

Færy Ring to Alpha Ari

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He wha tills the fairies' green
Nae luck again shall hae:
And he wha spills the fairies' ring
Betide him want and wae.

Færy Ring to Alpha Ari is suitable as a single session adventure for characters level 1–5 in any old-school fantasy roleplaying game.

The entrance to Alpha Ari Station is a magical portal comprised of a ring of mushrooms. The Referee can place this anywhere, in the wilderness or dungeon.

Wandering Monsters

- 1–8 Giant Space Rats: 1 HD, AC 7, Move 120', bite damage 1–3 with a 1 in 6 chance of Space Madness infection.
- 1–3 Clean Up Bots: 3 HD, AC 3, Move 60' 1–6 scrubbing bubble damage and save versus Stone. On a failed save, target is captured in rubbish bin, and deposited in the Compactorator after d6 turns.
- 1 Giant Terrarium Snail: 6 HD, AC 2, Move 30'. Slime trail causes 1–6 damage on touch.
- 1–6 Floating Energy Balls: 1 hp, AC 9, Move 60'. Explode causing 2–12 lightning damage if hit, otherwise harmless.
- 12 Space Pixie Ghosts. Physically harmless, but their mocking *hurts feelings*.
- Any random monster, fresh from the transmat. Confused and demanding answers.

West Tower

- 1. Transmat Chamber** Characters arrive here. May require a MacGuffin to get home.
- 2. Observatory** A huge telescope aimed with hand cranks shows a far off golden city, shining on the horizon of a blasted red expanse. Hanging gardens, waterfalls, and what appear to be giant gems adorn the shining walls.
- 3. Empty** Hidden trap door in floor leads to Compactorator escape hatch (jammed).

The Terrarium

Covered by a transparent dome, admitting the light of numberless strange stars.

- 4. Cable Car** runs over the terrarium, between the east and west towers.
- 5. Carnivorous Plants** block the ground-level entrances—one to the north, another to the south. 10 HD, AC 7, Move 0', 3 attacks 1–6 thorn damage (entangling), no treasure.

6. Mycological Garden Specimens of eight different varieties of giant mushroom, each with a different effect when eaten.

- Red with yellow strips: grow to hill giant size (lasts d6 hours)
- Lime green with blue spots: shrink to pixie size (lasts d6 hours)
- Jet black: skin changes to random color
- Cobalt blue with orange rings: save versus death
- Sparkles: hunger and thirst completely sated for 2d6 days
- Rose cap with brown stem: speech comes out as random language (not necessarily one known by speaker)
- Purple with violet tiger stripes: permanently gain 1 point in Prime Requisite (once per person only)
- Mustard yellow with charcoal gray tiger stripes: permanently lose 1 point of random attribute (once per person only)

7. Hedge Maze Surrounds the pond.

8. Healing Pond Drinking the pond water heals d3 hit points once per day.

9. Tiny Island On an island in the pond sits an exquisite miniature of a golden city (the same city visible through the telescope) complete with tiny bonsai vegetation and flowing waterfalls. The miniature weighs as much as 1,500 coins—a significant burden to a strong man. Numerous small, easily transportable emeralds and rubies adorn the little city, which could be pried loose in 6 turns. The loose gems fetch 1,000 gp total. The right collector would pay **6,000 gp** or more for the entire, intact miniature city.

A drainage pipe at the bottom of the pond empties at the valve near the rover port.

East Tower

Gravatron failure! Treat all movement in East Tower as if under *Levitate*.

10. Space Pixie Tomb A dozen tiny skeletons in tiny space suits float here.

11. Sensor Dome Dishes, wires, kooky RADAR displays, and antennae.

A **Tenticular Alien Horror** (8 HD, AC 4, Move 30', save versus Death or Skeletizer Ray vaporizes all fresh from bone) is clearly visible through the door's port hole, clearly clutching a skull-shaped ruby of fantastic size (**25,000 gp** value). The Horror is trapped, and will bargain (in bad faith) for release. At the Referee's discretion, the skull-shaped ruby may be cursed (it probably is).

12. Rover Port Opening the spigot in the hallway (assuming the connecting airlocks are closed) fills the airlock and rover by draining the pond. *Water Breathing* could then be used to reach the rover without suffering the vacuum of space. Otherwise, shrunken characters could use the dead pixie space suits (but they might need Strength spells to do anything useful at that size).

13. Damaged Rover A rover is docked at the port. Its air dome is cracked. A giant skeleton is visible in the driver's seat.

The giant skeleton clutches a container with six Knowledge Crystals (**1,000 gp each**). The knowledge contained in them (should the characters discover a way to access it) might be worth considerably more.

Compactorator

Underground trash smasher filled with stinking rubbish. The trash shoot opening in the ceiling is too high and slimy to climb out.

An emergency escape hatch hidden behind the filth is jammed by a pole of scrap steel braced between the compactorator walls. Removing the pole allows the door to open. The walls close quickly—1 round after the pole is cleared—killing anything dawdling inside.

A **Wand of Lighting Bolts** with 4 charges remaining is buried in the refuse.

