabbits to dig the channel, or a pooka could use the Gift of Change Form to become a digging animal.

The Stream Runs Pure

Once the stream is free of cold iron, Wartz the river troll is true to her word and gives the blue crystal egg (and the Crystal Songbird if she still has it) to the faeries. As a faery takes the blue egg, the Crystal Songbird's color fades; it falls to the ground lifeless.

Indigo Kingdom

Note: for this scenario the color indigo is taken as a very dark blue / purple.

The indigo crystal egg was recently found by a rat with lofty ambitions. Sometime after it was hidden the indigo crystal egg met with an accident and cracked, allowing the magical essence inside it to leak out. The escaping magic acted upon the rat, making him more intelligent and less of a rodent. The rat made a scepter with the egg as its crowning piece and declared himself the Rat King. Impressed by his lofty title and ornate scepter—not to mention somewhat scared of the two huge rats he employs as bodyguards—other rats have flocked to serve him. These rats, too, have been affected by the magic leaking from the indigo crystal egg, becoming more intelligent and human-like.

The Rat King rules a small kingdom within an abandoned badger's set, beneath the Brightwood.

Read the following italicized text aloud to the players:

> *The indigo Crystal Bird flies lower through the trees and soon comes to land on a small log in an equally small clearing. Aside from the Crystal Bird there does not appear to be anything unusual about the clearing, nor is there any sight of a crystal egg.*

The Rats

The rats in this adventure have all been changed by the magical essence leaking from the indigo crystal egg. The changes have generally made them more human-like:

- Their bodies have changed to allow them to walk on their hind legs.
- Their front paws have become more like hands, allowing them to hold tools and weapons.
- They have the power of speech.

If the indigo crystal egg is taken away from the rats, they slowly revert back to their normal animal selves.

Most of the rats under the Rat King's command serve him only because they are too scared not to. The Rat King's scepter is really all that keeps his people loyal.

General Rats					
Body	2	Mind	2	Spirit	2
Gifts: Climb, Contortion, Nightvision					

The Gates to the Kingdom

A successful Easy challenge of the Mind reveals the entrance to an underground burrow which, judging by the small footprints around it, is currently occupied. Otherwise, there is nothing of note to find by simply searching about.

If a faery approaches the entrance to the burrow, two large rats emerge. Unlike normal rats these ones wear tiny tabards (vest-like clothing) each depicting a rat's head wearing a crown, and they hold needles in their paws as swords. The rats are guards of the Rat King's kingdom charged with preventing just anyone from wandering into the King's domain. They demand to know what the faeries want and as soon as the crystal egg is mentioned state that they are to be taken to the Rat King.

Rat Guards					
Body	3	Mind	2	Spirit	2
Gifts: Climb, Contortion, Nightvision					

The Old Food Collector

As the faeries are escorted down the tunnel, an old, female rat scurries out from a side passage. Failing to see the faeries the old rat accidentally bumps into one of them, dropping the basket of nuts and berries she carries.

One of the guards shouts at the rat, saying she is clumsy and should watch her step or she'll end up in the trials.

Award any faery who helps the old rat with a point of Essence for kindness; such help may be collecting up the spilled food, carrying the heavy basket for her, or standing up for her against the guards.

Audience with the Rat King

The faeries are led by the rat guards down into the badger's set along a wide, unlit tunnel. The rats do not need any light, relying on their Nightvision, but do not object if the faeries make a light.

The tunnel opens into a large chamber deep underground with many other passages leading away from it. A larger-than-normal rat sits upon a crude, wooden throne and wears a crown upon his head. The Rat King clasps a scepter in one hand made of a twig topped by the indigo crystal egg. Two huge rats stand either side of their King and are armed with long spears made of needles tied to twigs.

As the faeries enter the chamber more rats pour in from the other tunnels. Some are dressed and armed as the gate guards, while others carry tools and wear more workmanlike clothes.

The Rat King asks what the faeries want of him and seems to consider their answer if they speak of needing the indigo crystal egg. After a few moments the Rat King stands and speaks loudly so all can hear.

> *"These faeries have entered my realm seeking to take from me my scepter. I am not an unfair King…." There are a few mutters from around the room. The King's guards raise their spears and silence falls. "As I was saying, I am not an unfair King so I will allow these faeries to take my scepter* ***if*** *they can defeat the King's Trials."*

The faeries can argue and say what they wish, but the Rat King remains firm: They must complete the King's Trials if they are to receive the egg. Any threats to the Rat King are met by the King raising his scepter and the surrounding rats moving closer—the Narrator should emphasize the number of rats present.

The Trials

The King has three trials, each based upon a different trait:

Body

The first test is a straightforward duel between one of the faeries and one of the King's bodyguards. The bodyguard does not fight honorably and uses all the tricks he can think of to defeat the chosen faery.

Rat Bodyguard					
Body	4	Mind	2	Spirit	2
Gifts: Climb, Contortion, Nightvision					

Mind

The second trial consists of the faeries being taken to the center of a maze from where they must find their way back to the throne room before the sands in an hourglass run out.

Smart faeries mark their route as they are led into the maze; if they do not they must succeed in a Hard challenge of the Mind to recall the route they followed into the maze.

The Rat King's minions cave in one of the tunnels the faeries need to traverse to delay them; it takes a successful Hard challenge of Body to shift the collapsed earth in time for the faeries to reach the throne room.

Pixie Dust, Household Magic, Animal Friends and Travel Magic are all helpful Gifts to triumph over the maze.

Spirit

The final challenge is one of courage and nerve: One of the faeries must stick a bare hand and arm into a sack made of webs containing baby spiders. If the chosen faery is brave and true, the spiders will not bite him; if he is cowardly they will.

The Rat King makes sure the spiders are angry before the chosen faery is led to them by banging on the side of the sack.

As the chosen faery approaches the sack she hears the spiders angrily chittering. If the faeries take no precautions, the chosen faery must succeed in a Hard challenge of Spirit to work up the courage to put an arm in the hive. The Gifts of Brave, Fortunate and Hardy are useful for this trial.

If the faeries do nothing to placate the spiders the chosen faery *is* bitten, losing an Essence mote, and failing the trial. The spiders may be soothed by granting them a Boon (they want their freedom from the Rat King) or by using Gifts. For example, a brownie could turn herself invisible, preventing the spiders from seeing her arm; a sprite could use Animal Friendship on one of the spiders, who then urges his fellows to not bite; a pixie could use her Pixie Dust to calm the spiders; a pooka could use Change Form to become a spider.

Creative faeries may use Gifts such as Alert to insert the arm and then pull it out quickly, Musical to soothe the spiders with a song, Lucky to avoid the spiders, and Sneaky to quietly place the arm in the sack and remove it. Using a Gift in this way requires a Tricky challenge of Body, Mind or Spirit.

Rat King					
Body	3	Mind	4	Spirit	4
Gifts: Climb, Contortion, Nightvision, Sly					

Rat Bodyguard					
Body	4	Mind	2	Spirit	2
Gifts: Climb, Contortion, Nightvision					

Trials Completed Successfully

If the faeries complete all three trials successfully, they are in for a shock as the Rat King refuses to hand over the indigo egg! Read the following italicized text aloud to the players:

> *The Rat King springs atop his throne and waves his scepter in the air, "These… these… **faeries** dare to enter my kingdom and demand the egg from my scepter—the very scepter that has made me great and*

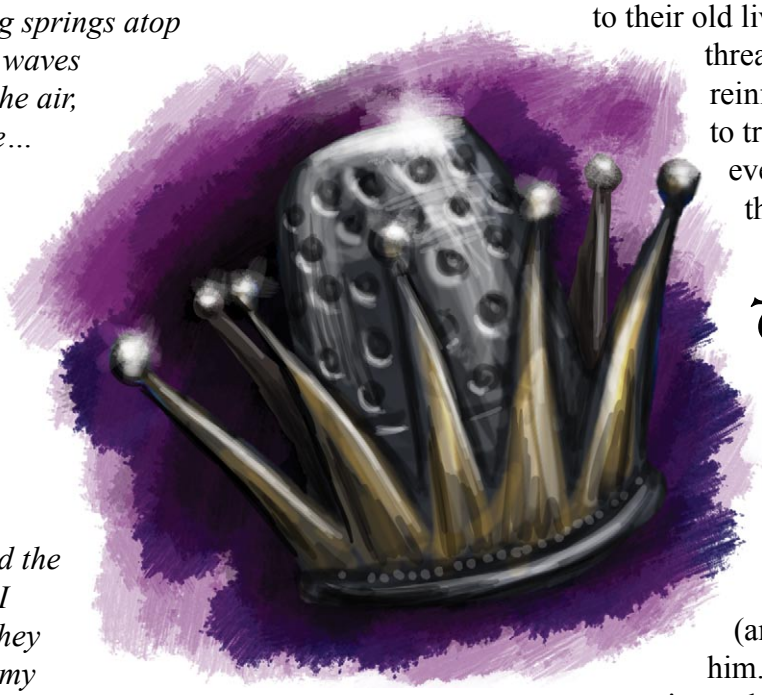
your king. Without my scepter I will be nothing—a lowly rat once more. I refuse!"

Continue with the section "A Lowly Rat" below.

One or More Trails Failed

If the faeries failed one or more of the trials read the following italicized text aloud to the players:

*The Rat King springs atop his throne and waves his scepter in the air, "These… these… **faeries** dare to enter my kingdom and demand the egg from my scepter—the very scepter that has made me great and your king. But they have failed the cunning trials I set for them. They shall not have my scepter."*



Continue with the section "A Lowly Rat" below.

A Lowly Rat

Read the following italicized text aloud to the players:

An old, hunched-over rat clasping a basket laden with berries steps forward and you recognize her as the rat you met on the way in. "I for one have had enough of mimicking people. My back and feet ache from walking on two legs and my burden is greater now than it was as a 'lowly' rat. Please give up the scepter, let us go back to what we were, what we should be."

There is a murmur of agreement around the chamber and many rats step forward to support the old rat's request.

"Never! I am your King and I know what is good for you. Get back to work—all of you. Guards, imprison these faeries and beat anyone who does not return to work."

The rats waver, torn between their wish to return to their old lives and fear of the King's threats. Allow your players to speak, reinforcing the old rat's request and to try to sway the crowd. Eventually even the guards should side with the faeries.

The King Abdicates

When he senses his people going against him, the Rat King attempts to flee. If at all possible he takes his scepter (and the indigo crystal egg) with him. If it looks as though he is going to be caught, the Rat King hurls the scepter at his pursuers.

The rest of the rats urge the faeries to take the egg and let them get back to their old lives. A few days after the egg is removed from the rat's lair the rats revert back to their old shapes, losing much of their intelligence and the power of speech.

If the Rat King escapes, the Narrator should feel free to have him return, in a later adventure of his own devising, for revenge. Despite being separated from the indigo egg, the Rat King keeps his upright form, intelligence and power of speech.

Violet Dragon

The violet egg was given into the care of a Faery Dragon by the name of Glitterwing. Despite his normal flighty nature, he has taken the task of guarding the egg very seriously.

Over the years since receiving the violet crystal egg the Faery Dragon has spent much of his time weaving illusions over the hill where he lives. These illusions confuse the senses of travelers, causing them to not see the hill at all and to travel around it even though they believe they are travelling in a straight line!

Faeries with the Gift of True Sight may use their gift to see through the dragon's illusions. However, the illusions are so powerful it costs them 2 Essence each time they use the gift.

Faery Dragons

Faery Dragons are about the size of large cats or small dogs with serpentine bodies and glittering butterfly-like wings. They are generally fun-loving creatures who love to play pranks using their Gift of Illusion.

Faery Dragon					
Body	3	Mind	4	Spirit	4
Starting Essence: 8 **Gifts:** Fly, Illusion					

Illusion

Illusion is a new Creature Gift.

The illusion ability lets the creature create illusions that fool one or more of the five senses. Faint or vague sounds and blurred or indistinct sights cost no Essence. Clear sounds and sights, smells and taste cost 1 Essence, while an illusion which can be felt as well costs 2 Essence.

Confused Bird

Read the following italicized text aloud to the players:

> *The violet Crystal Songbird leads you swiftly through the trees of Brightwood in an almost straight path but suddenly seems less sure of its route. Landing on a branch, the small bird tilts its head one way and then the other for a few moments before nodding and setting off once more. For a brief second the violet color of the songbird seems to waver—and then suddenly the bird vanishes!*

The Hidden Hill

The faeries probably want to search the woods about where they saw the songbird vanish. No matter how hard they search, they cannot find the songbird. However a Tricky challenge of the Mind suggests something is not quite *right* about the woods. Faery Gifts such as Clever or Wise help with this challenge.

Once the faeries know something is odd about this area of the woods, they need to try and find out what exactly is odd. Several suggestions as to how they can discover this are given below but the Narrator should be flexible and allow other plans to work.

- A successful Hard challenge of the Mind allows a faery to recall seeing ancient maps that show a hill in this area of the forest. The Gifts or Clever and Wise help with this challenge, while the Gift of Lore automatically succeeds.
- A faery with the Gift of Seer may have a vision showing a hill fading from view.
- A pixie may fly high enough overhead to escape the effect of the illusion (costing 1 Essence) or sprinkle Pixie Dust around to try and break any spell (costing 2 Essence).
- Animals living in the area of the hill have a sense something is wrong with the area and avoid it. By speaking with the animals the

faeries may be able to work out how big the area is, or maybe a particularly ancient rabbit recalls stories from his great, great grandfather about a hill being here.

- A pooka using Travel Magic may travel through the illusion, arriving on the hillside; doing so costs the faery 1 Essence.

Unless a faery's actions break the illusion spell for the whole group (for example a faery using Pixie Dust to dispel the magic) each faery must somehow overcome the illusion to be able to reach the hill.

The Hill

Once the faeries have broken through the illusion they find themselves on a low hill covered in long grass. Anyone searching the grass easily finds the Crystal Songbird sitting alongside a gaping hole in the hillside, roughly circular and two feet in diameter.

The Tunnel

The cave mouth is actually the entrance to a narrow tunnel. The tunnel winds this way and that, always descending deeper and deeper into the hill.

As the faeries make their way down the tunnel they disturb a flock of bats roosting within it. The first the faeries know of this is when they hear the sound of flapping wings and feel a slight breeze coming from ahead of them. Give your players a second or so to react before the flock of bats is upon them.

The bats are only concerned with getting out of the tunnel to safety but there are lots of them and their passage buffets and strikes the faeries. To stay out of the bats' way in the small tunnel requires a Tricky challenge of the Body; failure causes the loss of a point of Essence. A faery with the Gift of Alert hears the bats coming and automatically succeeds at this challenge; one with the gift of Sneaky can find a narrow crevice to hide in, while the Gift of Agile helps to dodge them.

The Cave

Finally the tunnel opens out into a large cave, easily thirty feet across and high. In the middle of the cave curled up on a mound of glittering gold and gems is a huge, emerald green dragon, its eyes closed in sleep.

A faery passing a Hard challenge of the Mind spots a violet-colored crystal egg amidst the treasure resting against the mighty dragon's cheek.

The Emerald Dragon

The dragon and the treasure are both illusions cast by Glitterwing, who is actually curled up in the center of the cave.

Glitterwing has already used his Gift of Illusion to create the larger dragon and currently has 6 Essence. Glitterwing can make the dragon illusion move and speak without spending any more Essence. However adding anything to the illusion—for example, making the dragon breathe fire—costs more Essence.

The Narrator should run this part of the scenario as though the emerald dragon was real; do not make mention of the Faery Dragon until it is revealed.

If a faery uses the Gift of True Sight against the illusionary dragon, it does not succeed automatically. The faery must succeed in a challenge of Mind against the Mind of Glitterwing to see through the illusion. A faery failing the challenge is convinced the dragon is real. The Narrator may want to roll the dice for both the faery and Glitterwing secretly so the player does not get a hint that something is not quite right.

Getting the Violet Egg

As soon as one of the faeries approaches or speaks, the dragon's eyes open and it raises its head. The dragon demands to know who the faeries are and what they are doing in his cave.

Glitterwing takes his task to protect the violet egg very seriously and at first does not really listen to the faeries, choosing to try and scare them away with

loud threats and perhaps breathing fire close to them (costing 1 Essence).

If the dragon does breathe fire at the faeries, allow them a Tricky challenge of the Mind to realize the fire is not hot—which should give them a clue that the dragon is not real.

Eventually the faeries should be able to convince the dragon they are acting with good intent; showing it the Crystal Songbird or some of the other colored eggs helps. Once the dragon is convinced of the group's good intentions, read the following aloud to your players.

The mighty dragon ponders your words for a few moments, then nods once before closing its eyes. As you watch, the large green form of the dragon begins to slowly fade from view along with the mound of treasure.

As it disappears a new creature becomes visible, sitting where the mighty dragon once lay. The new creature looks like a dragon but is about the size of a cat, with multicolored wings like a butterfly. The violet egg rests between its front legs.

"I cannot tell you what a relief it is to no longer guard the violet crystal egg. Now I am free of this stuffy cave and can once more fly among the trees of the Brightwood. Thank you, friends! Perhaps we will meet again one day but for now, farewell."

The Last Egg Gathered

As a faery touches the violet crystal egg, the Crystal Songbird does **not** fall lifeless as it has done previously. Read the following to your players:

As you pick up the violet crystal egg, the Crystal Songbird raises its head and trills a song. As you look at it the bird's transparent body becomes suffused with colors—red, orange, yellow, green, blue, indigo, and violet all show, moving and twisting. The bird gives a last chirrup and then takes wing, heading off through the woods.

The Crystal Bird takes the most direct route back to the Crystal Unicorn.

Glitterwing Revealed

Once Glitterwing's true form as a Faery Dragon is revealed, any faery who succeeds in an Easy challenge of the Mind knows what it is.

Glitterwing rolls the violet egg towards the faeries, speaks to them briefly and then fly out of the cave as fast as he can, eager for his freedom.

The Unicorn Awakes

When the last of the crystal eggs is placed in its corresponding nest, the Crystal Unicorn's essence is finally returned to it. This causes two things to happen: the Crystal Unicorn comes to life and the Shade awakens, ready to continue its battle with the Unicorn.

Read the following italicized text aloud to your players:

As the last colored ray of light disappears, the Unicorn statue seems to shudder as a rainbow of light flickers through its crystal body. You think maybe your eyes are playing tricks on you as the rearing statue begins to move, but they are not—the crystal Unicorn has come to life!

Abruptly from all around, there is a loud roar followed by a rushing noise. The surrounding gloom of Shadewood rushes inwards towards the clearing. For a second, the clearing is surrounded by inky darkness, and then the shadows rush into the clearing to form a monstrous creature of pure blackness. The shadow monster stands taller than the Unicorn, has three horns upon its great, lion-like head and razor-sharp claws upon its massive paws.

As the shadow monster rears up, sunlight, long kept away from Shadewood, finally pierces the gloom. It illuminates the clearing with bright rays shining through the tree branches overhead.

The Unicorn moves swiftly between you and the shadow creature. "My friends, thank you for your aid. Now I must ask more of you, for without your help my age-old enemy, the Shade, will surely defeat me."

The Unicorn jumps deftly aside as the Shade lunges forwards with its huge jaws showing black, jagged teeth!

As the Shade and the Unicorn fight back and forth across the clearing you cannot help but feel the effect of the dark creature. Whenever the Shade draws near to you, the clearing grows dark and chill, the air becomes stuffy and making it harder to breathe, and fear clutches at your heart. In stark contrast the Unicorn brings sunlight and joy to you as she forces the Shade away from you.

Fighting the Shade

Until the faeries agree to help, the Crystal Unicorn does her best to keep the Shade away from them. It is soon obvious that the Unicorn cannot defeat the Shade on her own. When any faery takes an action against the Shade, read the following aloud to the players:

The Shade looks your way and snarls what almost sounds like a challenge. There is a ripping noise as the part of the Shade pulls free of the larger beast, leaving it a little smaller. The detached part forms into a smaller copy of the Shade and creeps towards you.

The Shade forms a Lesser Shade for each of the faeries who help in the battle. Be sure to mention that the Shade looks weaker each time it forms a Lesser Shade, so your players realize they are helping the Crystal Unicorn by combating the Lesser Shades.

The Shade begins the battle with a number of points of Essence equal to 6 plus three times the number of faeries. For example, if you have 4 faeries the Shade has 6 + (3 x 4) or 18 essence points!

Each Lesser Shade costs the Shade 3 points of Essence to create, which it does not get back if the Lesser Shade is defeated.

Fighting the Lesser Shades

The Lesser Shades are creatures of darkness and evil. As your faeries prepare themselves, read the following aloud:

As the smaller shadow creature creeps across the clearing, keeping to the shady parts and avoiding the sunlight that shines through the overhead trees, you cannot help feeling a shiver of cold and being scared of the inky darkness. It is as though the shade is draining all happiness and light from you and the world!

The Lesser Shades may be fought physically; however the faeries have better ways of combating them. Any action that brings light, joy or happiness to the faeries is potentially harmful to the Lesser Shades. Such actions allow a faery to have a contest of Spirit against a Shade—the faery rolls a number of dice equal to Spirit (plus any bonuses from Gifts) while the Narrator rolls a number of dice equal to the Lesser Shade's Spirit.

Whichever side loses the contest loses an Essence point. If a faery wins the contest, describe how the darkness of the Lesser Shade begins to fade. If a Lesser Shade wins the contest, describe how the faery feels unhappy and cold.

A few examples are:

- Faeries with the Gift of Musical may sing a cheerful song.
- Using the Gifts of Acrobat, Agile, Clever or Lucky, a faery can lure a Lesser Shade into bright sunlight.
- A faery with the Gift of Brave or Hardy may simply stand ground, refusing to be intimidated by a Lesser Shade.
- Using the Gift of Inspire or Empathy.
- Pixies can use Pixie Dust to magically divert the sunbeams into striking the Lesser Shades.
- By turning Invisible a brownie can confuse a Lesser Shade.
- A sprite may ask her animal friends to help in the battle.
- A pooka can Change Form into a dog or cat to bite or claw.

- Faeries may use their Gifts or just abilities to move the branches of the trees, allowing sunlight to strike a Lesser Shade.

Let your players come up with their own ideas of how they can overcome the shades, and if they seem feasible let them take part in a suitable contest.

A Lesser Shade Defeated

When a Lesser Shade is defeated by the faeries, read the following text aloud:

> *The smaller shade you were facing dissolves away to nothing, leaving you blinking in the bright sunlight. As it does, the Shade gives an angry cry of pain. The Crystal Unicorn lunges forward and pierces the Shade's black form with her horn. "Keep on, my friends; we are weakening the beast!"*

Lesser Shade					
Body	3	Mind	2	Spirit	3
Dark Essence: 3 (note: Lesser Shades do not have double their Spirit as their Essence) **Gifts:** Black Magic					

The Shade Defeated

When the last of the Lesser Shades is defeated, read the following aloud:

> *"Now my friends," calls the Unicorn, "you have weakened the Shade, and together we can defeat it for all time."*

Let your faeries come up with ways they can aid the Crystal Unicorn in her battle and have them roll suitable dice. Roll a handful of dice for the Unicorn and describe how the faeries' actions allow the Unicorn to dart in and plunge her horn straight through the Shade, allowing bright sunlight to shine through the wound.

At this point the Shade should have 6 Essence points left. With the faeries' aid the Unicorn can inflict wounds, causing the Shade to lose one point of Essence each round. At the end of each round, roll a number of dice equal to the Shade's current Essence—the number of successes is the number of Essence points the faeries or the Unicorn must lose. Allow the faeries to bravely take the damage, leaving the Unicorn unharmed to fight on. The Crystal Unicorn has 8 Essence.

Although this final battle is scripted to last 6 rounds no matter what the faeries do, the Narrator should take care to describe how her player's actions influence the battle.

When the Shade is reduced to no Essence, read the following text aloud:

> *The Shade is little more than tattered rags of shadow, with bright sunlight streaming through it. Aided by your valiant efforts the Crystal Unicorn lunges forwards one last time. Her shining horn plunges into the Shade and then rips what is left of its shadowy body apart.*

The Shade					
Body	8	Mind	4	Spirit	6
Dark Essence: 6 **Gifts:** Not applicable					

Finale

Once the Shade has been defeated the Crystal Unicorn bows down before the faeries and thanks them for their aid against her ancient foe. If anyone asks, the Unicorn relates the relationship between herself and the Shade—read or paraphrase the section "In Ages Past" (page 2).

Soon after the Shade's defeat, a sprite, riding a bee and wearing a tabard with Queen Leanan's colors, arrives with a summons for the faeries. The sprite is somewhat taken aback by the Crystal Unicorn but delivers his message while glancing in awe at her.

> *Queen Leanan has learned of the happenings in Shade Wood and that the shadow has been lifted. Her royal highness is keen to hear what has happened and has requested your presence at the Fey Court.*

When the faeries arrive at the Fey Court, they find the Queen and many other noble faeries awaiting them. Queen Leanan's face breaks into a radiant smile when she sees the Unicorn and she waves the arrivals forward, bidding them to tell their tale.

Encourage your players to tell the tales of their adventures to find the crystal eggs and their battle against the Shade. The Queen is particularly interested in their tales of Ruby, the Knight of Roses and their actions to cleanse the river of cold iron.

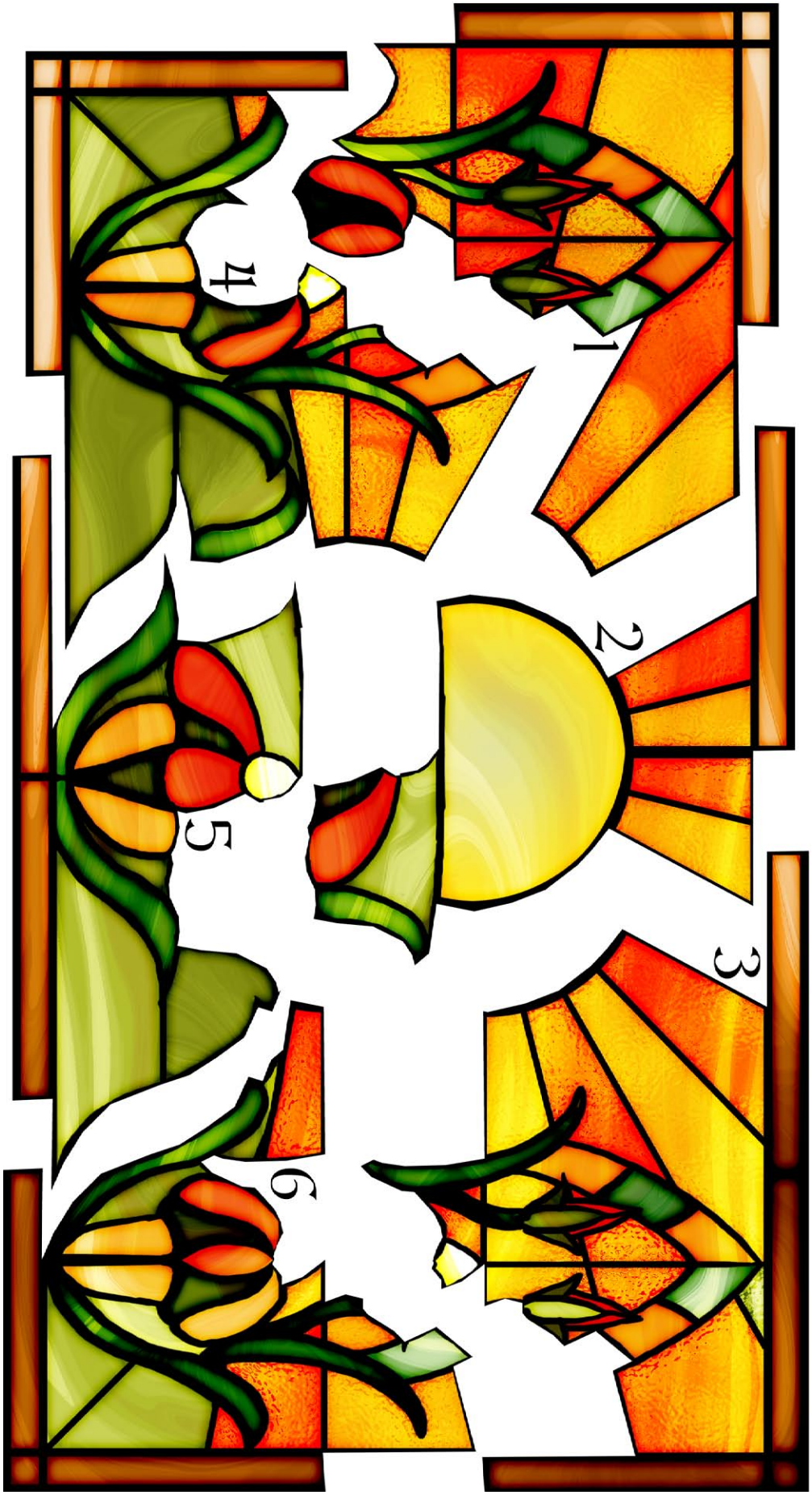
Once the tales are told, the Queen speaks; read the following:

> *I call upon all faeries gathered here this day to bow and acknowledge the heroes before us. Thorough their actions they have saved my Knight of Roses, cleansed our wood of cold iron and—greatest of all—returned to us one of our friends from years gone by: the Crystal Unicorn.*
>
> *In honor of these great deeds I bestow upon these faeries the title of Knight of Crystal and the abilities that come with the title. Know too that for the service they have done to Brightwood and myself, I, Queen Leanan, owe them a Boon.*

The Queen beckons the faeries closer and gives each a silver bracelet with a clear crystal set in it as a mark of their new title. The crowd breaks into cheers and very soon an impromptu party starts with more and more faeries arriving to hear the tales and to meet the Crystal Unicorn.

Rewards

The Boon granted to the faeries by Queen Leanan is worth two Boons. Additionally, the Crystal Unicorn grants them a Boon.

Faeries with the title of "Knight of Crystal" may spend a point of Essence at any time to light up the immediate area as though it were bathed in bright sunlight.

Appendix A – The Stained Glass Window