

Jerm Warfare

A One Round Living City Tournament

By Kevin Blake

Things have been disappearing all over Ravens Bluff and it's up to you to find them. In this adventure, you find that size does matter. An adventure for tiers 1-4.

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and RPGA are registered trademarks of TSR, Inc. RAVENS BLUFF and LIVING CITY are trademarks of TSR, Inc. Tournament detail copyright 2000 by TSR, Inc. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33+	36+	39+	42+

DM's Introduction

A few months ago a kobold fled a group of adventurers that were pursuing it. It fled where the adventurers would least expect it to go, into Ravens Bluff. The kobold's name was Tarraak, and he hid in the sewers beneath Ravens Bluff for weeks, stealing food where he could.

Then one day he came across a small band of jermalaines also trying to eke out a living in the sewers and they joined together. Jermalaines are a cowardly

lot, so they happily let Tarraak take command, after all he was twice their size.

The group moved into a large room beneath the sewers near Gloriana Gluckenschtien's Curio shop. The jermalaines introduced Tarraak to a member of their group named Brahnin, he was a jermalaine who was very intelligent and had learned the arts of magic (in Tiers 3 and 4 he has become a jermalich). Tarraak took a liking to Brahnin and allowed him to build a lab near the jermalaine lair in return for aid in digging through the rock and stone beneath the city. Brahnin had already developed a strain of mutant weasel that was perfect for burrowing through rock and stone.

It was then that Tarraak put his plan into action. The jermalaines and the weasels began burrowing into buildings all over the city and stealing things: combs, silver pins, and the like. Last night they hit Gloriana Gluckenschtien's shop and stole a chest of great sentimental value to the old lady.

The PCs are called to Gloriana's shop to investigate the disappearance of her stuff and of things all over the city. She offers them 100 gold to search. She shows them a hole in the wall and says that 'little men with pointy sticks' are down it, and it is they who took the stuff. She says that she will shrink the PCs so that they can follow the little men. She shrinks the PCs down to one inch per foot of normal height (a six-foot man will shrink to six inches tall). The PCs enter the passage and the ceiling rises sharply soon after they enter. They come across a pit trap, then a room full of flying rats (one of which is a jermalaine scout). They travel farther and come across a cloud of vapor from Brahnin's lab. Soon after they will come across Brahnin himself and he will not be very happy to see them, nor will his pets. Further on, they will come to a room with a large pool in it. It is inhabited by muckdwellers; they will attack the PCs. After some more traps, the PCs reach a "T" junction. The left passage leads to a chamber housing a pseudodragon who took up residence here years ago and just wants to live in peace. The right passage leads to the lair of the jermalaines and Tarraak.

Player Introduction:

It's a normal day in Ravens Bluff. No, it isn't. It's actually quite an atypical day in Ravens Bluff. Adventures have been few and far between, due either to general laxness on the part of the forces of evil or the fact that there are so many adventurers in the city that others have gotten the little work there was.

This morning you awoke to a rapping on your door, but when you got to the door there was nothing there. As you got dressed for the day you noticed a few

odds and ends missing from your home, small shiny things only.

About lunchtime a small child approaches you and hands you a rolled up piece of rainbow-colored paper. When you unroll the paper a bright blue mouth appears and starts to talk, "Brave Adventurer, my name is Gloriana Gluckenschtien, I would like to hire you to investigate the disappearance of a large number of curios from my shop. For more information please come to Gloriana Gluckenschtien's in the merchant district." After the message finishes the mouth disappears and the paper crumbles to dust.

PCs with Local History will know exactly how to get there and remember that Gloriana Gluckenschtien is an eccentric old elven lady who sells gaudy jewelry in her shop. Other PCs can just ask someone and they will give them directions.

Encounter I: Gloriana Gluckenschtien's

Gloriana Gluckenschtien's is a small shop in the good part of the merchant district. There are two doors on the front of the building standing side by side. The door on the left stands four foot high and says, "Demi-Humans Welcome". The door on the right is a standard human sized door. Between the doors is a sign saying, "We're Open, Come On In!" There are a few other people gathered outside of the store.

The other people are the other PCs; this would be a good time for character descriptions at least, or if the PCs are feeling particularly open, time for introductions. After the PCs enter the shop read the next text.

The interior of the shop is blinding. No less than ten continual light orbs hang suspended from the ceiling. But they are not what blinds you, everywhere in the shop are gleaming gems and precious metals. Display cases show off gem encrusted items all over the place. One contains dishes and flatware, another has solid gold doll furniture covered in gems. But nothing in the store is as gaudy as its owner. She approaches you as you enter. She is a truly ancient elven woman, her hair is stark white and her eyes are lined with wrinkles. She drips with jewelry, from a ring on every finger to an amulet the size of a dinner plate. She says, "How can I help you kids?"

Let the PCs explain why they're here, then read the next text.

"Oh my message? I'm glad you responded," the old lady says with a smile. "As I said in my message, things have been vanishing from my shop, and I have recently learned that things have been vanishing from all over town." The old lady frowns, "Oh, but where are my manners? Would you kids care for some tea?"

Let the PCs accept or refuse, either way after they have tea or not read the next text.

"As I was saying, things have been vanishing, most recently a doll sized chest made of solid mithril. The chest itself isn't worth very much, but it has great sentimental value to me; you see it was the last thing my husband Arturlon gave me before he died," the lady says, a single tear tumbling down her cheek. "A few other things vanished as well: a small jeweled rapier, a solid gold acorn, and a miniature pair of solid silver boots. I can stand to lose the gold that the things are worth, but I'd rather not." The lady looks you over appraisingly, "I can offer you one hundred gold apiece to find my merchandise."

She can offer no more than 100 gold. If the PCs do not agree to go, you have three hours of improvisational roleplaying ahead of you. You could try to get them involved by another means. If they accept, continue. Also take note of who in the party does NOT accept the 100 gold and agrees to help with no reward.

"I arrived at my shop this morning to find the things missing and this hole in my wall," she moves a small chest aside and motions to a hole in the wall behind it. The hole is about six inches tall and six inches wide. "I sent Demarco down the hole and he said there were little men down there with pointy sticks." Gloriana whistles and a pure white cat limps over to her. The cat's right front leg is bandaged. Gloriana bends down and picks up the cat and starts petting it. "Poor Demarco, poor poor Demarco. These 'little men' stabbed my poor Demarco while he was in there, that's why I need you. I'd go in there myself, but I'm getting old, and I'm not as spry as I was in my adventuring days. I have a spell that can enable you to go in the hole after the thieves, unfortunately it will only last sixteen hours, but hopefully that will be long enough. Is there anything you'll need before going in?"

She can provide any standard adventuring gear that the party might need and it is all of high quality. She pulls it from a small pouch at her waist. If the PCs ask for light she will provide a bracelet to each one of them, the bracelet emits less light than a *faerie fire* spell, but enhances the PCs' vision enough that he can see as if it were bright moonlight with that little bit of light.

If the PCs have questions about the spell she's going to cast, Gloriana will tell them that it will shrink them so that they will be able to walk in the passage behind the hole. She will also say that it is perfectly safe and will reverse itself in sixteen hours. A *dispel magic* spell will not dispel the effect unless it is cast on the key object, which she will keep with her as the PCs venture into the hole.

When the PCs are ready she will have them stand together next to the hole then she will cast her spell, shrinking the PCs and all of their equipment along with the chest that they are standing next to. She will then pick up the miniaturized chest and put it in her pocket.

The spell shrinks the PCs down to their height in feet, in inches. For example a six-foot tall PC would be shrunk to six inches, and a four-foot-two PC would be shrunk to four inches and 2/12 of an inch. The spell is called *Gloriana's miraculous miniaturization* and is usually used to transport items that would require a large number of people to haul.

"Good luck kids, and remember, sixteen hours..."

Level One:

Into the Hole...

The world looks much larger now; Gloriana looks as if she stands taller than any building. In front of you is the gaping maw into which you must enter to track down your quarry. As you get closer to the entrance you can see that it was dug out of the stone of the wall by some sort of claws and seems to slope downward away from the building.

Henceforth all mention of distance is in relation to the shrunken PCs' point of view. For example, a mention of six feet is actually six inches, not 72 feet. But to the PCs it looks like six feet, so it is written as six feet. Monster sizes have been adjusted appropriately as well.

Damage done by the PCs is 1/12 of normal, so a fighter who deals 12 points of damage in a round deals one. Round up in all cases, so the minimum damage is 1 point. The monsters have their normal hit points, so the fights could be a little tough.

PCs have their normal hit points. Hit points are not scaled down.

Magic, on the other hand, is not scaled. Thus, spells with areas of effect seem to affect 12 times their normal areas of effect. Unwise spellcasting could end the adventure early, sometimes in bad ways. The characters get to learn from their experiences and be more careful in the future.

The PCs may check for tracks or whatever, but won't find any because the floor of the passage is made of stone. Anyone with some way to closely examine the floor and with the Animal Lore NWP will be able to determine that the claw marks are those of some sort of large mole. As the PCs enter.

The passage slopes downward for nearly 300 feet, then abruptly changes. Where it was solid stone before it is now made of hard-packed earth. The ceiling rises another ten feet into the air creating an air of spaciousness. Two hundred more feet and the passage splits left and right.

The floor of the dirt section is covered in foot prints, a successful tracking check at +8 will reveal the foot prints of about a dozen creatures who are probably about twelve to fifteen feet tall. It will also show the footprints of two extraordinarily large weasels. The passage winds around right and left, both sides curving around to meet each other. Where the two passages meet they converge to venture deeper.

At the junction of the two passages (where they come back together), there is a good old pit trap. The pit trap is a hastily thrown together one, so thieves have a +10% bonus to find it. Elves will notice it on a 1 on a d6, as if it were a secret door.

Pit Trap Damage

Tier I:	15 feet deep	Dmg: 1d6
Tier II:	15 feet deep	Dmg: 2d6
Tier III:	30 feet deep	Dmg: 4d6 and the pit is lined with dirty spikes, save versus poison or lose another 2d10
Tier IV:	30 feet deep	Dmg: 5d6 and the pit is lined with dirty spikes, save versus poison or lose another 3d10

The pit trap will be triggered by anyone weighing the equivalent of 200 pounds (pre-shrinking) including armor, this means MOST fighters. Anyone else passing over it will not trigger it. The walls of the pit are rough and give a +20% to climb walls checks to get out. The pit itself is about fifteen feet wide.

The passage continues, then opens up into a large cavern.

Earthquake!!

You are walking down the passageway, being careful not to trip any traps when suddenly the passage shakes and rumbles, almost knocking you off of your feet. The rumble subsides for a mere second before it happens again, and again, chunks of dirt fall from the ceiling and part of the wall collapses, almost hitting (choose random PC). Then, the rumbling stops. A

moment later it begins, then stops, in a steady rhythm as if someone overhead is pounding on the top of the passage.

If the PCs stop here and decide to try to figure out what is going on, have a piece of ceiling hit one of them for 1d4 hp. What is happening is that this portion of the tunnel is just close enough to the surface that the pounding of horse hooves makes it shake. Dwarves will be able to tell that the passage will not collapse any time within the next couple days but will be destroyed within a week.

Cavern of the Flying Rats

The passage opens up into a truly gigantic cavern. The ceiling is out of sight high overhead, and the darkness seems to press in around you. The cavern floor is made of dark gray granite and seems to stretch out into eternity. Suddenly a strange squeaking sound comes from far overhead and then the sound of flapping wings.

Have the party roll for surprise. Then for initiative, the flying rats have a +2 to their initiative because they are diving.

Tier I:

Flying Rats (4): Int Animal; AL N; AC 7; MV 12, FL 18; HD 1+1; hp 6; THAC0 20; #AT 2; Dmg 1-3/1-3; SA Dive; SD nil; MR nil; SZ L (8' Long); ML 10.

Tier II:

Flying Rats (6): Int Animal; AL N AC 6; MV 12, FL 18; HD 1+1; hp 9; THAC0 20; #AT 2; Dmg 1-4/1-4; SA Dive; SD nil; MR nil; SZ L (8' Long); ML 10

Tier III:

Flying Rats (10): Int Animal; AL N; AC 6; MV 12, FL 18; HD 2+1; hp 13; THAC0 19; #AT 2; Dmg 1-6/1-6; SA Dive, Poison; SD Nil; SZ L (8' Long); ML 10

Tier IV:

Flying Rats (15): Int Animal: AL N; AC 6; MV 12, FL 18; HD 3+1; hp 17; THAC0 17; #AT 2; Dmg 1-6+1/1-6+1; SA Dive, Poison; SD Nil; SZ L (8' Long); ML 12

These are rats with bat wings set in their shoulders. They were one of Dr. Brahmin's early attempts at combining creatures. The first round they dive in on the PCs, gaining a +1 to hit. In any round where there are more than two rats engaged with one PC one of the rats will circle up to the ceiling and dive. In Tiers Three and Four PCs must make a save vs. poison or take another 1d4/1d6 points of damage respectively from their filthy claws.

When the rats have all been killed, or run away. If the PCs killed any they will find that one of the corpses changes into a strange looking man wearing a dirt brown cloak. The man is 12 foot tall and his skin has so many folds that he looks like he's wearing leather armor, although actually he's just wearing a loincloth and cloak. The cloak he's wearing is a *cloak of the flying rat*, a modified version of the *cloak of the bat*. This jermalaine was stationed here as a lookout, but got overzealous when the battle began.

The passage out of the room leads about fifty feet then a ramp leads down to level two.

Level Two:

A Long Passage:

At the end of the ramp is a hallway dug out of the living earth. The hallway stretches out as far as you can see and the far end seems to be shrouded in mist. The hallway is ten feet wide and the ceiling rise fifteen feet into the air.

About thirty feet down the hallway (which is about 200 yards long in total) there's another pit trap. It is also poorly concealed, gaining a +10% to find remove traps rolls, and elves can detect it on a 1 on a d6.

Tier I: **1d4**

Tier II: **1d6**

Tier III: **2d6**

Tier IV: **3d6**

This pit only drops about fifteen feet and is fifteen feet across. The pit trap will be triggered by anyone weighing the equivalent of 200 pounds (preshrinking) including armor, this means MOST fighters. Anyone else passing over it will not trigger it.

Halfway down the corridor is a pressure plate. The plate spans fifteen feet of the floor. The pressure plate requires the equivalent of 400 pounds of preshrunk weight to trigger, so at least 2 PCs will have to be on it at once for it to spring. This shouldn't be too rare though as the plate is fifteen feet across. A successful find remove traps roll will discover the plate, or if there is no thief in the party an Observation check at -2 will find it. Once the plate has been discovered another Observation check or a Wisdom check at ½ will discover some large rungs set into the ceiling. The rungs are used by the jermalaines to swing across the plate. PCs can swing across the plate with a (Dex+Str)/2 roll (percentile strength counts as 19 in this case)

If the pressure plate is triggered a large brick swings down from the ceiling ahead and batters the party from the front. The brick covers the passage from

side to side and from floor to ceiling, except for three feet on the top and bottom therefore PCs in the front of the party are granted a save vs paralyzation to take half damage, PCs three or more ranks back get the save for no damage. In all cases any PC less than four feet in height (before shrinking) has a +4 to the save.

Tier I: **1d4**

Tier II: **1d10**

Tier III: **2d10**

Tier IV: **3d10**

The rest of the hallway is free of traps.

Mist-shrouded Hallway:

As you approach the mist-shrouded end of the hallway you notice that the mist whirls and eddies as if blown by weak winds. The mist itself is a sickly yellow green color and smells foul. As you reach the edge of it you hear voices echoing from within.

“Hmm what are we to do? Hmm? Methinks we should kill them.” Says a voice as thin as paper. “No they should not be granted that privilege, we will make them into undead slaves.” Answers the same voice. “Muhahaha...”

Then the mist carries the voices away.

Any mage with Spellcraft will recognize the smell of the cloud as that of a stinking cloud. It isn't a stinking cloud though, just smells like one. The mist stretches out about 20 feet then flows out into a hole in the ceiling. It comes from a six-inch wide, shaft in the left wall, if they find the shaft and listen at it longer they hear Brahnnin arguing with himself about killing the other jermalaine or changing them into undead slaves. Past the mist the passage continues another fifty feet then turns to the north.

Brahnnin's Laboratory

On the left side of the passage you see a large door. It stands over fifteen feet tall and seems to be made of iron and wood as if pieces of iron and wood were thrown together haphazardly into a door. The door has a large handle set seven feet from the floor. The passageway continues as well.

The door opens easily and is surprisingly light.

The door swings open easily and on the other side is a passage that appears to lead into a large room. Faint sounds of conversation come from the large room.

If the party enters they see this.

The passage opens up into a huge room. Large cages line the wall holding all kinds of animals. One on the left holds a pair of large rats, fully ten feet long apiece. On the right a cage holds a pair of large beetles. The center of the room is dominated by a large array of alchemical supplies. Strangely colored fluids sit atop burners. Vials rest in racks and a small cauldron sits nearby. There is a metal hood over the cauldron that leads to a pipe that disappears into the wall. Standing next to the cauldron is one strange looking...”person”. He stands a full twelve feet tall and his skin hangs around his bones like leather armor. His skin is white and he wears a long cloak that matches the tone of his skin exactly and his eyes seem to gleam as if filled with a cold red light. He seems to be arguing with the air in front of him. Then a creature that looks like an eighteen foot tall humanoid plant comes out from behind some of the equipment.

The white jermalaine says, “Ah, Ijor. Do you think my brethren would make good undead servants?” he seems to perk his ears up and sniff the air. “Ahh, good point my friend.” He says to the large plant-man. At that, his voice is drowned out by the sound of loud whistling coming from somewhere among the alchemical supplies.

Brahnnin rushes back among the alchemical supplies and turns some knobs and the whistling stops. When he turns around he will see the party unless they have taken steps to remain unnoticed. When he sees the party this will happen.

“What? Intruders after my formulae! Stop them Ijor, and my pets!” the white skinned man, says loudly as he starts waving his arms.

Tier I:

Brahnnin, Jermalaine Male W3: AL NE; AC 7; MV 15; hp 15; THAC0 17; #AT 1; Dmg 1d4+2 (dagger+str); SA spell use; SD nil; MR nil; SZ L (12' tall); ML 12.

Spells: 1st level – magic missile, enlarge; 2nd level – Melf's acid arrow

Special weakness: Brahnnin is a polymorphed elf (see below after the stats), and therefore is vulnerable to *dispel magic*. If a *dispel magic* which catches him in its area of effect succeeds in dispelling 16th level wizard spells, then Brahnnin returns to his elven form, which is very much too big for the cavern. Everyone inside must save vs death magic or die on the spot. Success means the PCs in the cavern lose 75% of their total hit points (not current, total) and if conscious can crawl out of the cave. Brahnnin dies, as he is crushed by the constricting space.

Ijor, Mold Man (Vegepygmy) W2: AL NE; AC 4; MV 12; hp 8; THAC0 19; #AT 1; Dmg 1d6 (claw); SA spell use; SD nil; MR nil; SZ L (18' tall); ML 12.

Spells: 1st level – *hypnotism, chill touch*

Mutated Weasels (2): AL N; AC 8; MV 12; HD 1+1; hp 8; THAC0 20; #AT 2; Dmg 1d4/1d4 (claws); SA nil; SD nil; MR nil; SZ L (10' long); ML 13

One of the weasels wears a *collar of animal protection +1* giving it an AC of 7 instead.

Tier II:

Brahnin, Jermalaine Male W5: AL NE; AC 6; MV 15; hp 25; THAC0 16; #AT 1; Dmg 1d4+2 (dagger + str); SA spell use; SD nil; MR nil; SZ L (12' tall); ML 12

Spells: 1st level – *magic missile x 2, enlarge, spook*; 2nd level – *glitterdust, Melf's acid arrow*; 3rd – *protection from normal missiles*.

Special weakness: Brahnin is a polymorphed elf (see below after the stats), and therefore is vulnerable to *dispel magic*. If a *dispel magic* which catches him in its area of effect succeeds in dispelling 16th level wizard spells, then Brahnin returns to his elven form, which is very much too big for the cavern. Everyone inside must save vs death magic or die on the spot. Success means the PCs in the cavern lose 75% of their total hit points (not current, total) and if conscious can crawl out of the cave. Brahnin dies, as he is crushed by the constricting space.

Ijor, Mold Man (Vegepygmy) W4: AL NE; AC 4; MV 12; hp 16; THAC0 18; #AT 1; Dmg 1d6 (claw); SA spell use; SD nil; MR nil; SZ L (18' tall); ML 12.

Spells: 1st level – *hypnotism, chill touch, protection from good*; 2nd – *Tasha's uncontrollable hideous laughter, mirror image*

Large Mutated Weasel (1): AL N; AC 5; MV 12; HD 2+1; hp 17; THAC0 15; #AT 2; Dmg 1d8/1d8 (claws); SA nil; SD +1 on all saves; MR nil; SZ L (15' Long); ML 17

Magic Item: *collar of animal protection +1*

Mutated Weasels (3): AL N; AC 6; MV 12; HD 1+1; hp 8; THAC0 20; #AT 2; Dmg 1d6/1d6 (claws); SA nil; SD nil; MR nil; SZ L (10' long); ML 13

Tier III:

Brahnin the Jermalich, W11: AL NE; AC 0; MV 15; hp 55; THAC0 12; #AT 1; Dmg 1d4+7 (dagger + str)/1d10 (touch); SA spell use, chilling touch, fear aura; SD +1 weapons to hit, immune to cold, sleep, enfeeblement, polymorph, electricity, insanity, and death spells, stonelines (8); MR nil; SZ L (12' tall); ML 12

Spells: 1st level – *magic missile X 2, enlarge, spook*; 2nd level – *glitterdust, Melf's acid arrow, scare, mirror image*; 3rd – *protection from normal missiles (precast), flame arrow, lightning bolt, haste*; 4th – *fumble, stonelines (precast), polymorph other*; 5th level- *cone of cold, domination*

Special weakness: Brahnin is a polymorphed elf (see below after the stats), and therefore is vulnerable to *dispel magic*. If a *dispel magic* which catches him in its area of effect succeeds in dispelling 16th level wizard spells, then Brahnin returns to his elven form, which is very much too big for the cavern. Everyone inside must save vs death magic or die on the spot. Success means the PCs in the cavern lose 75% of their total hit points (not current, total) and if conscious can crawl out of the cave. Brahnin dies, as he is crushed by the constricting space.

Ijor, Mold Man (Vegepygmy) W6: AL NE; AC 4; MV 12; hp 24; THAC0 16; #AT 1; Dmg 1d8 (claw); SA spell use; SD nil; MR nil; SZ L (18' tall); ML 12.

Spells: 1st level – *hypnotism, burning hands, protection from good, magic missile*; 2nd – *Tasha's uncontrollable hideous laughter, mirror image*; 3rd - *haste*

Large Mutated Weasel: AL N; AC 4; MV 12; HD 3+1; hp 25; THAC0 17; #AT 2; Dmg 1d10/1d10 (claws); SA nil; SD +1 on all saves; MR nil; SZ L (15' long); ML 17

Magic Items: *collar or animal protection +1*

Mutated Weasels (5): AL N; AC 5; MV 12; HD 2+1; hp 16; THAC0 19; #AT 2; Dmg 1d8/1d8 (claws); SA nil; SD nil; MR nil; SZ L (10' long); ML 13

Tier IV:

Brahnin the Jermalich W13: AL NE; AC 0; MV 15; hp 70; THAC0 10; #AT 1; Dmg 1d4+7 (dagger + str)/1d10 (touch); SA spell use, chilling touch; SD +1 weapons to hit, immune to cold, sleep, enfeeblement, polymorph, electricity, insanity, and death spells, stonelines (12); MR nil; SZ L (12' tall); ML 12

Spells: 1st level – *magic missile x 3, enlarge, spook*; 2nd level – *glitterdust, Melf's acid arrow x 2, scare, mirror image (precast)*; 3rd – *protection from normal missiles (precast), flame arrow x 2, lightning bolt, haste*; 4th – *fumble, stonelines (precast), polymorph other x 2*; 5th level- *cone of cold, domination x 2*; 6th level – *disintegrate, contingency (precast)*

Brahnin has a contingency spell cast that triggers whenever he takes ANY damage. It will cause his *mirror image* spell to go off, forming eight images. His touch does 1d10 points of chilling damage.

Special weakness: Brahnin is a polymorphed elf (see below after the stats), and therefore is vulnerable to

dispel magic. If a *dispel magic* which catches him in its area of effect succeeds in dispelling 16th level wizard spells, then Brahnin returns to his elven form, which is very much too big for the cavern. Everyone inside must save vs death magic or die on the spot. Success means the PCs in the cavern lose 75% of their total hit points (not current, total) and if conscious can crawl out of the cave. Brahnin dies, as he is crushed by the constricting space.

Ijor, Mold Man (Vegepygmy) W8: AL NE; AC 4; MV 12; hp 42; THAC0 16; #AT 1; Dmg 1d8 (claw); SA spell use; SD stonelines (8); MR nil; SZ L (9' tall); ML 12.

Spells: 1st level – *hypnotism, burning hands, protection from good, magic missile*; 2nd – *Tasha's uncontrollable hideous laughter, mirror image, Melf's acid arrow*; 3rd – *haste, dispel magic, flame arrow*; 4th – *fumble, stoneline* (precast)

Large Mutated Weasel: AL N; AC 4; MV 12; HD 5+1; hp 45; THAC0 15; #AT 2; Dmg 1d10/1d10 (claws); SA nil; SD +1 on all saves; MR nil; SZ L (15' long); ML 17

Magic Items: *collar of animal protection +1*

Mutated Weasels (7): AL N; AC 3; MV 12; HD 2+1; hp 17; THAC0 19; #AT 2; Dmg 1d10/1d10 (claws); SA nil; SD nil; MR nil; SZ L (10' long); ML 13

Brahnin was born Brahninthis Leafsway, the only son of an elven hedge wizard. He followed his father's profession when he grew of age and became an accomplished wizard in his own right. Brahninthis gained quit a reputation for cruelty and arrogance, believing that all those who were not wizards AND elves were beneath his notice. His arrogance led him to begin experimenting with changing animals; he would takes parts from one animal and place them on another animal.

Ten years ago Brahninthis met another wizard who challenged him to a duel. Brahninthis lost and ended up polymorphed into a jermalaine, but fortunately for him he kept his mind. Brahninthis soon grew to like his new body; it was lean and compact and much stronger than his old one, and he could get into many places other could not now. Brahnin's biggest problem was the fact that his lifespan suddenly became MUCH shorter. Because of that he began to search for ways to become a lich. In tiers III and IV he has succeeded in his quest.

His most recent success combined weasels with parts from a badger. These weasels have the claws of a badger so they can dig very fast but squeeze into places badgers cannot. When Tarraak took control of the jermalaine clan Brahnin cast a couple charm spells on the kobold and convinced him to give him much more

freedom to continue with his experiments. In combat Brahnin will use the *enlarge* spell to increase the size of one of his weasels. He will also use the *Melf's acid arrow* spell to neutralize anyone who appears to have a large amount of magical items. The *Melf's acid arrow* spell causes anyone hit by it to have to make an item save for all of their items as well as damaging them even if they make their save.

Item Saving Throw Table

Item	Acid
Bone or Ivory	11
Cloth	12
Glass	5
Leather	10
Metal	13
Oils	16
Paper, etc.	16
Potions	15
Pottery	4
Rock Crystal	3
Rope	12
Wood, thick	8
Wood, thin	9

Ijor the vegepygmy was sprouted in the ruins of Sarbreen far below the city of Ravens Bluff. Unfortunately Ijor didn't grow like his brethren. He stopped at a mere 18 inches in height. Instead of staying and being used as fertilizer for the next generation, Ijor fled. He soon met up with Brahnin and has been serving him in exchange for training in the magical arts. Ijor casts spells and speaks through a combination of spore emissions and high-pitched sounds. His voice sounds like a high pitch whine and the spores merely aid in the understanding of the words. Unfortunately for Ijor this means his spells can be disrupted by *silence 15' radius* spells as well as anything that will stop spore emissions, *gust of wind*, create water etc...

On the table in Dr. Brahnin lab is a note that says, "*Gold, that is the key to the Dragon's heart. Maybe he will help with conquest for enough gold. And then I can make him my unwitting pawn.*"

The passage outside of the lab lead north then turns left for another 500 feet. Feel free to have them make observation checks and such along the way to keep them paranoid of traps.

Muckdwellers

The passageway opens up into a large chamber. Dominating the center of the chamber is a large pool of murky water. The water smells faintly of decay and glows with a faint green radiance. The ceiling high overhead glints wetly in the green light. Looking closer at the pool you can see that it swirls sluggishly

in various places. To the right of the pool is another small passage leading away from this room.

If the PCs take care to pass the pool quietly they will have no problems. If they are not careful, then the muckdwellers will come out of the pool and attack the PCs. The PCs will have one round to act (assuming they are not surprised) before the Muckdwellers spit water at them. If the PCs run they will easily get away because the Muckdwellers are very slow on land.

Tier I:

Muckdwellers (4): Int Average; AL LE; AC 6; MV 3, SW 12; HD 1+1; hp 6; THAC0 20; #AT 1; Dmg 1-4 (bite); SA water jet; SD none; MR nil; SZ L (12' high); ML 10.

Tier II:

Muckdwellers (6): Int Average; AL LE; AC 6; MV 3, SW 12; HD 2+1; hp 12; THAC0 18; #AT 1; Dmg 1-6 (bite); SA water jet; SD none; MR nil; SZ L (12' high); ML 10.

Tier III:

Muckdwellers (8): Int Average; AL LE; AC 5; MV 3, SW 12; HD 4+1; hp 20; THAC0 16; #AT 1; Dmg 1-8 (bite); SA water jet; SD none; MR nil; SZ L (12' high); ML 10.

Tier IV:

Muckdwellers (12): Int Average; AL LE; AC 4; MV 3, SW 12; HD 6+1; hp 35; THAC0 15; #AT 1; Dmg 1-8 (bite); SA water jet; SD none; MR nil; SZ L (12' high); ML 10.

Muckdwellers are a cowardly lot. Half of their number will spit water (they can reach anywhere in the chamber) into the PCs eyes, Surprised PCs are automatically blinded for 1-4 rounds, lose dexterity bonuses to armor class, and all attackers gain a +2 to their attack rolls on the blinded PC. Non-surprised PCs get a save vs. wands to negate the blinding. The other half of the muckdwellers will move forward and try to lure the PCs back into the water by attacking them moving back, attacking and moving back. If they lure the PCs into the water. A PC in knee deep water loses dex bonuses to armor class and fights at a -1 penalty to attack rolls. Waist high gleans a -2 to attack rolls and chest high gleans a -3. A ring of free action and similar magic negates this effect.

The small passage leads to a hole in the floor that drops down to level three. The hole is fifteen feet above the third level and there are holes carved into the wall. It is easy to get down, and will probably be easy to get up again if needed.

Level Three:

When the PCs enter level three they will notice that the ceiling opens up and is almost three stories in height. When they enter the level have any elves in the party roll a d6 if they roll a 1 or 2 take note of who rolled it, it will be important later.

Fifty yards down the passage it takes a sharp curve to the left. Right here there is a hidden door. If any elves rolled a 1 or 2 on their d6 then they will spot the door, otherwise a thief must make a successful find remove traps roll, or someone must have some other way to find the door.

At the top of the bend to the north there is a trip wire with a pressure plate on the other side of it. It requires two successful find remove traps rolls to find both. The pressure plate is fifteen feet wide so is hard to avoid, but resourceful parties will be able to. This pressure plate has a hair trigger and will be set off by anyone who weighs 100 pounds preshrinking. The tripwire and pressure plate both set off the rockfall trap. Hundreds of large rocks fall from the ceiling onto the front of the party. A saving throw vs. paralyzation will allow the people beneath the rockfall (the first three party members) to take only half damage as they dive forward out of the rockfall. The same save will allow the back of the party to take half damage as they dive backward out of the fall.

Tier I: **1d6**

Tier II: **2d6**

Tier III: **3d6**

Tier IV: **4d6**

The rockfall effectively blocks the passageway, cutting the front of the party off from the back of the party. On the far side of the horseshoe bend the secret door is ajar so any PCs on the far side of the rockfall will easily find it and the PCs left behind can meet up with the rest.

The passage continues another hundred yards and then comes to a T-junction. If they turn left go to "**Barricades and Dragons**". If they go right go to "**The Master's Lair**".

Barricades and Dragons:

The passage ends abruptly here with a barricade made of bits and pieces of furniture and junk that, from the smell, seem to have been scavenged from the sewers. The junk is stacked all the way to the ceiling, near the bottom there is a small passage that looks large enough for you to squeeze through if you wanted to investigate the other side.

If the party squeezes through,

The other side of the barricade is silent save for a loud rumble. It sounds like subdued thunder. Moving farther away from the barricade the passage opens into a large chamber faintly lit by a green glow. On the far side of the chamber there is a small pool of water that glows from within. The most remarkable thing in the chamber, though, is the large creature asleep in the center of it. Gold and silver glint dimly beneath the creature.

Looking closer you can see that this creature is a dragon! Its red skin looks sickly as it reflects the green light of the pool and its sides rise and fall evenly as it sleeps. The strange thing about this dragon though is that its tail seems to end in a vicious stinger.

If the PCs enter deeper into the lair they suddenly hear a low voice in their heads.

“Stop right there! Who enters my lair? You better not be more of those disgusting Jermalaines, I’m REALLY sick of you folks waking me up!”

The voice is coming from the pseudodragon. He will listen to the PCs’ story but will not show them his hoard. He will tell them the story of how he came to be here. When he was young he lived in the forest with his brethren then as he got older he became more and more attracted to the city, often hiding among the people for days. Then one day he found the sewers. He found many things to increase his hoard, and this place where he could keep it safely. Then about three months ago, some jermalaines broke into his lair and started trying to steal his hoard. He killed about five of them before they put the barricade up and started leaving him alone. He knows that their lair is very close to his but has never seen it.

If the PCs persist in asking to see his hoard and act hostile toward him he will attack, at low tiers this will very likely kill them. But this is only if they act impolite and provoke him or attack him.

Ancient Pseudodragon: Int Very; AL N; AC 0; MV 12, FL 24, SW 6; HD 12; hp 100; THAC0 10; #AT 2; dmg 2d6/1d4 (bite/tail sting); SA poison sting; SD nil; MR 35%; SZ H (36’ long); ML 16

The pseudodragon’s tail sting strikes with a +2 to hit anyone struck by the tail must save vs. poison or fall unconscious for 1d6 turns there is a 75% chance they will wake up unharmed, and a 25% chance the poison will kill them instead. The pseudodragon has can see in the green radiance as if it were full daylight and see invisible creatures as if they were not affected by invisibility.

The Master’s Lair

The passage travels forward about fifty yards the turns to the right. At the bend is a *glyph of warding* placed by Brahnin; the word ‘Evermeet’ disarms the glyph for five rounds. A thief’s *find/remove traps* skill will allow the thief to find the glyph, and it can be disarmed as a magical trap. If the PCs set it off, the first two members of the party get hit by a blast of chilling cold (damage by tier, save vs. spells for half).

Tier I: **1d4**

Tier II: **3d4**

Tier III: **4d4**

Tier IV: **5d4**

The glyph also alerts the people in the master’s lair so they are ready for the PCs to arrive.

The passage stretches forward another fifty yards then opens up into another large chamber.

If the PCs didn’t set the glyph off:

The passage ends in a truly magnificent chamber. The walls hang with pieces from tapestries that appear to have been taken from larger pictures. The floor is a patchwork of rich pieces of carpet; thick green carpet is sewn together next to thin red carpet of Kara-turan design. It looks like someone took pieces from dozens of different carpets and cobbled them together into a single floor covering. On the far side of the room stands a huge chair that looks like a throne. On either side of the throne are large piles of treasure, silver pins, combs, gold pieces and jeweled pins.

Sitting on the throne is a giant kobold; he is almost twenty-five feet tall and is wearing a crude crown. At his feet are his subjects. They stand twelve feet tall and their skin hangs about them as if it were leather armor. One of the subjects, wearing a strange looking helm that looks like a large thimble, is arguing with the kobold. No one seems to have noticed your arrival.

If they did set the glyph off,

The passage ends in a truly magnificent chamber. The walls hang with pieces from tapestries that appear to have been taken from larger pictures. The floor is a patchwork of rich pieces of carpet; thick green carpet is sewn together next to thin red carpet of Kara-turan design. It looks like someone took pieces from dozens of different carpets and cobbled them together into a single floor covering. On the far side of the room stands a huge chair that looks like a throne. On either side of the throne are large piles of treasure, silver pins, combs, gold pieces and jeweled pins.

Standing in front of the throne is a giant kobold; he stands a full twenty-five feet tall and wears a crude

crown. Around his feet are his subjects, they stand twelve feet tall apiece and are wielding crude long spears. One at the front seems to be directing the action and wears a strange helm that looks like a giant thimble. They don't look happy to see you.

Tier I:

Tarraak the Kobold Chieftain F2/P2: Int very; AL LE; AC 6; MV 15; hp 9; THAC0 19; #AT 1; Dmg 1d8+2 (scepter + str); SA spell use; SD nil; MR nil; SZ H (25' tall); ML 14

Spells: 1st level – *protection from good, command*

Snergle Jermalaine Captain F2: Int very; AL NE; AC 6; MV 12; HD 2+1; hp 9; THAC0 19; #AT 1; Dmg 1d6+1 (spear+str); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

Magic Items: *thimble helm +1*

Jermalaines (2): Int very; AL NE; AC 7; MV 12; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1d6 (spear); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

Tier II:

Tarraak the Kobold Chieftain F4/P4: Int very; AL LE; AC 6; MV 15; hp 17; THAC0 17; #AT 1; Dmg 1d8+2 (scepter + str); SA spell use; SD nil; MR nil; SZ H (25' tall); ML 14

Spells: 1st level – *protection from good, command* X 2; 2nd level – *hold person, silence 15' radius*

Snergle Jermalaine Captain F4: Int very; AL NE; AC 6; MV 12; hp 18; THAC0 17; #AT 3/2; Dmg 1d6+2 (spear+specilization); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

Magic Items: *thimble helm +1*

Jermalaines (2): Int very; AL NE; AC 7; MV 12; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1d6+2 (spear+str); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

Tier III:

Tarraak the Kobold Chieftain F7/P6: Int very; AL LE; AC 6; MV 15; hp 29; THAC0 14; #AT 3/2; Dmg 1d8+2 (scepter + str); SA spell use; SD nil; MR nil; SZ H (25' tall); ML 14

Spells: 1st level – *protection from good, command* X 2; 2nd level – *hold person* X 2, *silence 15' radius*; 3rd level – *prayer, bestow curse*

Snergle Jermalaine Captain F7: Int very; AL NE; AC 6; MV 12; hp 29; THAC0 13; #AT 2; Dmg 1d6+4 (spear+specilization+str); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

Magic Items: *thimble helm +1*

Jermalaines (4): Int very; AL NE; AC 7; MV 12; HD 1; hp 4; THAC0 20; #AT 1; Dmg 1d6+3 (spear+str); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

Tier IV:

Tarraak the Kobold Chieftain F9/P8: Int very; AL LE; AC 6; MV 15; hp 37; THAC0 12; #AT 3/2; Dmg 1d8+2 (scepter + str); SA spell use; SD nil; MR nil; SZ H (25' tall); ML 14

Spells: 1st level – *protection from good, command* X 2; 2nd level – *hold person* X 2, *silence 15' radius*; 3rd level – *prayer, bestow curse* X 2; 4th level – *free action, cause serious wounds*

Snergle Jermalaine Captain F9: Int very; AL NE; AC 6; MV 12; hp 37; THAC0 10; #AT 2; Dmg 1d6+4 (spear+specilization+str); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

Magic Items: *thimble helm +1*

Jermalaines (6): Int very; AL NE; AC 7; MV 12; HD 1; hp 4; THAC0 20; #AT 3/2; Dmg 1d6+3 (spear+str); SA nil; SD nil; MR nil; SZ L (12' tall); ML 13.

One the wall of the room is a large ladder leading to a trap door in the ceiling. The trapdoor opens into the sewers about 100 yards away from Gloriana's. The treasure stacked near Taraak's throne is 1000 gold worth of assorted knickknacks stolen from all over the city.

Among the knickknacks are Gloriana's things; a two-foot wide chest that is made of mithril, a solid gold acorn, a jeweled rapier, and a pair of silver boots. The rapier and boots look like they could be worn, only while the PCs are shrunk. There appears to be no way to open the chest.

Snergle, the jermalaine captain is wearing a *thimble helm +1*. It is a thimble with an eyeslit cut out and enchanted to be a magical helmet. When someone touches it it shrinks to the proper size to fit his or her head.

Conclusion: The Return to Gloriana's!

The PCs will have no problem returning to Gloriana's and she will be there waiting for them. This is what happens is they successfully recovered her stuff.

You finally arrive back at Gloriana's, her treasures in hand. She looks down at you and smiles her voice booms loudly in your ears, "Thank you kind adventurers." She helps you set the treasures and assorted knickknacks that you retrieved from the

jermalaine lair on a small table then she turns to you, "Ready to be your rightful size again?"

PCs can say no if they want, and if so they will return to their normal size 16 hrs after she cast the spell no matter where they are.

"Ok here goes" she say then sets a miniaturized chest down next to you. She starts waving her hands and pronouncing arcane syllables; a bright light surrounds you, then something seems to go wrong. The light starts funneling toward the mithril chest you brought back. Gloriana gasps and there is a flash of blue light. When you can see again you are your normal size, and the mithral chest seems to have grown to your size as well.

Gloriana walks over to the chest, shaking her head in amazement. "The spell's not supposed to work like that? What could have caused it to resonate like that?" She says a word under her breath and the lid of the chest opens revealing the contents, two large potion bottles, a large glowing green crystal, and a stack of plate sized gold coins. "This stuff isn't mine, they must have used my chest for storage. It must have been this crystal that disrupted the spell. I shall have to remember that." Gloriana turns to you, "You all did a great job. I think you should keep this stuff, you've earned it. It and the one hundred gold I promised."

A job well done, you return to your lives, knowing that adventure is sure to find you again. After all this is Ravens Bluff, the Living City...

The PCs receive the 100 gold from Gloriana. Then from the chest there are two jumbo potions of healing, a glowing green crystal, and one plate sized gold coin per PC. The gold coins are worth 750 gold, perhaps 1,000 to a collector of oddities.

If the PCs keep the knickknacks they recovered they can sell them for 1000 gold total. But if they hand them over to the watch or find some other way to return them they will gain one fame in general.

If the PCs failed to recover the Treasure:

You finally arrive back at Gloriana's, empty-handed. She looks down at you and smiles her voice booms loudly in your ears, "I see you didn't find my things. Ah well I suppose they are lost to me then." She sighs slightly in regret and then says, "Ready to be your correct size again?"

PCs can say no if they want, and if so they will return to their normal size 16 hrs after she cast the spell no matter where they are.

"Ok here goes" she say then sets a miniaturized chest down next to you. She starts waving her hands and

pronouncing arcane syllables and a bright light surrounds you. Suddenly you stands as tall is you did before the spell was cast. Gloriana smiles at you and says, "Thank you for your help good adventurers, I am only sad to lose the memories those items held. Please be careful out there."

You leave the shop and return to your lives, knowing that adventure is sure to find you again. After all this is Ravens Bluff, the Living City...

The End

Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2nd level PC, a 5th level PC, three 6th level PCs, and an 11th level PC, the group falls into tier 3. The 2nd level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11th level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7+

Not accepting pay to help Gloriana (Individual award)	50 xp
Avoiding the pit trap	50 xp
Defeating the flying rats	50 xp
Avoiding the pit trap	25 xp
Avoiding the pressure plate	25 xp
Defeating Brahmin	100 xp
OR	
Defeating Brahmin the Jermalich (Tier III and IV only)	150 xp
Defeating the Muckdwellers	50 xp
Avoiding the rockfall	25 xp

Not attacking the Pseudodragon OR Killing the Pseudodragon	75 xp 25 xp
Avoiding the glyph Defeating Tarraak and his clan	25 xp 100 xp
Total experience for Objectives: Roleplaying Experience:	575 xp 0-500 xp
Total Possible Experience:	1,075 xp
For Tier II:	2,150 xp
For Tier III:	3,375 xp
For Tier IV:	4,500 xp

Treasure Summary

PCs may keep items from the scenario which are listed on the treasure list or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen, In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on whether a PC thief gets away with the theft or not.

Any item retained according to these rules which does not have a certificate will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

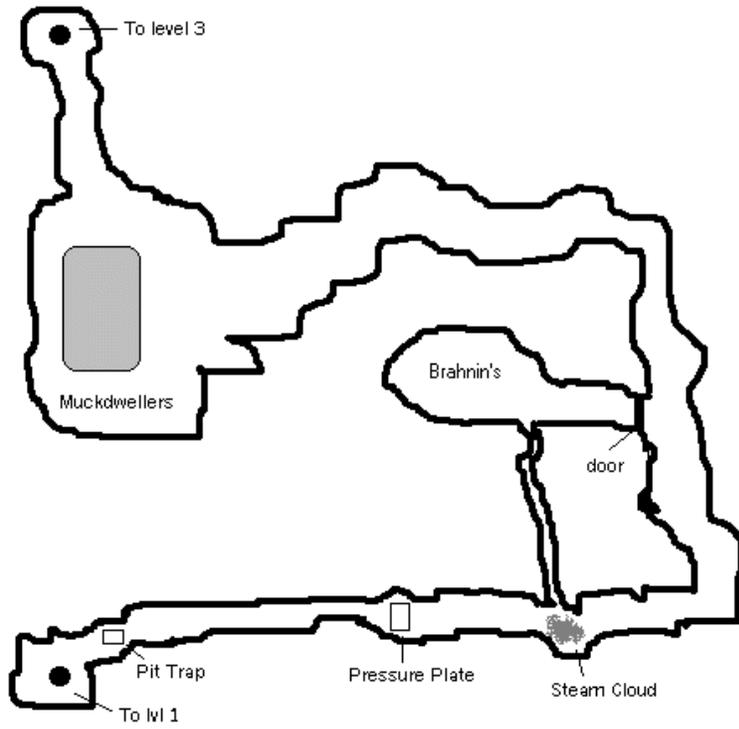
The *thimble helm +1* remains sized as a thimble, and therefore is not usable by the PCs.

- 100 gp as a reward from Gloriana (only if successful)
- Plate-sized gold coin (one per PC) worth 750 gp, and 1,000 gp to a collector (if they don't sell it to a collector immediately, it is only worth 750 xp)
- *Collar of animal protection +1*: This collar works as a *ring of protection +1*, but only for normal small-sized animals.
- *Cloak of the flying rat*: Once per adventure this cloak allows the wearer to polymorph into a flying rat (normal rat size, flying move 18B, #AT 2, 1d4/1d4) for one turn. Spellcasting is not possible while in rat form.
- Two jumbo *potions of healing*: This enlarged *potion of healing* grants 3 doses of healing at 2d4+2 points apiece, or one of 6d4+6 points.
- Glowing green stone: A glowing green stone this is a crystal that absorbed a large amount of magic. Once, it can grant the bearer the benefits of an *enlarge* spell cast at 16th level. When the *enlarge* is granted the target of the spell will also be outlined by bright green *faerie fire* (as the spell with no save) for the duration of the *enlarge* spell. If the one of the effects (*faerie fire/enlarge*) is somehow ended, the other effect is also ended.

Fame Award:

1 Fame point in General if the knickknacks are returned to the people they were stolen from.





Level 2

Level 3

