

# Zorpy's tall tale (for kids!)

by Euan R and his dad Garry C

## You will need

- A favourite family soft toy
- Some chocolate coins (optional)
- The usual adventuring gear (dice, paper and so on)

## Setting the scene

Our adventurers are wandering between towns. They happen upon a man preparing soup in the shade of a leafy oak.

"Come!" he says. "I'm Zorpy. Share my soup and hear my tale!"

## The plot (and the soup) thickens

As our adventurers sit down for soup Zorpy begins his story. But the old man isn't what he first appeared. As he explains his travels the scene around the party changes. They are inside the story and are facing Zorpy's encounters!

## Where the tale might lead

Zorpy is well-traveled and has had many adventures — roll a D4 to see where your party find themselves.

1. The icy poles — a simple encounter  
Zorpy remembers his brush with a polar Allosaurus. The group must fight.
2. Deep, damp caves — see map on top right  
Zorpy regales the group with his stories of spelunking. Limit your group's time in the caves, Zorpy can tell the story in 20 minutes!
3. The old portal — a simple encounter  
Zorpy once found a portal to another plane, guarded by goblins! Sneak past or fight through.
4. The never ending forest — see map on bottom right  
Zorpy recounts his charting expedition in deep forest. Limit your group's time in the forest, Zorpy can tell the story in 20 minutes!

After the encounter Zorpy rewards your party with some loot. This can be either items to use in the game or treasure (chocolate coins).

## Rudus to the rescue

A furry creature advances on the party after their encounter (do they see it as a threat?). The approaching creature is Rudus, an NPC played by the soft toy. The character can cast heal but has no attacks (unless you feel like it).

Zorpy continues his tale and you should roll another D4 against the list above. Rudus is available this time. If you roll the same number the second time, cycle one place further in the list. Thus treat a second 4 as a 1, and everything else as +1 to what you rolled.

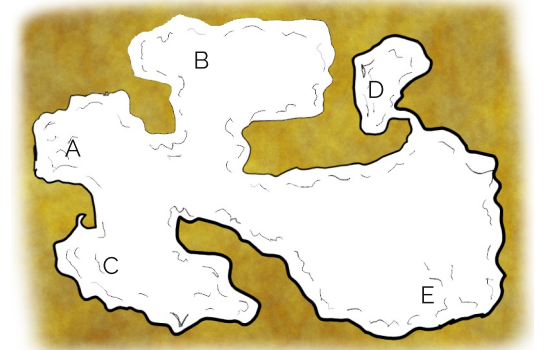
## Zorpy's finale

When the party emerges from their second encounter Zorpy immediately cries:

"You haven't heard about my greatest battle! It was a foul night, and creatures still fouler stalked it." This sends the party back into their final encounter.

They must face a Cockatrice and D6 Scorpions. At the end the whole group will be back sitting down to soup, even those who died in the story. Reward the group with loot, including any remaining chocolate coins.

## Deep, damp caves



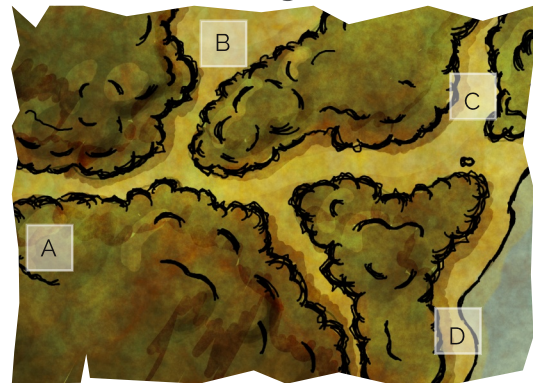
A. A flumph at the entrance! Roll a D4 for its mood colour. 1 - glowing pink, will help find loot and avoid danger; 2 - blue, give your party a chance to cheer it up to pink; 3 - green and curious, if your party are friendly it will turn pink and help; 4 - angry, in a rotten mood and will guide the players towards danger if they're not wary.

B & C. D4 Kuo-Toa are exploring the caves. They will attack if encountered.

D. Hidden chamber with loot.

E. Exit back to Zorpy.

## The never ending forest



The group starts at A and can leave by any of the routes in front.

A: The group is in dense forest, beware of wolves!

B: A clear area where a Triceratops ate all the trees. Don't anger it.

C. Someone has laid a trap on the path.

D. A fishing crew, who can restore the group's health and transport them to safety.