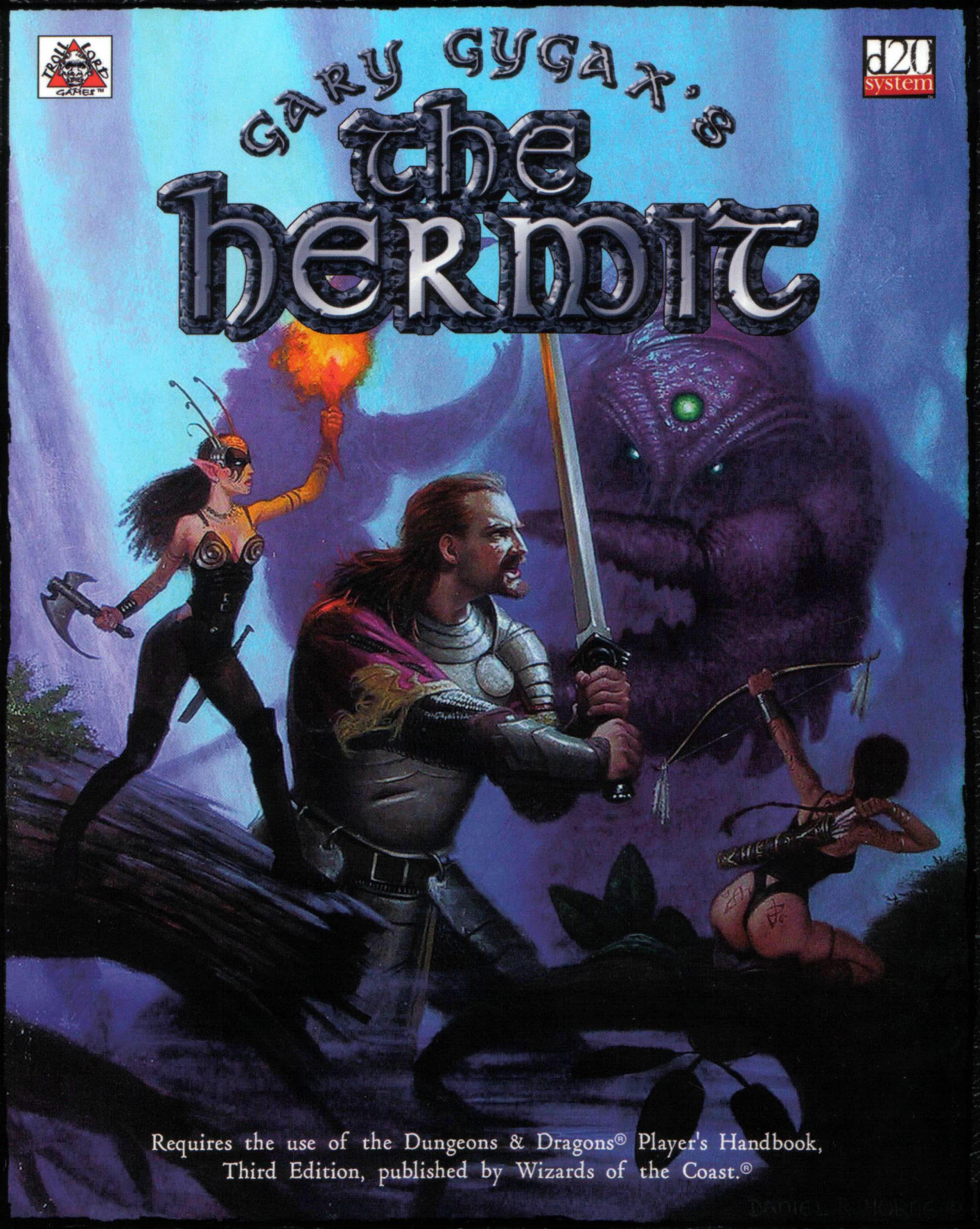


Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®

Acknowledgments

Authors: Gary Gygax

Contributing Authors: John Troy, Jeff Ibach, Larry Herzer

Production: Troll Lord Games

Editors: Lee Vanderlip, Jeff Ibach & Larry Herzer

Cover Artist: Daniel Horne

Title Logo: Andy Hopp

Artists: Marcin Rudnicki, Mark Allen, Bryan Swartz

Cartography: Davis Chenault

Playtesters: For the LA Game system: Brandon Ivey, Nathan Hawks, Carolann Unk, Jennifer Vanderlip; For the d20 Game System: Larry Herzer, DM, Rob Brannan, Len Colbert & Adam Story.

Troll Lord Games L.L.C.
PO Box 251171
Little Rock, AR 72225

Or on the web at
http://www.trolllord.com
troll@trolllord.com

All text, regardless of other designation, is Copyright © 2002 Trigee Enterprises Company. All Rights Reserved. Cover art, but not including trade dress, is Copyright © 2002 Daniel Horne. All rights Reserved. This book is published and distributed by Troll Lord Games, LLC, by specific license, and this edition of the work is Copyright © 2002 Troll Lord Games, LLC. All Rights Reserved. Troll Lord Games and the Troll Lord Games logo are Trademarks of Troll Lord Games, L.L.C. All Rights Reserved. Lejendary Adventure, the Lejendary Adventure logo, and *The Hermit* are Trademarks of Trigee Enterprises Company. All Rights Reserved.

'D20 System' and the 'D20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20. Dungeons and Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission. Please see page 64 for the Open Game License, and designation of Open Game Content and Product Identity. Any questions regarding Open Game Content and Product Identity within this book should be directed to Troll Lord Games at troll@trolllord.com or at P.O. Box 251171, Little Rock, AR, 72225.

This book is protected under international treaties and the copyright laws of the United States of America. This book is a work of fiction; any resemblance to actual people, organizations, places, or events is purely coincidental.

First Printing July, 2002. ISBN 1-931275-23-8. Printed in Canada.

Author's Forward

This was the first full-scale adventure scenario, a mini-campaign to be more accurate, written for the LEJENDARY ADVENTURE™ game and played online in message-based form to test its challenges. Now we are pleased to bring it to you in the d20 format as well, so that fans of that game can enjoy the fun and excitement of this adventure too. It begins simply enough, allows the players to adapt to the system, or become familiar with the style, through outdoor exploration, and then begins to more strenuously test the mettle of the Characters or Player Characters (both henceforth referred to as Characters). The whole ranges of action-based and problem-solving elements of the game form are given, and with them not a few opportunities for role-playing. In many places the players will be confronted with situations where clever thinking and dialogue, not combat, are called for.

As it was contemplated that more than one Character team would be participating in the environment at the same time, the GM might well place one or two groups of NPCs into the mix. In case this is done, both groups should be no more numerous that that of the players', and each should be just a bit less able, with lower abilities and no magic or extraordinary items. One of these NPC teams should be of a clearly malign sort. Tough and vile characters bent on using whatever they must to succeed in gaining the bounty from bringing in Lodash (call them Team B for "Bad"). The other competing team should be made up of typical adventurer types, neither good nor evil, and not hostile but cautious—they are Team C and are possible companions if your "Character Team" is very skilled. With this mix, the party will be challenged considerably in regards to their time, by meeting and interacting with their competitors, and eventually solving the problems that each such group poses to them.

Of course adding parties means that the GM will have to generate Character's to comprise the two other groups, and then move these NPC parties about randomly, but logically, on the various maps as the adventure unfolds. Rest assured it is worth the effort, especially if the players are of veteran sort and have Character's that are well-developed.

Background

Initially, the situation facing the adventurous team is one calling for cooperative assessment and exploration. The party must persevere until they locate Lodash's Hut. Before this happens however, they will likely have had to face some combat challenges. Once at the Hut they must approach Lodash's friends, the leprechauns. If they then take bellicosity as the key disaster looms. Next they are up against problem solving, a dungeon crawl to master, and with swordplay and magical things will come a demand for some clever thinking, of course! The next stage we leave for your discovery as you read the adventure text, but it will likely be quite astonishing to the players, and perhaps a bit daunting to their Characters . . . enough said.

If the team of adventurers is successful, they are faced with a minor dilemma. Do they obey the king and return with Lodash? Or do they defy that monarch and head for the hills of Miria? The correct answer as suggested strongly in the text is to do the latter. However, the players could opt to be true mercenaries, somehow force the poor old hermit back with them. Why? Well, sensibly they might have grand designs on giving King Nupathurva a lesson in humility. On the other hand they might be so foolish as to have believed what that monarch told them. Assuming the former, however, the case is one where the GM has a most able and ambitions group of players. What better way to begin a full-scale campaign than that? Of course, all is a trap, as you will shortly discover.

If the Characters have understood the duplicity and treachery of the wicked King Nupathurva, they can likely turn his trap against him, and then begin operating as rebels. The stage is set easily for the ongoing struggle, and all the GM need do is fill in with the usual elements of the setting - the land, communities, the king's strongholds and forces, the populace who will support the crown, and those who are ready to rebel. All the stuff of a long, wide-ranging, and multi-faceted campaign that should prove compelling to all participants.

Whatever the outcome, it is hoped that you will have much fun and entertainment with THE HERMIT adventure scenario. It was designed to bring a lot of gaming activities and options to the players, allow the GM sufficient creative room to augment, change, and otherwise personalize whatever portions seem to him to call for that. In short, this is a challenging adventure in all ways, and one that should provide many a story long after it has been completed.

Locating the Adventure Area

In the *Lejendary Earth* World Setting, the area for action was set for play-test on the rocky north coast of the great island of Miria. There are numerous other locations in which it would fit as well—any relatively deserted area with mountain foothills or rugged hills will do.

In the world of the *Codex of Erde* refer to *Playing in the World of Erde* (*see belowpage 5*).

STRUCTURAL NOTES

As "The Hermit" is designed for play in both the 3e & LA game systems some structural accomodations that are necessary. All text found in the following boxes relates to the LA Game.

One Merit equals three experience points.

For Lejendary Adventure Play all ABCs are equal to the number of rounds listed. Example: 2 rounds is equal to 2 ABC.

Three Merits equal 1 experience point. Example: 150exps awards is equal to 50 Merits.

All **bold** *text should be read to the Players, Italicized text refers to notes in the text.*

Once each year all of the sages and wise men of the kingdom attend the court of Nupathurva (who is known as "the Shrewd" for many reasons), ruler of the Kingdom of Eraxong. This state occupies the entire island of Nyqueteg and has been expanded through military means to the northern and some of the eastern foothills of the Kaalkh Mountains of Miria too. Clearly, the monarch has designs of ruling a greater realm. The convocation of learned practitioners of the Divinatory & Extraordinary Arts is surely meant to further such ends.

Now King Nupathurva is wroth, for the most able of all, the sage Lodash the Lonely, has not answered the royal summons. In the past, this reclusive wise man has obeyed. King Nupathurva is in a fury, for, at this most critical juncture, the ancient hermit seems to be defying the king's command.

Through scrying and divination, there is no doubt that Lodash the Lonely is alive and somewhere within the fastness of the mountainous region of Miria where he has dwelled for so long. But some eldritch power of the old hermit's seems to blur all attempts to contact him or to pinpoint the exact location in which he resides.



So you, brave adventurers, have been brought into the picture. The king has rounded up all of your ilk. There seems to be some magic preventing his own henchmen from locating the ancient sage, but the prohibitive Power seems not to extend to "strangers", as it were. The king commands that you go forth, find the recalcitrant hermit, and bring him to the city of Hrukalk. Once in the palace dungeons, King Nupathurva is sure that Lodash will cooperate fully with the royal demand for information.

In this matter you have no choice. All of your wealth, save your arms, armor, and necessary equipment has been seized by the king's men. If you refuse to obey, you will be summarily executed. If you fail in your quest, you will be hunted down and punished. You have, of course, been assured that success will bring you great rewards...

After pausing to allow the group to assess the above, ask questions and so on, read or paraphrase the following.

As with several other like groups, you and your associates have been carried across the water to

the mainland of Miria, escorted by a strong force to the northern foothills of the Kaalkh Mountains. Because the terrain here is so rugged, you have been provided with pack mules only. No riding in this country! You have supplies for a week. That is how long you have been given to locate and bring in the old hermit.

Others, adventurers like you, have been brought in and you have exactly the same chance for success as do these competing groups. Each of the other parties have been ferried ashore at different locations along the coast, but at roughly the same time. All is as equal as can be anticipated in regards to position. The matter is one of individual capacity and perhaps a bit of luck, good or bad. But only the successful regain their possessions.

At this moment you view the rising, rugged terrain ahead. Soon you will be winding your way up one of the steep mountain tracks, a mule in tow, seeking the location of that fellow, Lodash the Lonely. What you do if you find him is up to you.

Again, after an appropriate pause for comments and input, begin again.

SITUATION INFORMATION

Lodash the Lonely is something over 150 years of age, and if he is a human, he surely is an unusual one. You have been informed that he is amazingly spry and strong for one of his years, and that he can still wield a sword with great skill. His main capacities lie in other areas, however. The old hermit is renowned for his divinatory ability, and is reputed to have a range of other extraordinary abilities as well. While not as able in their use as he is known to be in regards augury, Lodash is known to possess a great many magical talents. In short, he is likely to be a very tough nut to crack. As you are charged with bringing him back alive and well, there might be a small problem regarding how best to achieve this . . . .

The exact location of the dwelling of Lodash the Lonely is unattainable by even the most powerful of the king's agents. However, you know it is within five miles, lies within these foothills, is a hut, and most importantly the vista from that construction if of a small valley in which lies a pond. In this terrain, however, there is some difficulty in locating anything, so there is no assurance that you will succeed in finding the dell.

Once you have located the rebellious hermit, bound and gagged him, you know what to do. Along with two pack mules and enough rations to last a week the king's Deputy Assistant Sorcerer gave your group an embroidered tapestry, whose circle and hexagram decorations are surrounded by potent markings. Merely placing Lodash the Lonely into the center of this device and speaking the phrase of activation, "Exchange this for Szulguz!" will transport the captive sage to the palace of King Nupathurva where it looms vulture-like on the crag above the heavy stones of Hrukalk. Of course you have seen a chest of iron filled with gold and jewels and magical trinkets too, and upon the lid of this strongbox was written "Szulguz".

Again, a pause, and what follows next is the last of the steady diet of hearing without being immersed in the action.

A SAGE'S ADVICE

You might wish to come to terms with your fellows in regards to such matters as your relationship to the king, how you can best accomplish the demands of the mission, and how any reward for success might be divided amongst your party if and when you accomplish the task. If this antique recluse is as potent a man as the king seems to think, and he is purposely defying the royal command to appear, then it might be logical to assume that he knows there will be servants sent to haul him forth. Furthermore, it is safe to assume that he will not be delighted at the prospect, and some counter-measures will have been taken by Lodash to prevent so rude an apprehension.

It seems that the king means to be done with you immediately upon your sending the hermit to him. After all, the device is one of equilibrium, so you will be getting your pay-off then. This effectively strands you on the northern coast of Miria. The whole group might well wish to consider how to retain the reward earned while surviving the rigors of this remote portion of the great island. Certainly, the pack mules will be crucial in such case.

As you progress in the adventure, be sure to assess the information you have gained. Be flexible. Use your minds as well as the abilities of your characters. This is a difficult task, and you will be expected to perform with an expertise not usual in most adventures . . . .

The final piece of advice, one that applies to most situations, is to believe none of what you have been told and will be told, perhaps, and half of what you see.

Playing in the World of Erde

In Erde the adventure takes place in the far southern lands of Ethrumania on the Plain of Thumbria (see map insert). South of the Darkenfold lies the ancient weathered peaks of the Avar Mountains. These formidable burgs have long sheltered the wide expanse of Thumbria from northern armies, raiders, Orcs and the like. The region benefits from the great low lying Isle of Vivian to the East. This island shelters the calm waters of the Bay of Lothian and the many islands which make up the whole archipelago. Thumbria also enjoys the fruits of the long labors of the Danou River. This great stream flows much the length of Ethrumania and brings with it wealth in soil and minerals which the people of this sheltered region have long enjoyed.

Thumbria has recently fallen under the sway of a rogue Brindisium mercenary, Avarious. He and his mercenaries have established themselves as lords of the Thumbrian Plain. Avarious crowned himself King and styles himself as a lord equal to the great northern monarchs. He isn't without his power, for he has long surrounded himself with sages and sorcerers, who protect, advice and guide him on his path. Of these the greatest is Lodash, called "the Lonely" who dwells deep in the Avar mountains.

The Avars:
The Avars: The Danou River, swollen with the silty waters picked up along its great length through the plains of Kayomar and the the Great Soup Marsh has cut deep abiding canyons in the heart of these ancient edifices before spilling out on the western reaches of the Thumbrian Plain.

The Avars are massive pinnacled mountains with bulky limestone caps resting heavily over sandstone bases. The mountains resemble many great tree covered and barren cones that stand like so many helmets of Fontenouqian warriors standing guard over a vast treasure. These cliffs are precipitous and prone to rock slides. Between them are many well watered valleys and vales dotted with thick forests and large sandstone boulders.

Monster and creatures of fantastical nature abound within these valleys for they are far from the prying eyes and mean spirits of men, elf and dwarves. Creatures of great good and dire evil make this place their home and wary should be those who disturb their quiet.

The Isle of Erik: The Isle of Erik is famed from the Catalyst Wars of ancient past. There, King Luther's son, Prince Erik Aristobulus Euryiance, routed Unklar's navy (789), though he himself was slain by Herigold the Giant. His body was laid to rest upon the island and a great cairn built over it. In after years, during the Winter Dark, it was looted and his famed shield, *The Dragon Bone* (fashioned from the scales of a White Dragon) was stolen. Rumor abounds that's Erik's spirit slew the thieves and the shield was lost upon those quiet wind swept hills.

Other Adventure Hooks (Erde and Generic)

Feldomere, one of King Avarious' seers has grown concerned about his good friend Lodash. The King's anger is well known, and his rash move to round up adventures and characters of low repute has put his friend in danger. Feldomere approaches the party separately and employs them to track down the Hermit before any of the other groups do. For this he offers a 5000gp award.

The Kingdom of X, ruled by King X, has fallen on hard times. The Kingdom, never large to begin with, has begun fraying at the edges and several of the more notables of X Lords and Ladies have begun to act more or less independently of his desires. In an effort to bring them under his sway again, the King is seeking the aid of Lodash the Lonely, the inestimable Hermit who aided him in his initial acquisition of territory and acquiring allies. Lodash, however, does not want to be found. Lord X was, in his more youthful years, a kinder and gentler monarch, one with whom Lodash placed much hope. But time and power changed the King and his rule has become a blight rather than a boon and Lodash has chosen to hide himself far from this Lord's machinations. King X wants and needs Lodash's aid and intends to get it no matter the cost.



The Outdoor Map (see insert)

The initial challenge for the adventurers is to locate the domicile of The Hermit. Time is of the essence, of course, when seeking the locale of Lodash the Lonely. Even if there are no competing groups, the party of adventurous Characters have food supplies for one week only, and that only if they keep their pack mules in tow.

Assuming that random encounter results are kind, and one or more of the mules survive, then three days of additional rations can be gained by the slaughter of one such animal. Whatever the case, there is a limited time for discovery of The Hermit' s residence. After seven days of game time, the chief sorcerer of King Nupathurva will begin sending in various sorts of imps to attack those who have failed in their mission. Thus, on day eight and thereafter, one half of all random encounters should be with some form of imp.

Movement for LA	
Green	4800 yards or 24 spaces
Tan	2400 yards or 12 spaces
Brown	1200 yards or 6 spaces
Purple	600 yards or 3 spaces

Terrain Key for the Outdoor Map

There are four different types of terrain indicated on the hexagon-grid map depicting the locale of Lodash the Lonely's hermitage in the foothills of the Kaalkh Mountains of Miria.

Green hexes are relatively open and flat terrain over which the Characters can travel afoot at the rate of 300 ft. per minute, or something just under three miles per hour, 3 spaces on the map.

Tan hexes are hilly but fairly smooth terrain over which the PCs can travel afoot at the rate of ¾ normal overland movement rate of (225 feet) per minute, or two and a quarter miles per hour, 18 spaces on the map.

Brown hexes are rugged and broken hill terrain over which the PCs can travel afoot at the rate of half normal overland movement rate (150 feet) per minute, or about one and a half miles per hour, 12 spaces on the map.

Purple hexes are precipitous and rocky hill terrain over which the PCs can travel afoot at the rate of ¼ normal overland movement rate (100 feet) per minute, or about one mile per hour, 6 spaces on the map.

GM Note: This assumes that the Character's normal overland movement rate is 30 feet and there are no armor penalties for movement in heavy armor.

For monstser stats refer to the relevant source book. Check as follows:

At the end of each daylight hour, 12 checks in all:
Days 1 through 7: d10, 10 = encounter.
Days 8 and after: d6, 6 = encounter.

For each encampment and the night (12 hours game time), 1 check:
Days 1 through 7: d4, 4 = encounter.
Days 8 and after: d3, 3 = encounter.

On a d20 roll the following (For LA refer to insert):

1 Veshoge Raider (Bandits)
2 Fer-de-Lance (small animal)
3 Hill Giant
4 Chimera
5 Stone Giant
6 Ettin
7 Komodo Dragon (Giant Lizard)
8 Tiger
9 Rockslide (*see Appendix A, p 59*)
10 Hole or Depression (*see Appendix A, p 59*)

Set Encounters

In addition to the annoyance of random meetings with creatures they aren't looking for, the Characters have six places where set encounters occur. In area 6 there is a side encounter (6A) and the hut (6B), from whence the team of bold explorers delve into caves and then, with skill, move on to where they must go to achieve success.

1 The Gargoyles

This is a small aerie in which dwell four very large and strong volitant gargoyles. They have no wealth whatsoever, such being of no interest to them. Although not prone to attack humans, these immediately take wing when an intruder comes into their area. If there are any intruders still therein after 2 rounds, the volitant gargoyles swoop, using toxic exhalation to inflict Damage, and after three such passes each (12 total breath attacks), the creatures land and attack with physical weapons as well

Should the Characters call out loudly using "hermit" or "Lodash" when doing so, the gargoyles cease attacking and hiss out in return: **"Wrong plaze, umanz. Go az far off az you can to find hermit."**

Note: Not fighting with the gargoyles thus gains 150 expss each for the Characters. Say nothing, but note this on a piece of paper.

Gargoyle, volitant (4): (Coloration pale gray-blues to dun. Body somewhat reptilian, fin-like wings, head has a vaguely avian raptor visage.) **H** 36-45 **P** 40-45 **S** 18 attacking on ground/36 swooping /9 climbing/18 level flight; **Attack**: Six-foot range VT exhalation for constant 3-5 Harm to all immediately before the gargoyle's mouth, the toxic fumes reducing Speed Base Rating by 1 for each 5 points accruing to Harm to Health, and loss recoverable only after one day, and permanent (petrifiction of body) if all Speed lost thus; also one claw and bite attack when on ground for combined 5-9/5-9 (d8 +12 [for size]) Harm; **Defense**: 13 (added protection from heavier scales due to size).

Gargoyle, Volitant (4): CR 4; Medium-Size Magical Beast; HD 4d10+16; hp 36; Init +2 (Dex); Spd 45 ft., fly 75 ft. (average); AC 16 (+2 Dex, +4 natural); Attacks: 2 claws +6 melee, bite +4 melee; Damage: claw 1d4, bite 1d6; Face/Reach: 5ft. By 5ft./ 5ft.; Special Attack: Breath weapon; SQ: Damage reduction 15/+1, freeze; AL Always chaotic evil; SV: Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +4, Spot +4; Feats: Multiattack, Weapon Finesse, (claw, bite).

Breath Weapon (Su): 1/day as 5th level, cone of slow gas. Creatures within the cone must succeed at a Fortitude save of DC16 or be slowed for 1d6 rounds and suffer the toxic fume damage 1d6, save must be made each round PC is in the cone.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

2 Spiders

This dell is the home of a half-dozen young jumping spiders and their large and protective mother. As soon as any Characters venture more than one hex into the place, the young attack, for they are mindlessly aggressive and very hungry. The commotion of any one of them being slain initiates the assault of the parent, she having a 75% chance of attacking by surprise from her hidden location in the grass.

The Characters should be allowed a spot check (DC20) and/ or Listen check (DC 17), if the check is successful both sides roll initiative. If the Characters fail their check the mother spider catches the party flatfooted and gets a partial action.

Monstrous Spider, Tiny (6): CR 1/4; Tiny Vermin; HD ½d8; hp 2; Init +3 (Dex); Spd 20 ft., climb 10 ft.; AC 15 (+2 size, +3 Dex); Attacks: Bite +5 melee; Damage: Bite 1d3-4 and poison; Face/Reach: 21/2 ft. By 21/2 ft./ 0 ft.; Special Attacks: Poison, web; SQ: Vermin; AL Always neutral; SV: Fort +2, Ref +3, Will +0, Str 3, Dex 17, Con 10, Int —, Wis 12, Cha 2.

Skills: Climb +8, Hide +18, Jump –4, Spot +7; *Feats:* Weapon Finesse (bite).

Spider, jumping, 10" (6): H 1 **P** 15 **S** 25; **Attack**: 3-5 and VT 6-8 Harm ignoring armor protection; **Defense**: 16.

Spider, jumping, 80" (1): H 60 **P** 80 **S** 10; **Attack**: 17-20 and VT 21-25 Harm ignoring armor protection. **Defense**: 4.
Note: For fighting with and killing the spiders each Character who contributed to the victory gains 20 Merits in the Ability employed in so doing—using weapons, activations, or whatever.

Poison (Ex): See the Vermin Poison table.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Monstrous Spider, Medium-Size (1): CR 1; Medium Vermin; HD 2d8+2; hp 11; Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (+3 Dex, +1 Natural); Attacks: Bite +4 melee; Damage: Bite 1d6, poison; Face/Reach: 5 ft. by 5 ft./ 5ft.; Special Attacks: Poison, web; SQ: Vermin; AL Always neutral; SV: Fort +4, Ref +3, Will + 0; Str 11, Dex 17, Con 12, Int 0, Wis 10, Cha 2.

Skills: Climb +12, Hide +10, Jump +0, Spot +7; *Feats:* Weapon Finesse (bite).

Poison (Ex): See the Vermin Poison table.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath.

3 Condors and Avian Werebeasts

There are six mated pairs of condors here. They are guarding their nests and if any party member enters the dell the condors will rise, circle, and make a threatening pass, swooping close to drive away the intruder(s). If after that the intruder(s) do not leave, the condors actually attack.

There are also six avian werebeasts dwelling in the dell. As soon as a condor is harmed, these six creatures take wing and dive to attack. These appear as crested condors with forward-set, owl-like eyes.

Condors (12): CR ½; Small Animal; HD 1d8+1; hp 5; Init +2 (Dex); Spd 10 ft., fly 80 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural); Attacks: 2 claws +3 melee, bite –2 melee; Damage: Claw 1d3, bite 1d4; Face/Reach: 5ft. By 5ft./ 5 ft.; SQ: —; AL Always neutral; SV: Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills: Listen +6, Spot +6; *Feats:* Weapon Finesse (claw, bite).

Condors (12): H 10 **P** 25 **S** 25f/15a; Harm 3-5 + 1-10; Armor - 2; **Attack**: 3-5 plus 1-10 Harm; **Defense**: 2.

Avian Werebeasts (6): H 60 **P** 75 **S** 24f/12a; **Attack**: 1-20 + 2-16 Harm; **Defense**: 5 and only weapons of silver or acid or fire can inflict normal Harm on a werebeast; other attacks cause only 10% normal Harm, and health lost thus is regained in one day's time after being suffered.

Treasure: Avian werebeast wealth, hidden in their aeries on the cliffs above and per nest, is in the range of $10,000 to $100,000 in gold coins and gem crystals, with a 50% chance for 1-3 Extraordinary Items of from Grade 1 to Grade V sort (d6 to find rank, then random discovery of a logical object).

Avian Werebeast (6): CR 4; Medium-Size Shapechanger; HD 6d8+3, hp 45; Init +3 (Dex); Spd Fly 50 ft. (average); AC 16 (+1 size, +3 Dex, +2 natural); Attacks: Claws +5 melee, bite +5 melee; Damage: Claw 1d4+1, bite 1d6; Face/Reach: 5 ft. by 5 ft./ 5ft.; SQ: —; AL Always neutral; SV: Fort +3, Ref +6, Will +3; Str 12, Dex 17, Con 10, Int 5, Wis 13, Cha 6.

Skills: Hide +4, Listen +7, Spot +8; Feats: Weapon Finesse (claw, bite).

Damage Reduction (Ex): A lycanthrope in animal or hybrid form gains damage reduction 15/ silver.

Treasure: Standard.

The last of the three nests has within it, in a heap of old bones, a diary that notes that the hermit's abode is not to the west. It is in a small box of bone clutched in the skeletal hand of a previous adventurer unlikely to be discovered without the appropriate abilities. (Search Check DC 25).

Not fighting with the condors gains 30 exps bonus for each of the Characters. For fighting and slaying the avian werebeasts, each PC who contributed to the victory gains standard experience points for the CR of the creature.

4 chthonic gargoyles

This box canyon's end is the habitat favored by a pair of reclusive and aggressive chthonic gargoyles of exceptionally robust sort. If any intruder actually comes into the seven hexes comprising the end portion of the canyon, they pop up from out of the ground, attacking always from behind and by complete surprise.

Gargoyle, chthonic (2): (Coloration stony earth tones from faded black to ochres, clay etc. Body somewhat canine with sloth-like appendages and head has a vaguely demonic visage.); **H** 46-55 **P** 51-60 **S** 10 attacking/1 burrowing through hard sandstone, 2 soft sandstone, 3 chalk, 4 hardpan clay and gravel, 5 hardpan clay, and so forth to sand or soft soil at 10; **Attack**: Three-foot range VT exhalation for constant 3-5 Harm to all immediately before the gargoyle's mouth, also one claw and bite attack for combined 9-12/6-8 (d6 +14) Harm; **Defense**: 12.

Gargoyle, Chthonic (2): CR 5; Medium-Size Magical Beast; HD 5d10+16; hp 59; Init +3 (Dex); Spd 45 ft., fly 75 ft. (average); AC 17 (+3 Dex, +4 natural); Attacks: 2 claws +6 melee, bite +4 melee; Damage: Claw 1d4+1, bite 1d6+1; Face/Reach: 5ft. by 5 ft./ 5 ft.; Special Attack: Breath weapon; SQ: Damage reduction 15/+1, freeze; AL Always chaotic evil; SV: Fort +9, Ref +6, Will +1; Str 12, Dex 16, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +4, Spot +4; *Feats*: Multiattack, Weapon Finesse (claw, bite).

Breath Weapon: Cone of acid gas, creatures within the cone must succeed at a Reflex save of DC16 or suffer the toxic fume damage of 2d6, save must be made each round PC is in the cone.

Burrow: Creature can burrow itself from hard substances at a rate of 15'/

round, rate decreases for harder substances. Burrowed creature gains +4 AC bonus, but attack modifier is reduced by 2

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

These chthonic gargoyles were encouraged to dwell here by Lodash. Should the Characters call out loudly using "hermit" or "Lodash" when doing so, the creatures cease attacking and grate out in return: **"Turn back. Go back long way that way. He there."**

Not fighting with the gargoyles thus gains 150 exps bonus each for the Characters.

5 escalading gargoyles

Three of these creatures, large and fierce, dwell in a big cave at the end of this gully. They ignore Character's unless they intrude into the cave, but in such case the gargoyles attack immediately. They are on a ledge just above the entrance, about eight feet above the stone floor of the place. They will exhale flames upon intruders by surprise, thereafter using both flame exhalation and physical assault in conjunction, at once (jumping down at 20 S). They have nothing of value in their den.

Gargoyle, escalading (3): (Coloration dark earth tones such as burnt umber, sienna, etc. or moss or other greenish color. Body somewhat feline with simian-like appendages and head has a vaguely human visage.); **H** 47-50 **P** 41-46 **S** 14 attacking/20 climbing down/10 climbing sideways/5 climbing up or overhead along a ceiling; **Harm**: constant three-foot range flame exhalation for 6-8 Harm, plus for 6-8 Harm and double claws for 6-8/6-8 (compounded to 12 +d4); Armor -10.

Gargoyle, Escalading (3): CR 5; Large-Size Magical Beast; HD 5d10+16; hp 59; Init +3 (Dex); Spd 45 ft., fly 75 ft. (average), climb 20 ft.; AC 18 (+3 Dex, +6 natural, –1 size); Attacks: 2 claws +6 melee, bite +4 melee; Damage: Claw 1d6+2, bite 1d6+2; Face/Reach: 10 ft. by 10 ft./ 10 ft.; Special Attack: Breath weapon; SQ: Damage Reduction 15/+1, freeze; AL Always chaotic evil; SV: Fort +9, Ref + 6, Will +1; Str 14, Dex 16, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +6, Spot +6, Climb +8; Feats: Multiattack, Weapon Finesse (claw, bite), Climb.

Breath Weapon (Su)**:** Cone of fire, creatures within the cone must succeed at a Fortitude save of DC16 or suffer the fire damage of 2d6, save must be made each round PC is in the cone. If a PC fails his/her save possible damage to equipment can occur, saves for equipment can be made.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

Again, these are friendly creatures in regards to the hermit. Should the Characters call out loudly using "hermit" or "Lodash" when doing so, the gargoyles cease attacking and growl out in return: **"Just go straight. Go straight as can when going. There Lodash."**

Not fighting with the gargoyles thus gains 150 exps bonus each for the Characters.

6 the dell of the hermit

This place is, on average, about a mile long, a half mile wide (north to south). The large pond (400 yards long by 200 yards wide), seen only if the observer mounts the higher (brown) intervening hex or has moved north to get a clear and unobstructed view to the west, it is a sure sign that the party is in the right place.

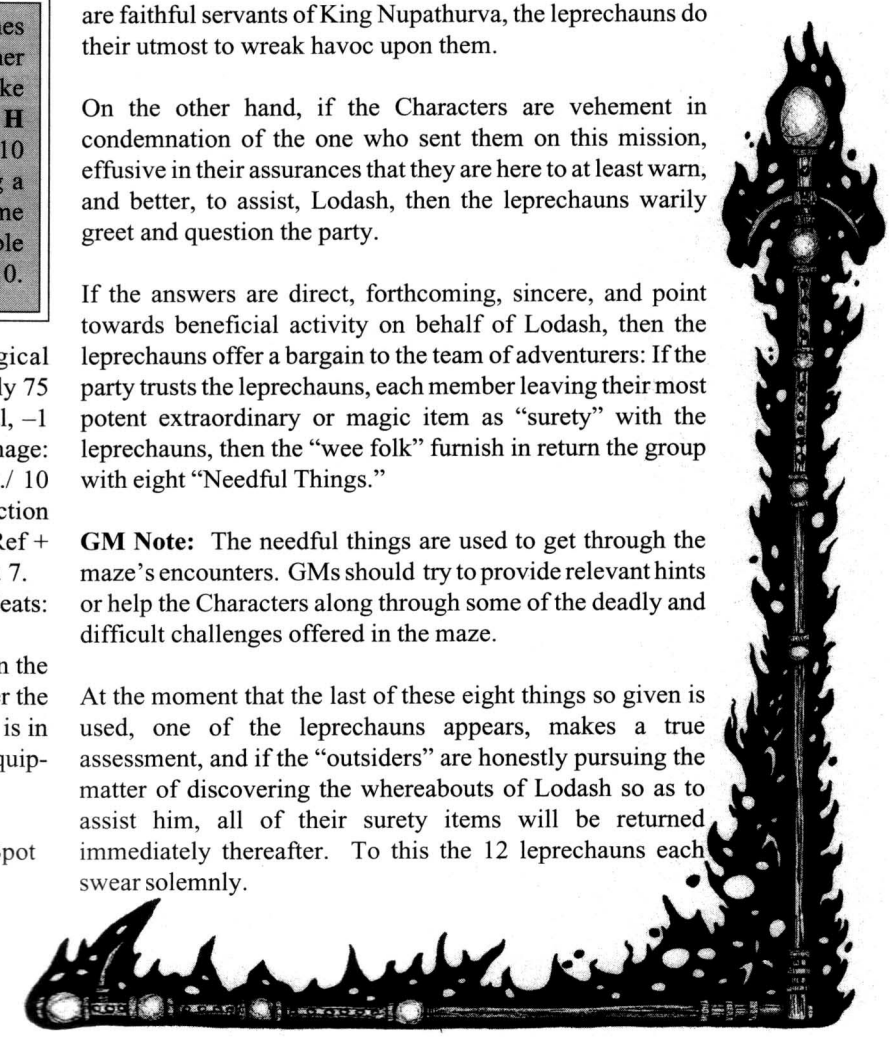
The so-called hermit isn't really lonely at all. He is not actually one who dwells alone in isolation. He makes it seem that way, certainly, but in point of fact, Lodash has quite a number of "acquaintances", associates, and even friends in this locale—and elsewhere. Lodash the Lonely's good friends here, the leprechauns located in area 6A (*see below*), give the team a lot of trouble if they merely suspect that the adventurers are there to kidnap the hermit. If they are given reason to believe firmly that the characters mean to do so, or are faithful servants of King Nupathurva, the leprechauns do their utmost to wreak havoc upon them.

On the other hand, if the Characters are vehement in condemnation of the one who sent them on this mission, effusive in their assurances that they are here to at least warn, and better, to assist, Lodash, then the leprechauns warily greet and question the party.

If the answers are direct, forthcoming, sincere, and point towards beneficial activity on behalf of Lodash, then the leprechauns offer a bargain to the team of adventurers: If the party trusts the leprechauns, each member leaving their most potent extraordinary or magic item as "surety" with the leprechauns, then the "wee folk" furnish in return the group with eight "Needful Things."

GM Note: The needful things are used to get through the maze's encounters. GMs should try to provide relevant hints or help the Characters along through some of the deadly and difficult challenges offered in the maze.

At the moment that the last of these eight things so given is used, one of the leprechauns appears, makes a true assessment, and if the "outsiders" are honestly pursuing the matter of discovering the whereabouts of Lodash so as to assist him, all of their surety items will be returned immediately thereafter. To this the 12 leprechauns each swear solemnly.





The fact is, they do not know what has happened to Lodash, and they are extremely worried. He told them a month ago that he would see them "soon", and that he planned a "hot reception" for any minion of King Nupathurva daring to come here searching for him.

The leprechauns cannot be fooled as to what is the most potent extraordinary or magic item in the possession of each Character. Attempting to withhold such as surety ends all chance of making this bargain.

Avoiding the leprechauns entirely is worth 150 bonus exps to each PC - a scant reward for the loss.

Not attacking the leprechauns is worth 150 bonus exps to each of the Characters, save those who spoke against such pacific behavior. If the Characters actually make the deal and accept the "Needful Things", then each gains an additional 100 exps. Note this on a sheet of paper, but say nothing to the players.

Using the eight "Needful Things" given are as follows:

When a "Needful Thing" is employed actively in an encounter situation, it either disappears immediately after successful employment, or in the case of mistaken use, it vanishes after about a minute or two has elapsed. The leprechauns do not know the uses of the "Needful Things". However, in giving them over to the party they present them in the order that Lodash gave them to the leprechauns. This in and of itself is a most helpful thing.

1. An iron "hand on a stick" resembling a back scratcher that is1.5 feet long.
2. A bunch of fresh green beans tied with twine into a sheaf.
3. A 2-foot-long wood dowel that will grow to 20-foot length once when commanded to do so.
4. A small brass cylinder, 6 inches long and 1 foot in diameter with a crystal lens at each end (peering through it makes one dizzy other than in the area in which it functions.)
5. A 4-leaf shamrock that is to be held and kissed in need.
6. A flat-sided topaz gem clasped in a gold ring held by a gold rod about 6 inches long.
7. An ivory carving of a castle tower that is 8 inches high.
8. A small (page-sized), narrow rectangular box of leather, empty, but with a top that has a little leather handle.

6A the Leprachauns

This area of rocky hillocks has a surprising amount of vegetation, including some fruit trees, berry bushes, and, herbs and grass. There are 12 leprechauns dwelling here, each with a special home in "a tree" or "under" a boulder—their magical doorways are thus located.

Only a Character who has the ability to Plane Shift can enter these dimensions. If a member of the party has any sort of magical item that allows for plane shifting per the plane shift spell they too can enter the magical doorways.
There is also a cave here, one upon which a very potent supernatural illusion has been cast. Although the leprechauns have their own, real furniture herein, the remainder of the place, some 40 feet long by 30 feet in width, is of bare rock. The latter, though, appears to be a richly furnished subterranean palace. The stone walls seem to be draped with marvelous tapestries showing sylvan scenes. The rock of the cave's floor is enchanted to appear as thick soft rugs and carpeting of the finest sort. Rocks and boulders look and feel as if they were soft couches, chairs, ottomans . . . at least to those who can not penetrate the magic laid upon them. A little spring trickling down the wall of the cave appears to be a flow of amber ale. At the "command" of a leprechaun it will turn to red wine or even strong liquor—all the time really no more than water. Unknowing Characters who partake of the "drink" will indeed become drunk, have hangovers, etc. The GM should embellish to his heart's content here, describe a lavishly comfortable and enticing place for relaxation, enjoyment, etc.

> Only a Character able to access another dimensional matrix because of possessing Panprobability Ability can enter such places.

It is in this cave that the leprechauns "entertain" the visiting Characters. The latter find that after extended enjoyment of the "comforts" they be stiff and sore from their hard seats and beds, of course.

Each Leprachaun is individualized below. For the complete stats and abilities of the Leprchaun *see below, New Monsters, page 60.*

Keamally: The eldest of the group and its leader, who is a bit on the rotund side. Keamally wears a flat green hat with a black band and yellow feathering, red hose that clash a bit with his green jacket. He has a billy-goat beard of coppery red, not turning a bit gray. he happens to know a bit of Enchantment and Theurgy, so he has the following innate spells 1/day as a 5th level caster: *magic missile, ghost sound, meld into stone, cure disease and cure light wounds*. He is both a typical prankster and a topper, so if slightly tipsy he is likely to use ghost sound to play a few practical jokes.

H 50 **P** 52 **S** 23.He can activate unfailingly the following Powers: Shooting Stars, Unexplained Noise and Imitate Surroundings plus Banish Sickness and Heal.

Unoil: This leprechaun is a bit bigger than the others, at least 18 inches tall, somewhat of a bully and braggart. He has a natural strength of 20 (Modifier +5 to all skills using a str modifier to melee attack and damage) and has the following innate spell at will as a 5th level caster: *enlarge*. He is nicknamed "Big Moik". Unoil wears a bright blue tam, is beardless, has black hair and very blue eyes. His garb is a sleeveless jack of brown leather and a kilt of ochre and blue checked cloth.

Unoil: H 55 **P** 60 **S** 24. with preternatural Physique Ability of 180 and the capacity to make his 20-pound body weigh instantly 10 times that when he wills it. Add 12 to any Harm he inflicts.

Treyon: Slender, dressed in typical leprechaun garb - blouse, waistcoat, tailed coat, knee breeches, hose and shoes - Treyon looks the picture of his kind, save that his clothing is all of gray, save his funny hat, which is black and smaller than usual. He is stealthy and quick, He has the following skill modifiers: move silently +6, Pick Pocket +7

H 47 **P** 51 **S** 26. Possesses Stealing Ability matching is Stealth of 90.

Harrity: In typical garb of his kind, but colorful - yellow blouse, emerald green waistcoat, dark green tailed coat, yellow knee breeches, white hose and shiny black shoes - rather clashing with his carrot-red beard, Harrity loves to make snide remarks, insults, and drink. He is more than a bit on the lazy side. He likes to draw out those he wishes to torment with his sharp tongue. He has the following skill modifiers: bluff +6, Perform +6

H 53 **P** 58 **S** 25. bit on the lazy side. He has Pretense Ability at 90 score.

Shamot: A black-haired, green-eyed leprechaun all dressed in buff and russet, with black trim. He looks a bit of a dandy, and he is rather a lady's "man" as it were. He has a seductive way of speaking, so that any females must make a Will Save, DC 14 or be *charmed*. Shamot is otherwise ordinary, if any of his kind can be called that.

H 48 **P** 52 **S** 25. Any female he uses the blarney on must save against Speed Base Rating .

Flimmigon: This chap looks like the rainbow, as his hat is violet, his coat dark blue, his vest sky blue, his shirt bright green, breeches yellow, stockings a loud orange, and his low boots are of red. He loves to tell stories, all lies mostly, and waits to be challenged. Then Flimmigon, his golden-red beard literally bristling, hops about and berates the one daring to do so, shouting for the "misbegotten son of a toad" to prove him a liar. Of course, if anyone can, the leprechaun laughs merrily, allows he was exaggerating a bit, and suggest they have a drink together so as to show no hard feelings—on the other fellow, of course. He has the following skill modifiers: Perform +8

H 54 **P** 51 **S** 25.

Maparthy: For a leprechaun, this fellow's rust-read beard is long and bushy, and his eyebrows also jut forth. Another who dresses in the "old style" with boots, a great kilt of rust red and blue checks topped by slate-gray blouse and a sleeveless jack of black leather with brass studs. His dagger does 2d8+4 shock burst, range 5 ft., +2 to hit. If sufficiently inebriated, Maparthy will trade it for an Extraordinary dagger of normal, not long sort.

H 49 **P** 55 **S** 25. He has a small (dagger-sized) but formidable shillelagh that actually strikes for 8-20 shock Harm, with a Range of 4, a Speed of 2, and a Precision Bonus of 10!

Kralonnol: Another typical leprechaun, unremarkable for his sort, a red-brown beard and with garments of black and green, save for his white shirt and hose. He is nicknamed "Lucky" as he has the following innate spells 3/day as a 5th level caster: *guidance* and 3 times per day can re-roll a critical failure.

H 47 **P** 57 **S** 25. He has both Psychogenic Premonition Power and Luck Ability at 77 score.

Gammagal: "Smoky" is always puffing his pipe, and his typical leprechaun clothing is of brown and gray, as if to mimic tobacco and ashes. When threatened, "Smoky" Gammagal emits a great puff of fumes up to 10 feet distance. This exhalation takes the form of a supernatural smoke ring that loops over and around the target subject's arms binding them to his body as if with stout ropes. This trick can be performed once per day acting as a *Hold Person* spell. He has the following innate spells 1/day as a 5th level caster: *Hold Person*.

H 50 P 55 S 25. The binding remains for 2-5 ABCs time before it becomes mere smoke once again.

Calidar: A stereotypical leprechaun and yet another of the typically clad sort, with black and green garments, Calidar is quiet for his kind. This is because he is especially keen of eye, always alert, and thus 90% likely to spot any shenanigans being played by a Character. He has the following skill modifiers: Spot +8.

H 52 P 54 S 25.

Downshay: This chap is referred to as "Blue" because he wears nothing but (typical) garments of indigo and blue. His hair and beard are pale, almost platinum in color. While having all the usual capacities of a leprechaun, he has the following innate spells 9/day as a 5th level caster: *divintation*. This he will do if the Characters's party seems of suspicious nature, or potentially threatening.

H 48 P 52 S 25. "Blue" is able to use Divination at 90 score, and cast up to nine such foretellings.

Bramab: "Young" Bramab is only a few centuries old, so his golden beard is yet short and downy. He wears a high-crowned hat of maroon silk with a black band and gold buckle in front. His swallow-tailed coat is of dove-gray with plum collar, cuffs, and piping, his waistcoat of reverse color over a pink shirt. His cravat is black, as are his breeches and shoes, lilac stockings making a sharp contrast between them. Being young and especially sprightly he has the following skill modifiers: Perform +8.

H 46 P 59 S 25. Bramab is able to employ Minstrelsy Ability at 90 score.

Note: The leprechauns are meant to be used as both a deadly encounter to the malign party and a very trying and fun one for the well-intentioned party of Characters The fun, of course, is mainly for the GM, and the more you have here the better! The reward for the players is the experience, and their gaining the "Needful Things" of course.

Here are some of the "fun" tricks the leprechauns might decide to play on the Character's, especially if they are arrogant, threatening, stuffy, nervous, or there to play them on!

Serve huge platters of food and drink that are duplicated. In such case the consumer feels exceptionally hungry in a short time. Duplicated food has no more nutrition in it than a duplicated leprechaun has real substance. Then, complaining about being "eaten out of house and home" the little Alfar will demand hefty payment for food to be served—more of the same of course. A great joke and a profitable one.

Cause something belonging to one Character to disappear from that one's person, and appear on or near that of another of the "guests."

Use ropes placed strategically here and there, fastened at one end, "invisible" to those affected by the *illusion* placed upon the cave (*see above*), to cause the Characters to trip and fall, or stagger into one another.

Apport a hot coal under the fundament of one about to sit down.

Use marked cards and loaded dice to play gambling games with Characters, thus win the stakes whenever they choose, losing only so as to avoid suspicion, or to egg on more betting.

The GM might also wish to consult the WEYLAND SMITH Catalog for any number of "joke" items the leprechauns might have on hand for their amusement when strangers happen to drop in.

6B the hut of Lodash the Lonely

The rocky area before you is verdant and shows signs of care. It is, no doubt, the dwelling place of the Hermit.

Before describing the area, exterior and interior, to the players, note that the Characters are here for one reason. Either they are hurrying to find and capture and send off the so-called hermit, or else they have decided to find and warn him. In either case they should not be vandalizing his hut or searching for things to steal. A search might be wise, but not one that destroys property that is not theirs. Thus, there are noted punishments included for many of the objects inside the hut.

The hut is a mortared stone construction with a roof of slate. It is about 22 feet square outside. The rear wall of the place is the rock of the cliff against which it is built. The roof is about 15 feet high at the peak, the eaves to left and right coming down to about 10 feet. Evidently there is the possibility of heavy snow here in winter. A rail-like

edging of spiked iron runs all along the eaves, so any would-be climber will have utmost difficulty gaining the roof without being pierced by one or more of these projections.

A sideways-W-shaped projection of two feet height and breadth, set with the bottom leg angled down at about 45 degrees, the middle one parallel to the ground, and the upper at about 45 degrees from that. Any grasp on one of these must succeed in a Reflex Save DC 17 or suffer 1d2 points of damage, for every three failed saves take 1 point of temporary dex loss (recoverable by normal means).

> Check versus Speed BR of suffer Harm equal to that from a small caltrop, but such Harm affecting use of the appendage, not necessarily movement. That is each hit reduces use of the Harmed member by 10% in all usage, including applicable Ability use.

The hut has small windows, only about a foot wide and three high, set with their sills some six feet above the ground. They are barred with spiked iron rods, display interior shutters of wood, and are closed as if no one is in residence.

There is a heavy plank door to the left hand of the front of the stone hut. It is reinforced with iron bands and set with long, thick, square-shanked iron spikes. These protrude point-outwards to discourage forceful contact by some creature with the door.

As the door opens inwards, hinges are inside. There is a simple latch, and the first of the leprechauns eight "needful things" the iron "back -scratcher" should be employed to lift the latch. Otherwise, a Character must use his hand, and whomever touches the latch thus sets off the trap. The Character who touches the latch sets off the *greater glypgh of warding* Lodash has place on it (Search to spot DC 31, Disable Device to disarm DC 31, cast at 14th level). The victim must make a Reflex Save (DC21) or lose half of their base hit points and fall unconscious for 24 hours. No ministrations will bring them back before the alluded time.

> They suffer instantly 50% Harm to Health Base Rating from a special ward Lodash has devised and fall unconscious and not recover despite any ministrations, Extraordinary ones included, for 24 hours time.

The Character selecting and employing the correct "needful thing" to open the door gains 150 exps. If one player suggests the item, and another Character employs it, divide the Merits accordingly. Note this on a sheet of paper, but say nothing to the players

Any serious damage to the exterior of the hut brings a penalty of 150 exps to each and every Character involved, including assent by non-interference. Note this on a sheet of paper, but say nothing to the players.

Interior of the hut

The dimensions of the interior are about 20ft x 20ft, the exception being the irregular rear wall. Each significant thing within the hut is designated by a capital letter and has a listing with details.

As the Characters examine things, read the appropriate sections below, adding whatever details you wish (but note them so as you will remember what else is in the place).

Floor
The floor of the hut is of solid stone.

Rafters
There are thick beams of wood at about 10-foot height, and above them are the rafters and planks that support the heavy slates of the exterior roof. In the beams and from them and the rafters hang various items of foodstuffs—sausages, hams, mesh bags with cheeses, garlic, dried herbs, etc. There are also five nets holding crystal globes the size of large oranges hanging from the beams.

(*See **S**, below, for a hex that has been placed upon all these items.*)

The globes are placed around the room, one is above the north end of Carpet D. Another is above and to the left of the pillow on Bed C. The third is above Table P. The fourth is above Worktable T, and the fifth above Desk M. They illuminate brightly a six-foot radius, cast fair light 14 feet beyond that, and give a shadowy illumination to a radius of 30 feet. Each operates by command: "Lodash wants light!/ Lodash wants dark!" spoken within 10-foot distance of one or more. If both "Lodash" and "light" are spoken in the same sentence, if one is within range it will flicker on, then dim and fade to lightlessness. A fair clue.

Whichever Characters figures out how to activate these globes they gain 60 exps. Note this on a sheet of paper, but say nothing to the players.

If food for a meal is taken, there is no penalty. If extra is stolen, packed away and carried off, then each Character so doing earns a 30 exps penalty.

If one or more of these light globes are taken by the Characters, there is no Merit penalty. Indeed, give each Character taking one a bonus of 60exps, for they are needed to locate clues as to where Lodash is located.

A Armoire: This wooden wardrobe is about eight feet high. Two locked doors swing outward to access the inside.

The key to the armoire is lying on the floor in front of it, fallen, and only the end portion discernable by successful Search (DC 15).

LA use Scrutiny Ability.

The interior holds a dozen different sorts of garment suits, all non-Extraordinary. Amongst them is a suit of cloth and a suit of leather armor for one about 5' 7" tall — exceptionally well-made. The *Cloth Armor* has an armor bonus of +3 instead of the standard +1 and the Leather armor has a armor bonus of +4 instead of the standard +2. This magical armor can be worn with other types of armor. Small boxes in the bottom for shirts, stockings, and linens occupy the right side of the wardrobe's floor, while to the left are lined up a dozen pairs of boots, shoes, and slippers. They are for a man with relatively small feet.

The Cloth and leather armor grants extra Health, 90 and 150 respectively.

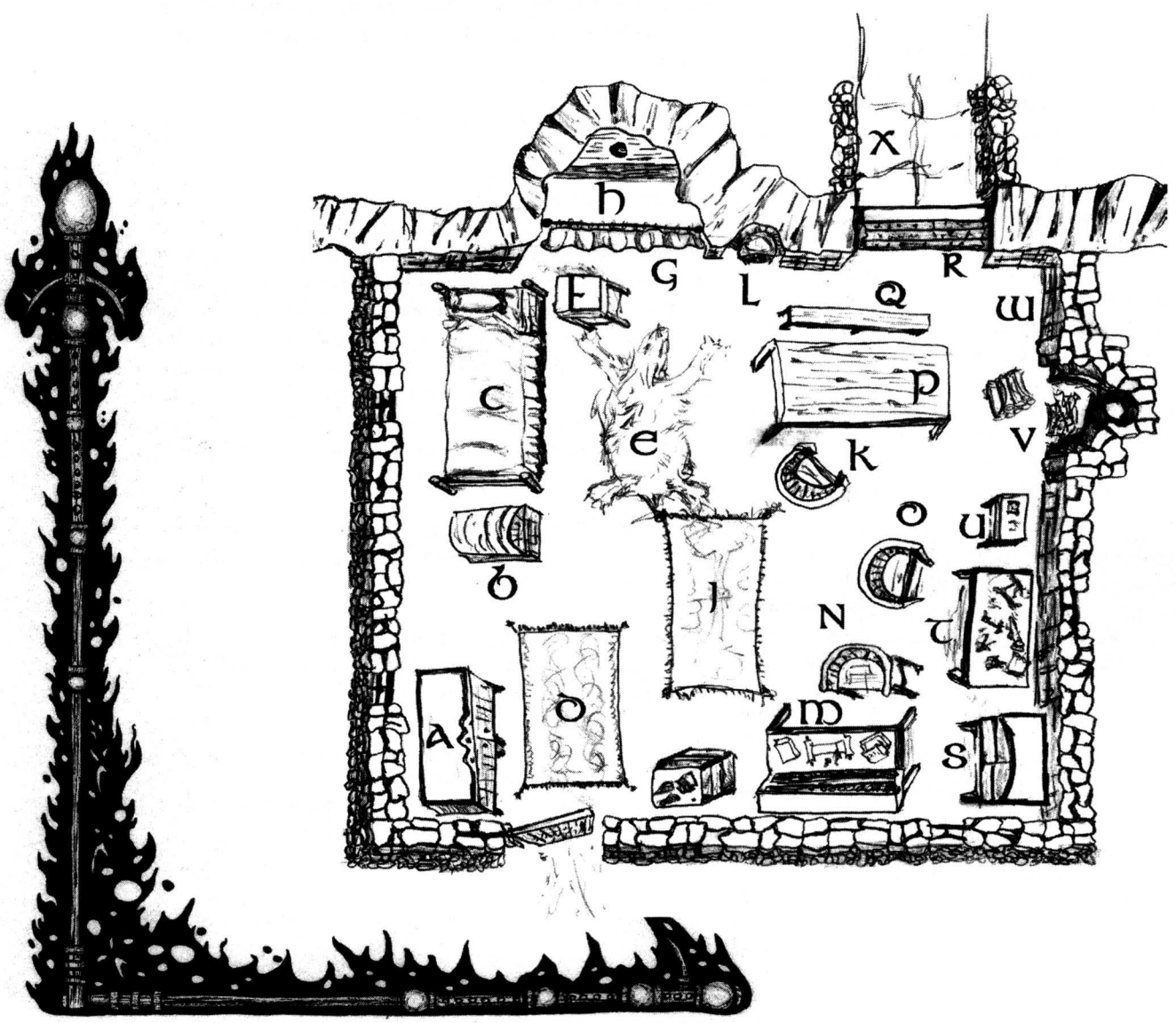
Breaking open this piece of furniture brings a total to exps loss to each and every Character involved, including assent by non-interference. Each item taken from therein adds 10 exps loss to the one stealing.

The Character who searches and finds the key, uses it to open the armoire, receives 20 exps bonus.

B. Chest: This hardwood trunk is about two and a half feet deep and has bed linens, a woolen blanket, and a comforter to the left, while on the right are folded a bolt of cotton cloth, one of woolen fabric, and a pair of fine table cloths, with a score of napkins.

There is nothing else inside, nor are there any hidden compartments.

Smashing this piece of furniture brings a total to 20 exps loss to each and every Character involved, including assent by non-interference. Taking or destroying anything from this chest adds another 10 exps loss to the one so doing.





C. Bed: This is unmade, and there is a nightgown and cap tossed on the bed. It consists of a rather normal wooden bedstead with a mesh of ropes to support the straw mattress and feather-bed atop it. The two pillows are of down. There are linen cases on them, sheets of cotton on the bed, with a light cotton blanket atop all.

Breaking the frame is a 20 exps loss penalty, and an additional 20 exps penalty applies to slitting open pillows and mattress, the exps Loss to each and every Character involved, including assent by non-interference. Note this on a sheet of paper, but say nothing to the players.

D. Carpet: This is a plain, heavy, woven rug. It is soiled, a mat for catching mud and dirt on boots when one comes inside.

If it is lifted to look for anything hidden, there is nothing under it but the stone floor, but give the Character who does so 30 exps bonus.

E. Fur Rug: This is a brownish bearskin that has seen better days. Still, it possesses some value.

Stealing the rug is a 10 exps loss penalty for each and every PC involved, including assent by non-interference. Note this on a sheet of paper, but say nothing to the players.

If it is lifted to look for anything hidden, there is nothing under it but the stone floor, but give the PC who does so 30 bonus exps.

If any Character meaning ill to Lodash picks up this rug, it turns into a bear and attacks that character:

Bear, Brown (1): CR 4; Large Animal; HD 6d8+24; hp 51; Init +1 (Dex); Spd 40 ft.; AC 15 (–1 size, +1 Dex, +5 natural); Attacks: 2 claws +11 melee, bite +6 melee; Damage: Claw 1d8+8, bite 2d8+4; Face/Reach: 5 ft. by 10 ft./ 5 ft.; Special Attacks: Improved grab; SQ: Scent; AL Always neutral; SV: Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +7, Swim +14.

Bear, brown (1): H 80 **P** 40 **S** 15; **Attack**: 9-20 +10 shock Harm (paws) or 13-16 penetration Harm (bite). **Defense**: 7.

If any Character, who means to find and help Lodash, places the bearskin on his or her person read the following:

The old hide suddenly transforms itself into a sleek cape, the head forming itself into a hood over your head. It looks wonderfully warlike and is amazingly light and unencumbering.

For the complete stats of the Bear Skin see below, p. 60.

F. Wooden Stand: This bed stand has a pottery ewer and cup atop it. A side rod holds a towel and wash cloth. On the bottom shelf are a box a small saucer, a dish of dried fruit, and an octavo manuscript.

The box contains a dozen nice cigars and the manuscript details the properties of certain weed seeds in creating dyes that are bright and do not run or fade from laundering.

Breaking the stand brings a 10 exps loss to each and every Character involved, including assent by non-interference. Stealing the octavo brings a like 20 exps loss.

G. Heavy Curtain: It is obvious that this wool drapery is simply a screen to close the privy from the remainder of the hut.

Tearing down the drapery curtain incurs a 10 exps loss to each and every Character involved, including assent by non-interference.

H. Recess in the Cliff Face (Privy): The "necessity" is a sinkhole that descends many feet to a cave below. Water

trickling into it washes away the excrement. There are boards set atop the opening to provide a more comfortable seat for the user. They are hinged in the center so as to lift for "watering".

If any Character uses the privey, that individual notes there are several square sheets of parchment to the left-hand side of the privy seat.

If any PC succeeds at a search check DC 14, that individual notes there are several square sheets of parchment to the left-hand side of the privy seat. Breaking the seat incurs a 20 exps loss to each and every PC involved, including assent by non-interference.

LA uses Scrutiny Ability.

I. Cabinet: The double doors of this seven-foot-high, two-foot-square piece of furniture are locked. A note on them, pinned there by a dagger, says: "Warning! Do not open. If you mean well, be assured that nothing herein will serve you. Signed, Lodash."

Breaking the lock, doors, or any other part of this cabinet, even so much as making a hole in it or using some extraordinary means to breach it results in the release of a noxious gas. It bursts forth in an orange-hued haze to fill the place. (Acts as Guards & Wars, 14th level caster, Search to spot DC 31, Disable to disarm DC 31 Reflex Save DC 19 to dodge).

Any PC within one foot of it instantly falls unconscious, (unless a Fortitude save (DC23) is made to remain conscious), even as they, the wood, and the various contents of the cabinet burst into colorless flame. Unless some other Character is able to douse those aflame (they smoke and char visibly) with water from basin L, each unconscious Character will be consumed and dead within four rounds, suffering 25% HP loss each round after the gas is released.

All other Characters within the hut are slowed to half-normal movement and reactions for 2 rounds, suffering 1d4 points of dmg, plus a like amount for each additional round of time they breath while the gas remains active (another 3 rounds). Fortitude Save (DC20) for ½ damage.

Although the cabinet and contents are destroyed, nothing else untoward happens to the hut or its other contents.

Award 100 bonus exps to each Character who acts successfully to save a fellow from death by burning.

J. Bright Carpet: This expertly woven carpet is of colorful and unusual design and measures three by five feet. The red outer border is decorated by alternating gray shapes of triangular and pentagonal sort, each separated by a vine-like scrolling pattern of gold. The main ground of the carpet is green woven with black in a maze-like pattern. The center of the carpet has a gray ring of two-foot diameter setting off a solid circle of bright blue.

You note that this rug has been affixed to the floor of the hut by some unknown means, for it does not move, nor can it be lifted up.

This little rug is one of Lodash's transference points. If any Character checks, it radiates a very potent extraordinary energy. No Characters can activate or use the item. However, a successful Spellcraft Check (DC 25) does reveal its nature.

There is no way for any of the Characters to free and remove this carpet. They can burn or otherwise destroy only the outer portions of it. The central part will remain intact, although possibly darkened and stained, no matter what occurs.

Each attempt to harm or destroy the carpet brings a 50 exps penalty to each and every PC involved, including assent by non-interference.

K. Chair: One of a pair, this wooden chair is roughly made and well-worn from use. It seems to be quite ordinary.

The chairs are ordinary but why is it the Hermit would need two identical chairs and why are they both equally worn? Spot Check (DC 11) to notice.

Breaking it is a 20 exps penalty to each and every PC involved, including assent by non-interference.

L. Wall Basin: This is a small recess in the rock face against which is built the hut, a niche as it were, that provides a basin and sink. A trickle of spring water runs down two feet to fill a natural basin about a foot wide and foot deep, but quite long, evidently, as it extends away under the wall and out of sight. Somewhere, there must be a drain, for the basin portion does not overflow.

The water is quite cold and crystalline. It has no odor and tastes fine.

The hidden part of the basin extends for about six feet, so there is plenty of water to fill the accessible portion of it. Nothing can be done to harm this basin or the water.

M. Desk with Attached Book Shelves: This piece of furniture has shelves that rise to a height of some five feet above the desk portion. The writing area has stacks of papyrus, vellum, and parchment paper at the rear. There are six small blocks of colored material (black, blue, brown, red, green, purple) near to them. A dozen quills in a pottery jar, a small knife of silver, a sand cellar, a hand-long stick of dark gray material, and a silver

candlestick with a thick wax candle on it cover most of the rest of the surface, they being on the left of the desk. Centered on the desk is a single sheet of paper with boldly scribed characters on it:

"Ill-come, burglars. You will be dealt with, as you deserve. If by chance you are reading this and are not miscreants, then touch not what is here unless you need to improve your form!"

On the four deep shelves above are some 30 books in various leather bindings, six stacks of loose sheets of writings (unbound manuscripts)**, 20 double scrolls with wooden handles, 40 clay tablets, and at least 50 rolled sheets of parchment** (maps and small scrolls).

Nothing happens if the things on the desk are moved or taken. Each item on the shelves above is triggered to explode (*Glyph of Warding* 14th level; Search DC 28, Disable to disarm DC 28) in one second's time after being picked up by someone *who wishes ill* to the Hermit. The explosion destroys what has been taken up and delivers 1-20 points of damage (Reflex Save DC 18 for half damage) to each Character within a two-foot radius of it. The damage ignoring all normal and preternatural armor protection. Otherwise, the Character's who seek to assist Lodash can indeed take books, scrolls, etc. There are no desk drawers.

Each item taken up and subsequently exploding brings no Demerits to the offender.

Breaking the desk/shelves incurs a 20 exps penalty to each and every Character involved, including assent by non-interference.

N. Padded Chair: This seat is clearly the one favored by the hut's owner, Lodash. The material of the padding is almost threadbare. It seems most comfortable and quite ordinary.

Slitting the padding and/or breaking the chair is a 20 exps penalty to each and every PC involved, including assent by non-interference.

O. Chair: One of a pair, this wooden chair is roughly made and well-worn from use. It seems to be quite ordinary.

The chairs are ordinary but why is it the Hermit would need two identical chairs and why are they both equally worn? Spot Check (DC 11) to notice.

Breaking it incurs a 10 exps penalty to each and every Character involved, including assent by non-interference.

P. Plank Table: This is an ordinary board for a gathering of as many as six persons to eat and/or drink. Its top surface is worn and dark, shows a few stains from use, but it is clean and even waxed. The table must be very old to look thus. There is nothing otherwise notable regarding it, and it is unlikely to have and considerable monetary value.

Breaking table incurs a 30 exps penalty to each and every Character involved, including assent by non-interference.

Q. Wooden Bench: This is a common, roughly made seat that has seen considerable service. Its proximity to the table speaks volumes.

Breaking the bench incurs a 10 exps penalty to each and every Character involved, including assent by non-interference.

R. Shelves built into Rock Recess: These wooden boards are set in a frame of heavy, hand-hewn planks. The shelves formed thus are about a foot deep and four feet in length. There is one at floor level, and then another every foot and one half, so there are seven planks in the seven and one-half feet height of the shelving. The topmost board meets the stone above it, so in all there are six shelves. The whole structure is set into a recess in the cliff's rock face. The stone shows signs of chisel marks, likely needed to make it square-cornered and accept the built-in case.

On the six shelves are mugs, cups, stacks of plates, bowls, pitchers, jugs, and so forth. All are empty of contents, clean but slightly dusty. These items are made of wood or pottery, most common and plain utensils.

Assume there are about 100 breakable objects here. Breaking one item stored on these shelves incurs a 1 exps penalty applicable to each and every Character involved, including assent by non-interference.

If two hands are placed on the stone wall behind, between the fourth and fifth shelf planks (at about five-foot height from the floor), and a strong shove is given, the whole of the shelving and rock wall swing inwards and to the left (west) to reveal a secret passage beyond (Search Check DC 30). (*See X: Sectret Passage, below.*)

S. Large Cupboard: This is an open sort of rack that contains various vessels for storing and keeping foodstuffs. There are two big tin containers full of wheat flour and corn meal at the bottom, along with a sack of potatoes, baskets of beets and turnips. There are containers of honey, sugar, and salt. You see dried beans, hot peppers, fruit, nuts, and so forth on higher shelves. There are likewise boxes of herbs, even peppercorns, a mortar and pestle, and yet more containers holding vinegar, cooking oil, and what appears to be jars of preserved food.

A little pottery plaque inside catches your eye. It has painted on it: "Friend, if you are hungry, help yourself, but eat all you take. Enemy, may you choke on whatever you steal!"

Any hungry Characters can indeed take and eat anything in here—or from the rafters above for that matter. To take something *not really needed* is to incur a hex. Each and every Character so doing will, when next they eat or drink, choke.

Each such Character thus suffers, without any deduction for any reason, 1d4 points of dmg (Fortitude Save DC 15) for each distinct item taken from the cupboard or from the smoked or dried foodstuffs in the rafters.

T. Work Table: A strange mix of cutlery and chemical laboratory paraphernalia are scattered about on top of this thick wooden workbench. In addition to several large knives and two cleavers, there are bottles, covered jars, alembics, beakers, and even a small brazier and an athanor. You are not surprised to see another piece of parchment with Lodash's writing upon it.

"Help yourselves, burglars. What can I do to prevent vandalism and theft? If by chance you are reading this and are seeking me, see about setting the table for a fine meal instead of disturbing my things here. I don't mean to be pushy, but I do hope you'll see to it between four and five. L."

Each item here, other than the note, is triggered to explode in one second's time after being picked up (*Glyph of Warding* 14th level; Search DC 28, Disable to disarm DC 28). The explosion destroys the object handled and delivers 1-20 points of dmg to each Character within a two-foot radius of it, ignoring armor protection that is not of supernatural sort (Reflex Save DC18 for half damage).

U. Small Stand: This stand has a wooden tub on top if it, its interior holds iron tools for the fireplace. There is a poker, a pair of tongs, a small shovel for ashes, and a broom for sweeping up. The stand and all on and in it are quite ordinary, although it is unusual to find implements for a fireplace in a hut.

Breaking the bucket or the stand is a 10 exps penalty to each one involved, and a 10 exps penalty applies theft of any or all of the fireplace tools, the penalty to each and every Character involved, including assent by non-interference.

V. Fireplace: This is a deep, very well-constructed fireplace. It is clean and has been maintained with care. Wood shavings, kindling, and logs are laid on andirons in its firebox, so a cheerful blaze can be started with ease. There is, in fact, a tinder box on the mantle above the opening.

When the chimney is examined read aloud:

You peer into the opening, looking up into an open chimney. Only a bit of soot falls from above to lodge in your eye, and a swipe of a finger clears that away.

There is nothing here of note. Lighting a fire will bring the leprechauns from 6a unless the party has made a pact with them. The leprechauns will arrive in one hour after the wood in the fireplace is set ablaze.

W. Wood Box: This rough and ordinary box has no cover. It is filled with split logs for burning in the fireplace.

Breaking the wood box incurs a 10 exps penalty to each and every Character involved, including assent by non-interference.

X. Secret Passage: As you push against the stone behind the shelving inset in the wall, a whole section of seemingly solid rock swings silently inwards and to your left, taking the wood-framed shelves with it as it goes. You see a dark passage behind. This secret way is about three feet wide, seven feet high, and goes on for an undetermined distance—certainly further than the five or so feet you can see from the light that seeps into the tunnel from the hut.

the gnome maze

As the Characters pass through the secret door in Lodash's hut, read the following:

The secret door opens to a passage north. This narrow way soon becomes a large corridor that introduces your exploring party to what can only be the start of a maze carved into the rocky hill.

If any Character uses Spot Check DC 16 while in the narrow, 30ft-long section of passage tell that individual:

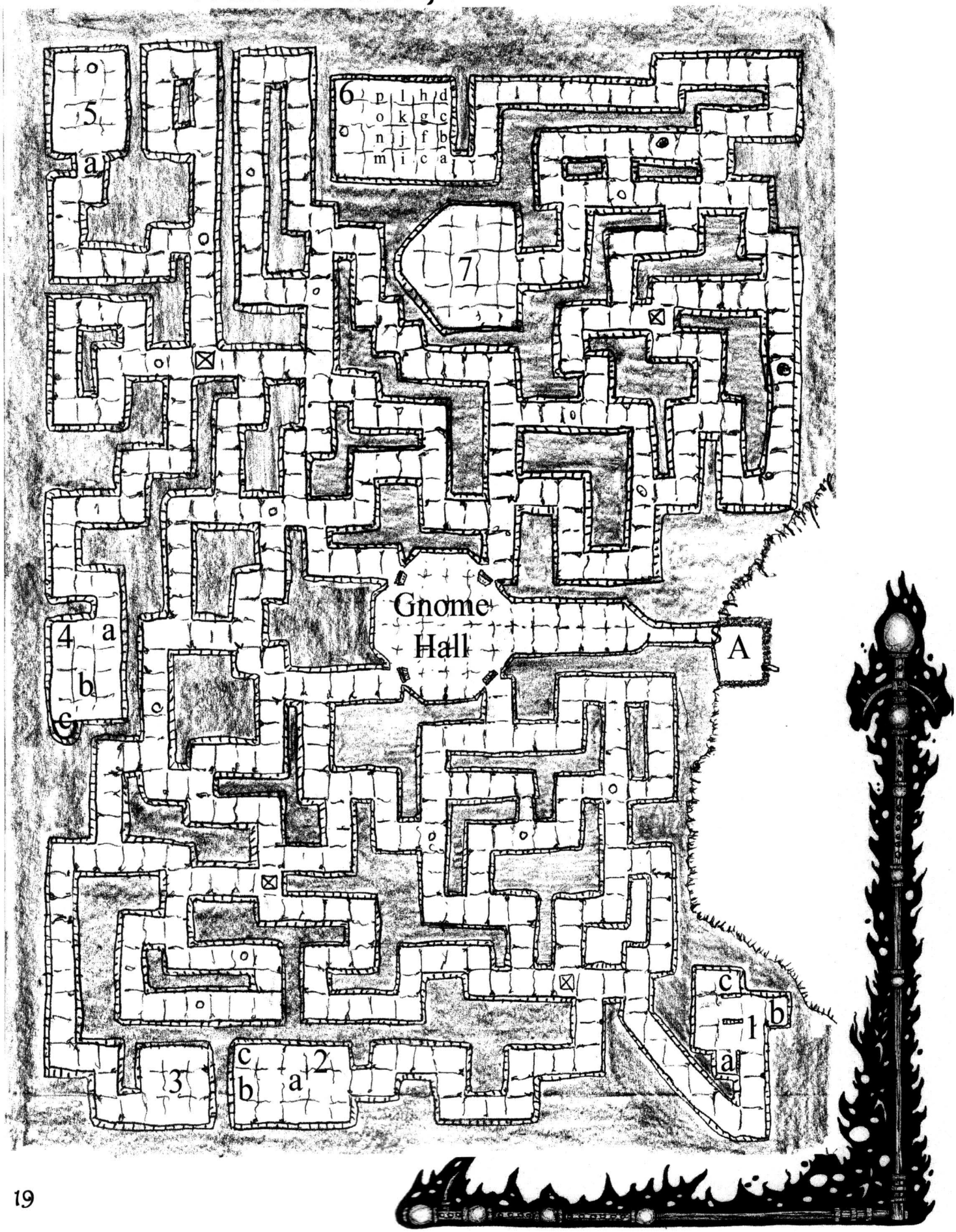
LA uses Scrutiny Ability.

There is something written with candle soot on the ceiling. The writing looks familiar, the hand of Lodash. It says: "Hurry up! You don't want to be left behind here . . . or do you?"

Of course they do! To follow the maze left by taking the "left behind" (southwest entrance door), they hit each of the encounter areas with a minimum of searching and confusion, the team need not map thus, and they come out the southeast door with all the materials needed.

This place was constructed some time ago by the gnomes whose likenesses are depicted in the entry to the maze. They

A Maze That Gnome's Built



did the work for many reasons, including payments by Lodash for their services. There were leprechauns involved, of course, and also some very potent sorts of other Alfar race individuals. Simply put, the so-called Hermit called in a lot of favors. Why? Because he foresaw, if but dimly, a future need.

That future is now, and the need is for the Character's to pass as quickly as possible through the maze to locate the key points (1. through 7.), retrieve the meaningful object found in each, and then return to their starting point, the hut of Lodash the Lonely. Of course, once there, they must manage to do the "correct thing."

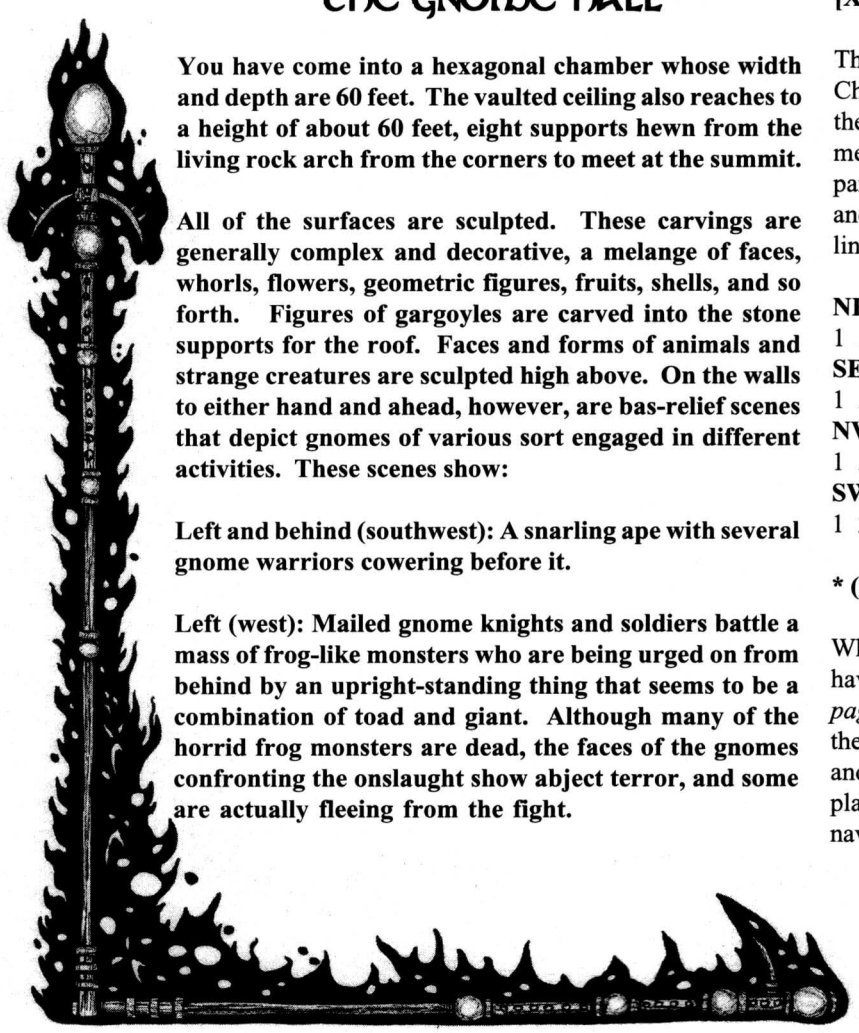
As the party proceeds read the following whenever a Character inquires as to the specific area:

Floors: All floors here are solid rock, worked and worn relatively smooth.

Walls: All passageway walls are of hand-hewn stone, fairly well worked, and not too rough.

Ceilings: The passageway height is about nine feet at the sides, 12 feet in the center, the overhead having a Roman-type arch to it.

the gnome hall



You have come into a hexagonal chamber whose width and depth are 60 feet. The vaulted ceiling also reaches to a height of about 60 feet, eight supports hewn from the living rock arch from the corners to meet at the summit.

All of the surfaces are sculpted. These carvings are generally complex and decorative, a melange of faces, whorls, flowers, geometric figures, fruits, shells, and so forth. Figures of gargoyles are carved into the stone supports for the roof. Faces and forms of animals and strange creatures are sculpted high above. On the walls to either hand and ahead, however, are bas-relief scenes that depict gnomes of various sort engaged in different activities. These scenes show:

Left and behind (southwest): A snarling ape with several gnome warriors cowering before it.

Left (west): Mailed gnome knights and soldiers battle a mass of frog-like monsters who are being urged on from behind by an upright-standing thing that seems to be a combination of toad and giant. Although many of the horrid frog monsters are dead, the faces of the gnomes confronting the onslaught show abject terror, and some are actually fleeing from the fight.

Left and ahead (northwest): Demons and devas battling through the clouds as gnomes look on.
Ahead (north): A fan of seven arrows that point to as many strange glyphs (that no Character can read or decipher, regardless of ability).

Right and ahead (northeast): A lion and a goat playing some sort of board game. The lion is moving a piece with a skull crowning it, and the goat appears frightened.

Right (east): A regal gnome seated on a throne behind which is a Sun in its Splendor, possibly the armorial bearing of that individual monarch. Various gnome lords and ladies attend the monarch who is handing them scrolls.

Right and behind (southeast): A scene packed with endless ranks of armed gnome soldiers in maze-like rank and file lines, seemingly queued up and awaiting.

At such time as the party of Characters returns to this chamber with all seven of the silver pieces found in the encounter areas of the maze, they are transported instantly to the Hut. They will all be on (or next to if there are more than will fit thereon) the Bright Carpet (J). See the end of this section when this occurs.

[X] (Floor Pit) Encounter:

These are meant only to punish the bungling players. Character passage over any such trap will not trigger it unless the passage is the sixth one to occur over a pit. Although this means the GM must keep track of the number of times the party has gone over each, the few number of such traps (4), and the record track below, make it relatively easy. Draw a line or circle each the approprate number when passed.

NE Floor Pit:
1 2 3 4 5 6 Active!
SE Floor Pit:
1 2 3 4 5 6 Active!
NW Floor Pit:
1 2 3 4 5 6 Active!
SW Floor Pit:
1 2 3 4 5 6 Active!

*** (Asterisk) Encounter:**

Wherever an asterisk is shown in a passageway, the GM can have any one of the following illusory (*see chart following page*) sound/sight events occur. Make a point of not having the same thing occur at one asterisk encounter area. A regular and repeating phenomenon becomes a landmark by which players that are not mapping, or have mis-mapped, can navigate.

Phenomena

Roll d30 or choose one.

1. Leathery flapping of wings approaching/receding ahead
2. Leathery flapping of wings approaching/receding behind.
3. Running footsteps approaching/receding ahead.
4. Running footsteps approaching/receding behind.
5. Eerie laughter followed by receding wind sound from ahead.
6. Eerie laughter followed by receding wind sound from behind.
7. Grating of heavy stone on stone from ahead.
8. Grating of heavy stone on stone from behind.
9. Tittering voice calling out, "Go back, fools!" from behind.
10. Tittering voice calling out "Go back, fools!" from ahead.
11. Hissing as if from a large snake immediately ahead.
12. Slithering as if a large snake moving, receding behind.
13. Squeaking and pattering as if many rats approaching from ahead.
14. Squeaking and pattering as if many rats approaching from behind.
15. Whispering voice urging: "Follow the passage to the right!"
16. Whispering voice urging: "Follow the passage to the left!"
17. A dim glow ahead that fades quickly into blackness.
18. A bright flash ahead, the banging of a door, then darkness.
19. A crackling, blue-white energy discharge ahead.
20. A fiery gout of flame shooting from the floor ahead.
21. A lantern-like light ahead that moves randomly away at the same rate of the Characters, and vanishes in 3 to 6 rounds.
22. A lantern-like light behind that moves randomly away at the same rate of the Characters, and vanishes in 3 to 6 rounds.
23: A ghostly but beautiful female figure ahead that moves randomly away at the same rate of the Characters, and vanishes in 3 to 6 rounds.
24. A light appearing ahead on the ceiling, fading and disappearing as if a trapdoor there were being closed
25. A light appearing ahead on the floor, fading and disappearing as if a trapdoor there were being closed
26-30. No Phenomenon

Note to the GM: If this adventure is not "timed", and you wish to add a bit to the challenge of the maze, place actual random encounters herein, and base them on the phenomena above thus:

Phenomena	Monster
1-2:	Springbat
3-4:	Balewretch
5-6:	Ghast
11-12:	Adder
13-14:	Rats

After several sounds and sights have been encountered, and the Characters become complacent, include an extra die on the random roll that discovers such phenomena. A d6, for instance, with a 4-6 result indicating an actual physical creature associated with the phenomenon found (*See Appendix E New Monster, page 60*).



set encounters

1 the cages

You have entered a chamber that has shimmering planes of force sectioning off portions of its area. It is basically 30 feet in length and 20 feet wide, with separate portions being cages.

1A: To your left is a 10-foot by 10-foot square area containing a huge snake of some sort, one you have not ever seen before. It is motionless, and its open eyes do not seem to see you.

Deathfriend (1): CR 3; Medium-Size Outsider; HD 3d8+3; hp 16; Init +3 (Dex); Spd 30 ft.; AC 15 (+3 Dex, + 2 natural); Attacks: Bite +4 melee; Damage: Bite 1d6+1; Face/Reach: 5 ft. by 5 ft./ 5 ft.; SQ: Paralysis; Spell Resistance +14; AL Always neutral; SV: Fort +3, Ref +6, Will +5; Str 12, Dex 17, Con 10, Int 12, Wis 15, Cha 10.

Skills: Balance +8, Hide +18, Listen +8, Move Silently +5, Spot +7; *Feats:* Weapon Finesse (bite).

Paralysis: Those hit by bite are paralyzed for 1d6+4 minutes (Fort Save DC 18).

Deathfriend (1): (An Alfar-world reptile of dreaded sort); **H** 20 **P** 50 **S** 15; **Attack**: Thick fangs for 1-2 Harm and VT for 21-25 ignoring all protection; **Defense**: 6.

The script beneath its painted picture says: **This most venomous ophidian is a killer that strikes at anything it sees, and its poison acts on contact with skin, need not be injected!**

1B: To your right is a 10-foot by 10-foot square area with a shaggy- haired dog that wears armor of leather and metal. This pony-sized canine is unmoving, and its gaze is fixed on space.

Ogre Warhound (1): CR 4; Medium-Size Outsider; HD 7d8+14; hp 46; Init +2 (Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Attacks: Bite +9 melee; Damage: Bite1d6+1; Face/ Reach: 5 ft. by 5 ft./ 5 ft.; Special Attacks: Trip; SQ: Scent, Darkvision 60 ft., Cold/Fire Resistance 10, Damage Reduction 5/+1, Spell Resistance +18; AL Chaotic evil; SV: Fort +7, Ref +7, Will +7; Str 13, Dex 15, Con 15, Int 5, Wis 15, Cha 15.

Ogre Warhound (1): (A dog from the dimensional matrix from whence ogres come and are native to); **H** 50 **P** 50 **S** 16; **Attack**: Jaws inflict 9-12 +6 Harm, the latter amount [6 points] always bypassing armor protection; **Defense**: 4 plus an additional 4 due to actual armor [8] total.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4; *Feats:* Weapon Finesse (bite).

Trip (Ex): An Ogre Warhound that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the Warhound.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed – only its presence somewhere within the range. The creature can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

The script beneath its painted picture says: "**A vicious killer, this canine can generally be tamed and handled only by some few giants or any ogre. Thus, it is a favored animal of the latter species.**"

1C: Directly ahead of you is a bigger cage and a bigger creature. A motionless gorilla of monstrous size stands frozen there in a 10-foot by 20-foot area. The ape is at least 8' tall, and it must weigh 800 pounds! Its matter gray-green hair indicates it is indeed most exotic.

Kru-krad (1): CR 5; Large-Size Outsider; HD 8d12+16; hp 62; Init +2 (Dex); Spd 35 ft., 40 ft. climb; AC 17 (+2 Dex, +5 natural); Attacks: Bite + 12 melee, Fist (Smash) +12 melee ((x 2); Damage: Bite 2d6+6, fist 2d6+6; Face/Reach: 5ft. By 5 ft./ 5ft.; SQ: Scent; AL Chaotic evil; SV: Fort +7, Ref +5, Will +3; Str 22, Dex 14, Con 15, Int 5, Wis 12, Cha 13.

Skills: Climb +14, Listen +7, Spot +5: *Feats:* Weapon Finesse (fist), Multiattack.

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell (*see Ogre Warhound above for more details*).

Kru-krad (1): (A gorilla from a very primitive parallel dimensional "other world"); **H** 65 **P** 60 **S** 17; **Attack**: Smash for 9-12 + 10 [the bonus always bypassing armor] and jaws for 13-16 +6; **Defense**: 6.

The script beneath its painted picture says: **"Although usually a vegetarian, the kru-krad is always willing to add meat to its diet. Only favorite foods will make the beast hesitate before assailing any living creature."**

After the Characters have seen the "cages" and their contents, continue reading aloud to the players:

To the right of each area is an inset tile, the small ceramic square showing a painting of the creature nearest to it and having some script underneath. Clearly you are expected to do something here, but what it is seems unclear.

"Needful Thing": BUNCH OF GREEN BEANS.

The Characters should free the gorilla, toss it the bunch of green beans so it won't immediately go for them, and run away!

While triggering any plaque triggers all three cages, there is a 2 round time delay if the gorilla's cage is triggered first. The snake and hound, coming out after it is loose and active, then engage in a free-for-all that automatically eliminates all three. Otherwise, the caged animals will concentrate on attacking Characters, and do not fight each other.

For performing this as noted, the Characters each receive 25 exps bonus, any Character, one or possibly two, taking the lead getting a double award, all recorded in secret by the GM.

However the animals are disposed of, the Characters searching the area thereafter discover in the kru-krad's (gorilla's) cage a small but strong wooden box set with a *silver triangle of 6" height* on its lid. The silver triangle is important and must be freed from the lid and taken. 30 golden gems of 1500gp value are simply placed in the box as a distraction.

2 AN AUDIENCE CHAMBER

You see before you a room that is 50 feet deep and 30 feet wide, your vantage being from the middle of its south wall. A rich plush carpet of red covers most of the floor. Beyond it you can just discern a throne-like chair set on a dais of stone, a pair of great, unlit torcheres flanking the seat.

In the round that one or more Characters tread upon the carpet (a), it's north end rises as if it were a snake. Then it whips and snaps, invariably throwing all upon its surface to a prone position. This process sends them out of the chamber and delivers 1d4 points of dmg, ignoring any and all armor protection. (Carpet AC 8, Hardness 1, Hps 150).

If the Character's move above the carpet by any means:

As you enter the chamber the two torcheres burst into flame, and long tongues of flame come shooting towards you. The heat is searing even at 40-foot distance!

The magical flame inflicts 1d4+1 points of Fire dmg per round spent at 40-foot distance, 1d4+4 at 30 feet, 1d6+6 at 20 feet, 2d4+8 at 10 feet, and 2d6+8 when in the same space as the torch bearer. All dmg is regardless of any armor protection, including that against fire, relevant saves not withstanding!

These great stands (B & C) are of solid stone, a part of the living rock of the floor. They can not be broken, tipped over, put out of commission, or otherwise made inactive or become extinguished.

No magically evoked servant entities can enter the chamber. It is not possible for a spirit to enter it.

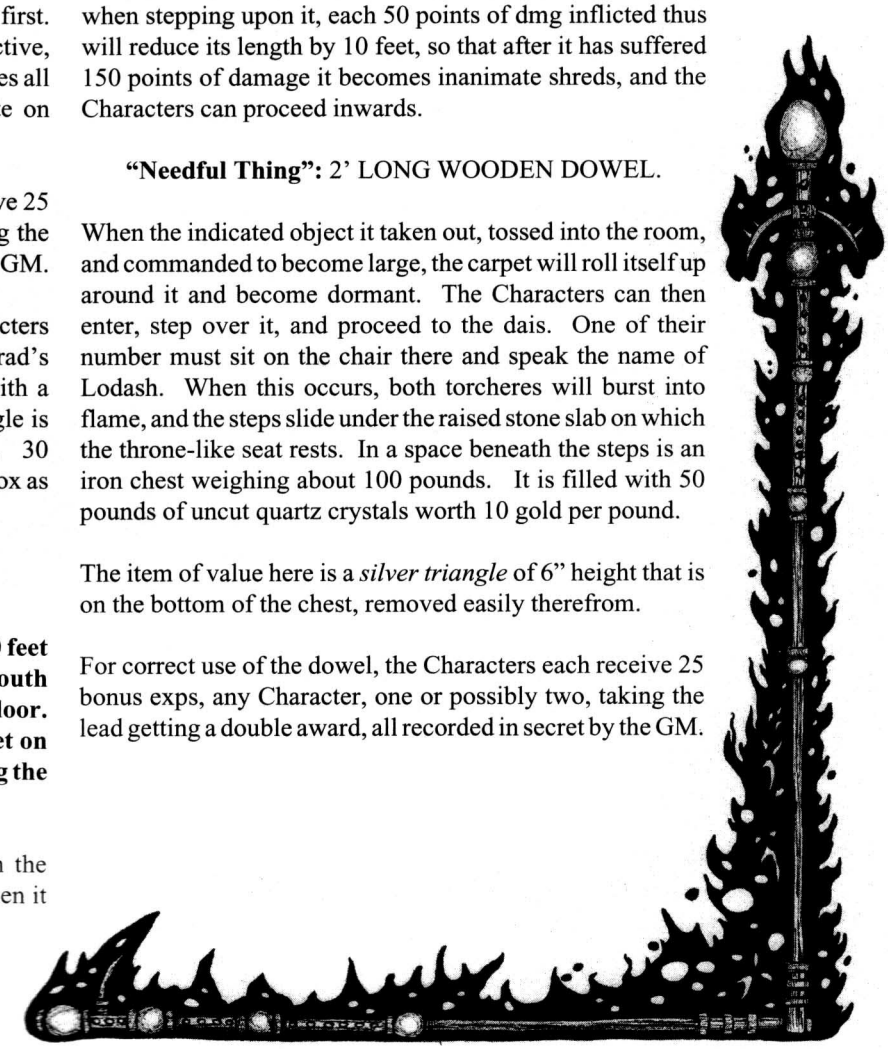
If the red carpet is attacked with edged weapons immediately when stepping upon it, each 50 points of dmg inflicted thus will reduce its length by 10 feet, so that after it has suffered 150 points of damage it becomes inanimate shreds, and the Characters can proceed inwards.

"Needful Thing": 2' LONG WOODEN DOWEL.

When the indicated object it taken out, tossed into the room, and commanded to become large, the carpet will roll itself up around it and become dormant. The Characters can then enter, step over it, and proceed to the dais. One of their number must sit on the chair there and speak the name of Lodash. When this occurs, both torcheres will burst into flame, and the steps slide under the raised stone slab on which the throne-like seat rests. In a space beneath the steps is an iron chest weighing about 100 pounds. It is filled with 50 pounds of uncut quartz crystals worth 10 gold per pound.

The item of value here is a *silver triangle* of 6" height that is on the bottom of the chest, removed easily therefrom.

For correct use of the dowel, the Characters each receive 25 bonus exps, any Character, one or possibly two, taking the lead getting a double award, all recorded in secret by the GM.



3 the place of gloom

As soon as the Character's reach the second of the two points marked "t", the triggering locations, palpable darkness is invoked in the passage and chamber ahead.

You are suddenly surrounded by absolute blackness, and you have no idea what lies here.

"Needful Thing": 6" BRASS CYLINDER.

Retreating from the area so as to clear the northern of the two "t" spaces dispels the total blackness.

The Characters can by no means whatsoever get light to illuminate the area. Nothing more than a glance is possible before the gloom closes. They can retreat, but there is no means to view the area, and no magic or power or other activation or extraordinary item enables such, save as indicated below.

When in the area, one of the Characters must look through the brass tube with the two crystal lenses. Nothing is revealed by pointing it at floor or walls. If the ceiling is examined thus, then the Characters will see the following:

What a sight! It is as if you were floating in space amidst golden planets and glittering stars. You even see a world like Saturn, with a great silvery ring encircling it.

Of course, there is a 50% chance that the device will be reversed, and thus:

Peering intently into the device, you detect what looks like the starry sky far, far above. There is a thumbnail-sized moon and a pea-sized planet with a ring around it.

The viewer must reach out to touch the objects there. Each "star" is a little faceted gemstone worth 100 gold, each planet a big two-ounce weight gold disk worth 100 gold.

The only exception is the *silver ring* around the one planet. Each selection shrinks the field of vision by 5%, so after 20 items have been "plucked from the heavens" thus, the tube becomes inoperative.

To succeed, the Characters must, of course, have taken the unique ring of silver from around the planet. It is the circle that encloses the figure they makes into a pentagram with the other silver objects they find elsewhere in the maze.

For correct use of the tube, the Characters each receive 25 bonus exps, any Character, one or possibly two, taking the lead getting a double award, all recorded in secret by the GM.

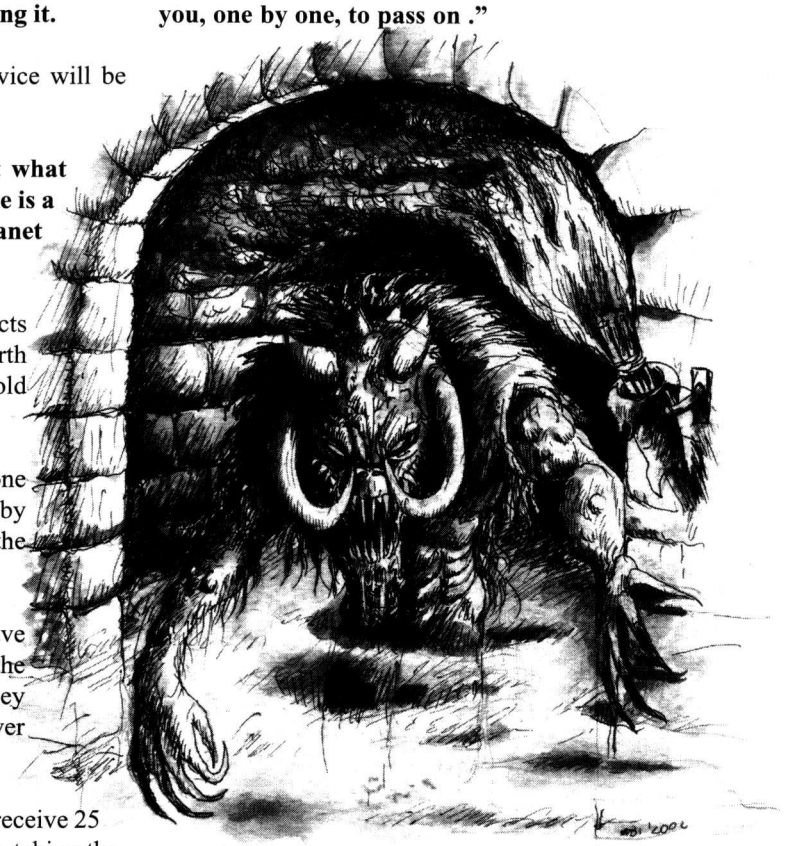
4 underworld entryway

The chamber ahead is about 40 feet long, and in the far wall you see a dark archway.

There is no readiliy apparent way to enter the archway. As soon as all Characters enter the area, going past triggering point "t", a thick section of the wall slides and closes off the passageway by which the party entered.

There is a loud grating sound and then the boom of heavy stones slamming together. You look behind you, in the direction of the sound, see that there is no longer a passage eastwards! Worse still, the room you are in fills with sulphurous fumes, and alters before your eyes. It now looks like the brazen floor of some underworld hell, and a monstrous fiend reclines on a divan of flames near the north wall of the place. He leers at you horridly, bellows through his tushed mouth:

"Ho there scum! You seek to go on, eh? Well, none may pass through the Portal of Reward unless they satisfy me!" As he says that, the fiend stands, and you see he is giant-like and surely some very potent denizen of the nether realms. With a gesture of contempt he commands: "Quick, one at a time, relate the wicked things you have done, and what awful fate you plan for the puling Lodash! If you have luck, and say aright, I will allow you, one by one, to pass on ."



Pass on is correct. Any Characters entering the ebon portal is sent to the nether dimensional abyss, lost forever.

"Needful Thing": FOUR-LEAFED SHAMROCK.

If any Characters pull out the shamrock, a leprechaun appears, sits invisibly on that one's shoulder, and whisper to him or her: **"Say nothing but of good deeds you have done, and be sure you speak truth. Add that you wish only good for Lodash. The fiend will leave in disgust after each of you have spoken thus!"**

Otherwise, the Characters must figure out how to get out of their predicament on their own. The fiend can't be harmed by any of them, of course, and each attempt to do so will result in the attack being turned on the attacker with commensurate dmg resulting to the attacker. If the party dithers, the fiend reclines, at ease, and say:

"Time means nothing to me! Speak as I have commanded when you grow weary of being fools."

At such time as the party, in turn, relates good deeds, and speaks of assisting Lodash, the fiend vanishes, cursing all ineffectively, in more smoke and flame. As he goes he flings a spray of gemstones towards the east, where the exit will soon appear. There are 26 such faceted stones, each the size of a walnut, but worth only 300 copper apiece, being garnet. Under a thick layer of ash, the fiery couch where he had been reclining, is hidden a six-inch-long *silver triangle*, the single important item here, of course. As the fiend disappears, the stone to the east slides open, and the party can exit. The black archway is again impenetrable.

For correct use of the shamrock, the Characters each receive 25 bonus exps, doubled for any who take the lead.

5 IDYLL IN PARADISE

The chamber that stretches ahead of you is about 40 feet long, and near the far wall you see a fountain of water that plashes and tinkles merrily.

Once a Character approaches the fountain, he or she will be delighted and refuse to leave its vicinity. The water is refreshing, and once all of the party is there, it becomes a healing draught that will restore 2d6+5 hit points. However, once all are within:

There is the ear-splitting grating noise and subsequent boom of heavy stones slamming together. You peer in the direction of the sound, note that there is no longer a passage eastwards. But who cares?! The whole place has become a wonderful sylvan park. Flowers are everywhere amidst lush grass, and soft beds of moss beckon. So do lovely nymphs who smile at you from vantages near to them.

If there is or are female Characters, then read also: **You see a marvelously handsome shepherd boy as well!**

A gorgeous nymph says sweetly: "You have spent too much of yourselves in hopeless pursuit of the old hermit. Forget him for a time and stay here and revel with us. We have fruit and wine . . . and much more to offer . . . ."

If any Character suggests lingering, samples the food and/or drink then they refuse to leave from that point onward. Each one hour of game time the stricken Characters can attempte a Will Save (DC 16) and a success indicates they may leave but only when all the Characters in the party are likewise able. At such time as all can leave and express such desire, the stone block opens, and the place reverts to a bare chamber of stone with a fountain.

LA uses Speed Base Rating.

"Needful Thing": FLAT TOPAZ SET IN A HANDLED RING OF GOLD.

Any Characters viewing the scene through the "jaundiced eye" of the topaz viewer will see that the food and drink looks rather unappetizing, and that the "nymphs" (and like others there) look slovenly. That one instantly becomes free to leave. This is true of each and every other Character who uses the topaz viewer to observe the place. When all Characters in the party have looked through it, the scene vanishes, the stone slab opens, and the party can leave.

For correct use of the topaz "jaundiced eye", the Characters each receive 25 exps bonus, the Character first using the device gaining 100 exps bonus thus.

The item of value here is a *silver triangle* of 6" height that can easily be spotted on the floor after the room returns to normal.

6 CHECKERED GALLERY

You are on the threshold of a 40-foot-wide by 50-foot-long chamber. The first 40 feet by 40 feet of the place has a floor of checkered stone slabs. The one immediately before you is of rust brown, beyond and to its right the stone is the hue of sand.

It is not possible to send any entity brought forth by Extraordinary means into the chamber. There is a barrier at the entry, so if this is attempted, simply have the summoned entity vanish and not reappear if this is tried.

At the instant a Character sets foot on the first square of the room read:

As you enter the chamber, a row of figures appears on the far rank of the checkered squares. Immediately ahead

a warrior in full plate armor with a huge spiked club on a thong. Next to the warrior is a kobold in full leather armor with a pair of long daggers. To the right of the kobold is a wylven archer with steel mesh armor. Lastly, there is a cadaverous woman in a maroon and black cowled robe.

The robed figure points, and a shower of bone darts strikes you!

Three of the initial Bone Splinters hit the initial character, each inflicting 2d6+1 dmg (Reflex Save, DC 25).

GM Note: You might find it helpful to set up a chessboard to simulate the chamber area, using one-quarter of the board.

Male human War1: CR 6; Size M; HD 6d10+24; hp 57; Init +1 (+1 Dex); Spd 20 ft.; AC 19 (+1 Dex, +8 Full Plate); Attack +11 melee greatsword (2d6+6, greatclub), or +2 ranged (1d4+3, dagger); SV Fort +9, Ref +6, Will +2; AL N; Str 18, Dex 12, Con 18, Int 10, Wis 10, Cha 10.

Skills: Climb +7, Craft (weaponsmithing) +6 Jump +7, Ride +5, Swim +7; *Feats:* Great fortitude, Weapon focus (greatsword), power attack, cleave.

Kobold: CR 1/6; Small Humanoid (Reptillian); HD 1/2d8; hp 2; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather); Attacks: Halfspear -1 melee; or light crossbow +2 ranged; Damage: Halfspear 1d6–2; or light crossbow 1d8; Face/Reach: 5 ft. by 5 ft./ 5 ft.; SQ: Darkvision 60 ft., light sensitivity; AL Usually LE; SV: Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2; *Feats:* Alertness.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

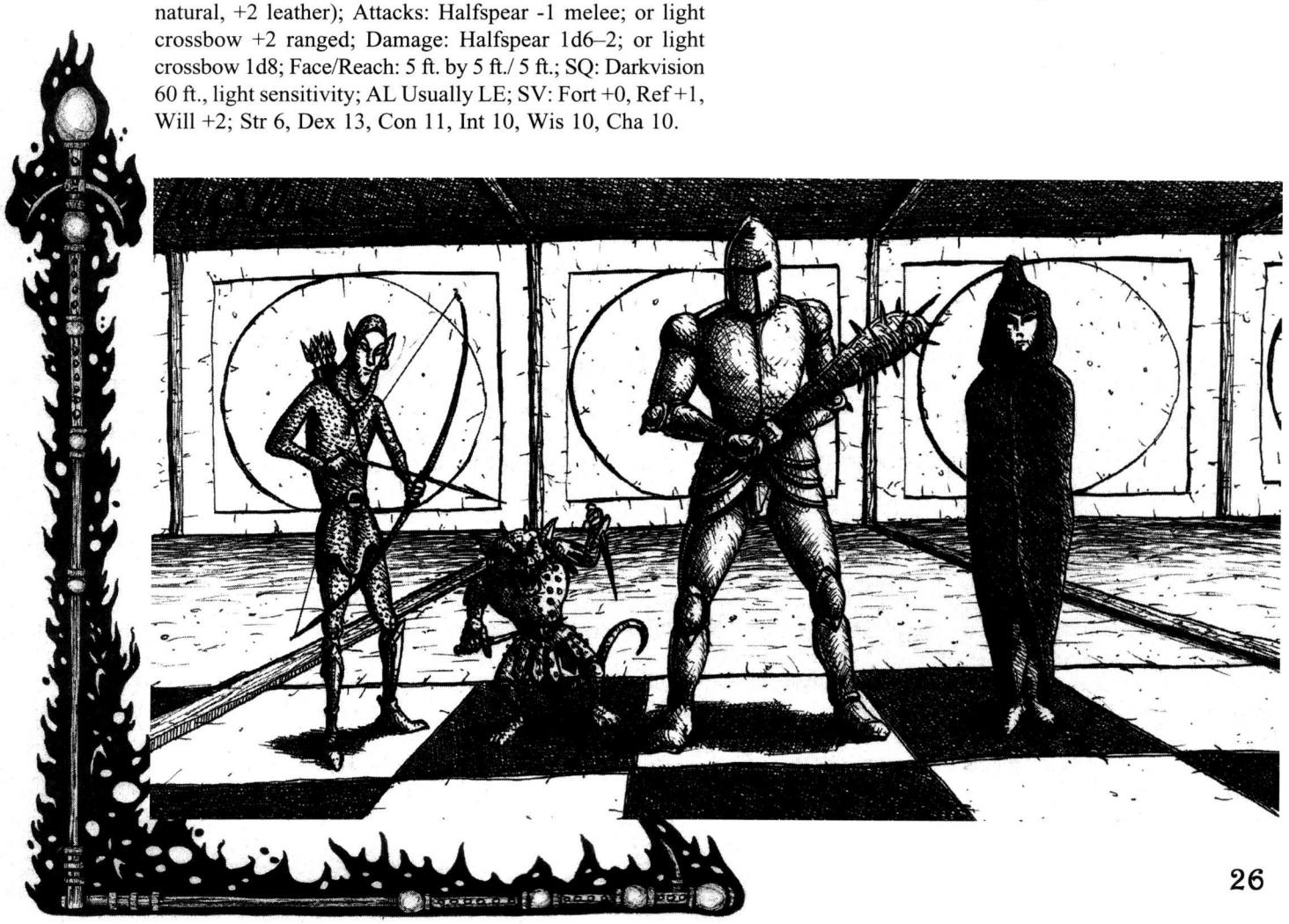
Wylven Archer, Ftr3: CR 3; Size M; HD 3d10+3; hp 20; Init +5 (Dex); Spd 30 ft.; AC 18 (+4 Dex, +4 leather armor); Attack +9 ranged (1d8+2, composite longbow); SQ Darkvision 60ft; SV Fort +4, Ref +8, Will +1; AL N; Str 14, Dex 20, Con 12, Int 10, Wis 10, Cha 10.

Skills: Climb +4, Craft (bowmaking) +4 Jump +4, Swim +4; *Feats*:Weapon Focus (longbow mighty comp +2).

Undead Woman (H Zombie): CR 2; Med. Undead; HD 3d12; hp 23; Init +3; Spd 30; AC 17 (+3 Dex, +4 natural); Attack: Claw +1 melee (1d4+1); Face 5 ft. x 5 ft/5 ft.; SA: Bone Spike Attack, partial action; SQ: Toughness Undead, Undead immunities, (slashing weapons do ½ damage), Darkvision, partial actions only; AL CE; SV Fort +1, Ref +4, Will +3; Str 10, Dex 16, Con —, Int 10, Wis 10, Cha 6.

Skills: +9 hide, +6 spot, +6 listen, +9 move silently; *Feats*: Toughness.

Bone Spike Attack (*su*): Ranged touch attack 1/day. The Bone Spike attack sends forth a spray of Bone Shards. If attack succeeds 1d4+1 bone shards strike the target. Each successful hit does 2d6+1 damage.



The **warrior** (Rook) in full plate armor with a huge spiked club attacks straight ahead or horizontally, moving in the same way, always inflicting 15-24 (d10 +14) Harm. He can throw the weapon without moving, and haul it back! Health is 50 with armor giving 18 protection.

The **kobold** (Knight) in full leather armor with a pair of long daggers moves and/or attacks one square straight and one square diagonally (passing through any figure on the first square), so initially it covers only the two sand-colored spaces ahead of it. Its two attacks always inflict 3-5 (1d6) Harm each, ignoring armor. Health is 30 with armor giving 16 protection.

The **wylven archer** (Bishop) with steel mesh armor sends arrows along white diagonals only, moving likewise. An arrow strikes for 11-22 (d12 +10). Health is 30 with armor giving 16 protection.

The **cadaverous woman** in a maroon and black cowled robe (Queen) uses the necrourgy Power of bone Splinters straight ahead or diagonally, moving in the same directions. She can fire both diagonally and straight, sending 3 missiles each at two different targets thus. For this scenario, the shards of bone inflict 11-20 (d10 +10) Harm each. Health is 90 with armor giving 20 protection. HP is 11d8+33 (82 hp) with AC of 21.

Figures can both move and attack. The wylf and kobold will move to protect the necromancer and the armored warrior—in that order of priority. The "Rook" and the "Queen" can attack without moving. The GM must do his or her utmost to employ these figures in the most advantageous manner to destroy the Characters! Again, a chessboard and pieces are recommended to keep track of the fray.

Each and every one of these figures must be "slain" in order to be able to get past an otherwise impassable barrier along the back of the last rank of checkered floor squares.

Behind the last rank is a normal floor, and standing there at is a table with a real chessboard on it, upon which the pieces are arrayed. If and when the Black King is tipped over or removed, a voice will speak:

"You have triumphed. Congratulations! You may select any three of the four prize items now offered for your victory."

The chessboard and chess pieces vanish, and in their place atop the table at the far side of the room appear, as the voice speaks:

Here is the jeweled crown of the Black King! Here too, is the jeweled scepter of the Black King! And lo, the Black King's own orb! Last of all, the Black King's mighty battle axe!"

The Crown is Valued at 400,000 gold. The Scepter is Valued at 250,000 gold. The Orb is Valued at 300,000 gold. The Axe appears magical in nature.

The choices are immaterial for success of the mission. The Characters must examine the table. On its underside is a *six-inch triangle of silver*, the truly necessary item to be gained from here. If they leave without it and return subsequently to gain it, they will find the place empty save for the table.

If and when they recover the silver triangle, however, the three chosen items will vanish, lost to them forever.

"Needful Thing": MINIATURE CASTLE TOWER OF IVORY.

If the ivory miniature is placed on the entry square (its starting position), it transforms into a silver-armored warrior, a White Rook, that charges straight ahead and fells the Black Rook with a single blow of his sword. The Black Knight moves up and to its left in front of the Queen just after the Queen (cadaverous woman) moves to square "p".

The White Rook moves and cuts down the Black Bishop, but, unless the Black Knight has been attacked by the Characters, it will engage the White Rook and keep it immobilized for the following round.

Meantime, the Black Queen will send missiles at one or two Characters in her target paths, if possible, and retreat three squares north back to her starting position "m".

The following round the White Rook cuts down the Black Knight, but unless the Black Queen has been attacked by the Characters, she will then move into the next square to the west to slay the White Rook. If the black Queen is attacked and thus can not so move, the White Rook slays her, and vanishes.

For correct use of the ivory tower (White Rook), the Characters each receive 50 Bonus exps.

7 BUREAU OF FACTS

You have entered an oddly shaped chamber. The 50 foot wide chamber narrow into a point with the east and west walls then angling inwards to meet a north wall of but 10 feet width.

However, as you moved into this seemingly large, empty chamber, the whole vista altered and expanded. The

room is now at least five times the dimensions noted originally. You can't be certain, for it is cluttered with furniture and filled with busy people, soldiers in uniform armor. There must be a hundred of them at least, at desks and record cabinets, while as many stand guard with ready crossbows, swords in scabbards at their sides. The place is a hive of activity, as soldiers carry papers and scrolls and books from place to place, or read or write or store such documents away.

Your attention is brought back to the immediate area, though, as an officious voice demands: "What is your business here? Your authorization papers, now!"

The voice comes from another tabard-uniformed man in full steel armor who sits at a long table in front of you. He seems to be an officer of moderate rank. Behind him is a row of tough-looking soldiers similarly uniformed and armored, each with a ready pole-arm.

He drums mailed fingers on the board before him: "Well, WHERE IS YOUR AUTHORIZATION?!"

Unless the Characters produce a pile of papers of great volume (including books, scrolls, etc. counting towards such a volume), he will say:

"Oh, unauthorized is it. Just as I thought! Go over there and sit down. And don't try to get in or you'll be very sorry," the officer adds menacingly.

Following his gesture you see a long bench is in the corridor by which you came in. A sign above it says: "Authorized personnel ONLY. Be seated. Causing a disturbance results in immediate ejection from this area."

The Characters must sit and quietly determine how they can get past the officer at the entry. Only a large sheaf of papers and the like will do.

Making noise or similar disturbance automatically transports the whole party of Characters back to the Gnome Great Hall!

Attacking any of these individuals by and means results in a general melee in which the Characters are rendered unconscious, as scores of outraged soldiers rush to subdue the offenders. Thereafter the party awakens in the Gnome Great Hall, each of the Characters suffering dmg totaling 25% of their existing total (minimum of 1 hit point if such loss would mean death).

There is no way to get past without papers. A few papers will simply elicit: **"Insufficient material for me to determine the veracity of what you present. Where are the rest of your forms and authorizations? I must have complete and fully completed documents!"**

If such papers are furnished, the officer begins going through them carefully, ignoring the Characters entirely, and all the soldiers behind cluster close behind him to see what he is looking at.

The Characters can now move nonchalantly off into the greatly enlarged chamber. Once past the officer and guards at the entrance all others in the place ignore them completely. Unless they attack a soldier (with results as noted above), they can go where they like.

At the far end wall (now 150 feet to the north and 30 feet wide) they discover a wall-mounted wood plaque. On it is a silver pentagon under which is written: **"They always serve who only shuffle papers."**

The item of value here is a *silver pentagon* on the plague.

Under the plaque are three magical manuals. *The Manual of Bodily Health +1, the Manual of Gainful Exercise +1, and the Manual of Quickness in Action +1.*

Under the plaque are three Memory Tablets on each of which are inscribed three Powers or other activations. The GM should have the nature of the Ability of these tablets match the Extraordinary Abilities/Skills of the party. If there are three such Characters, then each should be allowed to determine which three Powers are on his or her Memory Tablet. Otherwise, find them at random, but do not duplicate any Power possessed by the Characters taking the tablet.

"Needful Thing": SMALL LEATHER BOX.

The small leather box, once opened, grows to the size of a briefcase and from it can be taken papers and documents at least two feet in height when stacked up. This mountain of forms in octuplicate, orders, instructions, authorization papers, etc. will keep the officer and many clerks happily busy for days!

For correct use of the leather box (attaché case), the Characters each receive 50 bonus exps.

Concluding this Section

Again, at such time as the party of Characters returns to this chamber with all seven of the silver pieces found in the encounter areas of the maze, they are transported instantly to the Hut. They will all be on (or next to if there are more than will fit thereon) the Bright Carpet (J).

You are back instantly, and safely, in the hermit's hut, standing on the large, unusual carpet that Lodash seemed to regard as something special.

If the party left surety with the leprechauns, read: **You see all of the items you left as "surety" with the leprechauns here. They ring the carpet. Everything is in splendid condition, just as they were when you handed them over to the "wee folk".**

If there were edged weapons given as surety the Characters note that the leprechauns have sharpened and honed your weapons' edges. In fact, the care the leprechauns have shown the weapons adds a +1 to attack and a +1 to dmg for the next 7 attacks.

> In LA the leprechaun's attention seem to have honed the weapons to a +7 Harm. The bonus factor adds 6 points to the Harm inflicted by the following six strikes, decreasing by one for each strike. What a boon!

And finally read, adding such urgings as you believe necessary:

Why were you sent here? On this unusual carpet? What must you do? Surely there is some connection to some of the items you recovered from the maze . . . .

The Characters must, of course, place the silver ring over the gray one in the center of the rug (*refer to the carpet description above on page 16*). They must then place within its circle the silver pentagon and the five silver triangles, one of the latter on each face of the former. That forms a complete pentacle. When that figure is completed thus, a Character must step into the pentacle.

At that instant a flaring light comes from the figure, and as you state this continue by reading the following aloud to the group:

You are surrounded by a golden haze! There is a whistling sound as if a strong wind had just blown past you. Suddenly you are whisked from the hut of Lodash, and as unexpectedly and abruptly find yourselves within another subterranean chamber.

THE UNDERGROUND TEMPLE

This is a strange place indeed. It is formed of two circular chambers whose perimeters touch so as to form a figure-eight. Your party stands exactly where the pair of 30-foot-diameter chambers merge.

To your left there is a massive idol of a batrachian entity, a toad-like being of elephantine size. From it emanates a luminous silver-gray radiance. As you gaze in awe a deep, calm voice speaks: "Come, make obeisance to Hlothgur, and He will then bless you, send you on to where you must go, if it is that you still seek to free Lodash."

If any of the Characters obeys immediately, that individual or those individuals begin to tremble, then fall to their bellies, and crawl pleading as they worm their way to the base of the idol: "Please, Great One, have mercy!" There is a deep and hideously cruel laugh in response. As the unfortunates soil themselves in terror, the idol's tongue flicks forth, touches the prostrate figure(s), and that one or ones wail into nothingness. They are gone to the mighty demon's own hell!

If the Characters hesitate for so little as two rounds time, then read aloud:

A deep amber glow to your right draws your attention. As you peer into the other chamber you see there a mighty figure of godlike sort. From this golden form pours the pure light of the sun, and you must shield your eyes. A terrible voice commands: "Flee to the toad, you worms who seek to bring Harm to Lodash! Here before Huhalax you will be consumed by the blazing energy of right."

After this there is silence. The gray-silver light and the amber meet, seem to struggle against each other where your party stands in constantly shifting shadows of deep ocher hue.

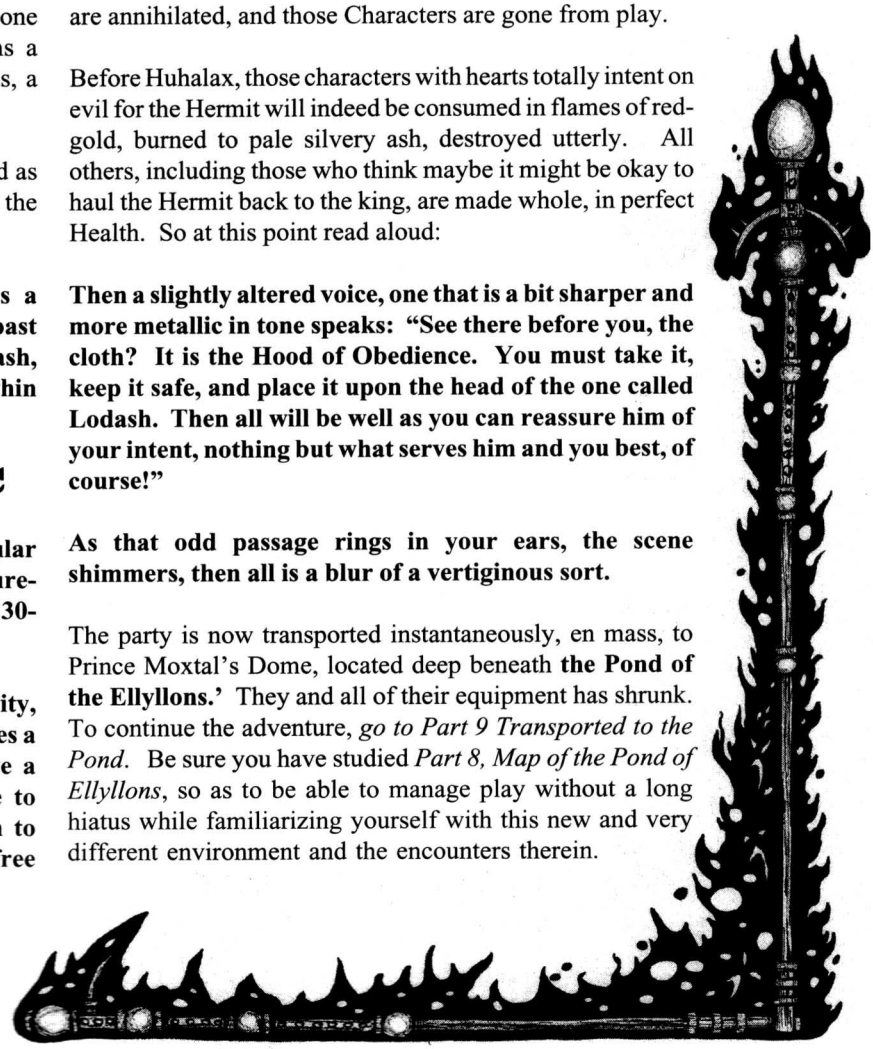
The characters must go left (to their doom) or right. They can not stand where they are forever. Those that seek Hlothgur are annihilated, and those Characters are gone from play.

Before Huhalax, those characters with hearts totally intent on evil for the Hermit will indeed be consumed in flames of red-gold, burned to pale silvery ash, destroyed utterly. All others, including those who think maybe it might be okay to haul the Hermit back to the king, are made whole, in perfect Health. So at this point read aloud:

Then a slightly altered voice, one that is a bit sharper and more metallic in tone speaks: "See there before you, the cloth? It is the Hood of Obedience. You must take it, keep it safe, and place it upon the head of the one called Lodash. Then all will be well as you can reassure him of your intent, nothing but what serves him and you best, of course!"

As that odd passage rings in your ears, the scene shimmers, then all is a blur of a vertiginous sort.

The party is now transported instantaneously, en mass, to Prince Moxtal's Dome, located deep beneath **the Pond of the Ellyllons.'** They and all of their equipment has shrunk. To continue the adventure, *go to Part 9 Transported to the Pond*. Be sure you have studied *Part 8, Map of the Pond of Ellyllons*, so as to be able to manage play without a long hiatus while familiarizing yourself with this new and very different environment and the encounters therein.



8 map of the pond

Study carefully the map of the **Pond of the Ellyllons'**. Here are the vital facts as shown on the map, but reiterated and augmented to assist you in picturing mentally the space. Refer to the color insert at the back of this book. Remember, when the Characters are in this magical environment they have been shrunk to 1/20th their normal size.

Each map hexagon is 10 feet across (c. 300 to 1,000 cubic feet considered thus, any volume less than 1,000 cubic feet based on water depth under 10 feet—10 feet by 10 feet surface area times from an average of 3' to 10' depth).

Note that there are lines indicating the depth of the water. Movement is in three dimensions. So water depth is important! If a Character is moving up or down but remains within a hexagonal "cube", then there is no change of count in tracing a movement path by counting off hexes. If a change of height above the pond bottom exceeds 10 feet in distance, then the number of hexes moved horizontally is reduced by one for each 10 feet change of depth. This will become more clear when you peruse the **Movement Table**.

Before getting to that, here are the other "terrain" features of the pond: Dry land surrounds the small body of water. It has no inlet or outlet. Springs feed it, and evaporation and seepage keep it the size it is.

Light conditions reduce human vision range unless some Extraordinary capacity Nightvision/Darkvision is present, and light also affects non-human Characters. Refer to the back of the handout for all depths and vision charts.

Underwater Movement

Movement Rates: **Swimming Movement Rate**

Pond "Terrain":	"Cruising"	"All out*"
open	12 hexes	24 hexes
lily pads	10 hexes	20 hexes
seaweed	8 hexes	16 hexes
reeds	6 hexes	12 hexes



*Sustainable for 1 minute (one turn of movement) only; thereafter only half "cruising" speed movement, or less, for 1 minute before resuming normal movement rates again.

Note: When swimming, a successful swim check allows you to swim 1/4 you speed as a move-equivalent action or ½ your speed as a full round action. DCs are set as follows:

Water or Pond "terrain"	DC
Calm open	10
Lily pads	12
Seaweed	13
Reeds	14
Rough	15
Stormy	20

Entering the Pond

Characters have all they wore and carried when transported to the pond. They move in any direction as if walking or running even while they are magically swimming. They can breathe normally in the water because of the enchantments placed on those transported to the pond through the Powers of Lodash. Similarly, all of the Characters can use their Abilities and weapons normally, but with ranges in scale to their size.

In LA Abilities enabling Extraordinary activation use. The latter function at actual range, or to maximum sighting distance, whichever is the lesser.

Pond Random Encounters

The Characters or party moving must indicate course and number of hexes through which he or they desire to move.

Roll d10 for each 10 hexes or fraction thereof traveled. A 10 indicating an encounter.

When an encounter is indicated: Roll a die or dice *most closely representing the number of hexes* traveled by the Characters or party, viz. d12 and d6 to find a number between 1-24 (d6 roll of 4-6 indicating +12 to the d12 roll result); d20 for 1-20; d8 and d6 to find a number between 1-16 (d6 roll of 4-6 indicating +8 to the d8 roll result); d12 to find a number between 1-12, d10 to find a number between 1-10, etc.

Where the encounter occurs: The number rolled on the die or dice most closely matching the number of hexes traveled by the party indicates the hex in which an encounter occurs. Tracing the path of movement, find the type of "terrain" of the hex in which encounter occurs, and then use the table below to discover the sort of creature encountered.

Example: A "Cruising" move beginning in seaweed (no penalty), moving through 10 open water hexes, and ending in a lily pad hex (count 2 hexes for this move into the hex). D10 roll is 10, an encounter! D12 roll (they moved 12 spaces, essentially, with 11-12 being the last hex) results in an 8. Tracing the party eight hexes we find that the encounter occurs in the last open water hex. The table indicates "1-2 = box turtle; 3-8 = pan fish; 9-0 = water snake." Now a simple roll of a ten sided die results in the creature encountered.

Pond Random Encounter Table

Terrain	Type of Creature Encountered (roll d10)
Lilly Pad	1-2 box turtle; 3-7 frog; 8-10 pan fish
Muck	1-3 box turtle; 4-8 leech; 9-10 salamander
Open	1-2 box turtle; 3-8 pan fish; 9-10 wtr snake
Open	within 6" of bottom a mollusk encountered
Reeds	1-4 beetle; 5-7 wtr snake; 8-10 wtr spider
Rocks	1-4 crawfish; 5-8 pan fish; 9-10 salamander
Seaweed	1-3 crawfish; 4-7 larva; 8-10 pan fish

Specific Encounters

Note that the lines from the main hex to adjacent ones indicate an encounter with the creature in question in such hexes in addition to the main hex in which it "lairs".

A Note on Combat: Shrunken Characters should be considered normal size for damage and armor class and the specific encounters as Collossal.

1 Lurking Catfish

The catfish will attack any intruder unless the otter is there with the intended prey. If the otter is there the catfish attempts to flee, but it is caught and killed by the otter. A catfish attacks only subjects that are within five feet of its bottom-hugging position.

Catfish, Lurking: CR 8; Collossal Animal; HD 14d8+70; hp 133; Init +0; Spd swim 30 ft.; AC 7 (+3 Dex, -8 Size); Attacks: Bite +13 melee; Damage: Bite 2d6+10; Face/Reach: 5 ft. by 5 ft./ 5 ft.; AL neutral; SV: Fort +14, Ref +12, Will +4; Str 10, Dex 16, Con 20, Int 1, Wis 10, Cha 10.

Catfish: Encounter 1; Scale size 216 to 244 feet (3 to 4 actual feet) in length, 72 to 96 feet in diameter, the mouth being of body diameter; **H** 91-110 **P** 50 **S** 12 attacking, 24 moving; **Attack**: 50% chance for 1-4 feelers for VT 9-12 each disregarding armor or 50% chance for mouth for 1-10 Harm (swallowing prey in process—and victim then suffers d6 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 15 body, 5 eyes (specific target), and 10 int. armor (with a -20 penalty to Weapon Ability).

Skills: Spot +10; *Feats:* Weapon Finesse (bite).

Special Attack: Swallow. The catfish may attempt to swallow by making a successful grapple check. Once swallowed the PC suffers 1d6 points of damage from stomach acid, no save each round until dead. A swallowed creature may cut itself out after inflciting 25 hps dmg.

2 Lurking Pike

A pike attacks any intruder except if the otter is there with the intended prey. In case the otter is present the pike attempts to flee, but it too will be caught and killed by the otter. A pike can see any distance above it in the water if there is nothing intervening to block its vision. One will thus move in a flash upwards, then attack.

Pike, Lurking: CR 3; Collossal Animal; HD 9d8+45; hp 84; Init +7 (+3 Dex, +4 Imp Init); Spd swim 50 ft.; AC 19 (+5 Dex, +12 natural, –8 size); Attacks: Bite +11 melee; Damage: Bite 1d8; Face/Reach: 5 ft. by 5 ft./ 5 ft.; AL Always neutral; SV: Fort +11, Ref +11, Will +3; Str 10, Dex 20, Con 20, Int 1, Wis 8, Cha 10.

Skills: Spot +10; *Feats:* Imp Init, Weapon Finesse (bite).

Special Attack: The catfish may attempt to swallow by making a successful grapple check. Once swallowed the PC suffers 1d4 points of damage from stomach acid, no save each round until dead. A swallowed creature may cut itself out after inflciting 25 hps dmg.

Pike: Encounter 1; Scale size 144 to 216 feet (2'-3' actual feet) in length, 18 to 24 feet in diameter, the mouth being of body diameter; **H** 51-70 **P** 90 **S** 18 attacking, 48 moving; **Attack**: Teeth for 11-30 (swallowing prey in process—and victim then suffers d6 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 25 body, 5 eyes (specific target), and 10 internal armor (with a -20 penalty to Weapon Ability).

3 The Snapping Turtle

The log is a great old one about 30 actual feet long (thus something over 2,000 scale-feet long) and some three feet in diameter (216 scale feet), with its upwards end having several branches of commensurately smaller size. The snapping turtle moves to attack anything in range (up to 5 feet above any of the positions in which it can be upon and/or under the tree log). This aggression includes the otter, and such attacks cause the otter to flee, leaving any Characters not clutching tight to its fur to fend for themselves in stunned confusion, spinning and drifting towards the pond's bottom for 3-12 rounds.

This brute has been enspelled and obeys Prince Moxtal when the wicked ellyllon noble bribes it first with a "morsel" of meat, such as provided by a sacrificial servant!

Snapping turtle: Encounter 1; Scale size 168 feet long, 120 feet wide, and 60' thick (actual size 14 inches long, 10 inches wide, and 5 inches thick) with a 24-foot long neck and a 12-foot-long head, jaws opening to that same 12-foot diameter; **H** 100 **P** 50 **S** 11 attacking, 10 moving; **Attack**: Jaws for 5-100 (5d20) Harm (then swallowing dead or alive—and the victim then suffers d6 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 50 shell, 25 feet and tail, 20 head, 10 eye (specific target), and 10 internal (but "cutting one's way out impossible except along the route of the lower alimentary canal—with a -20 penalty to Weapon Ability).

Snapping turtle; CR 8; Colossal sized animal; HD12d10+96; hp 160; Init +0; Spd 10ft, 20ft swim; AC 14 (-8 size, +12 natural); Attacks: Bite +14/+9; Damage: 2d6+8; Face/Reach:120 ft. by 170 ft./15 ft.; Special Attacks: Improved grab, swallow whole; AL Always neutral; SV: Fort +17, Ref +9, Will +5; Str 20, Dex 10, Con 26, Int 4, Wis 12, Cha 10.

Skills: Spot +10, Intuit Direction +5.

Notes on swallow whole (same as catfish and pike, change to 40 hp's to cut out).

4 Underwater Den Entrance of the Otter

Entering the opening automatically gains an encounter with the otter, while being just outside the layer an encounter occurs on a DC 10 (50%). This aquatic mammal is a semi-intelligent specimen. The otter has been tamed and trained by the Ellyllons to assist them. Any Characters it sees are treated as friends, unless they attack and actually harm it. If this occurrs the otter attempts to kills the closest to it and then speeds away in confusion.

4A: Other otter encounter area with 50% chance for otter to be encountered there.

Otter:CR 9; Colossal sized magical beast; HD 8d10+40; hp 84; Init +10 (+10 dex); Spd 60 ft. swim; AC 22 (_8 size,+10 dex,+10 natural); Attacks: Bite +18/+13; Damage 2d8+5; Face/Reach: 220 ft. by 40 ft./15 ft.; Special Attacks: Improved grab, swallow whole, death shake; AL Chaotic good; SV: Fort +11, Ref +16, Will +3; Str 20, Dex 30, Con 20, Int 10, Wis12, Cha 10.

Skills: Spot +12, Intuit Direction +5, Perform +5, Tumble +15; *Feats*: Dodge, Weapon Finesse (bite), Run.

Death shake: as a standard action the otter may attemp vs any creature he is currently grappled with a death shake attack, he makes a roll to pin and if sucessful rolls 6D8+15 damage. Please refer to the players handbook page 137 for the rules on pinning.

Notes on swallow whole (same as the catfish and Pike).

Otter: Encounter 1; Scale size 216 feet long (including tail) and 36 feet diameter; **H** 120 **P** 90 **S** 24 attacking, 50 moving; **Attack**: Jaws for 10-60 (d6 x 10) Harm (then swallowing dead or alive—and the victim then suffers d8 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 25 body, 10 eye (specific target), and 10 internal (with a -20 penalty to Weapon Ability).

Beneath the pond lies the world of the Ellyllons, a magical race of faerie (*see below*). They live in two separate "domes" as detailed below.

Area A: the "dome" of Prince Moxtal

From any distance this appears to be a hemispherical dome of gray-black rock. There seems to be small plants and algae growing atop it, so it appears to be some unusual but natural formation. From normal perspective it is about 12-foot diameter with an apex of perhaps 4 feet, but in altered scale it is a massive 864 feet across and 288 feet high at its apex.

While normal creatures of the pond can not penetrate the "bubble" the Characters, because of their being magically transported into one, are able to pass in and out of them, this one or the other, with ease. Passing into one at a point above pond-bottom level results in a fall. Falls from 72 feet or above inflict dmg on the Characters if there is a hard surface beneath the point of entry. Even if the distance seems great, dmg suffered from hard-surface impact is a mere d4 points (ignoring armor protection of any sort) because of actual distance, air resistance, and minute weight of the Characters (*see below for details*).

Area B: Yirlane the "dome" of the Ellyllon community

The community's name, Yirlane is pronounced "Yeer-lahn." From any distance this appears to be a hemispherical dome of gray-black rock. There seem to be large and small plants and algae growing atop it, so it appears to be some unusual but natural formation. From normal perspective it is about 30 feet in diameter with an apex of perhaps 10 feet or so, but in altered one it is a massive 2,160 feet across and 1,200 feet high at its apex.

9 Transported to the Pond

Take Note: Be sure that you don't let on to the players that their Characters are in a magically created dome under the water of a pond, and that in such place they are but one inch tall. All seems quite normal. They are the same relative size, so is all they wear. Their surroundings look normal. The party discovers a whole different perspective on things when they exit the dome of Prince Moxtal. But that is a ways off yet.

Little do the Characters know it, but the jealous and wicked Ellyllon noble, Prince Moxtal, has been meddling in the affairs of the sage, Lodash. Why? Because the beautiful Ellyllon lady, Princess Adetri, has given her love to the so-called Hermit. Lodash has for some years been visiting their community to escape the mundane world. He came to be first respected then honored by its folk. In due course he and the princess became friends, and then . . . .

Prince Moxtal, knowing of human affairs through his own supernatural Powers, has done what he could without actually revealing his malign intent towards the princess's beloved hermit. To assure that he might succeed in eliminating his rival, Moxtal first used a fearful and sorcerous sending to his human foe. Lodash fell into a comatose sleep when the potent and malign force struck him, and the magic was and is such that even Princess Adetri is unable to fathom it and thus dismiss the dark sleep into which Lodash has fallen.

Sufficiently wise not to appear in person and communicate directly with the evil King Nupathurva, the ellyllon noble instead tampered secretly with the carefully prepared enchantments cast by Lodash. Unable to work his dark magics "higher" up the chain, he managed to change the final step of transportation to this area.

First, Moxtal managed to pervert the Hermit's safeguard bounds (*as detailed in the hut and Maze above*), so that those able to conceal their intent to carry the human back to his own place would pass the spirit force representing Huhalax. Next, he placed the sorcerous Hood of Obedience in its place before the idol of that deity, and then he added the instructions there given regarding taking and using it. Finally, the prince twisted the route of the transportation so that the Characters would come to a secure prison within his own stronghold rather than being sent to the chateau of Princess Adetri in the Yirlane dome.

The Hood of Obedience functions as a if the wearer is under a Dominate Person Spell, No Save allowed and only has one use per wearer. When placed upon the head of any individual, the wearer will, if able, obey one command given while the hood is thus worn. Of course, the command must be heard and understandable by the wearer. That given, a single order then uttered is obeyed to the best of the hood-wearer's ability. Once the command is obeyed, the hood has no further power over that individual.

In LA the Hood acts as an Extraordinary Item.

Notes on Playing Prince Moxtal

There is no map of Moxtal's dome or of his castle and handful of attendant outbuildings that are enclosed therein. This is because the Characters are controlled within it, and if they manage to slay the prince, or if he leaves the place, the whole thing collapses.

If they succeed in rescuing Lodash from his ensorcelled slumber, the wicked prince will know this too. As soon as that occurs, he and his knight henchman lead forth his force of guards (24 total, half with crossbows, less casualties sustained) and a sacrificial servant or two to feed to the snapping turtle (*see set encounter 3, above*). He leaves 36 miserable unarmed servant ellyllons behind. The prince will rouses the vicious-tempered snapper turtle, and leads it to attack the Yirlane dome, using an amulet he possesses to enable the turtle to actually enter the place. It will destroy the buildings therein as it passes, and generally raise havoc before it is slain. This also signals the destruction of Moxtal's own dome and castle, the amulet's energy drawing forth that force which maintained the prince's stronghold intact, so all there is utterly destroyed.

If you, the GM, so wish, detail this place and add what you like. Then do not have the dome and its dwellings go into auto-destruct mode as indicated, but allow Characters to adventure there, possibly with the aforementioned fate triggerable by some unwise act they perform. If it is not destroyed as noted, then a number of evil-natured Ellyllons can be found lurking in the dome to fight the Characters when they enter.

You might have scattered about in separate groups as many as 30 ordinary ellyllons, 15 of ranger-type, and 5 squires of malign sort. Again, these ellyllons will follow their master if a coup de main is attempted, as will be discussed soon. As a matter of course, some living-dead ellyllons might also be added to the mix, or the only remaining creatures in the place, these monstrous things arising when Prince Moxtal leaves the place. Such creatures are merely versions of the standard ones available to any GM.

See also the end of the description of the encounters in Yirlane and its chateau. It is possible to have a full-scale battle between Prince Moxtal and his minions who may attempt to take the place by force. His followers confront those of Princess Adetri of Yirlane, attempt to slay her adherents, and force the princess to wed Moxtal. If they succeed, any Characters not willing to leave immediately

with Lodash are attacked, slain - as is Lodash at that juncture. Anyway, read on now, and consider this as you do. If play develops in a way that leans towards such a course, then why not?



Begin this phase of play by reading aloud the following:

As you recover equilibrium, you see that you are now in an entirely different place. Mortared natural stones form the walls of the chamber in which you find yourselves. It is some 20 feet square, and has no window, only a single door of solid iron. There is a small sliding panel in the door, no keyhole or opening, and you see no hinges. On the flags of the floor is painted a magic circle, and all of you stand within the square thus encompassed. As you gape in surprise at the sight, a fiery glow fades from the strange glyphs at each point of the square. Before you can do more than make such hasty observations, though, a deep and plangent chiming rings forth, filling the room. The sound enervates you so as to make all listless and uncaring.

Standing thus, you note without interest that the massive iron door is opening, and a darkly handsome male is entering, a fillet of gold keeping in his long hair of a green-gold hue. From his features it seems he is of Alfar heritage, a noble scion of some unknown Fair Alfar race. With him are two common men-at-arms of the same blood. He stares at you with a calculating expression, saying:

"So! You are safely come this far..." With a tilt of his head towards you the richly clad noble commands his servitors: "Unburden these good folk of their arms and check for poniards and like hidden blades."

Being disarmed has absolutely no interest to any of you, and you stand complacently as the pair of soldiers strip away your weapons. The noble Alfar nods, sends the two off with a gesture, then smiles.

"Now, then, that's much better! Gentle guests in mine own castle may not stand armed before their host. Come along, now. We shall have a feast of welcome, and you may relate all the bold adventuring and derring-do that enabled you to arrive here. Marvelous indeed, your acts, I am certain. Do, please, now indulge my whim and follow."

Without question all of you move along in the wake of the richly robed noble. You do make a mental note that you proceed through a short passage, down a twisting flight of stone steps, and then from a long gallery through an archway into a great hall filled with banners and tapestries. Without ado he leads you to a massive table clothed in white linen and set with silver, gold, and crystal service. After taking the largest, central chair, he points to the seats around. Each of you join the noble at his sumptuous board. None others of his ilk take seats, but a half-dozen such guards watch, as many thin-faced servitors hasten to fill goblets and offer viands. Seeing the smallest of the many drinking vessels have been filled with a sparkling fluid of lavender hue, the noble commands you:

"Drink of the lilac nectar, and the shock of your thaumaturgical transport will be purged." Without question you sip from the small goblets as he continues: "I am Prince Moxtal, dear guests. Most glad am I to welcome you to my castle! I know, of course, that you are servants of the perspicacious sovereign, King Nupathurva. Because of the machinations of the vile human called Lodash, I was fearful of your welfare. Thankfully, my own small measures served to see you through."

The lavender liquid brings a tingling to your veins, and a flood of energy sweeps away the enervation that had made you all as if unwilled automatons.

At this point in the narrative, you might wish to describe a bit of the scene -- viands on the table, the garments of the servitors, etc. in vague terms so as to encourage the players to relax. Allow them to have their Characters make a brief comment or two to one another. Then continue:

"Excellent! I see the draught is having effect," the prince notes with a small smile as his gaze sweeps over each of

you in turn. You will now eat and drink as I explain all for your enlightenment.

"Know you that Lodash is a low and wicked man, a demonurge and a plotter! He avoids the command of his liege lord most villainously, knowing that King Nupathurva has discovered him. No doubt you have some goodwill in your hearts for this person. He has prepared clever ruses to make him seem to be a decent fellow. Bah! These are manipulations by a villain. Let any falsely-engendered concern for him be expunged, I tell you!"

Prince Moxtal's face is livid, his visage scowling as he speaks on. "The venomous worm spreads his poison wide. Beware! What you have supposedly learned about Lodash is naught but falsehoods and lies, cleverly planted to mislead the true and honest. Fearing his plot to assassinate King Nupathurva and steal his crown was discovered, Lodash fled here. Not satisfied with mere refuge, however, he cast a spell upon Mine Cousin, Princess Adetri, curse the human scum!"

You see at this point that the strange Alfar nobleman realizes his mistake, struggles to regain his composure. He fails, speaks on in wrathful manner:

"Know that he dared to caress an ellyllon princess!" Spittle flies from the noble's mouth as he shouts the last charge. Again visibly struggling to regain self-control, Prince Moxtal quaffs all of an ebon-hued drink from his own silver-chased flagon, then speaks with calmer tone. "You will forget that outburst. As I was saying, this dog Lodash would have married the noble lady, thus becoming the lord of Yirlane. Imagine that, if you are able. A jumped-up human lording it over Me! Demanding homage from fond ellyllon folk too stupid to know the insult they would be suffering thus.

"Fortunately for the foolishly beguiled Princess Adetri and the rest of her sorry lot, I managed to intervene and save her and Yirlane from such humiliation." With a sly, sideways look, he watches you as he explains: "While I could not enforce sensibility, I could turn the sorcerous Powers of the fellow upon him. Now Lodash is in a dark and nightmarish slumber. He can not be awakened from it until he stands before his true master, King Nupathurva. But he can be brought to animation, made volitant so as to be brought to justice thus. How pleased I am that such as you are here to see justice done."

The noble ellyllon prince, for that is evidently his Alfar race, pauses for a moment, while a trembling servitor refills his goblet with more of the ebon liquor. "You do not eat! Come, come—these are some of the finest dishes, rare delicacies and feats of culinary expertise you have surely never experienced. Enjoy, I command!"

At this point tell the players that their Characters pick at morsels, find the fare exceptionally tasty indeed, and so set to with a will. As they do so, Prince Moxtal signals, a pair of guards move his great chair, and the rather haughty ellyllon strides swiftly from the banquet, entering a side chamber where a mailed knight bows respectfully. Then the door is closed, and there is a moment for quiet conversation amongst the party, as all the guards and servitors are out of earshot of hushed voice.

Allow about five minutes of actual time for the players to discuss what has happened, then resume reading aloud:

The prince comes from the antechamber, accompanied by the knight in ringed mail armor. The prince is smiling broadly as he points to a place at the end of the table for his chief henchman. Seated again, he tells you: "Good tidings. Mine Cousin Princess Adetri has left the realm, vainly seeking some cure for the malady that afflicts her would-be consort. Such is the power of evil," he adds with a sad shake of his head. "With the lady princess absent, there is naught to prevent you from going directly to Yirlane. If any of the common scum there attempt to interfere, you have My permission to cut them down."

Prince Moxtal gives each of you a hard stare. "To serve your master, King Nupathurva, you must obey Me. That is clear, is it not?" Again he looks long and hard at each of you in turn. Then he nods to his knight, who rises and bows to the prince as he draws his heavy sword. "My ever-faithful Sir Zanthal," beams the prince, formally presenting the knight to you. The armed guards likewise present their hatchet-headed pole-arms. Satisfied, the noble ellyllon demands:

"Do you swear this?"

Wise players will have their Characters agree without hesitation.

If the Characters don't "Play Along"

Should one of the Characters be actually prone to agreement, the prince employs Charm Person, on that one, and if it succeeds, call him or her to his side. Then, or otherwise, if there is any general denial, hidden crossbowmen discharge six bolts that will hit six different Characters, each such bolt inflicting 15-20 (d6 +14) dmg, but no added crit dmg from a score of 20. Then, before the unarmed characters can fully arise from their seats, the six guardsmen attack, as will the prince and the knight (squire), Sir Zanthal.

> LA uses the Power of Seduce to Evil (see the Lejendary Rules for all Players, Sorcery Ability activations)

Prince Moxtal: H 68 **P** 65 (**82**) **S** 19; Abilities: Chivalry 85 so attacking score is 82, Tricks 80; **Attack**: Two attacks per ABC/ ROUND with long spear/lance where appropriate; otherwise battle axe, long thrusting sword, and long dagger; Lance: 1-40 + 25 Chivalry and Tricks Abilities bonus Harm; 8, 2, 10 P bonus; Spear: 1-20 + 25 Chivalry and Tricks Abilities bonus Harm; 9, 5, 0 P bonus; Battle axe: 7-20 + 17-20 supernatural and + 25 Chivalry and Tricks Abilities bonus Harm; 3, 7, 15 P bonus; Long thrusting sword: 3-20 + 3-5 preternatural and + 25 Chivalry and Tricks Abilities bonus Harm; 4, 3, 30 P bonus; Long dagger: 1-20 + 25 Chivalry and Tricks Abilities bonus Harm; 1, 3, 10 P bonus; **Defense**: Enchanted metal scale armor for 16 protection with no Speed penalty, plus reaction speed for overall protection of 24 when small and 16 when man-sized or fighting opponents his size. *Special*: Four Extraordinary Powers of Enchantment Ability (Dazzling Dart, Jumpback Jack, Phantom Self, Quicktime), and five of Sorcery Ability (Apathy, Devil Imp Form, Seduce to Evil, Sending, Stupidity—as well as actual Summoning [devil] and Calling Up [devil imp] capacity). Activation success chance is 76%.

After one round of battle Moxtal casts Quicktime on himself, sends a Dazzling Dart into what seems the most dangerous opponent, snatch up the vessel with the lozenges (described below), and eat one in 1 ABC of time—spilling the rest in his haste, then create a Phantom Self, and finally, if flight is necessary use Jumpback Jack and then attempt activation of Devil Imp Form.

Sir Zanthal (squire/knight): H 50 **P** 55 (**68**) **S** 17; Abilities: Chivalry 38, Savagery 64; **Attack**: Two attacks per ABC with long spear/ lance ; otherwise heavy cutting sword (+10/+13-16 Harm) and long dagger (+10/+13-16 Harm); Lance: 1-40 + 13 Chivalry and Savagery Abilities + 13-16 preternatural Harm; 8, 2, 20 P bonus; Spear: 1-20 + 13 Chivalry and Savagery Abilities + 13-16 preternatural Harm; 9, 5, 10 P bonus; Heavy cutting sword: 11-20 + 13 Chivalry and Savagery Abilities + 13-16 preternatural Harm; 5, 9, 10 P bonus;
Long dagger: 1-20 Harm + 13 Chivalry and Savagery Abilities + 13-16 preternatural; 1, 3, 20 P bonus; **Defense**: Buckler for 6 vs. one opponent and enchanted ring armor providing 10 protection without Speed penalty, plus reaction speed for overall protection of 26 or 20 when small and 16 or 10 when large or fighting opponents his size. *Special*: Two Extraordinary Powers of Enchantment Ability (Shooting Stars [18], Vornosh's Magnification [one or two subjects].

After three ABC of battle Zanthal activates Shooting Stars to strike the most dangerous opponent, and, if flight is necessary, activate Vornosh's Magnification to cause hesitation in the opponents, then turn and flee.

Guard (ordinary,6): H 25 each **P** 35 (45 for the first eight ABC/ ROUNDs of combat due to enchantment Power of each) **S** 15 (adjusted Speed 13.5); **Attack**: Two attacks per ABC with long dagger (+10 to Weapons Ability, 1-20 Harm) and long thrusting sword (+20 to Weapons Ability, 3-20 Harm); **Defense**: Buckler for 6 vs. one opponent and full leather armor for 8 plus reaction speed for overall protection of 20 or 14 when small and 14 or 8 when large or fighting opponents their size.

Special: Each of the 6 guards has the Weapon Wizard Power of Enchantment Ability activated immediately and lasting for 8 ABC time. Each of the six crossbow-armed ellyllons who will discharge their missiles every other ABC, also have the Weapon Wizard Power of Enchantment Ability. Thus, the next three rounds of bolts will be at +10 Precision—35 + 15 + 10 = 60 score to hit).

The guards remain fighting only if they succeed in a morale check score of 60 or less, with a +5 to the roll for each guard slain above the third. If the knight (squire) flees or is slain, the morale penalty is +10. If the prince is fled or slain the morale penalty is +20.

Prince Moxtal, male, Human Ftr 8/ Sor 4: CR12; Medium-Size Human; HD 8d10+8, 4d4+4; hp 78; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (+4 Dex, +6 Scale Mail +3); Attacks: +15/+10 (1d6+6 lance) +15/+10 (1d8+6, spear), +14/+9 (1d8+4, battle axe), +14/+9 (1d8+4, longsword), +14/+9 (1d4+4, dagger +13); SV: Fort +8, Ref +7, Will +7; Str 18, Dex 19, Con 12, Int 12, Wis 13, Cha 16.

Skills: Concentration +9, Climb +12, Knowledge (Arcana) +9, Jump +12, Swim +12, Spellcraft +9; *Feats:* Dodge, Cleave, Power attack, Improved Initiative, Weapon Focus (lance), Weapon Focus (spear), Weapon Specialization (spear), Weapon Specialization (lance), Leadership.

Spells: Known 5/4/1/1 Cast per day 6/7/4/1, 0 Level: Dancing Lights, Mage Hand, Mending,
Open/Close, Detect Magic; 1st Level: Magic Missile, Silent Image, Message; 2nd Level: Alteelf (Imp or Devil form only); 3rd Level: Haste.

Sir Zanthal, male, Human Ftr 7: CR 7; Medium-Size Human; HD 7d10+7, hp 50; Init +4 (+8 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 (+3 Dex, +6 chain mail +2, buckler +1); Attacks: +10/+5 (1d8+4, lance), +16/+6 (1d8+4, spear) +11/+6 (1d10+2, bastard sword) +7/+2 (1d4+2, dagger) +10; SV: Fort +6, Ref +5, Will +3; Str 16, Dex 16, Con 13, Int 15, Wis 12, Cha 12.

Skills: Climb +13, Jump +13, Ride +13, Swim +13; *Feats:* Dodge, Cleave, Power attack, Improved Initiative, Weapon Focus (lance), Weapon Focus (spear), Weapon Specialization (spear), Weapon Specialization (lance).

Innate Spells: 2/day as 5 level caster: Magic Missile, Daze.

Guards, male, Human Ftr 3 (6): CR 3; Medium-Size Human, HD 3d10+6; hp 25; Init +2 (Dex), Spd 20 ft.; AC 16 (+2 Dex, +3 leather +1, buckler +1); Attacks: +6 (1d4+2, dagger), +6 (1d6+2, rapier), +5 (1d8, crossbow); SV: Fort +5, Ref +3, Will +2; Str 15, Dex 15, Con 15, Int 10, Wis 13, Cha 10.

Skills: Climb +6, Jump +6, Ride +6, Swim +6; *Feats:* Dodge, Cleave, Power attack, Weapon Focus (rapier), Weapon Focus (spear).

Special Notes: They will attempt to use crossbow every other round, all arrows are +1 for the first 8 rounds. If three or more guards are slain a moral check is needed for the remaining or they will flee.

If the Squire is slain they must make a Will save: The guards fight unflinchingly until three of their number are slain, and then, and for each one killed subsequently, remain fighting only if they succeed in a Will Save DC10. If the knight (squire) flees or is slain, the DC is 20. If the prince is fled or slain the DC is 30.

Whenever Moxtal is slain, or he flees from the dome, all structures are destroyed (unless the GM has decided to detail the dome and allow activity in it). The water of the pond rushes in, crashing down upon all below, and sends them flying off for 10 spaces. Direction for each individual is found by random number, using d6, 1 = NE, 2 = E, 3 = SE, 4 = SW, 5 = W, 6 = NW. The Characters then find themselves in the pond.

If the Characters Pledge their "Loyalty"

With Hesitation or Unconvincingly

If the prince has any doubt, the players being somewhat hesitant, he foregoes supplying them with the lozenges detailed hereafter. He avoids confrontation, but instead sends them on a circuitous route likely to lead them into mischance and death.

"Fetch the weapons of these new-sworn minions of Mine!" the prince commands. In short order there are servitors standing before you, and your arms are restored. As you gird yourselves, Prince Moxtal commands: "Listen carefully to My instruction. Exit My castle dome southwestwards, and venture to a distance of what seems about a mile. Then, staying near the bottom, circle widdershins and pass once around to your starting place. Any watchers will be discovered thus.

"That done, make your way north for five miles, turn northwest and journey another two miles. There pause and refresh yourselves with this." Prince Moxtal hands over a small flask carved of ivory. "There is an elixir within," he explains. "Take a sip each, no more. It will give you great vigor. Thus empowered at safe distance, go without variation southeast, and in about four miles distance or so you will see the dome of Yirlane not far off to your left. Go there, enter, and proceed directly to the palace. Slay any who interfere.

The liquid is indeed an elixir, one that restores 1d8+8 hit points and also gives a temporary +3 to strength that lasts 4 hours. But it gives the consumer a pungent odor that doubles chance for a random encounter (now 9 or 10 on d10) and extends range of numbered encounters by one extra hex. Continue reading aloud as follows:

For LA restores 13-16 Health points and also gives a strength Ability/bonus of 40 that lasts for four hours time.

"In the highest tower, on the topmost floor, you will find Lodash. Seize the recumbent lout and return here. Head south out of there, go at all speed! At two miles distance turn southeast, and soon you will see this dome of Yirlane. Bring Lodash to me, and I will give you this coffer of jewels." The dark ellyllon noble holds up a large box of marvelously worked gold. In it are at least three dozen of the largest gems you have ever seen - diamonds, emeralds, rubies, sapphires - a breath-taking rainbow of glittering stones.

If gained, these "huge gems" are tiny things worth perhaps 5d20gold each when the Characters return to normal size. The miniature coffer is worth 1000 gold, though, because of its perfect workmanship.

"Oh, yes... Before you depart: Give me that hood you have. It must be kept safe for the miscreant's arrival." If the party refuses, Moxtal does not argue, for he realizes at this point they are armed and not to be easily taken. However, to spite them, and likely assure their doom, he then says petulantly:

"Oh, very well. Keep the hood, but if ought occurs to it, I will lessen your reward. And seeing that you are bent on having your own way rather than obedient, do not follow the long and careful route I set forth for you. You are brash, so go due north until you see the dome of Yirlane, then make directly for it."

The Characters are conveyed under armed escort, watched by prince and knight and an additional half-dozen crossbowmen and halberdiers, to either the southwest "face" of the dome, or (in the case of attempting to fool them into going that way) the northeast "face", and sent into the pond's water outside. Skip ahead to the proper part below.

If the Characters Pledge their "Loyalty"

Without Hesitation or Convincingly

Should the players dissemble with skill, and convince the prince of their intent to do his bidding, or should they actually be willing to do evil, read this portion aloud:

"You are clever, as sly as I had hoped. See here?" The prince holds up a covered vessel that is of blue glass bound by solid gold. Removing the lid, he spills out the contents. "There are most magical confections, each lozenge conveying hardiness and alacrity of for one day's time. I give much by awarding one to each of you, for I have only enough to provide you each, and none to spare."

Only one lozenge is effective for each individual. Eating two will waste the second one consumed. Each lozenge, when consumed, conveys the following: +24 hit points for 24 hours and they gain a 10 ft/round speed bonus and a natural AC bonus of +2, and furthermore enables a 50% increase in actions, so that in two rounds three actions normally requiring 1 round of time each can be accomplished.

After giving one of the magical lozenges to each of you, Prince Moxtal commands: "Venture from My dome on a true northwest course. In some two and one-half miles you will pass over a field of stones and boulders. Then to your right rearwards, due east, you should see the dark dome of Yirlane. Enter with boldness, and command the churls you meet to escort you to the palace. If any refuse, seek to hinder, cut them down without mercy, as such bear the evil taint of Lodash.

"When you enter the palace, ascend its highest tower, and at the uppermost floor thereof, you will find the human scum lying uneasy in an ensor . . . unbreakable sleep. You need show no gentleness when carrying him forth from the bedchamber of Mine cousin the princess," the ellyllon noble adds harshly.

"Place the hood you have, the one you found before the vile idol that Lodash worships, on his head when you find him. Only one command may be given to the wearer of the hood, so it must be true and correct. Mark My words with care! Order him thus: 'Follow without waking!' That will prevent him from using his lying tongue and mighty powers to bring you to ruin. Leave Me now. Go and bring the stinking human here to me. Then I will reward you with jewels, and see that you return to your own place expeditiously, with Lodash, so that your own king might give you what you truly deserve for such service."

In LA gain Health bonus of 20 for one day's time and also alacrity of movement for the same period of time, this adding base 4 hexes to movement speed and a like Speed BR bonus, which, if this gives the Characters 18 or better after penalties, also enables a 50% increase in actions, so that in two ABCs three actions normally requiring 1 ABC of time each can be accomplished.

Smiling without mirth or warmth, Prince Moxtal opens a large box of marvelously worked gold in which are at least three dozen of the largest gems you have ever seen—diamonds, emeralds, rubies, sapphires—a breath-taking rainbow of glittering stones. After allowing you an opportunity to gaze upon their glory, he closes the box, makes a gesture of dismissal. It is time for action!

(*See above for value.*)

The Characters are conveyed with some ceremony, but nonetheless under armed escort, watched by prince and knight and an additional half-dozen crossbowmen and halberdiers, to the northwest "face" of the dome and sent into the pond's water outside.

The party is now venturing forth to experience the pond environment for the first time, so have the foregoing section ready for reference.

In the Pond

As soon as they exit the dome of Prince Moxtal the Characters discover a strange and rather bizarre environment. Their "world" is the pond, and in it they see:

Large fish, all of 4- to 10-foot length dart here and there like silver arrows, or swim in flashing shoals.

These are minnows, of course. They don't bother the Characters, having learned it is unwise to pester ellyllons. Indeed, as fish is a favorite food of the latter, the minnows avoid the Characters.

The great fish pursue creatures of strange and fantastic form. There are twitching, long-bodied things that have many legs and are near-transparent. Odd worms of snake-size that wiggle or smaller ones that move by coiled springing are likewise devoured.

You are traveling through a place where the air seems alive with chimerical insects and flying things. These range from things as large or larger than your head to creatures of about the size of your hand.

Undulating shapes, some the size of great platters, are here and there, seeming to flow along the ground or flap into the air as might a sheet in the breeze. (Amoebas.)

Odd little monsters whose tails spin crazily dart about on high. They are of many different sorts, small and large and in between. (Rotifers.)

Things that look something like a footprint with fringe are likewise crawling and flying all around, the long fringe serving as legs and as wings, evidently. (Eugleanas.)

Any GM whose memory of pond water under the microscope in the high school biology lab, and the lessons taught thereafter, serves him better than does this author's, and can certainly expand the above to paint a far more detailed and compelling picture of the place. Have at it!

In all cases, Characters move in any direction as if walking or running even while they are magically swimming. They can breathe normally in the water because of the enchantments placed on those transported to the pond through the Powers of Lodash. Similarly, all of the Characters can use their Abilities and weapons normally, but with ranges in scale to their size. Extraordinary powers function at actual range, or to maximum sighting distance, whichever is the lesser.

As soon as any player mentions being underwater and small, then read:

That's it! While this seems like walking, flying even, you now realize is something quite different. It seems that you are actually under water and swimming! Those huge fish are but minnows. What a horrible shock! You are not normal-sized but minute. You are atomies, magically miniaturized versions of yourselves. The tallest of you is hardly over an inch in height, it seems, when you compare yourselves to your surroundings.

There will certainly have to be some clever steps taken to get you out of this pickle . . . or will there? Perhaps simply leaving the water will suffice to return you to your proper size.

A red herring, if you will pardon the pun. If the Characters leave the pond have a constant barrage of predatory birds, snakes and lizards, land insects, etc. there to threaten them. If the party fails to take the hint the leading proponent of non-aquatic adventuring being swallowed by a fox - a titanic creature to one-inch-high persons, should do the trick. Back to the old puddle, chaps, and a new plan.

Interior Map (see insert)

The hamlet of Yirlane is simply a human village on tiny scale, with an attendant palace, the chateau in this case, in which the ruling princess and prince are meant to dwell.

As you will discover as you read on, there are many possibilities for activity in this village. Not detailed, but open to the GM's so doing, is the possibility of espionage-type activity in the place. That is, when visiting Tavern (11), General Merchant (12), or Barber Shop (25) agents of Prince Moxtal's faction in Yirlane might approach the Characters. Any exchange between Characters and NPCs that make it seem that the former are against Moxtal will cause his followers in the community to attempt some mischief upon the Characters - false charges, kidnaping, assassination. Simply put, the hamlet is receptive to such amendment and change, including expansion, as the GM might wish to make in order to make the adventure of longer length and with yet more perils for the party to overcome.

General Description

Remember, if the Characters enter from any other location other than the floor of the pond, they fall into the dome, and down thereafter. Passing into one at a point above pond-bottom level results in a fall. Falls from 72 scale-feet or above inflict damage if there is a hard surface beneath the point of entry. Even if the distance seems great, damage suffered from hard-surface impact is a mere 1-4 points (ignoring armor protection of any sort) because of actual distance, air resistance, and minute weight of the Characters.

When the Characters are inside and can look around read aloud the following text:

You see before you a marvelous sight. Enclosed within the dark hemisphere is a bright place. It appears to be a charming countryside, with meadows and orchards, a scattering of farms and fields of crops, even domestic animals you are familiar with. Yet you know that this is but a small dome of air beneath a pond! The underside of that magical bubble.le is sky blue and across it move clouds, whilst a glow like the actual sun moves with stately progress through this "welkin". You are certain that when night falls there will be moon and stars circling here.

In the middle of the meadow dells and regular fields, surrounded by what are surely tiny versions of normal berry bushes, flowering shrubs, and fruit trees is a hamlet. Above it to the north is a fanciful chateau with

spires and towers, battlements and gates, that place must be the "palace" in which Princess Adetri usually abides. The great northern tower, its pointed roof 100 feet above the ground, is surely the place where Lodash is held in ensorcelled slumber.



If the Characters choose to visit a farm treat all here as if it were a normal human farm, but with ellyllon inhabitants, of course, and with all fauna and flora found in a regular place of this sort.

There are on such a farm 1 ranger-type ellyllon, 3 ordinary one, and from 2-5 young and elderly non-combatant ellyllons. All are taciturn, for they dislike strangers, especially of human and other "big folk" sort. If threatened they fight. Otherwise they simply ignore the Characters. Nothing will be learned from such places except possibly:

"Go ask that in the hamlet." Or, **"That's no business of ours—see some noble in the chateau."**

the ellyllons

Ellyllons (pronounced el-LIL-lon[s]). **in General:** 502. (A hidden underwater community with 200 children and elderly individuals not included in the total combatants.) The ellyllons are very small, Alfar-related, folk who are reclusive and shy, but have certain extraordinary abilities, each of which is employable once per day.

To avoid discovery, these creatures dwell at the bottom of relatively shallow pools of water, using their powers to create a dome of air and therein build their communities and go about their business. Ellyllons are beautiful, sprite-like creatures. They can, of course, swim like fish and breathe in water as if it was air, but they prefer a dry residence. When leaving their secret dwelling place for long journeys they utilize the discarded eggshells of waterfowl to serve as a seat as they employ their magic talents to fly through the air.

Ellyllons are only about one inch tall though they possess an innate ability to enlarge themselves to near human size in one round of time, just as they can do likewise to make themselves "normal size" again. Some are also able to make large things small.

All ellyllons are intelligent, have the general scope of human Abilities (as suited to their size and environment), and each individual possesses one extraordinary talent (*see below*). It is important to stress that ellyllons are shy, reclusive, and suspicious - rightly so, considering the proclivities of most humans and others of their ilk. They are not malign as a race, however, and attack only if a dire threat is perceived. If a community is encountered thus these creatures will take rigorous defensive steps, including lethal aggression via Extraordinary/Magical means, and physically too, if outsiders are small and demonstrate any sort of threat.

The typical underwater community of an ellyllon group resembles a human hamlet, and attendant noble manor/keep, with well-made buildings of timber and stone. The places within this tiny community are likewise similar to those of a human one of the same sort.

The sorts of ellyllon encountered are of the following types. Note that damage when in small size relative to human size is nil against such large opponents, but magical powers

employed are at full normal capacity! Assume all adult ellyllons are armed combatants.

Although able to attack twice generally, when in small, "natural size, using a lance, long spear, or bident at the charge (by swimming at "all out") movement, only one attack is possible.

Wealth is confined to tiny things, generally, so there is usually none in human terms. However, some rare things found might be enchanted from human-sized objects to suit the ellyllon need. The greater the individual, the more the likelihood of this being the case, starting from a 5% base chance.

In regard to extraordinary, masterwork or magical items of non-weapon sort, use 2% for a common ellyllon, 5% for a ranger, 15% for a squire, and 35% for a prince and for a princess. In the case of the latter two, roll d4 to determine number of items if any are possessed.

Average Ellyllon, Ftr3: CR 4; Medium Fey (in enlarged form) (Aquatic); HD 1d6+3d10; hp 23; Init +4 (Dex); Spd 30 ft., Swim 40 ft.; AC16 (+4 Dex, +1 cloth, buckler +1); Attacks: +5 (1d4+2, dagger) +6 (1d6+2, rapier), +6 (1d8+2, spear); SQ: Low-light vision; Enlarge; SV: Fort +3, Ref +7, Will +3; AL CG; Str 15, Dex 18, Con 11, Int 15, Wis 10, Cha 14.

Skills: Craft (any) +7, Listen +8, Swim +8; *Feats:* Alertness, Dodge, Mobility, Weapon Focus (rapier), Weapon Focus (spear).

Special Notes: Spell casting abilitiy, 2/day 3rd level caster. Obscuring Mist, Grease.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Ellyllon, Rgr 5: CR 6; Medium Fey (in enlarged form); HD 1d6+2 + 5d10+10; hp 45; Init +3 (Dex); Spd 30 ft., Swim 40 ft.; AC 15 (+3 Dex, +1 cloth, buckler +1); Attacks: +10/+5 (1d4+3, dagger), +11/+6 (1d6+3 rapier), +11/+6 (1d8+3, composite strength longbow) +10/+5 (1d6+3, trident); SQ: Low-light vision; Enlarge; SV: Fort +7, Ref +7, Will +5; AL CG; Str 16, Dex 16, Con 14, Int 14, Wis 13, Cha 10.

Note that base chance for an Extraordinary Item being magically reduced in size is 10%.

Skills: Concentration +6, Heal +5. Hide +7, Listen +5, Search +6, Swim +7, Use Rope +7, Wilderness Lore +;

Ellyllon Health	Prec.	Speed	Attack Harm
Ordinary:21-30	26-35	14-16	HV x 2 see listing
Ranger: 31-40	36-45	15-17	HV x 2 see listing
Squire: 41-60	46-55	16-18	HV x 2 see listing
Prince: 51-70	56-65	17-19	HV x 2 see listing
Princess:61-80	66-75	18-20	HV x 2 see listing

Feats: Weapon Focus (rapier), Weapon Focus (bow).

Special Notes: Spell casting abilitiy, 3/day 5rd level caster. Invisiblilty, Meld into Stone, WInd Wall.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Ellyllon Squire, Ftr 5: CR 6; Medium Fey (in enlarged form); HD 1d6+1 + 5d10+5; hp 40; Init +2 (Dex); Spd 30 ft., Swim 40 ft, fly 90 ft.; AC 15 (+2 Dex, +2 leather, buckler +1); Attacks: +5 (1d4+3, dagger), +6 (1d8+3, longsword) +6 (1d6+3, lance), +5 (1d8+3, spear); SQ: Low-light vision; Enlarge; SV: Fort +5, Ref +5, Will +3; AL CN; Str 16, Dex 14, Con 13, Int 17, Wis 10, Cha 10.

Skills: Climb +11, Craft (any) +11, Handle Animal +8, Jump +11, Swim +11; *Feats*: Alertness, Dodge, Mobility, Weapon Focus (lance), Weapon Focus (longsword).

Special Notes: Spell casting abilitiy, 2/day 3rd level caster. Magic Weapon, Alter Self, Flame Arrow.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Ellyllon Prince, Ftr 5: CR 6; Medium Fey (in enlarged form); HD 1d6+1 + 5d10+5; hp 40; Init +3 (Dex); Spd 30 ft., Swim 40 ft., fly 90 ft.; AC 17 (+3 Dex, +3 studded leather, buckler +1); Attacks: +5 (1d4+3, dagger), +6 (1d8+3, longsword) +6 (1d6+3, lance), +5 (1d8+3, spear); SQ: Low-light vision; Enlarge; SV: Fort +6, Ref +6, Will +5; AL CN; Str 18, Dex 16, Con 14, Int 15, Wis 15, Cha 14.

Skills: Climb +10, Craft (any) +8, Handle Animal +6, Jump +10, Swim +10; *Feats*: Alertness, Dodge, Mobility, Weapon Focus (lance), Weapon Focus (longsword).

Special Notes: Spell Caster ability, 4/day: Magic Missle, Darkness, Melfs Acid Arrow, Clairaudience, Clairavoyance, Dispell Magic x2 and Greater Magic Fang.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Princess Adetri, female Ellyllon Ftr 7: CR 8; Medium Fey (in enlarged form); HD 1d6+2 + 7d10+14; hp 60; Init +4 (Dex); Spd 30 ft., swim 40 ft., fly 120 ft.; AC 20 (+4 Dex, +3 studded leather +2, shield +1); Attacks: Lance +12/+7 (1d6+6, spear) +12/+7 (1d8+6, longsword) +11/+6 (1d4+4, dagger); SQ: Low-light vision; Enlarge; SV: Fort +6, ref +5, Will +3; AL CG; Str 18, Dex 19, Con 14, Int 15, Wis 15, Cha 14.

Skills: Climb +12, Craft (any) +10, Handle Animal +10, Jump +12, Swim +14; *Feats:* Alertness, Dodge, Mobility, Weapon Focus (longsword), Weapon Focus (spear), Weapon Specialization (spear), Weapon Specialization (longsword).

Special Notes: Has 5-6 innate spells from below. She has a 75% chance of having a magical weapon.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Ordinary (300, males and females included): Attack: Two attacks per ABC with any of long spear (treat as lance for water travel) and thrusting sword and long dagger (only weapons usually carried when in dome).
Lance: 1-40 Harm; 8, 2, 10 P bonus; Spear: 1-20 Harm; 9, 5, 0 P bonus; Long thrusting sword: 3-20 Harm; 4, 3, 20 P bonus; Long dagger: 1-20 Harm; 1, 3, 10 P bonus; **Defense**: Buckler for 6 vs. one opponent and half cloth armor for –2, plus reaction speed for overall protection of 18/12 when small and 8/2 when large or fighting opponents their size.

Special: One Extraordinary Power of Enchantment Ability sort (usually of Grade I to III) in addition to being able to become human-size (c. 5' +/- height) and to fly at up to 120 miles per hour in an eggshell for as many minutes time as the individual has points of Speed Base Rating. Activation success chance is Speed Base Rating x 4, base AEPs total.

Ranger (or captain, 150): Attack: Two attacks per ABC with any of –75 armed heavy bow and 12 arrows, thrusting sword, and long dagger; 75 armed with trident, thrusting sword, and long dagger; Strong bow:
3-20 Harm; 150/300/900, 1, 20/10/0 P bonus; Trident: 2-30 Harm; 6, 3, 10 P bonus; Long thrusting sword: 3-20 Harm; 4, 3, 20 P bonus; Long dagger: 1-20 Harm; 1, 3, 10 P bonus; **Defense**: Buckler vs. one opponent for 6 and half cloth armor for 4 plus reaction speed for overall protection 14/8 when small and 10/4 when large or fighting opponents their size.

Special: Two to three Extraordinary Powers of Enchantment Ability sort (usually of Grade I through IV) in addition to being able to become human-size (c. 5' +/- height) and to fly at up to 120 miles per hour in an eggshell for as many minutes time as the individual has points of Speed Base Rating. Activation success chance is Speed Base Rating x 4, base AEPs total.

Squire (or dame, knight or priestess, 50): Attack: Two attacks per ABC (each individual has a 25% chance to be armed with an Extraordinary weapon of from +5 to + 15 Precision bonus and from +3-5 to +13-16 Harm) with lance or long spear for water travel and heavy cutting sword and long dagger—and check for Extraordinary weapons as noted: Lance: 1-40 Harm; 8, 2, 10 P bonus; Spear: 1-20 Harm; 9, 5, 0 P bonus;
Heavy cutting sword: 11-20 Harm; 5, 9, 0 P bonus; Long dagger: 1-20 Harm; 1, 3, 10 P bonus; **Defense**: Buckler for 6 and half leather armor for 6 plus reaction speed for overall protection of 22/16 when small and 12/6 when large or fighting opponents their size.

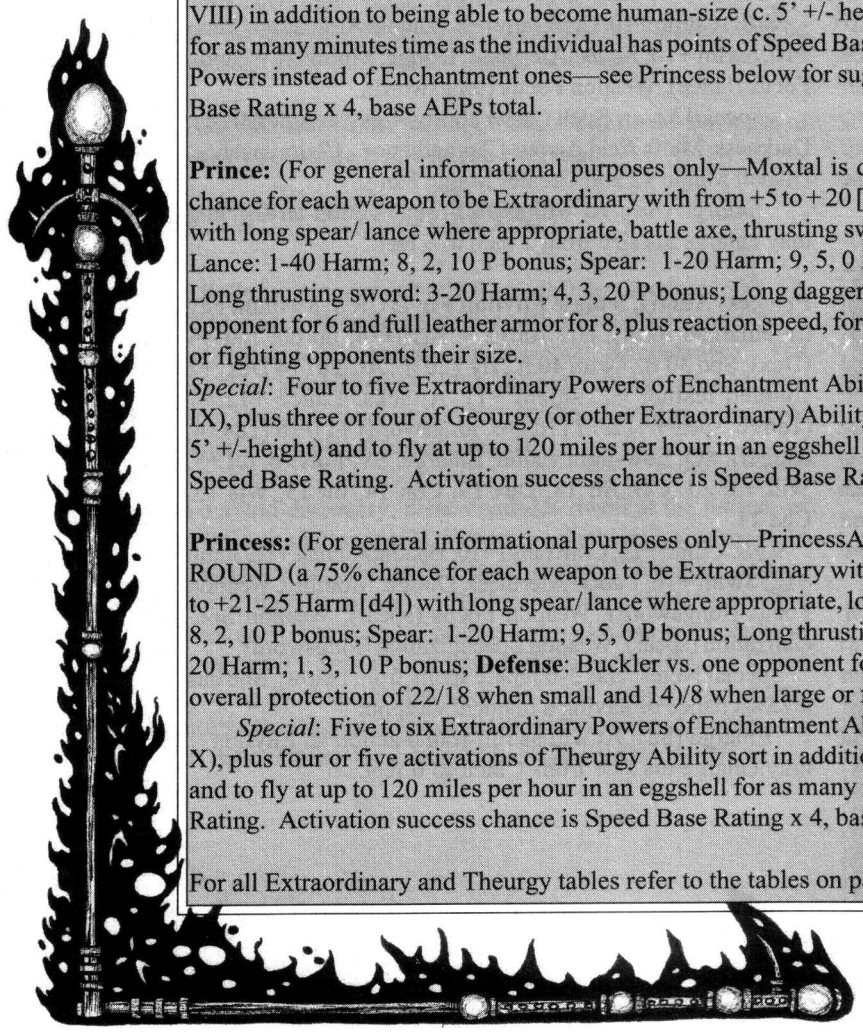
Special: Two to three Extraordinary Powers of Enchantment Ability sort (usually of Grade I through 5, but up to Grade VIII) in addition to being able to become human-size (c. 5' +/- height) and to fly at up to 120 miles per hour in an eggshell for as many minutes time as the individual has points of Speed Base Rating. A Priestess ellyllon will have Theurgy Ability Powers instead of Enchantment ones—see Princess below for suggested activations. Activation success chance is Speed Base Rating x 4, base AEPs total.

Prince: (For general informational purposes only—Moxtal is detailed above); **Attack**: Two attacks per ABC (a 50% chance for each weapon to be Extraordinary with from +5 to + 20 [d4] Precision bonus and from +6-8 to +17-20 Harm [d4]) with long spear/ lance where appropriate, battle axe, thrusting sword, and long dagger;
Lance: 1-40 Harm; 8, 2, 10 P bonus; Spear: 1-20 Harm; 9, 5, 0 P bonus; Battle axe: 7-20 Harm; 3, 7, 5 P bonus;
Long thrusting sword: 3-20 Harm; 4, 3, 20 P bonus; Long dagger: 1-20 Harm; 1, 3, 10 P bonus; **Defense**: Buckler vs. one opponent for 6 and full leather armor for 8, plus reaction speed, for overall protection 24/18 when small and 14/8 when large or fighting opponents their size.
Special: Four to five Extraordinary Powers of Enchantment Ability sort (usually of Grade I through VI, but up to Grade IX), plus three or four of Geourgy (or other Extraordinary) Ability sort in addition to being able to become human-size (c. 5' +/-height) and to fly at up to 120 miles per hour in an eggshell for as many minutes time as the individual has points of Speed Base Rating. Activation success chance is Speed Base Rating x 4, base AEPs total.

Princess: (For general informational purposes only—PrincessAdetri is detailed below); **Attack**: Two attacks per ABC/ ROUND (a 75% chance for each weapon to be Extraordinary with from +10 to + 25 [d4] Precision bonus and from +9-12 to +21-25 Harm [d4]) with long spear/ lance where appropriate, long thrusting sword, and long dagger; Lance: 1-40 Harm; 8, 2, 10 P bonus; Spear: 1-20 Harm; 9, 5, 0 P bonus; Long thrusting sword: 3-20 Harm; 4, 3, 20 P bonus; Long dagger: 1-20 Harm; 1, 3, 10 P bonus; **Defense**: Buckler vs. one opponent for 6 and full leather armor for 8, plus reaction speed, for overall protection of 22/18 when small and 14)/8 when large or fighting opponents their size.

Special: Five to six Extraordinary Powers of Enchantment Ability sort (usually of from Grade I to VII, but up to Grade X), plus four or five activations of Theurgy Ability sort in addition to being able to become human-size (c. 5' +/- height) and to fly at up to 120 miles per hour in an eggshell for as many minutes time as the individual has points of Speed Base Rating. Activation success chance is Speed Base Rating x 4, base AEPs total.

For all Extraordinary and Theurgy tables refer to the tables on page 61.



the hamlet

The buildings are all touching each other, or else have walls connecting one to the other, save where the internal streets and lanes run. Thus, the whole place has a wall of about 12 scale feet in height, or is otherwise enclosed by buildings of some 30 feet in height - 40 feet with the peaked and gabled rooftops included. There are several gates, large and small.

Inside the cobbled ways lead past places of what looks like fieldstone and timber with overhanging upper stories, windows with many small round or diamond-shaped panes, and colorful signs indicating the nature of the trade carried on within.

Street Encounters in the Hamlet

Individual residences without any business associated are not shown. At any given time of day there will be 1-2 male, 2-4 female, and 3-12 young ellyllons moving about on any street. Roll a d10:

1-2: male bypassers
3-5: female bypassers
6-10: 1-4 ellyllon children playing in the way

At night there will be a 10% chance to encounter 1-4 male ellyllons.

All encounters, in the streets or in the buildings, will be with ordinary ellyllons, except as otherwise noted.

Specific Hamlet Encounter Areas

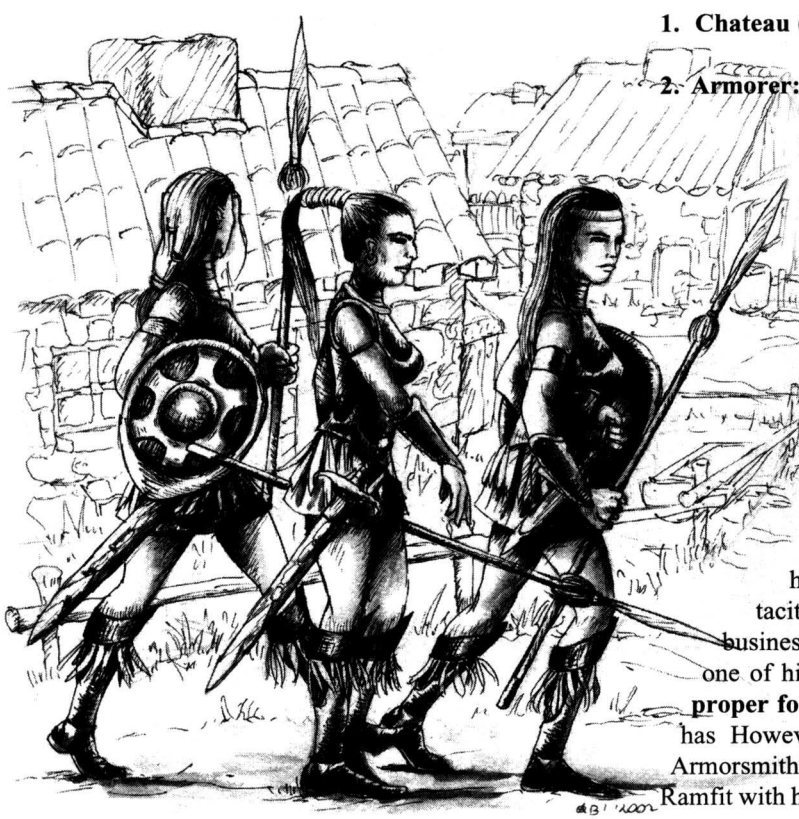
Each place offers the full line of goods as found in either core book. Prices are standard, paid in coins or like valuable things. Transported Characters have their coins and gem crystals reduced in size as well, and such should be treated as normal currency.

Assume each location has in addition to named individuals 1-4 ordinary combatant residents, 1-2 elderly and 1-2 young non-combatants in a home or apartment(s) above the ground floor location sketched out below.

If any Character breaks the law by stealing, assault, breaking and entering, or mayhem and murder, there will be a Hue & Cry raised if there are any ellyllon witnesses to the crime and the Character or Characters do not immediately surrender to arrest.

A Hue & Cry brings all combatant citizens of Yirlane, other than those in the chateau, to arms, and from 11-30 (d20 + 10) arrive each minute of time after the alarm is sounded (by voice). Citizens fight, pursue, subdue or kill offenders.

Captured offenders are bound, gagged, and hauled to the magistrate, see #8, Village Hall, below.



1. Chateau (See Chateau hereafter.)

2. Armorer: The sign shows a buckler and crossed swords. The proprietor is Helvot, a ranger ellyllon, as is his wife, Greja.

If the Characters are not annoying or threatening, he will converse with them. He will not speak of the prince, princess, or of Lodash, but Greja will, saying that Moxtal is a shame to his race, a horrible devil! **"What a shame about Lodash, but our Dear Princess has gone forth to find a magic to restore him. I do hope she will return soon, for we all fear Moxtal will come and seize power in her absence."**

3. Smith: The sign shows an anvil and hammer. The smith, Rafmit, is a ranger. He is taciturn and will not speak about anything save business. If the Characters are insulting, he will say to one of his helpers, **"Seems these shrunken turds in proper form need a lesson in proper manners!"** He has However, an PC with Craft Skill (Weaponsmithy or Armorsmithing) succeeding a DC 16 roll can impress Ramfit with his "shoptalk", then Ramfit takes to the person

He has a Physique Ability score of 70, and a very sharp sword, so Harm is +13 the first hit, dropping one point thereafter until bonus is Physique only (+7). A Character with Metalurgy Ability can attempt a "shoptalk" roll, and if it is equal to or less that his Metalurgy score, then Ramfit takes to the person

In this case he says: **"You are only the second human I've ever thought worth speaking to—Lord Lodash being the first. You should be seeing to that wretch Moxtal—he needs killing as bad as any big person ever did. Our poor princess . . . ."** then he shrugs and goes back to forging metal.

For stats see Ranger Stat block. Ramfit has an 18 strength and possesses a *Masterwork broadsword.*

4. Mason: The sign shows a right-angle measure with a hammer and chisel crossed behind it. The mason (a squire) and his son (a ranger) are Shalnin and Whilx. They are very suspicious of humans and dislike strangers, and they will not generally say anything at all to them. If a Character succeeds with Craft check (stonemasonry) DC 14 he/she can strike up a successful conversation, both will be willing to discuss building, and young Whilx will note in passing: **"Too bad we haven't a means of bringing Lord Lodash out of his hexed sleep. Now there is a fellow who knows construction!"**

For LA a successful Pantology check.

5. Slater: The sign shows a slate tile pattern. Ingran and Kordala are both ranger combatants here. If Moxtal is not mentioned, or spoken of in derisive manner, they speak reluctantly about how bad the prince is, how good the princess and her intended consort, Lodash, are.

6. Cutler: The sign shows a pair of shears crossed over a knife. Thorti and Feash are the owners (both rangers). They are not given to small talk. If a Character purchases something, though, one will say: **"I allow there are more decent "big folk" than Lord Lodash. Fact is, I think that I heard from Sir Bling that she will be back tomorrow with or without the needed magic - the prince, you know . . . ."** then the other will make a warding gesture, and both speak no more

7. Toy Maker: The sign shows a dradle and wooden balls. Umir and Trilfy are the crafts folk here (squire and ranger). The shop has all manner of wonderful wooden toys and children's toy musical instruments and the like. Unless there is a child with the Characters, they speak only of their goods. To a child they will say: **"Now you watch out for 'big folk' adults - and for the demon Moxtal and his killers. And obey your parents, because they know best!"**

Goods (mainly of wood) sold here include: balls, blocks, checkers, checker boards, chess sets, dolls, dradles and game boards, hoops and sticks, miniatures (animals, carts, ellyllon figurines, fish, furniture, tools, wagons, weapons, etc.), pickup sticks, tops. Prices range from 1 copper piece for small and simple things to 1 gp or more for the finely carved chess sets

8. Village Hall: The sign shows a tower with a gate and the word "Yirlane" beneath. The head of the village, Squire Cradak, the magistrate, has business offices here. Attending him are the bailiff, Sondil Maritz (a squire-type ellyllon) and a beadle, Neddal Confar (a ranger). His wife (a ranger) and son, Riffa and Ridak (both also rangers) are quartered here on the uppermost floor. Upon entering the main room Squire Cradak will demand: **"What brings shrunken bumblers to this fair place? Be ye hounds of Prince Moxtal or some other vile lord?"** Here he pauses, then says: **"Step up to my bench, and say your say."**

If the Characters come before him and swear they speak truth, he will know. If they lie, Squire Cradak will demand they leave, and warn the chateau's guards. If they speak truth, he and his wife and sons will escort the party to the chateau.

If Taken Prisoner *(see above)*

If a Character or Characters are taken as prisoners to stand before Squire Cradak he will be in an irate fury. Carefully bound, but with gags removed so there can be answers, the magistrate will then speak harshly, so read the following aloud to the players:

"So, you 'big folk' think to harm the honest citizens of Yirlane, do you?! Well, you are now our size by whatever chicanery you managed it, and I'll see you brought smaller still," he bellows. "What have you to say for (yourself/yourselves) before I pass judgement?"

Allow the offending party to plead, but whatever is said must pertain to the crime or crimes charged against he, she, or them.

If Prince Moxtal is named, spoken of as a villainous rogue and the one to blame as the root cause of the trouble, the magistrate will say accusingly:

"So, you are his henchmen, are you? You cur(s)!"

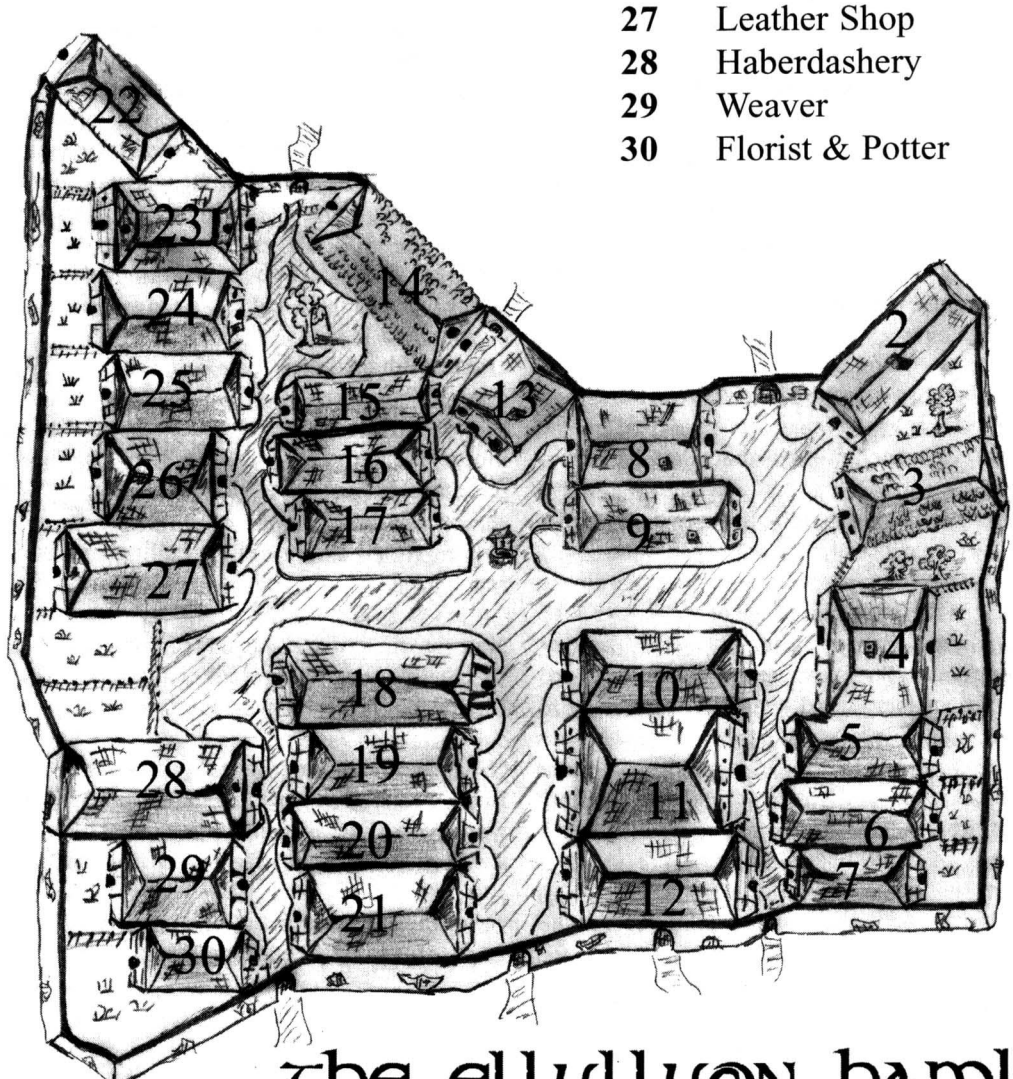
Again, he can tell truth and falsehood, so the matter is pretty cut and dried. If the accused are not vehemently opposed to Prince Moxtal, he, she, or they are judged guilty, and locked into a windowless cell at the back of the hall. It has solid stone walls and an iron door with a lock.

In LA the lock has a +30 penalty against being picked.

The Hamlet

Key to the Hamlet

1 Chateau
2 Armorer
3 Smith
4 Mason
5 Slater
6 Cutler
7 Toy Maker
8 Village Hall
9 Bakery & Tea
10 Potted Fish Tavern
11 Gerneral Merchant
12 Carpenter
13 Tinker
14 Brewer
15 Confectioner
16 Wine Merchant
17 Butcher Shop
18 Grocer
19 Gemner
20 Silversmith
21 Goldsmith
22 Priestess' Quarters
23 Temple of Wenafar
24 Apothecary
25 Barber Shop
26 Seamstress
27 Leather Shop
28 Haberdashery
29 Weaver
30 Florist & Potter



The Ellyllyon Hamlet

Characters must succeed in a Open Lock Check DC 22. Meantime, Squire Cradak will hasten to the chateau with news that there are foes of the princess and Lodash now mewed up in the gaol of the village hall.

The prisoner or prisoners have only one hour to escape. If they are in custody and helpless at the end of that time, they are marched off to the chateau, to be incarcerated there in an even more difficult postion. (See #1, The Chateau, hereafter.) When the princess returns she has the offender(s) executed for a capital crime, otherwise have them taken and ejected from the dome, a spear each provided to them once outside, with the almonition: **"To return to Yirlane is to face a death sentence!"**

9. Bakery & Tea Shoppe: The sign shows a loaf of steaming bread. Pyddie and Fronk (both squire-type ellyllons) run the place. The goods here are superb, the bread and pastries smelling heavenly. They are tight-lipped and will not generally converse save to conduct business. However, if someone mentions chess, or any like pastime, Fronk will brighten immediately. **"Eh? You little biggies are players you think. Hah! I can scrub you at any game you name—chess especially."**

Actually, he is an excellent player (80% chance of winning any game, this reduced by his opponents abilities. To "play", though, the Characters need to buy tea and some sort of baked goods to have with it. They may then sit down at a table or two while Fronk and whomever it is has taken up his challenge, play a game or games.

Nothing of particular interest to the Characters can be learned here, but Pyddie and Fronk are keen observers and will report to the village squire on what they think about the Characters.

10. Tavern: The sign shows a smiling fish half way out of a tankard of ale. The residents call the place "The Potted Fish." Arille (squire), Byzino (ranger), Nilk, and Smain (ordinary combatants) manage this busy place. There are always 5-10 patrons inside when it is open, and often (70%) there are 15-24 ellyllons therein. Strangers are always shunned! However, if the Characters literally curse Moxtal, and are willing to fist-fight anyone who calls them a liar when so doing, they are welcomed and treated as comrades. They are plied with whatever they like to drink too. **"For miniaturized bumblers, you lot are not so bad . . . but I can out-drink any of you!"** boasts Arille.

If anyone takes him up on it, then they spend the rest of the "day" getting blotto, end up staying the night and paying for rooms as the owner planned. Even ellyllon can be a bit mercenary. The next morning, though, Arille leads them to the chateau and introduces them as friends thereafter, if they say that they plan to go there.

Although there is seldom a call for it, this establishment has lodging space available. There are two rooms in the garret, and they can be had for 2 gp per night's stay, single occupancy, 1gp per person over one per room.

11. General Merchant: The sign shows a basket with tools and sacks spilling forth. Whost and Nytista (rangers) are the owners. They are typically suspicious and speak only to conduct business. In any event the whole range of goods typical of a general merchant are to be found here at commensurate prices. Whatever is said here that might be dangerous to the village, the princess, or Lodash will be told to the village squire about 10 minutes after the last Character leaves the shop.

12. Carpenter: The sign shows a connected double sawbuck (X–X) and saw above. Kisper and Daog (rangers) with their wives Zashy and Apiph are here or elsewhere working. They will speak only in regards to work to be done or goods to be purchased, as they dislike "big folk". Both of the women are good looking, and if any Character flirts, makes any lewd suggestion, their husbands will take umbrage, demand a duel in satisfaction. Unless abject apology is forthcoming, a fight will occur, and then the Character(s) concerned will have broken village law, and will have to face the magistrate one way or another (*see #8, Village Hall, above.*)

13. Tinker: The sign shows a grinding wheel and a pot with a hole in it. Humish and Lily (a squire and a ranger) are the owners, and they will chat endlessly about inane things or else lie with bald face about subjects they are ignorant of or don't wish to speak of. Humish is a fine tinker, and his work is 90% sound—money back guarantee. Edges sharpened here gain a +6 temporary bonus, dulling one bonus point per round used.

In LA 6 over 6-uses Harm bonus before dulling!

Note that these two are agents of Prince Moxtal. If the party is actually trying to serve his ends, and they mention Prince Moxtal in a favorable way, this will be revealed to them:

"So, you serve our Master's ends as well as we do, eh? First, we will sharpen your blades, and as we do so, let me warn you that all others here are likely to favor the stinking human - no offense - wizard, Lodash!

"You must hasten from here, get into the chateau, and carry off the wretch immediately. Kill any who stand in your way. Are you ready for that?"

If the Characters agree, then Humish and Lily guide them to the chateau, assist in all that follows, fighting with determination so as to enable the party to seize Lodash and carry him away from Yirlane.

14. Brewer: The sign shows a barrel and a sheaf of grain. "Kettles" (the squire, Olik), Gilpay, Snoom, and Yaffta (rangers) are the owners. Taciturn and suspicious, they converse with strangers only in regards their goods and will assail anyone that seems dangerous, raising a Hue and Cry as they attack, so as to bring from other ellyllons to the location after 5 rounds, and a like number every 5 rounds time thereafter.

15. Confectioner: The sign shows a candy cane. This place is owned by Vinca and Rush (rangers). They don't like strangers at all, because this is a favorite place for ellyllon youngsters to patronize. They do not chat but hasten Characters on their way.

Goods sold here include candied fruits and fruit rings, candied ginger, candy canes, candy drops, caramels, gumdrops, jelly beans, lollipops, nut clusters, marzipan candies, taffy, etc.

16. Wine Merchant: The sign shows a bunch of grapes and a bottle. Marley (a squire) and Trook (an ordinary ellyllon) are the proprietors of the shop. They ply Characters with "samples" fortified with grain alcohol. When sufficiently well-oiled thus (and at 50% normal capacity for not less than half of an hour time), the party is questioned. If discovered as serving the interests of Moxtal, or that they plan to carry Lodash off, one slips out immediately and rounds up the villagers in a sort of silent Hue & Cry. When the Characters are out in the open, they are assailed, pummeled, bound, and after some incidental beating hauled off to village hall cell, chained there, with iron door locked. As noted, the magistrate questions them, and if they are of evil nature he removes them to the stronger cell in the chateau to await the return of the princess.

If, though, the Characters are discovered to be there to assist Lodash, the merchants give each of them a free bottle of fine vintage, send them off, and spread the word around the hamlet that the strangers are fine folk.

17. Butcher Shop: The sign shows a roast and a chop. Junsha and Poztil (rangers) are the owners. Taciturn and suspicious of "big folk" in "proper size", they converse with such strangers only in regards their goods. If they are insulted, they provide bad cuts of meat at inflated prices (+10%). If anything really suspicious is said to the owners, one hastens to report the matter to the head of the village.

18. Grocer: The sign shows a cheese, eggs, and a bunch of onions. This shop is run by Drobbin (ordinary), Stickla (ordinary), and their daughter Nani (ranger). The latter is absolutely gorgeous! The parents are aloof to strangers and speak only about their goods. The daughter however might "chat" on the sly with a any handsome Characters of sylvan (elf) heritage. In such case, she reveals the following: **"Don't you know, I am liked by the noble princess? I sometimes serves as a maid in waiting for Her Grace. The best friend of our princess here in the village is Kylania, the priestess of Hina. She knows all about what Her Grace is doing. You need to speak with her."**

19. Gemner: The sign shows a ring with a red gem in it. Gill and Lesfa (squire and ranger) own the establishment. They will not "gossip", but they can tell a reduced-size gem from a tiny one. The former are at a premium of 200% because of their usefulness when ellyllons must needs travel in large form in the "outside world".

20. Silversmith: The sign shows a silver chalice. Inorbilli and Slar (rangers) are the artisans. Their work is masterful, and their original designs are very good. Thus, if very large pieces are obtained and brought "back", they are worth twice their price as wonderful "miniatures". No one in this shop discusses matters not pertaining to business.

21. Goldsmith: The sign shows a pair of linked bangles. Wikky and Haltin (a squire and a ranger) are the artisans. Their work is also masterful, and their designs are most superb ones. Furthermore, for a premium of 100% of normal cost, they offer items that enlarge to man-size. Thus, if jewelry pieces of this sort are obtained and brought "back", they are worth three times their price as exquisite items. No one in this shop discusses matters not pertaining to business.

22. Priestess' Quarters: There is no sign here. Unless invited, any Characters here is attacked (with a Hue and Cry in so doing) by any and all ellyllons discovering them inside the place. Otherwise, it is a comfortable villa-like dwelling with many objects indicating the religious nature of its inhabitant. Upstairs is the priestess' husband, Lorvind (a squire) their two young children, and above them, in the highest apartment, all four of the couple's aged parents, all non-combatants.

23. Temple of Wenefar (Hina see following page): The sign shows a blue-robed goddess with a fruit tree in one hand and a red jaguar in the other. The goddess Wenafar is worshipped here and the temple grounds dedicated to her. All the ellyllons here serve her with gladness. Her priestess is Kylania no weapons normally carried, or armor worn.

Kylania, Female Human Clr 16 (Wenafar): CR 16; SZ M; HD 16d8+16; hp 90; Init +4; Spd 20 ft.; AC 22; Attacks: +18/+13/+8 melee (1d8+5, +3 heavy mace); SA: spells; SQ: turn undead; AL CG; SV: Fort +11, Ref +7, Will +15; St 14, Dex 11, Con 13, Int 13, Wis 20, Cha 15.

Skills: Concentration +24, Listen +17, Spellcraft +20, Spot +17; *Feats*: Alertness, Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll, Leadership, Weapon Focus (heavy mace).

Spells Prepared: 0 - *cure minor wounds, detect magic,*

guidance, mending, read magic, resistance; 1st - *aid, calm emotions, cure light wounds, detect evil, divine favor, entropic shield, protection from evil, shield of faith*; 2nd - *bull's strength, cure moderate wounds, darkness, endurance, hold person, zone of truth*; 3rd - *cure serious wounds, deeper darkness, dispel magic, invisibility purge, prayer, protection from elements*; 4th - *cure critical wounds, divination, divine power, restoration, spell immunity*; 5th - *atonement, commune, flame strike, spell resistance, true seeing*; 6th - *antilife shell, blade barrier, greater dispelling, heal*; 7th - *greater restoration, greater scrying, summon monster VII*; 8th - *antimagic field, mass heal. Domain Spells (Earth, Plant)*: 1st - *entangle*, 2nd - *soften earth and stone*, 3rd - *stone shape*, 4th - *spike stones*, 5th - *wall of stone*, 6th - *repel wood*, 7th - *earthquake*, 8th - *command plants*.

Special Domain Abilities: (*Earth Domain*) - Turn or destroy air creatures as a good cleric turns undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. (*Plant Domain*) - Rebuke or command plant creature as an evil cleric rebukes or commands undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Possessions: +3 *hvy mace*, +1 *fl plate*, +2 *small st. shield.*

The goddess Hina (Yattemic Pantheon, 3rd Rank) is the creatrix of flora and fauna. Kylania will be formal and polite when meeting strangers. She has Evaluation and Scrutiny Abilities at 82 and 65 respectively. Kylania possesses these Theurgy Ability activation capacities:

Invocation of Glory, Hallow Ground, Summon Destroyer, Confer Benison, Consecrate Fine Oil, Sanctify Person, Sanctify Place, Sanctify Thing.

Invocation of Service, Aegis, Restore Body, Anoint Faithful, Confer Health Benison, Confer Righteousness, Consecrate Devotional Object, Consecrate Pure Water, Nullify Toxins, Nullify Traumas, Uphold Faithful.

Banish Sickness, Bolster Cleanse, Dismiss Influence, Exterminate Internal Parasites, Heal, Sacred Precincts.

Kylania tries to assess the Characters when she meets them. In so doing she engages in as much conversation with the party as possible. She asks few questions, allowing the "big folk" to talk as much as they will. Typical questions are:

"What was it that brought you to this place? Please tell me the whole story."

"Were you offended or pleased that the King of Eraxong would choose you as his minions for the quest?"

"Were you in the place of Lodash, what would have done?"

"As Moxtal is the prince of Yirlane, should he not be offended by the princess' 'unnatural' fondness for the human mage, Lodash?"

"Were you the prince, how would you have managed this very . . . odd, shall we say, matter?"

If she adjudges the Characters to be of malign sort she will ask them to be seated in an anteroom while she finds something to improve the situation. She then casts *Summon Nature's Ally II*, leaves the place, and raises a Hue & Cry as she hastens off to find her husband and to arm herself.

In LA she activates a Summon Destroyer.

Should the Characters pass muster with Kylania, she will brings them to the chateau if they are willing.

24. Apothecary: The sign shows a mortar and pestle. This shop is owned by Norlda and Smarrlet (both rangers). They are careful in all conversation with strangers. Nothing will be said about the princess, Lodash, or Prince Moxtal. Anything they learn from Characters will be reported.

25. Barber Shop: The sign shows a comb and scissors (not the pole with red and white stripes, blood and bandages, of our like places). All that run this place are ordinary ellyllons. Wix and "Big" Lecles offer tonsorial operations, while their wives, Eldoth and Neroa dress the hair and see to the cosmetic needs of lady ellyllons. If Characters are patrons, and they are careful in their questions, a lot of information and gossip can be picked up herein. These folk know all about the hamlet, the chateau, etc. The GM should use his own common sense here, and play the "local yokel" nature of this place to the hilt.

Prices are $15 for a shave or a hair wash or haircut, $25 for two, or $35 for the whole combination. For ladies hair dressing it is $30 for a wash and conditioning or for cut and styling, $50 for both. Hair dying is offered at $10 for short hair, $20 for long, additional after washing.

Prices are 5 sp for a shave or a hair wash or haircut, 1 gp for two, or 15 sp for the whole combination. For ladies hair dressing it is 1 gp for a wash and conditioning or for cut and styling, 2 gp for both. Hair dying is offered at 5 sp for short hair, 1 gp for long, additional after washing.

26. Seamstress: The sign shows a threaded needle and cloth bolt. Atti and her husband Bartu (both rangers), along with the children and the couple's grandparents, do dressmaking, tailoring, embroidery, etc. They make the fine garments for the priestess and the princess too. If something special is ordered here, say for 100gp or more cost, the Characters get all they need to know about either or both individuals

27. Leather Shop: The sign shows an awl and hide. Lawhaler and Crubba (rangers) and their wives Ylinna and Rose (ordinary ellyllns) do all manner of leather work, from boots to hats, harnesses to weapon sheaths. All here are guarded, suspicious, and will not speak of anything not directly related to their trade and sales. Anything they learn will be reported in mere minutes to the village head.

28. Haberdashery: The sign shows a well-dressed ellyllon couple. The proprietors, Kholm, and Jommengs (both rangers), offer a full range of ready-made and partially tailored garments and clothing accessories ranging from the ordinary to fine apparel. As is typical, these ellyllons are tight-lipped and do not speak about anything not related to their business, but they listen carefully and tell the village head what they have learned.

29. Weaver: The sign shows a spider in its web. Mirdana and Helt (rangers) are the trades-folk who own this place. They are close-mouthed, but they will become friendly with Characters who express hate for the prince, admiration for Lodash and the princess. In addition to various ordinary cloth, they weave a special sort from the silk of water spiders and fish scales. They mention this to adventurous strangers who seem well-disposed to the princess and Lord Lodash.

> Each bolt of this cloth at $2,000 each, two being needed for a full suit of special armor—ellyllon composite full armor of 11 protection, 1 Speed penalty and 360 Health; ellyllon composite half armor of 6 protection, 0.5 speed penalty, and 240 Health. For $5,000 the parents of these two can enchant the material to change size with the wearer. The Seamstress can sew a suit of armor for $3,000 per bolt used. Such activity will take one day for enchantment and six days of time for tailoring, one garment at a time, of course.

They have six bolts of this cloth at 500gp each, two being needed for a full suit of special armor—ellyllon composite full armor of +8 Armor Bonus, Max. Dex Bonus +1, Armor Penalty Check –6, Arcane Spell Failure 35%, Max Speed 20 ft. ; ellyllon composite half armor of +6 Armor Bonus, Max. Dex Bonus +1, Armor Penalty Check –6, Arcane Spell Failure 35%, Max Speed 20 ft.. For an additional 2000gp the parents of these two can enchant the material to change size with the wearer. The Seamstress can sew a suit of armor for 600gp per bolt used. Such activity will take one day for enchantment and six days of time for tailoring, one garment at a time, of course.

They can repair such damage to a suit that suffers up to 100% total, at a cost of 1gp per point, if the Characters bring it back to them. Repair is at 5-30 hit points per day.

Once away from this place, non-ellyllon repair of the armor is at quintuple the cost because of Extraordinary activation needed, and repair of hit points per day.

30. Florist & Potter: The sign shows a bouquet of flowers in a fancy clay pot. Yogan and Tubbon (rangers) grow and gather and arrange flowers, sell potted plants and flowers too, in vessels made by their spouses, Minta and Green (also rangers). Some excellent potted herbs as well as cured pipeweed are available here. These folk don't chat or gossip, save about flora and all having to do with it.

Virtually any sort of rare herb is likely to be found here. Prices are from 1 gp to 200 gp, depending on flower or container, size number, beauty and rarity, etc.

> If any Character has the wit to bring flower offerings to the Temple, or as as a gift to the princess in the chateau, that have a positive 10 for all checks made against their interests, a negative one in regards their interests. Example: she will check at +10, they will check on their rolls to dupe her at a –10 if that is their purpose. If the party is benign and means to help "The Hermit", then all rolls by both priestess and party would be at –10.

If any PC has the wit to bring flower offerings to the Temple, or as a gift to the princess in the chateau, thay have a positive +10 for all Bluff checks made against their interests, a negative one in regards their interests. Say, for example, the priestess is checking to see if they are intent on doing Lodash ill. She gets a +10 bonus to her Sense Motive check, the Characters receive a –10 to their Bluff check or DC21, if that is their purpose. If the party is benign and means to help "The Hermit", then all rolls by both priestess and party would be at normal.

The Chateau

You see the rather fancifully built chateau has, under the decorative touches, a solid working basis. The curtain walls are about 17-feet high, 20 feet to the top of the merlons of its crenellated battlement. There are many bartizans, and the towers and defensive buildings show well-placed archery loopholes.

There are spires, flags and pennons aflutter, of course, and upper windows and gables; this is odd, because there is otherwise only a very faint breeze in this underwater dome. That aside, it is evident that the place you gaze upon is meant for business, as it were. The main gates are made from what appears to be the top shell of a giant snapping turtle. The smaller ones you see are of iron-covered wood planks. All are shut fast. Who, or what, would or could attack this little fortress, and what use would it be against most attackers you can think of?

Leaving that aside for later contemplation, you note that there are guards on the battlements, and thus it is safe to assume all defenses are manned - or ellylloned?

Sir Bling (squire/knight) the Constable: H 56 **P** 54 **(64) S** 18 **(17)**; Abilities: 54 Chivalry so that attack is at 64 base score; **Attack**: Two attacks per ABC/ ROUND (lance for water travel and heavy cutting sword and long dagger otherwise); Lance: 1-40 + 10 Chivalry Ability and + 9-12 supernatural Harm; 8, 2, 20 P bonus; Spear: 1-20 + 10 Chivalry Ability and + 9-12 supernatural Harm 9, 5, 10 P bonus; Heavy cutting sword: 11-20 + 10 Chivalry Ability and + 13-16 supernatural Harm; 5, 9, 15 P bonus; Long dagger: 1-20 + 10 Chivalry Ability Harm; 1, 3, 10 P bonus; **Defense**: Buckler for 6 and full ellyllon composite armor for 11 plus reaction speed for overall protection 27/21 when small and 17/11 when large or fighting opponents their size.

Special: Three Extraordinary Powers of Enchantment Ability: Disrupt Power (to grade 9), Xargya's Military Fork (11-20 Harm and 2 ABC paralyzation), and Dazzling Dread, each usable one time per day at 72% chance for successful activation.

The place is indeed shut fast and guarded. The seneschal, Sir Bling, permit no one to enter unless they are known to him. He is there to "greet" strangers. (This means either the party must find a way to get in unnoticed, fight their way in [sure!], or else get someone from the hamlet to speak to the knight and thus gain entry).

Wherever the main group of Characters appears, they will be hailed by Sir Bling, who is cautious and well under cover.

Sir Bling, male Ellyllon Ftr 6: CR 7; Medium Fey (in enlarged form); HD 1d6+3 + 6d10+21; hp 56; Init +3 (Dex); Spd 15 ft., Swim 30 ft.; AC 16 (+1 Dex, +4 scale mail, buckler +1); Attacks: Lance +11/+6 (1d8+6, spear) +10/+5 (1d8+4, longsword) +10/+5 (1d4+4, dagger); SQ: Low-light vision; Enlarge; SV: Fort +8, Ref +7, Will +3; Str 18, Dex 17, Con 16, Int 16, Wis 9, Cha 10.

Skills: Climb +13, Craft (any) +12, Handle Animal +8, Jump +13; *Feats:* Alertness, Dodge, Mobility, Weapon Focus (lance), Weapon Specialization (lance), Leadership.

Innate Spells: 2/day as 5th lvl caster: Dispel Magic, Call Lightning, Spark Shower.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Chateau Locations

Note that all battlements have machicolations. Assume that archery, 20-pound-weight rocks, and flaming naphtha will be the options used for defense if some foe is sheltering against the wall base.

Light ballista: bolt, lt. engine: Harm 11 - 30 +3-5, penetration & shock; ranges 180/360/720; rate of fire 1 every 2 rounds time; Precision bonus 0.

1 30-foot by 30-foot Square Tower: This stone structure is 30' high to its merlons and above them there is a fancifully corniced roof that reaches another 10' in height. There are **two light ballistas**: **Range Incremente**: 240 yards; **Damage**: 2d10+4 (20HP); **Firing Rate**: 1 shot every 2 rnds.

There are two floors in the main tower, one at 10-foot height the other at 20-foot height with four loopholes on each wall of each floor. A squad of guards, 2 ranger "serjeant" and 8 ordinary "soldier" ellyllons are stationed herein. A serjeant and 4 soldiers are above, the remainder in the lower part of the main tower, with two soldiers watching from the tower battlements.

2 A 15-foot-diameter, 20-foot-high turret: Here the "serjeant" is on the roof, the two soldiers peer out from the four loopholes circling its upper 10' of height. There is a light ballista on the roof.

3 The Courtyard: This large open area is of dirt with (miniature) grass in its central portion so that any missiles coming down here sink in rather than ricocheting off and around. There is a 10% chance that a serjeant and 0-3 soldiers will be moving through the courtyard at any time the Characters enter it initially, or after being elsewhere for one or more minutes.

4 20-foot-Square Gate Tower: This stone structure is 25-feet-high to its merlons. There is a light ballista at its top.

There is one floor (10 feet above ground) with four loopholes on each wall. A pair of ordinary ellyllon soldiers with heavy bows are stationed herein. One of them is always be watching from the battlement.

5 20-foot-Square Gate Tower: As above, # 4.

6 Workshops Building: This structure is 30 feet wide, 40 feet long, and 30 feet high - 35' if the measure is to the tops of the merlons that crest its battlement.

There is a 20-foot x 40-foot (the outer wall being 10' thick) ground floor for smithy and carpentry work. The smith is a squire-type ellyllon, his assistant and the carpenter are all ranger-types. Thus, there are during the day 1 squire, 2 rangers, and 4 ordinary (worker) ellyllons here.

Above at 10 feet height and at 20 feet height are upper stories with eight loopholes on each long wall, six on the shorter. A squad of guards, 2 ranger "serjeants" and 8 ordinary ellyllons are barracked on each upper floor. Rooftop watch is maintained by a pair of ordinary ellyllon soldiers with a serjeant checking on them once every hour. There are three light ballistas here.

7 25-foot-diameter Round Tower: This structure is 35 feet tall, capped by a spired conical roof that adds another 15 feet

height, plus the long pole from which waves a bright banner of blue and green upon which is a golden swan swimming. There are effectively three floors beginning the count about 8 feet above the ground, each with seven loopholes.

The porter, Sir Vargan is quartered on the upper two floors, and below are 2 serjeants (rangers) and 8 soldiers (ordinary ellyllon warriors) who serve him. This fellow is a lackey of Prince Moxtal, those in his direct command obey the ellyllon knight and are likewise adherents of Moxtal's cause.

Squire, male Ellyllon Ftr 5: CR 6; Medium Fey (in enlarged form); HD 1d6+1 + 5d10+5; hp 37; Init +2 (Dex); Spd 15 ft., swim 30 ft.; AC 16 (+1 Dex, +4 scale mail, buckler +1); Attacks: +8 (1d4+3, dagger), +9 (1d8+3, longsword) +9 (1d8+3 lance) +8 (1d6+3, spear); SQ: Low-light vision; Enlarge; SV: Fort +5, Ref +5, Will +3; Str 16, Dex 14, Con 13, Int 17, Wis 10, Cha 10.

Skills: Climb +11, Craft (any) +11, Handle Animal +8, Jump +11, Swim +11; *Feats*: Alertness, Dodge, Mobility, Weapon Focus (lance), Weapon Focus (longsword).

Innate Spells: 2/day as 5th lvl caster: Spark Shower, Shield, Knock.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Sir Vargan (squire/knight), the Porter: H 49 **P** 51 **(60) S** 16 **(15)**; Abilities: 46 Chivalry so that attack is at 60 base score, Physique at 63, and Tricks at 50; **Attack**: Two attacks per ABC/ ROUND (lance for water travel and heavy cutting sword and long dagger otherwise); Lance: 1-40 + 20 Chivalry, Physique and Tricks Abilities Harm; 8, 2, 10 P bonus; Spear: 1-20 + 20 Chivalry, Physique and Tricks Abilities Harm; 9, 5, 0 P bonus; Heavy cutting sword: 11-20 + 20 Chivalry, Physique and Tricks Abilities Harm; 5, 9, 5 P bonus; Long dagger: 1-20 + 20 Chivalry, Physique and Tricks Abilities Harm; 1, 3, 10 P bonus; **Defense**: Buckler for 6 and full ellyllon composite armor for 11 plus reaction speed for overall protection 27/21 when small and 17/11 when large or fighting opponents their size.

Special: Three Extraordinary Powers of Enchantment Ability: Igxat's Doorman, Dazzling Dread, and Invisible Scutifer, each usable one time per day at 64% chance for successful activation.

There is a 20% chance that the porter is on the roof and be watching when Characters come to the chateau. In case of disturbance, these four, the knight and three rangers, comes forth in from 2 rounds.

Being in the service of Prince Moxtal, the porter assists the Characters if he thinks them likewise agents of the prince, or regardless if they have come to permanently remove Lodash from the pond. If he thinks they are come to assist the princess and/or Lodash, he seeks to slay them at first opportunity, being careful not to give away his treachery, if possible.

At night there is a 30% chance of encountering the porter and his three serjeants, 60% if the Characters have penetrated the interior of the chateau by stealthy means. If he knows that they are not aiding Prince Moxtal's cause, attack here is an easy matter, for Sir Vargan can cry that foes are inside.

8 The Palace: A 40-foot-high stone structure that is 40 feet deep and 60-feet long. There are loopholes on the lower interior walls, one every 10 feet. Stone steps 20 feet lead up to a 10-foot-square stone platform that gives access to the entrance door, 10 feet above the ground. A bartizan on the southwest cornet of the building is set to sweep the door landing.

On the exterior walls of the palace there are no openings until about 13 feet above the ground. At that height there are loopholes set at intervals of about 10 feet, with two like but staggered lines of arrow slits above. The exterior wall is 10 feet thick to 10 feet above ground, then 7 feet thick to 20 feet height, 5 feet thick to 30 feet height and 3 feet thick to the parapet.

Interior walls have loopholes at 6 feet height, and at about 14 feet height there are small, barred windows 2 feet wide by 4 feet high, shutters on the inside of the bars. On the third story the windows are the same. Above they are larger (3ft x 5ft) but barred and shutterable all the same. Loopholes are at 10-foot intervals, as are windows. Interior walls have a thickness of 3 feet at ground level to 10 feet above that, then 2 feet to the roof parapet.

There is a dungeon (sub-cellar) 20 feet below ground level. It is 20 feet wide and 30 feet long. There are two cells there, each 8ft x 12ft and a well room.

The cellar is 22ft x 40ft and in it is the buttery and storage for roots, things to be kept cool, etc. There are also 4 non-combatant ellyllon servants quartered here when not busy above.

The ground floor is 27 feet deep and 47 feet long, much broken up by supporting pillars and buttresses. In it are the kitchen, storerooms, and barracks for a squad of guards, 2 serjeants and 8 soldiers stationed in the palace. There are also 4 non-combatant ellyllon servants quartered here when not busy above.

The second (entry) story is 31ft x 51ft in size, with a pair of connected antechambers of 10ft x 20ft and 10 X 10ft in size, a door between them. The second (south one) has an east, heavy interior door that opens to an 8-foot-long passage some 10 feet wide giving onto a great hall of 28ft x 32ft, a 6-foot- wide flight of steps ascending from the north side of the passage to the upper floor.

In the northeast corner of the great hall are two small, tapestry-hidden doors that give into the lower tower, and a small spiral stair ascends from there to above. There are also 4 combatant (ordinary) ellyllon servants quartered here when not busy elsewhere.

The third floor is 33 feet deep and 53 feet long. The stairs leading above are set over those from below, and one must walk around to ascend. There is a gallery of 10 feet wide and 35-feett long to the west of the stairs. Two 8-foot-long passages of 10-foot-width are at the north and south of the stairways, and there are doors at each end of both passages. There is a 33 foot by 24 foot chamber to the east (with an alcove north) that serves as a grand banquet hall and council chamber for privy matters. A 10-foot by 20-foot northeastern chamber houses the constable, Dame Turinil. From her apartment there are also two small doors to the tower portion of the palace.

Dame Turinil, female Ellyllon Ftr 5: CR 6; Medium Fey (in enlarged form); HD 1d6+1 + 5d10+5; hp 40, Init +3 (Dex); Spd 15 ft., swim 30 ft.; AC 16 (+1 Dex, +4 scale mail, buckler +1); Attacks: Dagger +8 (1d8+3, longsword) +9 (1d8+5, lance) +8 (1d8+3, spear); SQ: Low-light vision; Enlarge; SV: Fort +5, Ref +3, Will +1; Str 17, Dex 15, Con 12, Int 16, Wis 11, Cha 11.

Skills: Climb +11, Craft (any) +11, Handle Animal +8, Jump +11, Swim +11; *Feats*: Alertness, Dodge, Mobility, Weapon Focus (lance), Weapon Specialization (lance), Leadership.

Innate Spells: 2/day as 5th lvl caster: Meld into Stone, Sleep, Strength.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

Dame Turinil (squire/knight) the Steward: H 52 **P** 55 **(71) S** 18 **(17)**; Abilities: 82 Chivalry so that attack is at 71 base score, Tricks at 44; **Attack**: Two attacks per ABC (lance for water travel and heavy cutting sword and long dagger otherwise); Lance: 1-40 + 18 Chivalry and Tricks Ability and + 6-8 preternatural Harm; 8, 2, 20 P bonus; Spear: 1-20 + 18 Chivalry and Tricks Ability and + 6-8 preternatural Harm 9, 5, 10 P bonus; Heavy cutting sword: 11-20 + 18 Chivalry and Tricks Ability and + 9-12 supernatural Harm; 5, 9, 30 P bonus;
Long dagger: 1-20 + 18 Chivalry and Tricks Ability Harm; 1, 3, 10 P bonus; **Defense**: Buckler for 6 and full ellyllon composite armor for 11 plus reaction speed for overall protection 27/21 when small and 17/11 when large or fighting opponents their size.

Special: Three Extraordinary Powers of Enchantment Ability: Imitate Surroundings, Strength (add 60 points, +6 to Harm), and Leduc's Inescapable Drowsiness, each usable one time per day at 72% chance for successful activation.

The fourth floor is 35 feet deep and 55 feet long. It is also divided as the floor below, but the eastern space is the prince's chamber. The western space of 35 feet length and 37 feet depth (east) is divided into a south 20-foot by 30-foot bed chamber for the princess and 14 foot by 10 foot sitting room. Both are accessed by a 6-foot-wide north-south passage. The sitting room has a single door leading to the larger part of the tower space, and therein is a separate bed chamber in which lies Lodash.

9 The Great Tower: This 30-foot-diameter tower rises from the northeast corner of the palace, reaching 20 feet above its parapet, so its own height is 60 feet above the ground. A conical roof of golden hue caps it, and a bright banner streams above that roof. The green field shows a silver moon above a like-colored tree.

Above the 10-foot-high base of solid stone the walls are tapered in thickness, each 10 feet being of lesser thickness—6 feet, 5 feet, 4 feet, 3 feet, and 2 feet. An interior spiral stair leads to each of its five floors. Otherwise see above for details.

A squad of 2 ranger archers and 8 ordinary ellyllon archers are stationed in the tower: 1 serjeant and 2 soldiers on the 1st and 4th floors, and 2 soldiers only on the 2nd and 3rd. It takes 10 rounds to move in haste from one floor to another.

If the Characters appear at the base of the tower, Dame Turinil will be atop it, with a serjeant and two archers to order the intruders away: **"Get thee hence on peril of your lives!"**

10 The Turtle Gate: Made from the ridged portion of a snapping turtle shell, this pair of 6-foot-wide by 12-foot-high gates is set on timber framing braced and reinforced by iron. Assume double normal Health for these gates, as the shell is resilient.

Barred and bolted inside, the gate will not be opened unless a squire from the hamlet is with the Characters to "vouch" for them. Sir Bling, the constable of the chateau are on the battlement above, with 4 guard archers, ready for trouble.

11 The Side Portal: A 4-foot-wide by 8-foot-high portal of wood, reinforced by iron bands and with long spikes of iron studding its outer side. This gate is also barred and shut fast. In the daytime Sir Bling hastens here to see who attempts entering by this proscribed way.

12 The Iron Postern Gate: A door of but 3-foot width and 7-foot height that is solid iron. Sir Vargan the Porter (location 7), a follower of Prince Moxtel, comes forth to question Characters attempting to enter here. If he perceives that they mean to assist Lodash, he orders them attacked with archery. If he believes the party is there to spirit Lodash away, he allows them entry.

13 Curtain Wall: This wall is 17 feet high and 3 feet thick with a splay at the bottom of 4-foot base breadth and tapering upwards to a height of 6 feet. The inner parapet walk is at 14 feet height, and the merlons atop the parapet are 3 feet high and wide outside, 2 feet wide on the interior side. Crenellation spaces between them are tapering from 1-foot exterior to 3 feet interior.

14 Baritzan: This 7-foot-diameter, 10-foot-high, round bottomed, stone-roofed projection is well-suited for an archer, as it has loopholes to left, center, and right. One concealed in this work is nearly impervious to anything but a hit from a heavy war engine or some potent spell or power. The wall of one of these fortification features is 1-foot-thick, solid stone. The bottom is 3 feet thick, and supported by the rounded projection also about 2 feet thick. Entrance is from a 2-foot-wide and 5-foot-high opening opposite the center loophole.

Hailing the Chateau

See above locations for general reactions to an unescorted party. They are refused entry except by bluffing, the succeed at a Bluff Check DC 25. If that succeeds, then they will be told to enter at the main gate (location 10), and proceed from there as though they had been escorted there by hamlet folk.

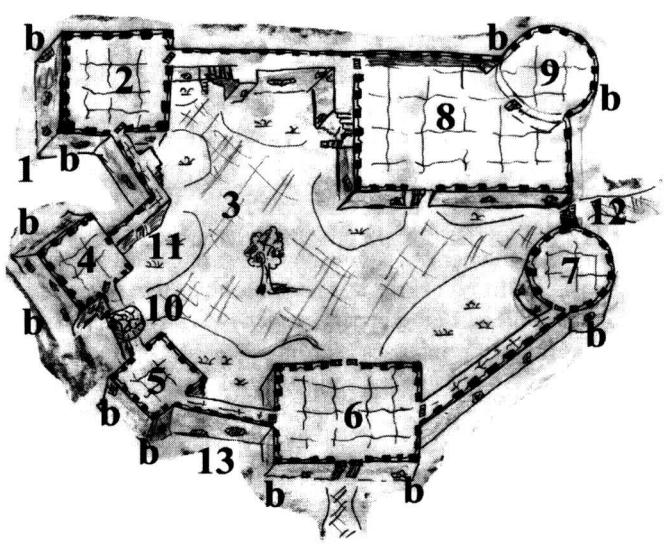
> LA use Pretense Ability at a penalty of +50.

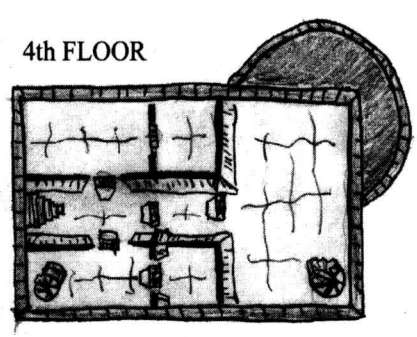
If escorted by one of more ellyllons from the hamlet, and one is a squire, then the Characters appear at the main gate.

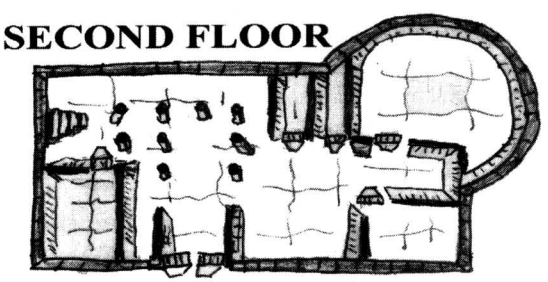
Sir Bling, the constable, greets the strangers, orders the gates opened, and then has them wait in the courtyard with 4 rangers and 8 (ordinary) archers. He sends 2 soldiers to fetch Sir Vargan the Porter and Lady Turinil the Steward.

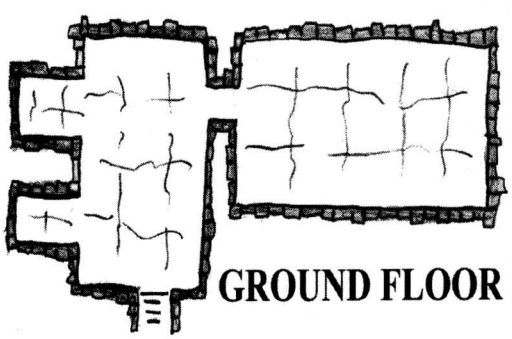
Once arrived, about 3-5 minutes time, the "noble" ellyllons will proceed to question the Characters as to their intent. If there is any suspicion of their being here to remove Lodash -and Sir Vargan will cunningly attempt to cast doubt on them if he perceives they are meaning to assist the princess and Lodash - they will be sent packing.

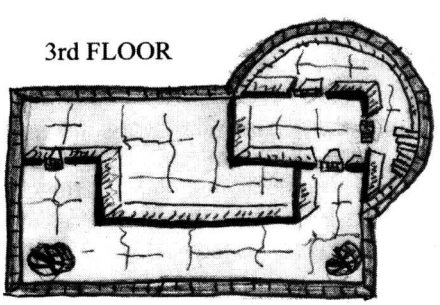
Otherwise, they are welcomed to the palace, and Dame Turinil and her squad of tower guards will see to the housing











of the party in the gallery of the third floor of the palace with a constant guard of 1 ranger serjeant and 3 ordinary soldier ellyllons alert at all times. As the dame leads them to their place she will say:

"You are guests here in the palace. Make yourselves comfortable here. Sufficient couches will be brought so each has a bed, of course. We will eat our meals together in the hall beyond (she omits "guarded by a squad of alert ellyllons")**. You are most welcome, and as soon as Princess Adetri returns, she will decide if you may visit poor Lord Lodash."**

If Characters insist on seeing Lodash sooner read aloud:

"That is out of the question! Her highness has given express orders that no one other than I, and those servants who attend him, are to enter his chamber. You will not ascend to the upper floor under any circumstances. Do not force me to imprison you by disobeying my command in this regard."

Sneaking Above

The Characters can, if they manage to silence their guards by some means, likely find their way to the uppermost floor and discover the comatose Lodash. In such case, there is a 10% chance each minute of time spent there for discovery of their intrusion. Lodash will have a non-combatant servant watching (dozing) in a chair at bedside. If that one is silenced, none other will come and interfere for three minutes real time.

Entering the Chateau by Stealthy Means

This is strictly up to the GM. Of course, there is a good chance that Sir Vargan will discover them (Skill Check Move Silently DC 17). If not encountered getting in, passing through the courtyard to the palace/keep, then managing to enter the place is the trick. The door is locked (Open Locks DC 20 or Knock Spell). Getting all the way up to Lodash without awakening someone is hard, but not impossible.

> However, allow a bonus of -10 to -30 for any such attempt. Door bound by Borgasta's Flatness Power Skill Check.

Attacking Alone

This a rather standard, normal procedure, with the light ballistas manned by 2-ellyllon crews for any possible shots, ignored otherwise. Have the guards use a lot of ranged, attacks. The "militia" from the hamlet, about 10 squires, 30 rangers, and 90 ordinary ellyllon warriors, will come up behind the attackers. This is likely the death of the Characters party if the fight is conducted intelligently and properly by the GM.

Return of the Princess

One day after the Characters party enters the chateau, or as Prince Moxtal and his force appears, the princess with 1 dame-squire, 2 (female) rangers, 4 (ordinary) soldier archers, and 4 combatant servants makes her return. She is desolate, for she has not managed to find the "cure" she sought. Princess Adetri stops to visit the priestess at the temple first, and with her she returns to the chateau.

If the Characters are bent on carrying of Lodash, at that moment the evil prince will show up inside the place, and the battle royal will begin

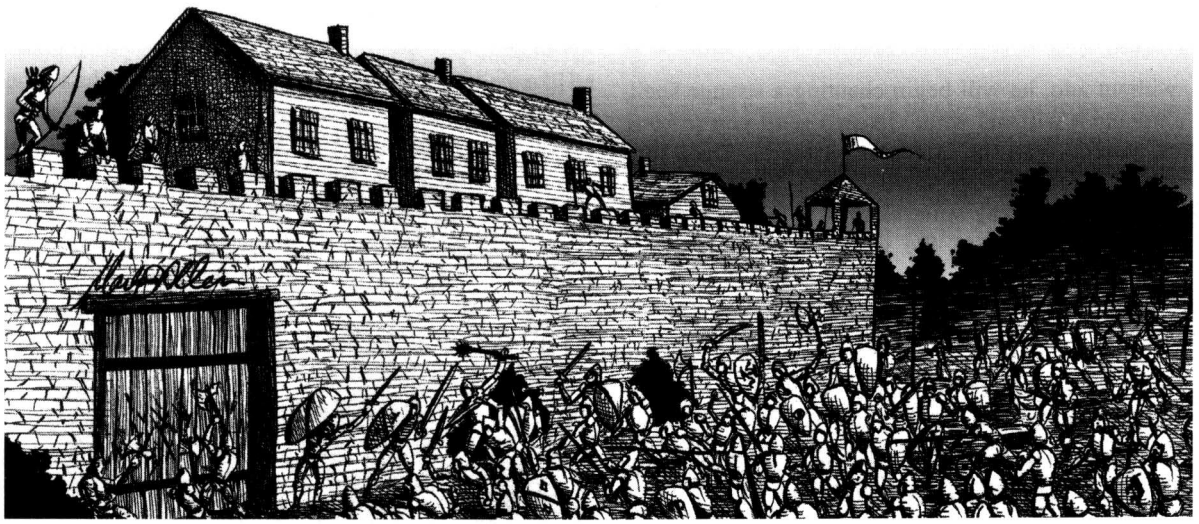
the Attack of Prince Moxtal

Assuming a party of Characters bent on bringing Lodash back to the king, and that they have discovered the difficulties of entering the chateau, the wicked Moxtal is forced to play an open hand and mount an assault on Yirlane. Sometime from the 8th through 11th day in the hamlet (1d4), Prince Moxtal will show up with a small force knowing that his adherents in the hamlet will rise immediately to assist his attack.

The princes' party includes: Prince Moxtal who fights Princess Adetri; 6 Guard Archers who shoot at the princesses' archers; Sir Zanthal who fights Dame Esorilla; Sir Vargan joins the prince's force and fight Sir Bling; Grubik the Headsman (*see below*) who embattles Dame Turinil; 6 mercenary squire-type warriors who will fight against Sir Bling and Priestess Kylania, one guard squire, and 4 guard rangers; 12 mercenary ranger-type ellyllon warriors hold off the princesses' ordinary soldiers and other followers; Sir Vargan's 2 serjeants and 8 soldiers who will be busy fighting the other serjeants and soldiers loyal to the princess.

> **Grubik the Headsman (variant of a squire-type ellyllon "giant"): H** 90 **P** 50 **(60) S** 10; Abilities: Physique 100, Savagery 100, Tricks 50; **Attack**: Only one attacks per ABC: Battle axe: 7-20 + 25 Physique, Savagery, and Tricks Harm; 3, 7, 5 P bonus; **Defense**: Full preternatural leather armor for 10.
> *Special*: Because of his basic nature, and sheer stupidity too, Grubik is 50% likely to be unaffected by actual Extraordinary activation Harm, totally immune to any mind-influencing activations.

Gubrik, male Ellyllon Bar 8: CR 9; Medium Fey (in enlarged form); HD 1d6+3 + 8d12+24; hp 70; Init +2 (Dex); Spd 40 ft., Swim 30 ft.; AC 15 (+2 Dex, +3



leather); Attacks: +13/+8 (1d8+6, battleaxe); SQ: Low-light vision; Enlarge, Rage 3/day, fast movement, uncanny dodge (keep Dex bonus to AC, can't be flanked); SV: Fort +9, Ref +6, Will +3, Cha +4; Str 19, Dex 14, Con 16, Int 9, Wis 9, Cha 9.

Skills: Climb +8, Jump +7, Swim +7; *Feats:* Alertness, Dodge, Mobility, Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Leadership.

Enlarge (Su): At will as full-round action an Ellyllon may enlarge his size from 1 inch to 6 feet.

With his adherents from Yirlane, Prince Moxtal hopes to win a quick victory, slay the princess' loyal servants, and assume rule of the place.

These vile attackers will be aligned against: Princess Adetri wh fights Prince Moxtal; 2 ranger and 4 ordinary archers who will shoot at the princes' guards; Dame Esorilla who will fight Sir Zanthal; Dame Turinil who fights Grubik the headsman; Sir Bling who engages Sir Vargan; Priestess Kylania who fights against the 6 mercenary squires; One guard squire who fight against the 6 mercenary squires; 4 guard rangers who fight against the 6 mercenary squires; various ordinary ellyllon warriors who embattle fighting against Sir Vargan's 2 serjeants and 8 soldiers

Prince Moxtal's faction has only about 30% of the ellyllon population in Yirlane behind it, but if the prince and his chief henchmen defeat the Princess Adetri's followers quickly enough, the larger group becomes disheartened and cease fighting. Even if Moxtal slays Adetri they will do so, for they know that the prince will be able to revivify the princess, and then she will be forced to bend to his will, obey and marry him.

As can be seen, the Characters are the key to victory. If they throw in with the vile prince, Moxtal's faction will likely triumph in short order. On the other hand, should they assail the prince and his henchmen, then Moxtal is most likely to lose.

If they assist the prince in his wicked scheme, the GM should award 100 exps to each Character.

On the other hand, if the Characters side with the princess, award 250 exps to each Character.

Awakening Lodash

If a full-scale assault by Prince Moxtal has not occurred, when the Characters are about to use the hood, Sir Vargan and his men (2 ranger-type serjeants and 8 ordinary-type ellyllon soldiers) attacks, even if it means their deaths, for they know that they will have no better fate, worse even, if Lodash is brought back.

Contrarily, if they know that the Characters mean to carry Lodash off, return him to the human king, they fight to assist them in so doing, or after they have placed the hood on his head and commanded obedience, or the like, not awakening.

By placing the Hood of Obedience upon the unconscious man, and commanding him to "Awaken!" or "Come to!" or "Regain consciousness!" or "Wake up!" or some such order, Lodash immediately regains his senses.

In either case they gain an additional 1 point of Disrepute, the team an additional 1 point of Disrepute.

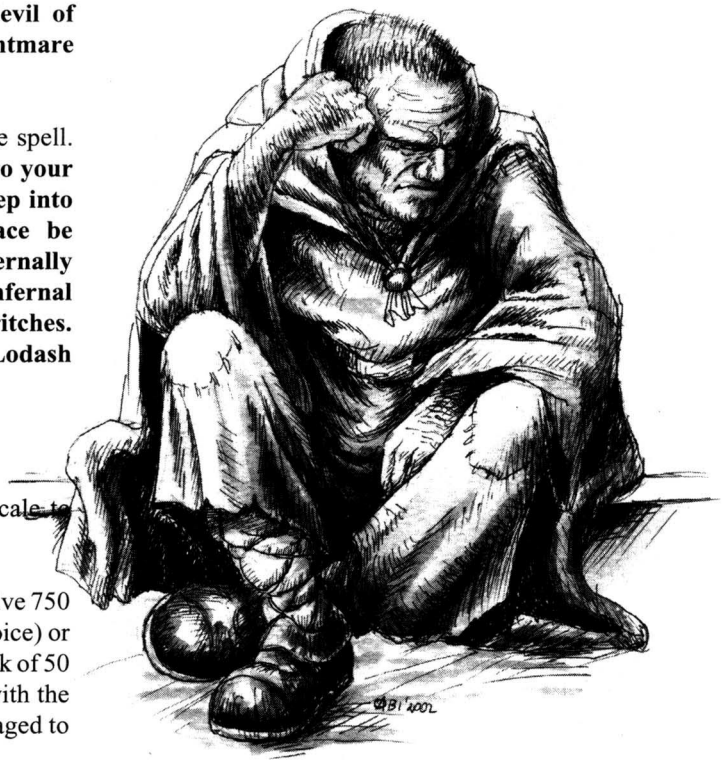
Upon coming to, Lodash cries out, **"It was Prince Moxtal's doing! He used sorcery to send a devil of slumber. How I have suffered in that nightmare slumber!"**

Then, without ado, he will begin chanting a strange spell. After a minute it will end with: **"Now I send you to your masters, Moxtal, you the knave of bastards. Deep into their dark places going, never more your face be showing, here or on the spheres of mankind, eternally their with devil shine, in the worst of those infernal reaches, unquenchable fires burning in your britches. Go into the darkness screaming, no longer is Lodash dreaming!"**

Thus is the wicked prince brought low.

Note: All gifts given will transfer from ellyllon scale to normal human size without problem or loss.

For awakening Lodash thus, the Characters each receive 750 exps, and each may have a magical weapon (GM Choice) or +1 to any ability score. The princess hands each a sack of 50 platinum coins. The Hood of Obedience remains with the ellyllons, but anything else the Characters have managed to glean in the way of wealth is theirs.



Lodash's story

Long has King Nupathurva sought to further his evil ambitions through me. As long have I dissembled, using my wiles and powers to blind him and his minions to just how potent an agent I could actually be. Such could not continue forever. His magi sussed out some of my capacity, and at Nupathurva's bidding wove traps to snare me, and again the king sent forth his command. I too had intelligence, of course. So I "vanished".

Many times in the past I have come to this place, this pond and the fair ellyllons being like my own home. So I completely concealed all traces of my destination when I departed, save for what you discovered. Magic, being what it is, demands that there always be some balance, counter, or way to reverse or discover what has been done by its force. So I did what I could to assure only those of goodwill would succeed in finding me, knowing the wicked Nupathurva would send many fell ones to hunt for me.

Of course, as the devils who tormented me in my ensorcelled slumber informed me, Prince Moxtal did his best to twist my precautions. You are to be commended for managing to avoid his snares.

The fair Princess Adetri, discovering my undying love for her, told me that she too had come to hold me most dear. When the prince heard this, learned that I was to be consort and co-ruler, he to be no more than a steward, he rebelled. In high dudgeon he went to the old dome where the first ellyllons to inhabit this pond built a stronghold from which to explore. A handful of evil ones went with him, and others he forced away at sword-point to serve him and his crew.

The rest you know better that I! So now, my Dear Rescuers, I offer you a reward deserving of the task you overcame.

He offers each party member an item they would find most useful. This should be done at the GM's descretion.

For awakening Lodash thus, the Characters each receive 750 additional Merits, and each may have an Extraordinary weapon of their choice, Precision bonus of +15 if not a sword, +10 if such a weapon, and Harm bonus of supernatural sort adding +17-20. The princess will hand each a sack of 100 gold coins ($50,000). The Hood of Obedience will remain with the ellyllons, but anything else the Characters have managed to glean in the way of wealth is theirs.

In LA he grants them either a Memory tablet of their choosing (see appendix below) psychogenic power. He wil bestow the ability or add 10 points to the score possessed, and add another means of divination.

Wrapping Up

Time now to collect that reward

With all that done, the Characters are sent off, but assured that should they ever need to return, they need but come to the pool's edge, call out the name of Lodash, and there will be a magical change as they are taken to Yirlane in ellyllon size and capacity in regards to swimming and breathing in water.

Each Characters are given a specially enspelled half of a duck's eggshell. This vehicle carrys the occupant safely at a speed of 500 miles per hour for up to 24 hours time (12,000 miles distance). They need but name a place, or point to it on a map, and off they go. In short, they are taken to any place on the globe they wish, the magical shell flying by the shortest and most direct route.

They arrive safely. Upon landing each Character grows to normal size, along with all that is normally that size or able to assume it. The eggshell is crushed in the process, of course!

A Thoroughly Disreputable & Reprehensible Party

What happens if the Characters manage to nab the comatose Lodash, place the hood on his head, and order him to obedience? Assuming that they mean to return him to the king above, and this is their express wish, handle it one of these two ways:

Upon their so doing, they are all returned instantly to the dome of the prince. Hooray! He hands over their reward of gems, and with a mystic pass of a strange amulet he produces they are whisked back to the hermit's hut. Hooray! Full size, all that can be such size is with them thus. Bummer on the gems, though . . . .

So now, to send old Lodash back and get their big payoff, right? You got it!

As a reminder from the opening of this adventure, re-read this text to the players:

"The king's Deputy Assistant Sorcerer gave your group an embroidered tapestry, whose circle and hexagram decorations are surrounded by potent markings. Merely placing Lodash the Lonely into the center of this device and speaking the phrase of activation, 'Exchange this for Szulguz!' will transport the captive sage to the palace of King Nupathurva where it looms vulture-like on the crag above the heavy stones of Hrukalk. Of course you have seen a chest of iron filled with gold and jewels and magical trinkets too, and upon the lid of this strongbox was written 'Szulguz'.

When the Characters Activate the Magical Transportation read aloud.

Szulguz is really furious, not to say entirely pissed-off, at being bound by the king's sorcerers and sent to some hick place to devour a handful of mortals. Nonetheless, seeing as he is ravenous, and in need of a few souls to power him up a tad, he will leap forth from the non-confining hexagram and have at you with relish!

The Demon Szulguz: This monstrous thing is about nine feet tall, his ovoid body covered with black bristles, and his appendages seemingly spider-like and too thin. Szulguz has an opossum-like visage with bulging eyes of putrid, lambent yellow, and spike-like and snaggled teeth that are emphasized by his seemingly smiling, but far too large, mouth.

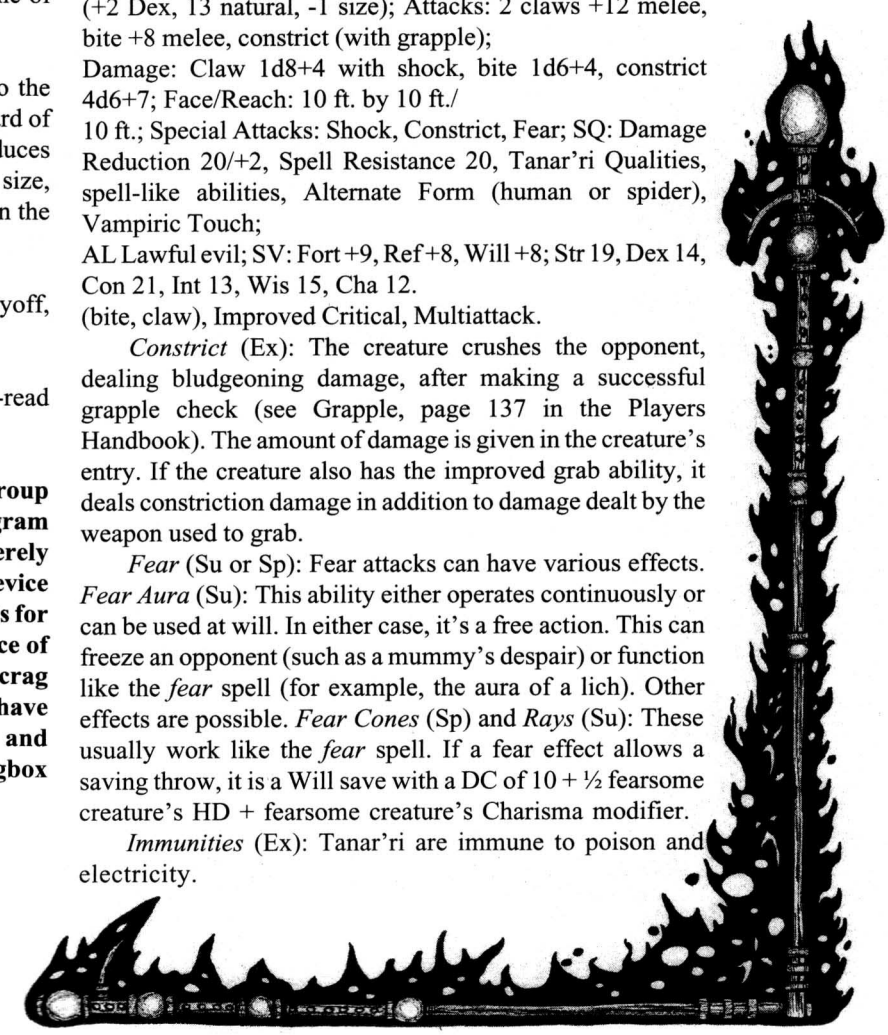
The senses of all ordinary malign spirits of this sort are somewhat superior to human ones, although they are not as intelligent as above-average humans. Szulguz, despite his superior status, is no exception.

Szulguz: CR 15; Large-Size Outsider; HD 13d8+52; hp 110; Init +2 (Dex); Spd 40 ft.; AC 24
(+2 Dex, 13 natural, -1 size); Attacks: 2 claws +12 melee, bite +8 melee, constrict (with grapple);
Damage: Claw 1d8+4 with shock, bite 1d6+4, constrict 4d6+7; Face/Reach: 10 ft. by 10 ft./
10 ft.; Special Attacks: Shock, Constrict, Fear; SQ: Damage Reduction 20/+2, Spell Resistance 20, Tanar'ri Qualities, spell-like abilities, Alternate Form (human or spider), Vampiric Touch;
AL Lawful evil; SV: Fort +9, Ref +8, Will +8; Str 19, Dex 14, Con 21, Int 13, Wis 15, Cha 12.
(bite, claw), Improved Critical, Multiattack.

Constrict (Ex): The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check (see Grapple, page 137 in the Players Handbook). The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.

Fear (Su or Sp): Fear attacks can have various effects. *Fear Aura* (Su): This ability either operates continuously or can be used at will. In either case, it's a free action. This can freeze an opponent (such as a mummy's despair) or function like the *fear* spell (for example, the aura of a lich). Other effects are possible. *Fear Cones* (Sp) and *Rays* (Su): These usually work like the *fear* spell. If a fear effect allows a saving throw, it is a Will save with a DC of 10 + ½ fearsome creature's HD + fearsome creature's Charisma modifier.

Immunities (Ex): Tanar'ri are immune to poison and electricity.



Resistances (Ex): Tanar'ri have cold, fire, and acid resistance 20.

Telepathy (Su): Tanar'ri can communicate telepathically with any creature within 100 feet that has a language.



This is the "reward" of King Nupathurva, of course. If the Characters actually manage to "slay" the physical form of this demon, though, Szulguz won't bother with them longer, having other mortal "fish" he wishes to fry. He will "rebound" on one of the king's demonurges, catch and devour him, eat a few passing servants, and then slip off to the nether-dimensional realms to gloat.

The king will be in a fury.

The Characters will be where they are, sans anything not gleaned in their previous activities. Maybe your players will learn from this. Maybe not . . . .

Szulguz: H 113 **P** 69 **S** 13; **Attack**: Malign energy powered claws inflicting base 1-20 with strength Ability bonus of +20 to Harm, and plus 13-16 Harm from netherforce which always bypass armor not of supernatural strength; a claws attack hit then seizing and holding the opponent motionless unless a Disaster Avoidance Roll at a plus 13 penalty against Speed Base Rating x four succeeds. A seizing and holding results in a biting attack the following ABC/ ROUND, such attack delivering 9-12 Harm and VT 26-35 Harm ignoring armor protection of any sort not otherwise protecting against supernatural poison.

Powers: In 1 ABC send forth a wave of cold and fear that causes all who fail a check against four times Speed BR to drop their weapons and cower that ABC and each one thereafter that a like check fails.

In 1 ABC shape-shift to or from the form of either a normal-appearing human or an 80-inch jumping spider, taking the attack capacity of the form assumed, including weapons gained in human form, but retaining demonic Health and armor protection in any case.
At will dematerialize or materialize 1 ABC.

In non-material form eexpsend 13 points of Health and possess the body of any person then invisibly "touched", succeeding on a roll of 46 or under with a penalty of the subject's Speed added to the score; and if successful only a theurgist can evict the possessing spirit, but when evicted it returns instantly to its own reaGM.

Gain temporarily 13 Health points for one minute time, 1 point permanently, for each Characters slain (whose soul is thus consumed).

A spirit of this kind, destroyed in material form, will rematerialize in as many seconds real-time as it has Health points, unless it is exorcised or annihilated via Extraordinary means, in either case thus being sent back to its own dimensions with only one point of Health, and taking normal recuperative time to regain full Base Rating.

Anti-Powers/Checks: No malign spirit of this sort can entry a sanctified place or a consecrated place built upon hallowed ground. Hallowed ground and the sound of a bell or gong in combination inflict 9-12 Harm upon such a spirit, material or immaterial in form, each three seconds real-time it remains so eexpsosed. An immaterial spirit of this kind cannot remain within a one-foot radius of pure silver or a common legume (bean of any sort) that has been blessed by a theurgist. See Rules for Hallow & Consecrate as per the Cleric Spells - Core Rule Book 1, Page 187 & 212

Appendix A Outdoor Random Encounters

Veshoge Raiders: 12. Lost and with no monetary wealth. A party of these veshoges will have a 50% chance (DC 15) of attacking from ambush, gaining a free round of attacking thus, having cover.

9 Rockslide: Several small rocks start falling, and this precipitates a larger slide of rocks and a few boulders. Equal chances for occurrence to be ahead, at the location of, or behind the Characters party. Check party reaction as to how they move at the sound of falling rocks. If they move ahead to a slide area, stay in one, or move back to a slide area, then each and every Characters and animal in the group has a 25% chance to be struck by rocks inflicting 11-30 (d 30) points of damage, with a 30 indicating an added d20 of damage is inflicted.

10 Hole: A hidden depression or a sinkhole is in the path of the party. Unless some Ability (Psychogenic Intuition or Sensory Acuity, Ranging, or Scrutiny,) Spot Check DC 18 is being used to check the path ahead the leading individual or individuals will fall into the opening unless they avoid it (succeed in a check against Speed Base Rating). Any individuals immediately behind will also fall into the hole unless they manage to avoid so doing (succeed in a check against three times Speed BR). The hole will be 10 feet to 30 feet deep, and damage from the fall will be:

For d20 game refer to the DMG.

Surface and Dice Number & Type Rolled

Distance Fallen	Hard	Soft	Spongy
10 feet	1d20	1d10	0d6
20 feet	3d20	3d10	1d6
30 feet	6d20	6d10	3d6

Find surface by random d6 roll, 1 = hard, 2-4 = soft, and 5-6 = spongy (matted vegetable material and water).

A damage roll resulting in a 19 on d20, 9 on d10, or 6 on d6 adds one additional like die of damage die to the total above. Confirm this optionally by d6 roll:

1-4 no damage
5-6 roll additional die

A roll resulting in a 20 on d20, a 10 (0) on d10, or a 1 on d6 indicates a miraculous avoidance of any damage in regards that die. Falling Damage: Distance Fallen is 1d6 per 10 ft fallen to a max of d6.

Surfaces

Soft ground converts first 1d6 to subdual damage

Water, if at least 10 ft deep, First 20 ft of falling does no damage, next 20 feet is subdual GM at 1d3 per 10 ft, beyond that it is 1d6 per 10 ft.

Appendix B Pond Encounters (d20)

GM Note: Any spells/magic items inflicting dmg equal to or greater that 10% of the creature's indicated HP will automatically kill the creature.

Box Turtle: CR 5; Large-Size Animal; HD 8d12+10; hp 60; Init +2 (Dex); Spd 10 ft., swim 30 ft.; AC 20 (+2 Dex, +7 natural, –1 size); Attacks: Bite +5 melee; Damage: Bite 2d8+2; Face/Reach: 5 ft. by 10 ft./ 5 ft.; AL Always neutral; SV: Fort +5, Ref +2, Will +4; Str 20, Dex 14, Con 15, Int 8, Wis 15, Cha 10.

Skills: Intuit Direction +2, Listen +5, Spot +6, Swim +6; *Feats:* Improved Grab,Weapon Finesse (bite).

Crawfish: CR 1; Large-Size Animal; HD 2d6+3; hp 10; Init +5 (Dex); Spd 10 ft., swim 20 ft.; AC 17 (+5 Dex, +4 natural, –2 size); Attacks: Claw +4 melee; Damage: Claw 2d8; Face/Reach: 5 ft. by 10 ft./ 5 ft.; AL Always neutral; Sv: Fort +4, Ref +5, Will +1; Str 16, Dex 20, Con 11, Int 2, Wis 11, Cha 10.

Skills: Listen +5, Spot +6, Swim +6; *Feats:* Improved Grab, Weapon Finesse (claw).

Frog: CR 2; Large-Size Animal; HD 8d12+10; hp 60; Init +3 (Dex); Spd 20 ft., swim 20 ft., Jump 30 ft.; AC 15 (+3 Dex, +3 natural, –1 size); Attacks: Bite +4 melee; Damage: Bite 1d6; Face/ Reach: 5 ft. by 10 ft./ 5 ft.; AL Always neutral; SV: Fort +1, Ref +5, Will +1; Str 10, Dex 17, Con 9, Int 2, Wis 10, Cha 8.

Skills: Jump +8, Spot +7, Swim +4; *Feats:* Weapon Finesse (bite).

Special Attack: Swallow, once swallowed the PC suffers 1d4 points of damage from stomach acid, no save each round until dead.

Insect Larva: CR 2; Large-Size Animal; HD 4d10+9; hp 45; Init +1 (Dex), Spd 15 ft.; AC 14 (+1 Dex, +4 natural, –1 size); Attacks: Bite +4 melee; Damage: Bite 2d12+2; Face/Reach: 5 ft. by 10 ft./ 5 ft.; AL Always neutral; SV: Fort +4, Ref +1, Will +0; Str 20, Dex 13, Con 16, Int 1,Wis 8, Cha 12.

Skills: Listen +2, Spot +4; *Feats:* Improved Grab, Weapon Finesse (bite).

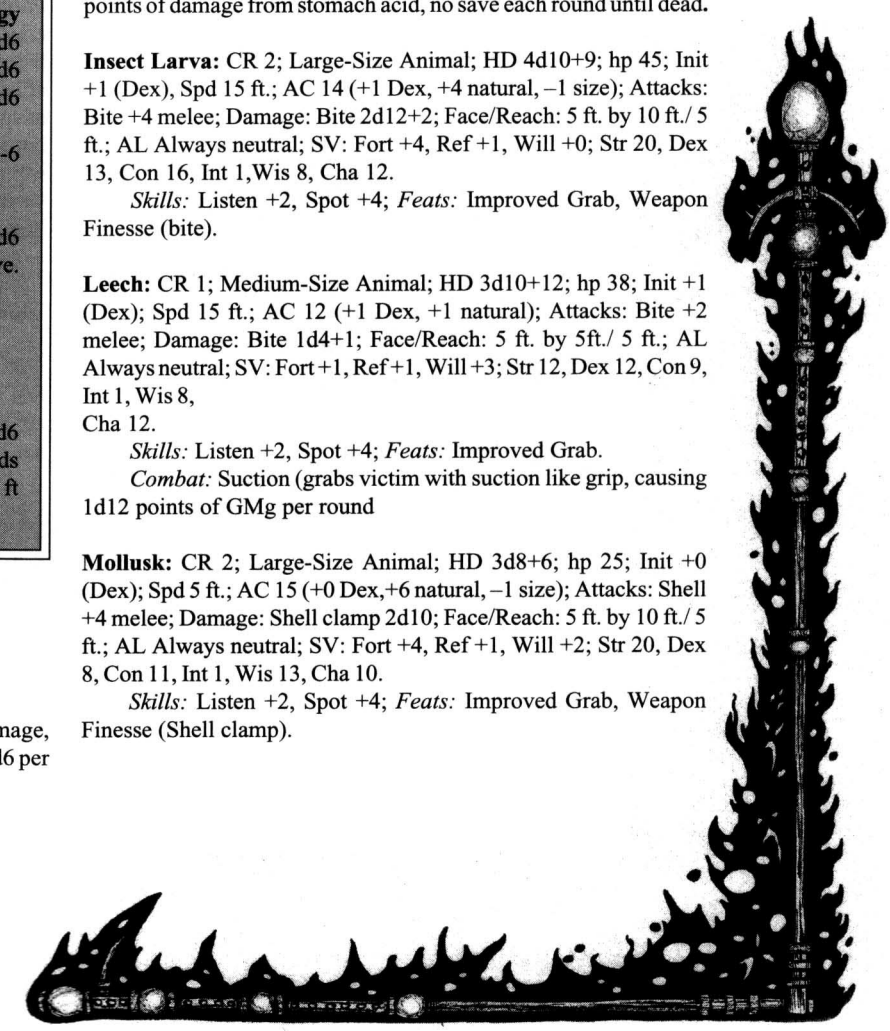
Leech: CR 1; Medium-Size Animal; HD 3d10+12; hp 38; Init +1 (Dex); Spd 15 ft.; AC 12 (+1 Dex, +1 natural); Attacks: Bite +2 melee; Damage: Bite 1d4+1; Face/Reach: 5 ft. by 5ft./ 5 ft.; AL Always neutral; SV: Fort +1, Ref +1, Will +3; Str 12, Dex 12, Con 9, Int 1, Wis 8,
Cha 12.

Skills: Listen +2, Spot +4; *Feats:* Improved Grab.

Combat: Suction (grabs victim with suction like grip, causing 1d12 points of GMg per round

Mollusk: CR 2; Large-Size Animal; HD 3d8+6; hp 25; Init +0 (Dex); Spd 5 ft.; AC 15 (+0 Dex,+6 natural, –1 size); Attacks: Shell +4 melee; Damage: Shell clamp 2d10; Face/Reach: 5 ft. by 10 ft./ 5 ft.; AL Always neutral; SV: Fort +4, Ref +1, Will +2; Str 20, Dex 8, Con 11, Int 1, Wis 13, Cha 10.

Skills: Listen +2, Spot +4; *Feats:* Improved Grab, Weapon Finesse (Shell clamp).



Pan Fish: CR 2; Large-Size Animal; HD 3d8+6; hp 25; Init +4 (Dex); Spd swim 30 ft.; AC 16 (+4 Dex, +3 natural, –1 size); Attacks: Bite +4 melee; Damage: Bite 1d6; Face/Reach: 5 ft. by 5 ft./ 5ft.; AL Always neutral, SV: Fort +1, Ref +5, Will +0; Str 10, Dex 19, Con 10, Int 1, Wis 10, Cha 6.

Skills: Listen +2, Spot +4, Swim +7; *Feats:* Improved Grab, Weapon Finesse (bite).

Special Attack: Swallow, once swallowed the PC suffers 1d4 points of damage from stomach acid, no save each round until dead.

Salamander: CR 3; Giant-Size Animal; HD 7d8+10; hp 42; Init +4 (Dex); Spd 20 ft., swim 30 ft.; AC 19 (+3 Dex, +8 natural, –2 size); Attacks: Bite +4 melee; Damage: Bite 1d6+4; Face/Reach: 5 ft. by 10 ft./ 5ft.; AL Always neutral; SV: Fort +4, Ref +4, Will +0; Str 19, Dex 18,Con 12, Int 4, Wis 8, Cha 10.

Skills: Listen, +4, Spot +7, Swim +10; *Feats:* Improved Grab, Weapon Finesse (bite).

Special Attack: Swallow, once swallowed the PC suffers 1d4 points of damage from stomach acid, no save each round until dead.

Note that if the Characters do not attack a salamander, it is 90% likely not to molest them, such a "domestic" specimen being one tamed and trained by the ellyllons. In such case it will swim near in friendly dog-horse like fashion, looking with curiosity at the Characters—or nuzzling at ellyllons with the party.

It will serve as a "steed" for up to six Characters and/or ellyllon riders.

Only a water snake or the major predators (catfish, pike, snapping turtle) will be encountered when with or riding a salamander.

Note that if the Characters do not attack a salamander, it is 90% likely to be one tamed and trained by the ellyllons.

Water Beetle: CR 3; Large-Size Animal; HD 4d6+6; hp 25; Init +2 (Dex); Spd 10 ft., swim 25 ft.; AC 15 (+2 Dex, +3 natural, –1 size); Attacks: Mandibles +6 melee; Damage: Mandible 2d8+4; Face/ Reach: 5 ft. by 10 ft./ 5 ft.; AL Always neutral; SV: Fort +5, Ref +2, Will +2; Str 19, Dex 14, Con 12, Int 1, Wis 12, Cha 9.

Skills: Listen +3, Spot +4, Swim +6; *Feats:* Improved Grab, Weapon Finesse (bite).

Special Attack: Clamp: upon successful attack will hold onto victim, causing 2d10 points of damage per round until victim succeeds by either a Escape Artist DC 17, or Str check DC 19 or dies.

Water Snake: CR 5; Huge Animal; HD 12d8+12; hp 66; Init +4 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 (+4 Dex, +4 natural, –2 size); Attacks: Bite +6 melee; Damage: Bite 3d4+2 and poison; Face/Reach: 15 ft. by 15 ft./ 10ft.; Special Attacks: Swallow upon successful grab; AL Always neutral; SV: Fort +6, Ref +8, Will +2; Str 12, Dex 18, Con 13, Int 1, Wis 12, Cha 2.

Skills: Balance +12, Climb +12, Hide +3, Listen +9, Spot +9; *Feats:* Improved Grab, Weapon Finesse (bite).

Special Attack: Clamp: upon successful attack will hold onto victim, causing 2d10 points of damage per round until victim succeeds by either a Escape Artist DC 17, or Str check DC 19 or dies.

Poison (Ex): Bite, Fortitude save (DC 13 for all sizes Large and smaller); initial and secondary damage 1d6 temporary Constitution.

Water Spider: CR 2; Medium-Size Vermin; HD 2d8+2; hp 11; Init +3 (Dex); Spd 30 ft., Climb 20 ft.; AC 14 (+3 Dex, +1 natural); Attacks: Claw +4 melee; Damage: Claw 1d10, poison; Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Attacks: Poison, web; SQ: Vermin; AL Always neutral; SV: Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 0, Wis 10, Cha 2.

Skills: Climb +12, Hide +10, Jump +0, Spot +7; *Feats:* Weapon Finesse (bite).

Poison: Bite, Fortitude Save (DC 14) or 1d4 Str temporary loss.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Appendix C Spell Charts for LA

Refer to page 62.

Appendix D New Monsters

SpringBat (1-2): CR 1/4; Diminutive Animal; HD 1d4; hp 3; Init +2 (Dex); Spd 5ft./ fly 10ft.; AC 16 (+2 Dex, +4 size); Attacks: Bite +0 melee; Damage: Bite 1d4–1; Face/Reach: 1 ft. by 1 ft./ 0 ft.; Special Attacks: Sonic Attacks; SQ: Blindsight; AL Always neutral; SV: Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +10, Spot +6.

Sonic Attacks (Su): Unless noted otherwise, sonic attacks follow the rules for spreads (see Aiming a Spell, page 148 in the *Player's handbook*); the range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not break the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that inflict damage).Stooping one's ears is a full round action and requires wax or other soundproof material to stuff into the ears.
Fort Save DC 15 negates or failed save results in a 1d6+4 minutes of paralysis

Blindsight (Ex): using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant, though the creature still can't discern ethereal beings. The ability's range is described in the creature's descriptive text. The creature usually does need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

.

Balewretch (1): CR 5; Medium-Size Aberration; HD 7d8+10; hp 42; Init 0+4 (Dex), Spd 40 ft.; AC 23 (+ 4, +9 Natural Energy, the energy bonus is negated by holy water or powers that effect evil and undead); Attacks: Fist +6 melee, kick +6 melee; Damage: Fist 1d10+8, kick 1d10+10; Face/Reach: 5 ft. by 5 ft./ 5 ft.; Special Attacks: Stun on critical; AL Always neutral; SV: Fort +2, Ref +5, Will +1; Str 22, Dex 18, Con 12, Int 9, Wis 10, Cha 4.

Skills: Listen +5, Spot +6; *Feat:* Improved Critical (Criticals on an 18-20).

Stun: On a successful critical the PC takes double damage and stunned for 1 round

Regeneration: Unless it's head is severed completely the creature will regenerate at a rate of 1 HP/round until reaching zero then will regenerate at a rate of 2hp/round. If it's head is left within 10 feet of the creature, the head will roll towards the boy and rejoin

the neck and begin to regenerate at specified rates. Head must be kept away from the body for at least 1 minute for the creature to remain permanently dead.

Leprechaun (12): CR 7; Small-Size Fey; HD 8d6+8; hp 38; Init +5 (Dex); Spd 30 ft., fly 90 ft.; AC 16 (+1 size, +5 Dex); Attacks:+4 melee, +11 ranged; Damage: 1d4 (dagger), 1d6 (short bow); Face/ Reach: 5ft. By 5 ft./ 5 ft.; Special Attack: natural invisibility; SQ: spell-like abilities; AL Always neutral; SRT +19, Damage Resistance 5/4; SV: Fort +3, Ref +11, Will +6; Str 10, Dex 20, Con 11, Int 15, Wis 11, Cha 14.

Skills: Bluff +13, Intimidate +13, Listen +11, Spot +11, Hide +6, Search +10, Sense Motive +11; *Feats:* Weapon Focus (shortbow), Dodge.

Spell-like Abilities (as 13th level caster): At Will: *Daze, Levitate*; 3/day: *charm person, comprehend languages,entangle, confusion, invisibility*. 2/day: *major creation*, t*eleport* 1/day: *mirror image, fly, ethereal jaunt.*

When threatened with defeat, or death, leprechauns can, in one second time, disappear in a cloud of smoke, returning thus to their own " house" in another dimensional matrix thus.

Leprechauns can spot any kind of Extraordinary object or activation in a flash, and they can't be fooled by anything short of a really potent enspelGMent of a caliber far beyond any explorer likely to be encountered here!

They can spot a fake, or create one that is nearly undetectable.

They know goods and prices to a farthing.

They love to fool humans and pull pranks.

They are smart, sometimes too clever for themselves, and love practical jokes. Avariciousness with a touch of maliciousness for anyone crossing them is a good rule.

And, not to be spread around to players, when properly sworn, they can not break their oath.

These "wee folk" are also fond of good liquor, and if one consumes a pint or so, all capacities are at 50% normal operation, take twice as long to perform, where applicable.

Appendix E New Items

Bearskin Cape: When worn this magical cloak grants the wearer additional bear like abilities. Along with a +2 to Strength and Constitution the wearer gains a +3 to all Listen Checks, +4 to Spot checks and +7 to Swim Checks.

Caster Level: 6th.
Market Cost: 6,000gps.

Hood of Obedience: This item casts dominate person (*as per the spell at 9th level*) 1/day. Only one subject can be under the effects of this item at any given time. Will Save DC 23 to resist effect. The owner of the hood is considered the caster.

Cater Level: 9th.
Market Cost: 18,000gps



Appendix B Pond Encounters (LA)

GM Note: Any Extraordinary activation inflicting Harm equal to or greater that 10% of the creature's indicated Health (H) will automatically kill the creature.

Box turtle: Encounter 1; Scale size: 70 feet long, 50 feet wide, and 20 feet thick with 12-foot-long neck and 6-foot-long head; **H** 60 **P** 50 **S** 6 attacking, 12 moving; **Attack**: Jaws for 1-20 Harm (locking in place on victim, repeating each ABC thereafter until dead); **Defense**: 40 shell, 20 feet and tail, 10 head.

Crawfish: Encounter 1; Scale size 15 to 24 feet long, 5 to 7 feet wide, and 6 feet thick with 6-foot-long pincer claws; **H** 10-15 **P** 25 **S** 6 attacking, 12 moving, plus one-time-only burst of 24; **Attack**: Pincer claws for 1-20 Harm each vs. one target (locking in place on victim, repeating each ABC thereafter until dead); **Defense**: 30 shell, but successful specific location hits at +20 on dice for Weapon Ability that succeed will hit vulnerable areas with only 15 armor protection.

Frog: Encounter 1-4; Scale size 21 to 30 feet long, 13 to 24 feet wide, and 11 to 20 feet thick with a 9- to 12-foot-wide mouth; **H** 16-25 **P** 60 **S** 15; **Attack**: Jaws for 1-6 points of Harm (swallowing prey in process—and victim then suffers 1d4 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 15 body, 5 eyes (specific target), and 10 internal armor (with a trapped victim suffering a -20 penalty to Weapons Ability use).

Insect larva: Encounter 1-2; Scale size 13 to 18 feet long, 4 to 6 feet wide, and 6 feet thick with 3-foot-long mandibles; **H** 50 **P** 50 **S** 18, 6 moving; **Attack**: Mandibles for 2-24 (2d12) Harm (locking in place on victim, repeating each ABC thereafter until dead); **Defense**: 30 head, 10 body.

Leech: Encounter 1-8; Scale size 7 to 12 feet long, 3 to 6 feet wide, and 3 feet in diameter; **H** 31-50 **P** 51-60 **S** 12 attacking, 6 moving; **Attack**: Suction bite for 1-20 Harm (locking in place on victim, repeating each ABC thereafter until dead); **Defense**: 10.

Mollusk: Encounter 1; Scale size 25 to 30 feet long, 13 to 18 feet wide and 7 to 9 feet thick; **H** 11-30 **P** 50 **S** 18 attacking, 1 moving; **Attack**: Clamp shell shut for 1-20 Harm (trapping any Characters within a 6-scale-feet-distance range [one-inch actual distance] inside) and where digestive acids will inflict d2 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense:** 40 shell, 10 internally (with a trapped victim suffering a -20 penalty to Weapons Ability use).

Pan fish: Encounter 1-6; Scale size 13 to 32 feet long, 11 to 22 feet high, and 3 to 6 feet thick with 6- to 8-foot-diameter mouth; **H** 21-40 **P** 50 **S** 18 attacking, 36 moving; **Attack**: Jaws for 1-6 Harm (swallowing prey in process—and victim then suffers d4 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 20 body, 5 eyes (specific target), 10 internal armor (with a -20 penalty to Weapon Ability).

Salamander: Encounter 1; Scale size 61 to 73 feet long, 13 to 24 feet wide, and 7 to 12 feet thick with 13- to 18-foot-wide mouth; **H** 36-55 **P** 66-75 **S** 12, 18; **Attack**: Jaws for 1-6 Harm (swallowing prey in process—and victim then suffers d4 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 20 body, 5 eyes (specific target), and 10 internal armor (with a -20 penalty to Weapon Ability).

Water beetle: Encounter 1; Scale size 9 to 12 feet long by 4 to 6 feet wide, and 6 feet thick with 3-foot-long long mandibles; **H** 21-30 **P** 50 **S** 18 attacking, 6 moving; **Attack**: Mandibles for 2-20 (2d10) Harm (locking in place on victim, repeating each ABC thereafter until dead); **Defense**: 30 body, 10 eyes (specific target).

Water snake: Encounter 1; Scale size 66 to 120 feet long (11"-20" actual length, use d10 to find size roll result + 10 x 6 feet) and 7 to 10 feet diameter with 12-foot-diameter mouth; **H** 41-70 **P** 60 **S** 24 attacking, 18 moving; **Attack**: Jaws for 1-20 Harm (swallowing prey in process—and victim then suffers d4 Harm from stomach acid, regardless of any protection save that against acid, each ABC thereafter until dead); **Defense**: 25 body, 5 eyes (specific target), and 10 internal armor (with a -20 penalty to Weapon Ability).

Water spider: Encounter 1; Scale size 6 to 9 feet diameter with 3-foot-long mandibles; **H** 20 **P** 75 **S** 18 attacking, 12 moving (along plant stem only); **Attack**: Mandibles for 1-10 Harm (locking in place on victim, repeating each ABC thereafter until dead, any Harm score of 10 [0] injecting VT for 21-25 added Harm); **Defense**: 20 body and 10 eyes (specific target).

Appendix C Spell Charts for LA

Typical Enchantment Powers List

1. Borgasta's Flatness, Disrupt Power, Night, Phantom Self, Shooting Stars, Weapon Wizard
2. Igxat's Doorman, Imitate Surroundings, Jumpback, Jack, Vitality, Vornosh's Magnification, Xargya's Military Fork
3. Dazzling Dagger, Doublemissile, Eel Skin, Quicktime, Strength, Weapon Stretch
4. Adelhard's Attack Augmentation, Dazzling Dart, Desmuriak's Dramatic Images, Invisible Scutifer, Leduc's Inescapable Drowsiness, Obfuscate Observer
5. Ashlar Image, Blue Bolts, Dazzling Dread, Magical Tinker, Oakheart, Shape-shift, Vanish in Vapor, Willowkin
6. Invisible Form, Jumpwayback, Jack, Seeing Orb, Turncoat, Unseen Swordsman, Wizard Warding
7. Counterpower Contingency, Gareggy's Uplifting Tongs, Oppose Element, Personal Shielding 2, Seeing Orb, Surprise, Tortoise Force

Typical Theurgy Powers List

1. Invocation of Glory, Consecrate Place, Hallow Ground, Confer Benison, Consecrate Fine Oil
2. Exorcise Supernatural Spirit, Grant Might, Grant Puissance, Sanctify Person, Sanctify Place, Sanctify Thing
3. Invocation of Service, Aegis, Save formEvil, Summon Guardian, Summon Protector
4. Anoint Faithful, Confer Health Benison, Confer Righteousness, Consecrate Devotional Object,
Consecrate Pure Water, Crown of Belief, Divine Evil Focus, Nullify Toxins, Nullify Traumas, Rebuke, Redeem,
Uphold Faithful

Typical Geoury Powers List

1. Conjure Maridi- a Water Conjuration, Create Rainstorm- a Conjuration of Water, Fortify Conjuration,
Ice Arrow, Ice Spear, Krigollan's Hard Water
2. Loviatskya's Infallible Energy Analysis, Loviatsky's Infallible Mineral Analysis
3. Fog Elementary Service- A Power-bid of Water, Ice Elementary Service- A Power-bid of Water,
Rain Elementary Service- A Power-bid of Water, Snow Elementary Service- A Power-bid of Water

Preistly Powers

1. Invocation of Glory, Hallow Ground, Summon Destroyer, Confer Benison, Consecrate Fine Oil, Sanctify Person, Sanctify Place, Sanctify Thing
2. Invocation of Service, Aegis, Restore Body, Anoint Faithful, Confer Health Benison, Confer Righteousness, Consecrate Devotional Object, Consecrate Pure Water, Nullify Toxins, Nullify Traumas, Uphold Faithful
3. Banish Sickness, Bolster Cleanse, Dismiss Influence, Exterminate Internal Parasites, Heal, Sacred Precincts.

Appendix D New Monsters

Springbat (1-2): A cat-sized, long-limbed chiropteroid; **H** 4 **P** 10 **S** 10a/20m; **Attack**: Supersonic shriek that momentarily paralyzes anyone within 9-foot radius so it can attack first, low 3-5 Harm bite with VT ignoring armor that causes no lasting Harm but the toxin relaxes muscles for two to five minutes realtime. All combat (Archery, Unarmed Combat, Weapons) Ability is lost while the VT is active; **Defense**: No effective armor. When disturbed a springbat becomes active, utters its shriek, and springs up on kangaroo-like kind legs so as to flutter to safety. If it is attacked when so doing it becomes confused, utters more shrieks, and bites at the nearest threatening individual.

Balewretch (1): (a gaunt and cadaverous thing with dark and leathery skin, long and lank hair, and a hideous visage that leers in delight as the creature feeds on the fleeting life energy of the victim if is killing); **H** 40 **P** 40 **S**: 11; **Attack**: Fist and kick for 1-10 +8 and 1-10 +12 Harm, bonuses bypassing armor and a 10 on d10 for Harm indicates the target subject is stunned for 1 ABC; **Defense**: Unnatural energy provides 12 armor protection against all attacks except those of consecrated oil/water (1 ounce/3 ounces inflict 1-2 points Harm recovered only 1 point/day) or an Extraordinary activation including those of Theurgy Ability Powers specifically attuned to affect evil and the living dead.

Unless the head of the balewretch is severed, it will by virtue of its malign energy restore itself to its unharmed state. After seemingly being "killed', the unholy energy of the thing begins to mend Harm, restoring 1 point of Health each one second real-time after that Base Rating has reached zero of less. If the head is within a 10-foot radius of the body and not impeded, it will roll to it and rejoin the neck, thus enabling the restoration to commence. The newly severed head must be physically kept away from the body for one minute. The creature is then destroyed.

Leprechaun: **Attack**: (See below for Powers); sling (30/60/120') for 3-20 +10 shock Harm or at close quarters a small spear, or small dagger for 1-12 + 13-16 supernatural bonus bypassing all except supernatural protection.

Defense: 16 preternatural protection plus the following: Blocking Harmful Powers: Powers and other activations aimed at a leprechaun are 70% likely to be blocked, a success means that the activation fizzles, a 7% (01-07) score indicating that it backfires on the activator. This Power is always active as long as the leprechaun is conscious.

Disappearance Physically: The leprechaun becomes invisible in one second, and it can remain so until it physically attacks or activates another Power directed at some target, in which case, as at will, it becomes visible instantly. This Power can be used three times per day.

Duplication of Form: The leprechaun can 1/day and at will, in one ABC's time, cause a duplication, creating 2-5 images of either its own person or else of some inanimate object in sight and no larger than itself (5-10, 21-40 if half leprechaun size, 51-150 if something the size of a necktie, for instance). Duplicate objects behave as if they were the actual thing they duplicate. Leprechaun duplicate images do not actually have attacks, however, although they can seem to be attacking, for they do whatever the actual leprechaun is doing, even though it might be invisible, if the creator so wills. Otherwise the duplicates stand and taunt, appear menacing, scatter in all directions, etc.

Floating: The leprechaun can, in one second time, rise up to three feet above the surface and float. It can, at will rise at a rate of three feet per second or descend at such rate. Note that this can be done while otherwise invisible. This Power can be used as frequently as desired.

Flying: The leprechaun can, in one second time, rise up to three feet above the surface and fly. It can, at will continue to so fly at a rate of 15 feet per second or descend at such rate. Note that this can not be done while otherwise physically invisible, but it can fly when in non-material form. This Power can be used once per day.

Light Flash: The leprechaun can, in one second time, cause a blinding flash of light to surround its person. All creatures with visual organs open and functioning and directed towards the leprechaun's locale are instantly blinded. Normal sight returns in 1 ABC of time. Creatures with particularly keen vision are blinded thus for 2 ABC's time. This Power can be used once per day.

Physical Immateriality: The leprechaun can, at will, become a non-material (spirit) creature) in 1 ABC of time, or it can become material again in a like period. When in non-material it can not use physical things, nor can it use Powers other than flying when so changed. This Power can be used 2/day, becoming material not counting as a use.

Appearing of Objects: Twice a day the leprechaun can, at will, instantly apport any object of up to about one cubic foot in volume, or 10 pounds weight (whichever is the greater measure—and yes, that means a whole lot of gold or gemstones!). Such apporting is exactly the same as in the psychogenic Power of Apports & Teleport.

Vanishing of Objects: Once a day the leprechaun can, at will, teleport instantly any object of up to about one cubic foot in volume, or 10 pounds weight. Such teleporting is exactly the same as in the psychogenic Power of Apports & Teleport. A fixed or firmly held object will be difficult to cause to vanish (teleport).

Transport: At will, instantly, a leprechaun can use the psychogenic Power of Self Teleport to go to any location known, or in which is a well-known object or individual. This Power can be used twice per day.

Appendix E New Items LA

Bearskin Cape: If the wearer of the bearskin cape ever sustains more than 40 points of Harm in a single round from a single attack, the cape loses one half of its benefits from such Harm. If a second incidence in which 41 or more points of Harm are inflicted on the wearer by a single attack, the cape is destroyed.

Memory Tablets for LA

Bendview (new): Very Minimal: Through successful activation of this preternatural Power the enchanter is able to bend light rays so as to literally see around a corner. The activator must be within 30 feet distance of the place where light is to be so bent, he or she must be able to see the corner, and see in the light conditions prevailing around such a turn. The Power enables the enchanter to see in the otherwise obscured place as if he or she was standing there, looking in from the corner, i.e. a field of 180-degree view. Note obstacles to sight that exist there will obstruct vision accordingly. Sight extends to 30 feet distance from the corner around which the activation enables visual reception. The power lasts for only 1 ABC time, then it is gone.

Privilege of Rank: Major: When this supernatural Power is successfully activated, the individual so doing is able to decrease the time required to activate any Power by the following amounts, cumulative as score increases, according to the activator's score in the Ability used to bring this Power into effect:

score 41 to 50	Extreme Grade by 5 second's time
score 51 to 60	Major Grade by 4 second's time
score 61 to 70	Very Strong Grade by 3 second's time
score 71 to 80	Strong Grade by 2 second's time
score 81 to 90	Very Good Grade by 2 second's time
score 91 to 100	Good Grade by 1 second of time
score 101 to 110	Moderate Grade by 1 second of time
score 111 to 120	Low Moderate Grade by 1 second of time
score 121 to 130	Minimal Grade by 1 second of time
score 131 up	Very Minimal Grade, two at once

The energy of the Privilege of Rank Power persists in the activator for 12 hour's time, then fades and is gone.

Note this Power can be possessed by an Enchanter, Geourge, Necromancer, Sorcerer, or Theurgist.

Tablet allows possessor of the tablet to act as if he/she has gained the feat: Quicken Spell. This effect lasts only while the tablet is in the possession of the character.

This book is published under the Open Game License version 1.0a, the d20 System Trademark License version 3.0, and the d20 System Guide version 2.0 by permission of Wizards of the Coast. Some Open Game Content herein originates in the draft version of the System Rules Document (SRD), and is used by permission from Wizards of the Coast. Subsequent printings of this book will incorporate and comply with any new versions of the licenses or final versions of the SRD. Open Game Content may only be Used under and in terms with the Open Game License, below.

Designation of Open Game Content: The following material is hereby desginated as Open Game Content and may be Used pursuant to the terms of the Open Game License: all creature, character, item, spell, town, diety and trap "stat blocks," including the stat blocks of such creatures, characters, items, spells, towns, deities and traps original to this adventure module, except for the names of the above which are specifically designated as Product Identity below; as well as all attribute, skill, feat, spell, creature, item, trap and deity names, except for those specifically designated as Product Identity below.

Designation of Product Identity: Product Identity is not Open Game Content. The following is hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License Version 1.0a: (1) all text and description, including the stories, storylines, plots, thematic elements, dialogue, incidents, language, depictions, likenesses, formats, poses, concepts, and themes hantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; (2) the product name "The Hermit"; (3) Troll Lord Games and any and all Troll Lord Games logos, identifying marks and trade dress, including the phrase "Worlds of Epic Adventure", as well as all Troll Lord Games Product and Product Line names, including Codex of Erde; (4) the World of Erde fantasy campaign setting and all elements specific to that setting, including but not limited to (a) the names and descriptions of creatures, characters, teams, personalities, deities, personas, likenesses, places, locations, environments, languages, and equipment, including Erde, Winter Dark Wars, Wenafar, Mithlon Eves, Rhodope Mountains,Erde, Ethrumania, Plain of Thumbria, Darkenfold, Avar Mountains, Thumbria, Isle of Vivian,Bay of Lothian, Danou River, Brindisium,
Avarious, Avars, Kayomar, Great Soup Marsh, Fontenouqian, Isle of Erik, Catalyst Wars, King Luther, Prince Erik Aristobulus Euriiance, Unklar,
Herigold the Giant, Winter Dark, the Dragon Bone, Feldomere. and (b) all stories, storylines, plots, thematic elements, incidents, symbols, and designs; (5) Trigee Enterprises Company and any and all Trigee Enterprises Company logos, identifying marks and trade dress, including Lejendary Adventure and the Lejendary Adventure logo; (6) all artwork, illustration, graphic design, maps and cartography, logos, and symbols, including any text contained within such artwork, illustration, maps and cartography; (7) the proper names of the characters, creatures, groups, spells, enchantments, personalities, teams, personas, likenesses, skills, feats, items, deities, and special abilities other than those originating in the d20 System Reference Document or its draft, as well as places, locations, settings, and environments and their descriptions and other accompanying text, though not their stat blocks, specified as follows: Cradak, Sondil Martz, Neddal Confar, Ridda, Ridak, Fronk, Arille, Byzino, Nilk, Smatin, Whost, Nytista, Kisper, Daog, Zashy, Apiph, Kholm, Jommengs, yogan, Tubbon Minta, humish, Lily, Olik, Gilpay, Snoom, Yaffia, Vinca, Rush, Marley, Trook, Poztil, Drabbin, Stickla, Nani, Gill, Lesta, Inurbilli, Slar, Wikky, Halten, Laryind, Kylania, Hina, Norlda, Smarrlet, Wix, Lecles, Eldoth, Neroa, Atti, Bartu, Lawhaler, Crubba, Ylinna, Bling, Vargan, Turinil, Keomally, Unail, Treyon, Harrity, Shamot, Flimmigon, Mapasthy, Kralonnol, Gammagal, Calidar, Downshay, Bramab, Krutkard, Hlothgus, Muhalax, Pond of Ellyllons, Alfar, Adetri, Yirlane, Helvot, Greya, Rafmit, Shalmin, whily, Ingran, Kordalal, Thorti, Feash, Umir, Trilfy, Zanthal and Nupathurva, Nyguetel, Miria, Eraxong, Kaalkh, Lodash the Lonely, Hrukalk. As well as Convocation of the learned Practictioners of the Divinitory and Extraordinary Arts.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

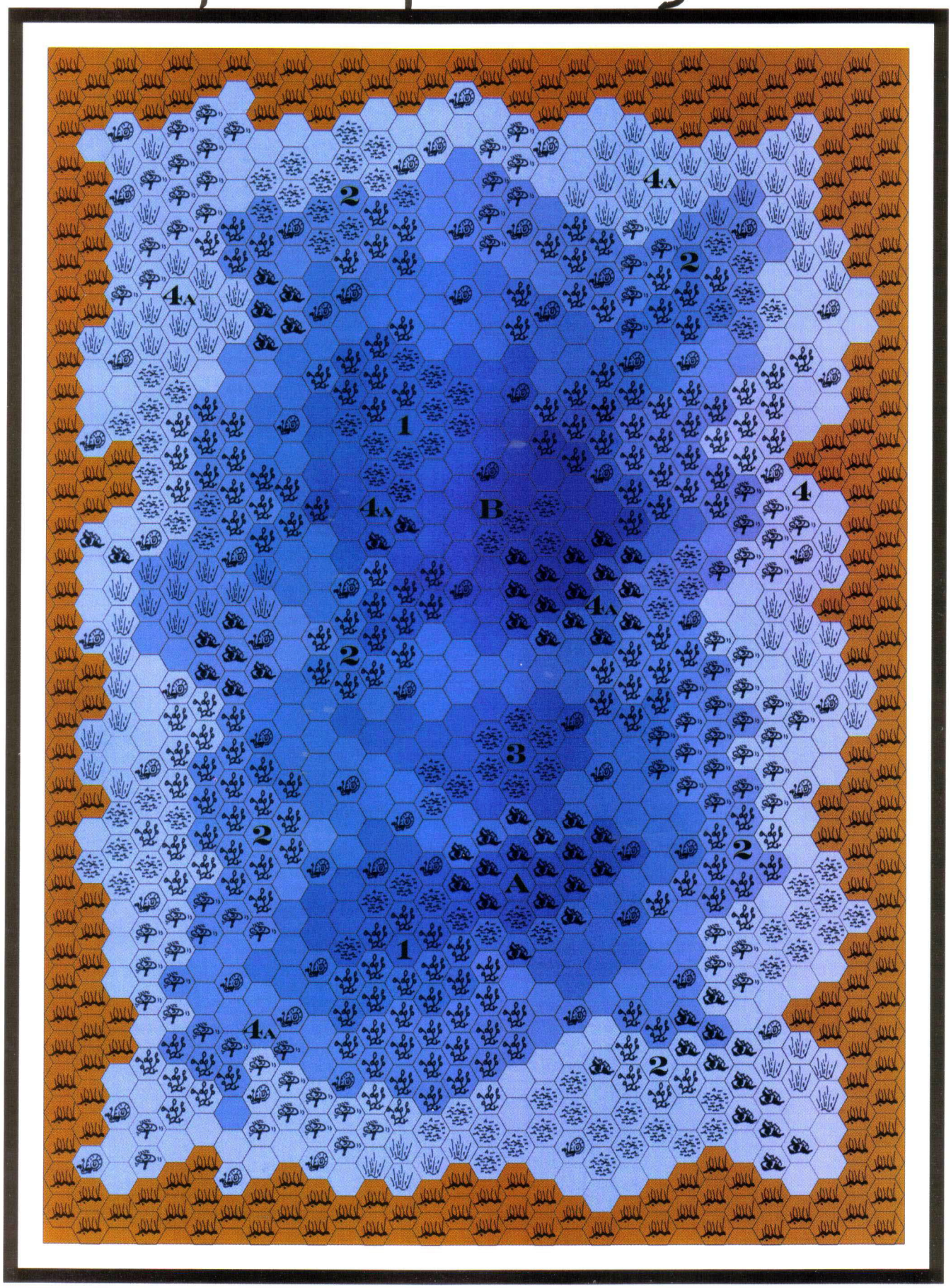
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

The Hermit Copyright 2002, Trigee Enterprises Company; Author E. Gary Gygax.

the pond of the ellyllons



Water Depth Lines

Black: the pond bank. At the shore to 1-foot distance from the bank water depth goes from 1 inch to 1 foot, or is a constant 1 foot.

Pale blue: 5-foot depth line. Between the black line indicating the pond bank and this line, the bottom slopes downwards to achieve the indicated depth of 5 feet.

Vision is at normal range, and if line of sight is unobstructed, it extends to 12 hexes (120 feet) distant through the water. Those seeing poorly in bright light will have only a four-hex vision range if the sunlight from above is full.

Dark blue: 10-foot depth line. Between the pale blue line indicating 5-foot depth of water and this line, the bottom slopes downwards to achieve the indicated depth of 10 feet.

Vision in these depths is somewhat limited in range, and if line of sight is unobstructed, it extends to 10 hexes (100 feet) distant through the water. Those seeing poorly in bright light will have only a six-hex vision range if the sunlight from above is full.

Pale purple: 15-foot depth line. Between the dark blue line indicating 10-foot depth of water and this line, the bottom slopes downwards to achieve the indicated depth of 15 feet.

Vision in these depths is of more limited in range, and if line of sight is unobstructed, it extends to eight hexes (80 feet) distant through the water. Those able to see well in dim light will see to 10 hexes distance.

Dark purple = 20-foot depth line: Between the pale purple line indicating 15-foot depth of water and this line, the bottom slopes downwards to achieve the indicated depth of 20 feet.

Vision in these depths is of more limited in range, and if line of sight is unobstructed, it extends to six hexes (60 feet) distant through the water. Those able to see well in twilight will see to 12 hexes distance.

Inwards of the dark purple line = 25-foot depth: The bottom of the pond enclosed by a purple line is a "hole" that drops precipitously to the indicated depth of 25 feet. From the bottom here, it takes two hexagons of upwards movement to near the surface.

Vision in these depths is of most limited in range, and if line of sight is unobstructed, it extends to four hexes (40 feet) distant through the water. Those able to see well in moonlight will see to 10 hexes distance.

Pond Hexagon Identification Markings and Colors

Brown Hexes, Muck: The bottom of such spaces is basically mud and decayed vegetation. Movement above this surface is at the normal rates. If swimming less than six inches above the muck, the Characters so doing kick up a spreading cloud of silt. Each individual leaves a cloud of silt one-foot-wide and high by three-feet long that begins six inches behind the Characters. If several Characters are swimming side by side thus, the silt cloud expands by two inches/individual only, not the full dimension indicated.

Dark Green Outline Hexes: Lily Pads. The surface in such spaces is 80% covered with the leaves of pond lilies. Below them the water is shadowed, and the stems growing from the pond bottom form an open "woodland" sort of "terrain". Because of this, movement is just a bit slower than through open water (at five-sixth speed).

Gray Circles: Rocks. The bottom of such spaces is basically free of vegetation and is covered with round rocks of from fist-size to boulders of a foot and more diameter. In water under 10 feet of depth, these rocks are mostly buried in the floor of the pond, their upper two-thirds to one-half only exposed. In water of 10 or more feet in depth, the stones are piled up so that some rest atop others, and here they form piles of a foot or two height above the pond bottom. Movement over rocks is at normal speed. Normal movement rate applies.

Green Hexes: Seaweed. These hexes are "seaweed forests", pond vegetation growing from below to reach up to about one-foot below the surface. Moving through seaweed hexes is at two-thirds open water speed. Movement rate x3/4 applies.

Plain White Hexagons: Open Water. These spaces are just water without any obstruction above the bottom of the pond, and with a pond floor of sand and gravel below. Movement through such spaces is at 12 hexes per minute "cruising" speed and 24" hexes per minute "all out" speed. Movement rate x1/2 applies.

Plain White Hexagons with an X : Open Water with a Mollusk on the pond bottom below. These spaces also are open water without any obstruction above the bottom of the pond, and with a pond floor of sand and gravel below upon which lies a mollusk, encountered only if the individual descends to the bottom.

Tan Lines: Reeds. Water rushes and like semi aquatic vegetation extending well above the pond surface are represented by tan lines. Movement through reeds is at one-half open water speed. Movement rate x1/2 applies.

Vision Range (assuming full normal daylight above), Depth and Terrain.
Ellyllons see as do humans or wylfs, whichever is the better range.

To/at 1'-5':	human: 12 hexes
	non-human bright-light impaired: 4 hexes.
To/at 6'-10':	human: 10 hexes
	non-human bright-light impaired: 6 hexes
To/at 11'-15':	human: 8 hexes
	non-human bright-light impaired: 10 hexes.
To/at 16'-20':	human: 6 hexes
	non-human bright-light impaired: 12 hexes.
To/at 21'-25':	human: 4 hexes
	non-human bright-light impaired: 10 hexes.

Muck, silt cloud: All vision is limited to 1.5 hexes while in the cloud area.

Pond Lilies: Line of vision is reduced to 2 hexes into or within such area. Reduced light affects human vision by 2 hexes when in (under) such hexes.

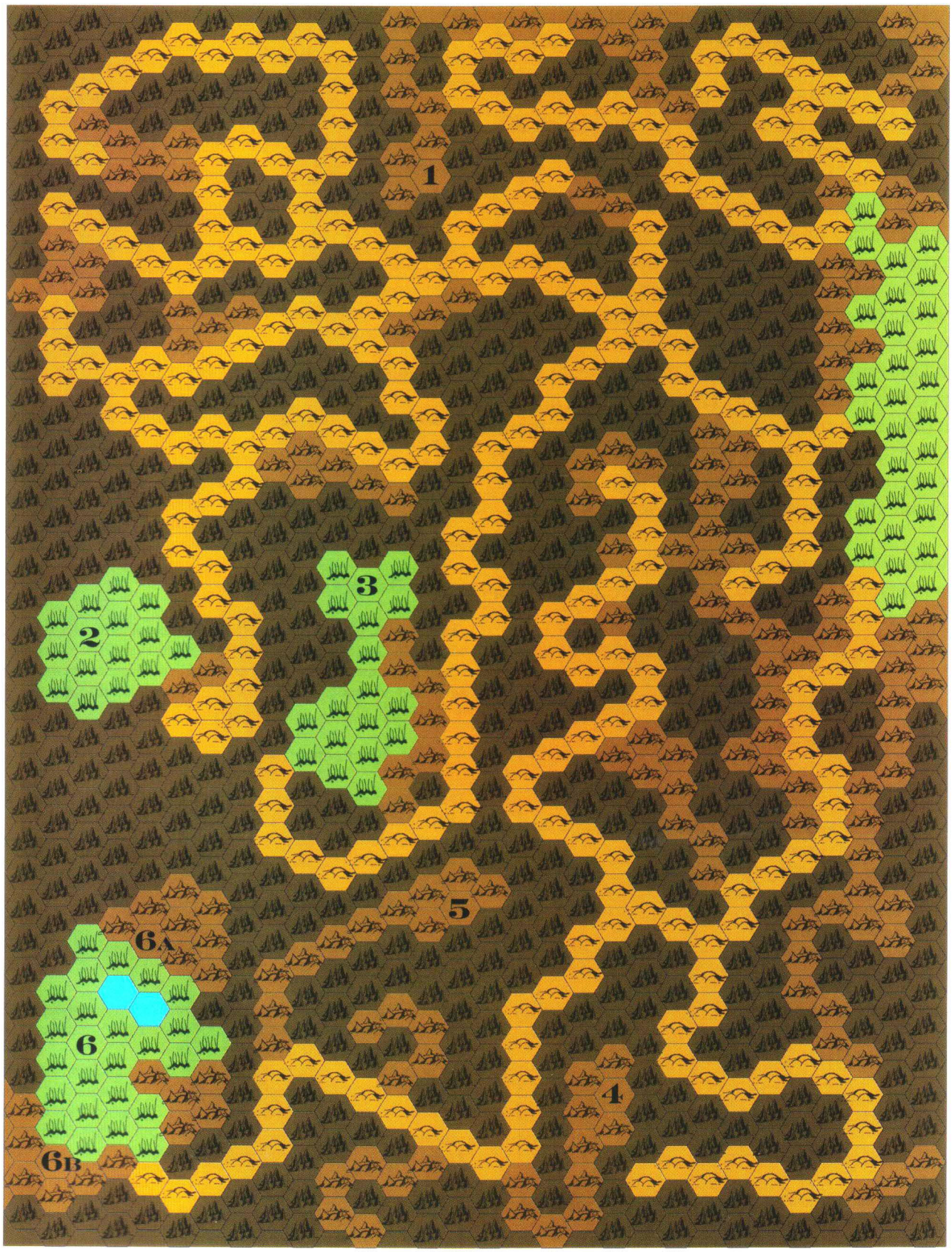
Reeds: Line of sight is reduced to 1 hex into or within such an area. Reduced light affects human vision by 1 hex when in such hexes.



Seaweed: Line of sight is reduced to 1 hex into or within such an area. Reduced light affects human vision by 2 hexes when in such hexes.

A Note on Ellyllon Movement: Ellyllons move as do humans, but with a "speed burst" bonus of 4 or 2 hexes, or 1 hex, if the ellyllons so desire. The 4-hex burst can be applied to any rate totaling 20 or more hexes speed in turn movement. The 2-hex burst can be applied to any rate totaling 10 to 16 hexes speed in turn movement. The 1-hex burst can be applied to any rate of hexes of movement that is 8 or less.

OUTDOOR MAP



Terrain Key for the Outdoor Map

There are four different types of terrain indicated on the hexagon-grid map depicting the locale of Lodash the Lonely's hermitage in the foothills of the Kaalkh Mountains of Miria.

Green hexes are relatively open and flat terrain over which the Characters can travel afoot at the rate of 300 ft. per minute, or something just under three miles per hour, 3 spaces on the map.

Tan hexes are hilly but fairly smooth terrain over which the PCs can travel afoot at the rate of ¾ normal overland movement rate of (225 feet) per minute, or two and a quarter miles per hour, 18 spaces on the map.

Brown hexes are rugged and broken hill terrain over which the PCs can travel afoot at the rate of half normal overland movement rate (150 feet) per minute, or about one and a half miles per hour, 12 spaces on the map.

Purple hexes are precipitous and rocky hill terrain over which the PCs can travel afoot at the rate of ¼ normal overland movement rate (100 feet) per minute, or about one mile per hour, 6 spaces on the map.

GM Note: This assumes that the Character's normal overland movement rate is 30 feet and there are no armor penalties for movement in heavy armor.

RANDOM ENCOUNTERS

For monstser stats refer to the relevant source book. Check as follows:

At the end of each daylight hour, 12 checks in all:
Days 1 through 7: d10, 10 = encounter.
Days 8 and after: d6, 6 = encounter.

For each encampment and the night (12 hours game time), 1 check:
Days 1 through 7: d4, 4 = encounter.
Days 8 and after: d3, 3 = encounter.

On a d10 roll the following:

1 Veshoge Raider (Bandits)
2 Fer-de-Lance (small animal)
3 Hill Giant
4 Chimera
5 Stone Giant
6 Ettin
7 Komodo Dragon (Giant Lizard)
8 Tiger
9 Rockslide (*see Appendix A, p 59*)
10 Hole or Depression (*see Appendix A, p 59*)

1 The Gargoyles

This is a small aerie in which dwell four very large and strong volitant gargoyles. They have no wealth whatsoever, such being of no interest to them. Although not prone to attack humans, these immediately take wing when an intruder comes into their area. If there are any intruders still therein after 2 rounds, the volitant gargoyles swoop, using toxic exhalation to inflict Damage, and after three such passes each (12 total breath attacks), the creatures land and attack with physical weapons as well.

2 Spiders

This dell is the home of a half-dozen young jumping spiders and their large and protective mother. As soon as any Characters venture more than one hex into the place, the young attack, for they are mindlessly aggressive and very hungry. The commotion of any one of them being slain initiates the assault of the parent, she having a 75% chance of attacking by surprise from her hidden location in the grass.

4 Chthonic Gargoyles

This box canyon's end is the habitat favored by a pair of reclusive and aggressive chthonic gargoyles of exceptionally robust sort. If any intruder actually comes into the seven hexes comprising the end portion of the canyon, they pop up from out of the ground, attacking always from behind and by complete surprise.

5 Escalading gargoyles

Three of these creatures, large and fierce, dwell in a big cave at the end of this gully. They ignore Character's unless they intrude into the cave, but in such case the gargoyles attack immediately. They are on a ledge just above the entrance, about eight feet above the stone floor of the place. They will exhale flames upon intruders by surprise, thereafter using both flame exhalation and physical assault in conjunction, at once (jumping down at 20 S). They have nothing of value in their den.

6 The Dell of the Hermit

This place is, on average, about a mile long, a half mile wide (north to south). The large pond (400 yards long by 200 yards wide), seen only if the observer mounts the higher (brown) intervening hex or has moved north to get a clear and unobstructed view to the west, it is a sure sign that the party is in the right place.

6A The Leprachauns

This area of rocky hillocks has a surprising amount of vegetation, including some fruit trees, berry bushes, and, herbs and grass. There are 12 leprechauns dwelling here, each with a special home in "a tree" or "under" a boulder—their magical doorways are thus located.

6B The Hut of Lodash the Lonely

The rocky area before you is verdant and shows signs of care. It is, no doubt, the dwelling place of the Hermit.

Before describing the area, exterior and interior, to the players, note that the Characters are here for one reason. Either they are hurrying to find and capture and send off the so-called hermit, or else they have decided to find and warn him. In either case they should not be vandalizing his hut or searching for things to steal. A search might be wise, but not one that destroys property that is not theirs. Thus, there are noted punishments included for many of the objects inside the hut.



Gary Gygax's The Hermit

for Levels 8-12

The King is Angry

Lodash, one of the realm's most renowned Sages wandered into the Vorelberg Mountains of his own accord, leaving civilization behind. He refuses the King's summons, and threatens the King's rule by his defiance. The King needs adventurers to follow the road into the mountains in quest of the elusive hermit, and to bring him to heel. But the road of adventure is many forked and deadly, and where it leads will surprise even the most veteran of players.

This 64 page adventure module for the d20 System includes full-color map inserts.

From the grandmaster of fantasy roleplaying, Gary Gygax!

Troll Lord Games™

d20 system

Legendary Adventure®

Visit our website at www.trolllord.com

ISBN 1-931275-23-8

51395

9 781931 275231

$13.95 U.S. TLG3010 EAN