

Revenge of the Little Ones



By Robin Dijkema

• ALM •

The Revenge of the Little Ones

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Without these the adventure could not be made.
Also thanx to the <http://pandius.com/> website, where I could retrieve lots of information sofar unknown.

Originally written for the Euro Gencon 1995 Championship of TSR/RPGA for all gamers in the world.

**AGAINST ALL FORMS
OF DISCRIMINATION
ALL OVER THE WORLD
Let us all be friends (and gamers.).**

DM Historical Background

In the days before Hin recorded time, the Immortals Night and Mother Earth were friends. And while other Immortals created races single-handedly, Night and Mother Earth worked together on the creation of the Halfling race.

Originally living on the southern continent Davania, with only contacts with the elves there, they became a strong race.

After the Great Rain of Fire in 3000 BC the lands, climate and whole environment changed and became more and more inhospitable.. The Hin as the Halflings called themselves left their ancestral lands and homes and moved north by ship.

Around 1300 BC the Hin came to the area that is now the Five Shires. The cape where they landed they named Faerdinel Keep (Faer = Hope, Dinel= haven in Lalor (Hin language)) The Hin see his as the beginning of Hin history.

Writers Addenda; Current Canon and fan-based knowledge of Hin History places the Faerdinel keep where currently Fort Doom is placed. Making it one more reason for the Hin to defeat the Black Eagle Barony (see GAZ 1 Grand Duchy of Karameikos, or Karameikos, Kingdom of Adventure). As per these rules and Mystara calendar, this adventure takes place between 1010 AC and 1016 AC.

The Hin erected towers where they made Landfall (not only Faerdinel Keep, but nearby too).And in the upcoming centuries, the Hin slowly entered the rolling hills north, filled with riches and a race of friendly pacifistic elves (the Gentle Folk. In these years they slowly abandoned the keeps they erected earlier, as the Sea of Dread was far from stable and save in these decades due to tectonic instability, and the Hin forgot most of them. And when the Gentle Folk disappeared under Orcish and Human attacks the Early days of Hin-kind were at an end.

Many Hin have searched for Faerdinel Keep but none have actually found it, nor others. Great earthquakes which originally created the Ierendi and Minrothad Islands were often still active, and in the centuries the Hin explored the main land, the coastline disappeared beneath the waves, altered, or became small islands.

Faerdinel and most other keeps collapsed and the surrounding areas covered it completely. And while every Hin searched for a cape on the Shire Shores, none came upon the idea that Faerdinel could be further East and the others could be sunk or locked on the tiny islands.

Around 650 AC something happened. From the Thanagioth Islands in the South arrived a young dragon. Gartax was its name. And it was as Evil as it was smart and cunning. In the following centuries it became more and more powerful. In 1001 AC Gartax changed into a Huge Dragon, and with it's Omen of Coming many earthquakes raked the land. And unknown to Gartax, this led to the reopening of one of the sister keeps of Faerdinel. And while Gartax had made its lair literally on top of this keep, he never knew about it. Although he found some ruins, he never understood the importance of it to the Hin. In these ruins he kept its treasure hoard. Just during it's last Circle of Magic he found a scroll tube speaking about some might and knowledge to be found in the very same keep. So he puzzled and searched

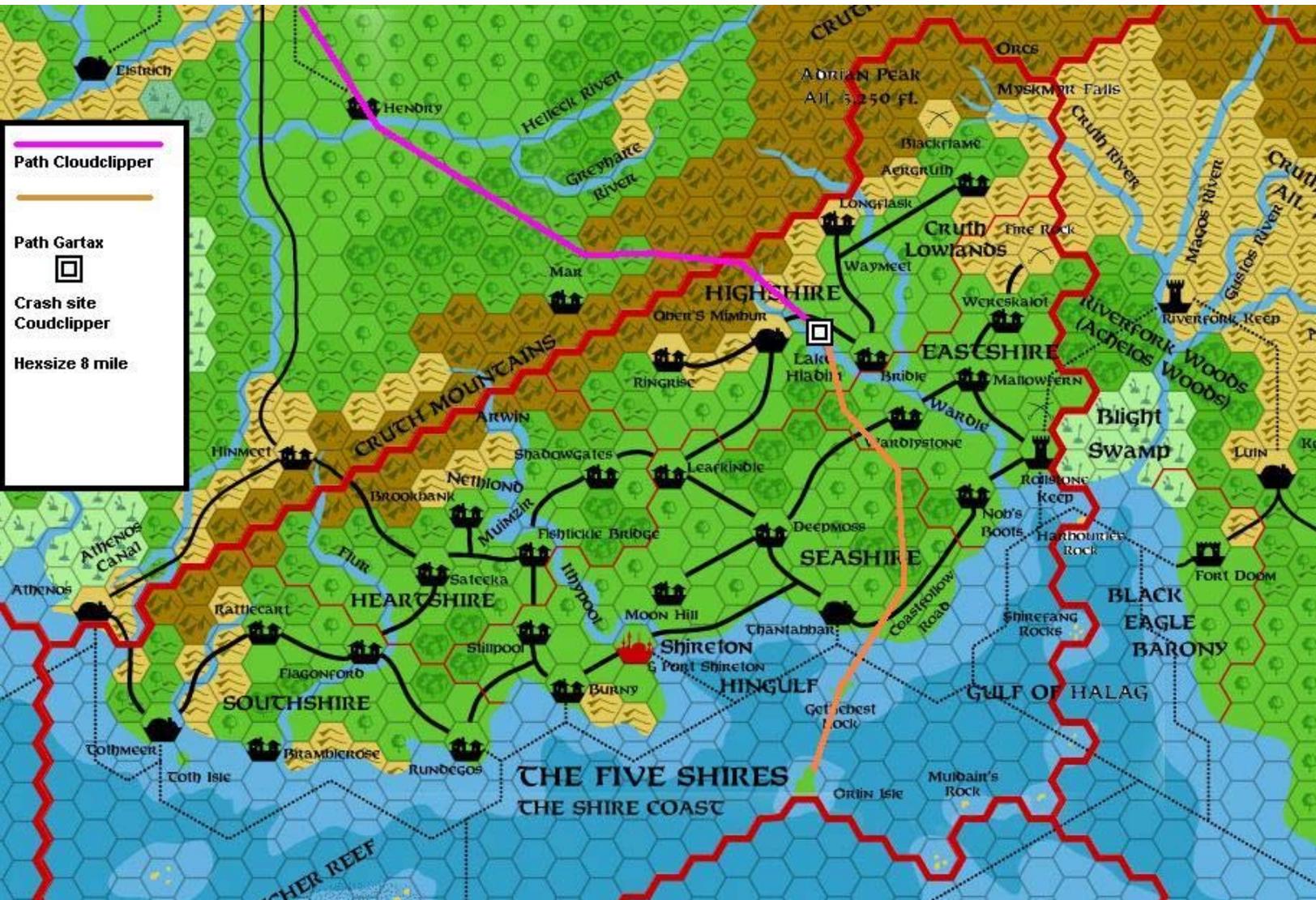
Unknown to him Mother Earth and Night had reunited and agreed it was time to reveal the Hin their ancient roots. Therefore they placed knowledge and visions in the heads of several individuals they cherished They also placed the scroll tube and hoped their plot would lead to what they intended; A friendship, spread over day and night of all races together.

And indeed Gartax flew away to try to locate Faerdinel keep, but even in it's a recent Circle of Knowledge, it did not find what it longed for. And when the Circle of Feeding started, on the hunt for a large feral creature, it lost the Tube it held so dearly on the spot where both Immortals had planned it.

Now all they had to do was wait, trusting that their faint hints, and maybe a riddled hint later, were enough and see if all would come as they had plotted.

DM Background

This adventure takes place in the Five Shires of the D&D Mystara Setting, following the D&D rules and the Extra rules from the Gazetteers; Gaz 7 Northern Reaches, Gaz 8 The Five Shires, Gaz 10 The Orcs of Thar, The Creature Crucibles; PC1 Tall Tales of the Weefolk, PC2 Top Ballista, The Draconic Circles from the Dragon Magazine (170??) article of Bruce Heard.



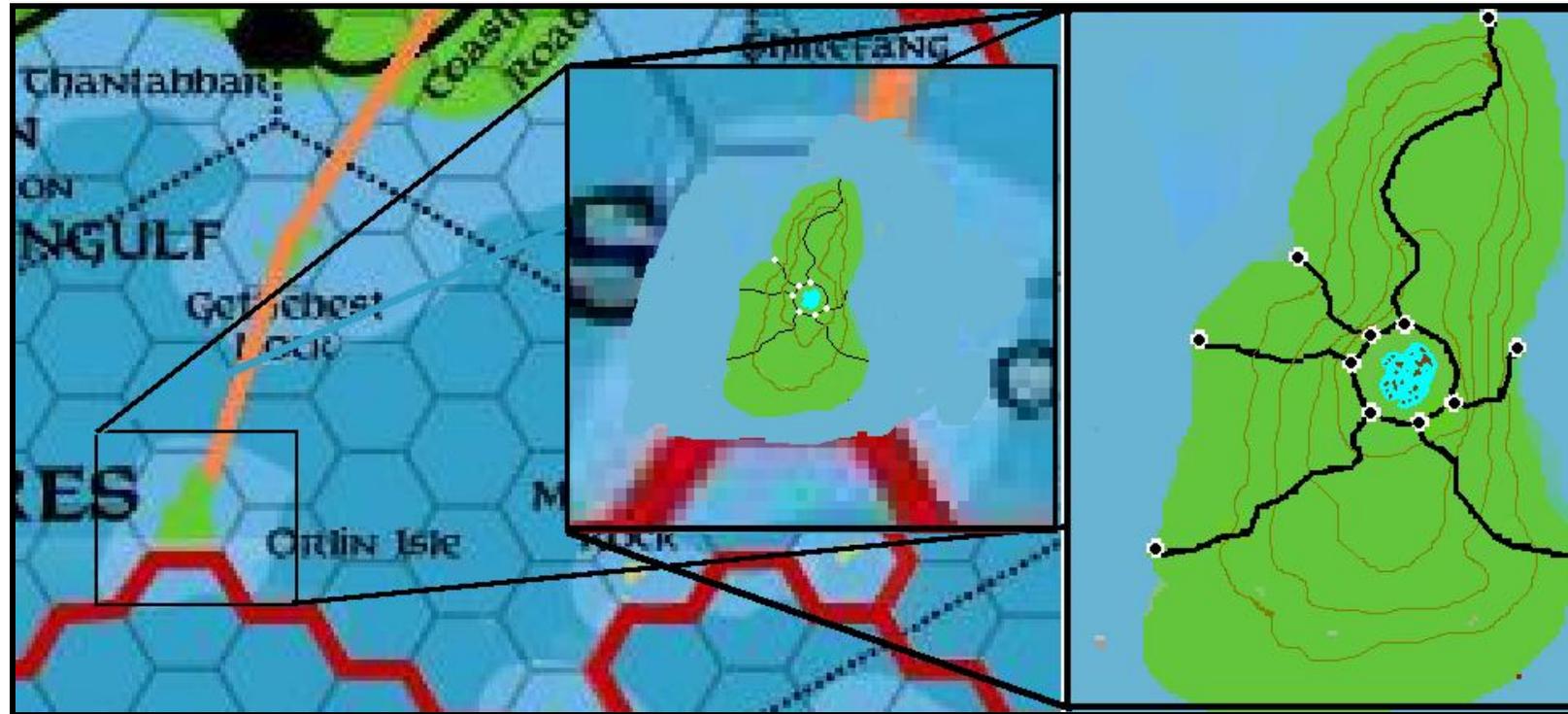
This adventure was played originally in three rounds for the Euro Gencon 1995 Championship by TSR/RPGA, but is easily playable in a limited amount of sessions. The championship version had three rounds of 4 to 5 hours. The original version was somewhat larger in the dungeon on Orlin Isle,

Round one is for the players and characters to become acquainted, to solve the main puzzle, and the trip to the village Thantabbar, followed by a short trip to Orlin Isle.

Round two is purely located in the dungeons of the forgotten keep (the Hin believe to be Faerdinel—what it is not). This chapter brings the characters in touch with lost Hin history in a most shocking way.

Round three brings the characters to the artifact of the two Immortals Night and Mother Earth. And it will finally bring them to the lair of Gartax.

Remember that Gartax is an enormous powerful and intelligent Dragon, and it won't wait until the characters have killed it. That is also not the purpose of this adventure. The dragon wants to become an Immortal Dragon Guardian and the characters are needed to become successful. The characters know that even their combined might, would be futile in direct conflict with the goal to slay it. When this is not clear to the players, make this clear. This can be done by the immense size difference of the characters and the Dragon.



Orlin Isle (map hexes 8 miles—Orlin Isle 7 mile long (N-S), 3.3 mile wide (E-W)). Ancient dead volcano (since 1850 BC)

DM Preparation

Print out all Character sheets, and gives these to the players.

Print out ALL maps (Player and DM) , and keep them aside until you need to hand it to the players.

Print out the riddle map, and keep it aside until you need to hand it to the players.

It may be handy to print out the whole adventure, (or use an E-reader or similar) to keep everything at hand.

Read everything beforehand carefully.

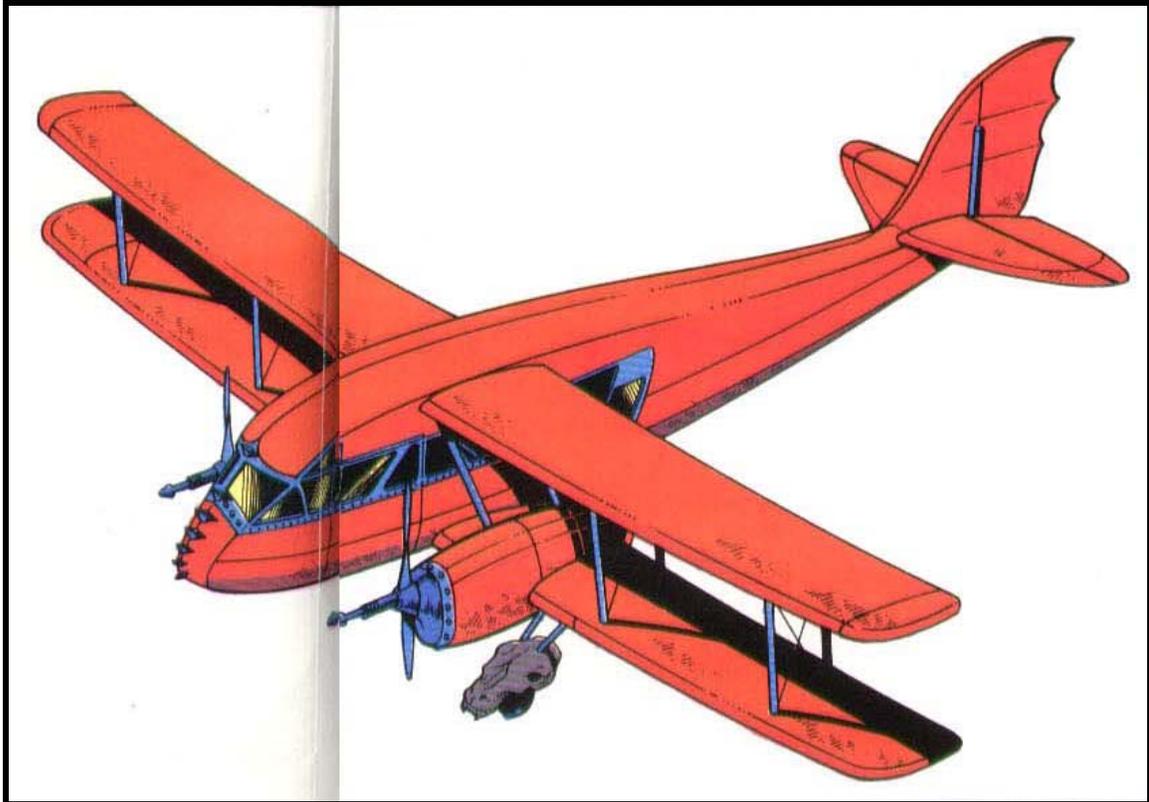
Explain the Players how to use Armor Value rules, if they haven't used this before.

Explain Players how to use skill and ability checks (rolling a 1d20 (sometimes with adjustments) against this skill or ability, if higher than needed is fail.).

Adventure Order background (may be read to Players if needed)

1st Day 06:00 AM

The Gnome and the Tabi Enter a Serraine Cloudclipper in Darokin City after a few days of shopping, to reach Serraine the Floating City currently flying somewhere over the Five Shires. The Pixy awakens the Master Hin in his cave to go fishing, in a nearby creek. And the Hin Sheriff kicks the kobold out of it's nest, a few miles north west of Bridle, to start the morning with a walk in the local area. Gartax concludes the information from his Circle of Knowledge that he must act now to find the information he needs to find an artifact he is already near to, yet unaware of its location or powers. He departs to the location, magic supplied him, a metal flying gnome device in the north.



1st day 07:30 AM

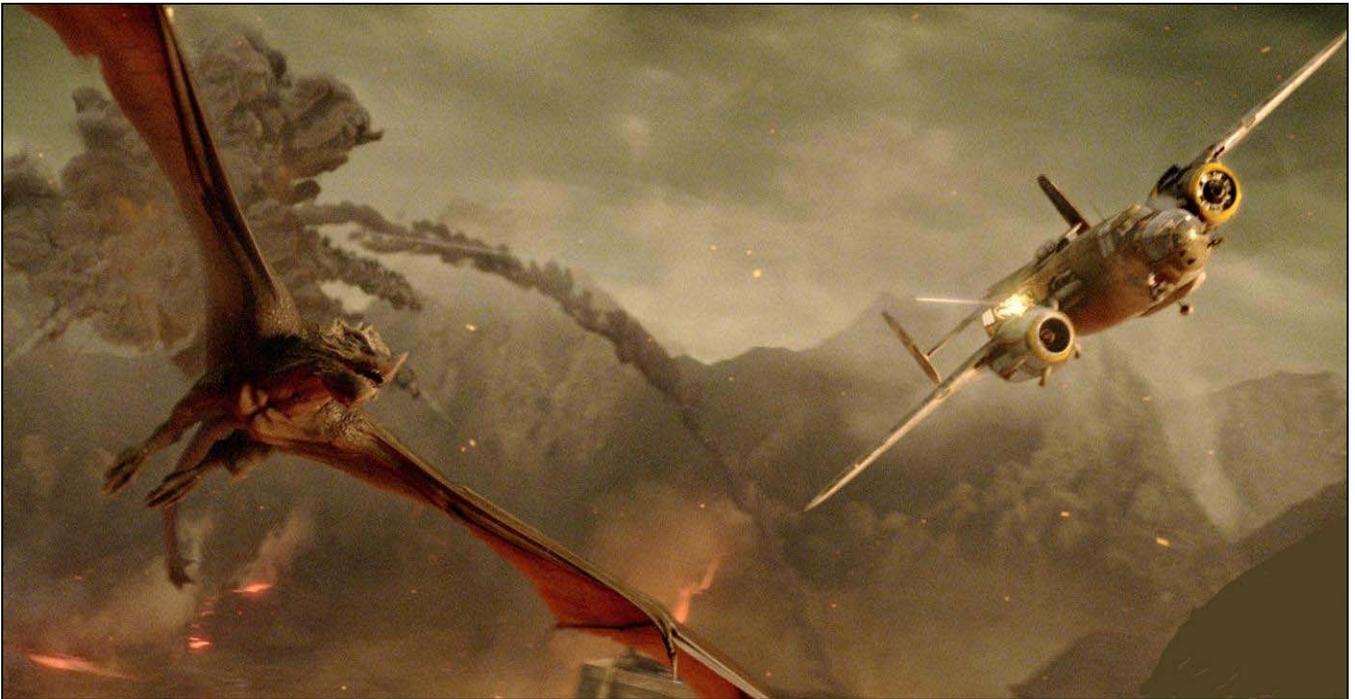
The cloudclipper reaches the general area near Lake Hiadim in Highshire. The Pixy and the Master hear it approaching, breaking of their fishing trip out of curiosity what the strange rattling airborne noise brings. The grumpy kobold, almost fully awake, becomes aware of a Huge Red Dragon flying over and alerts the sheriff, in mixed tension of fear and curiosity.

1st day 07:32 AM

The Pixy and the Master witness the Dragon attacking the strange vessel. The Kobold and the Sheriff only hear what happens, and can only surmise that the dragon attacks someone. The Gnome and the Tabi are in real troubles now, and are thrown in all directions within the shaken cloudclipper.

1st day 07:35 AM

The Dragon succeeds in disabling the cloudclipper, destruction imminent. The Tabi succeeds in opening an escape hatch and grasps the Gnome, who is most near, in its small paws, and tumbles down, trying to get itself in flight, saving both him and the Gnome. The other characters only hear the vessels damage and crashing down.



1st day 07:36 AM

The plane crashes in a loud fireball explosion. The dragon dives down to gather its new treasure. The Tabi finally succeeds in changing its free fall to a more regulated descend. The large explosion is heard by all others.

1st day 07:47 AM

The kobold and the sheriff meet the pixy and the master and together they continue to investigate.

1st day 07:51 AM

The Pixy locates the tabi and gnome in a nearby tree and together they run towards it. The kobold immediately heals the gnome. They witness the Dragon flying away, southward bound.

1st day 07:58 AM

While the characters introduce themselves, a scroll tube falls from the tree on the head of the master. They think either the vessel or the dragon lost it.

1st day 08:00 AM

The Adventure begins. The characters start puzzling what the scroll is, and what the strange occurrence is of that all six of them have knowledge of it in a strange obscure way. The kobold suspects Immortal influence, and dictates to follow these hints. The others are more than curious. Later they solve the puzzle.

1st day Nightfall

DM may use this for an extra encounter. (unrelated). Gartax discovers by use of magic and his wits that there are some survivors, now grouping together to follow some strange scroll(it is unaware what it is actually, but thinks it can lead them to his treasure, and it utmost hates hoard thieves.

2nd day Morning

The Characters reach Thantabbar and are attacked by Thugs send by Gartax.

3rd day Noon

The Characters reach Orlin Isle.

End of Round One

3rd day Evening

The characters eat, drink, rest. No encounters other than some strange animal sounds which give them the jitters.

4th day morning

The characters relearn spells. They later enter the ruins of the lost keep, according to what they found as the location on the map and in their minds. Here they find a Pirate lair, A Temple of Mother Earth, and leads to some artifact. They also find proof that this is a sister keep of ancient Faerdinel. (They may at first even think it is Faerdinel, but later they will find out that this does not fit.

End of round two

5th day Morning

The characters, have rested, healed, and now relearn spells.

5th day Midnight

The draconic Circle of Feeding almost at its end, Gartax now longs for the Ceremony of Sublimation.

Just before that happens the characters come in between.

So Gartax is willing to eat them also, and use the Artifact for a greater chance to become Immortal.

Whatever happens; The Dragon might succeed in its plot, or the characters die before a horrible death, or they don't even reach Gartax, or strange things (the side effects of the Ceremony of Sublimation) or else, the adventure and thus round three ends here.

ARMOR VALUE explained

Keep in mind that this adventure uses Armor Value rules as per Thyatian/Alphatian Gazetteer rules.

Instead of subtracting the base value of an armor from the Armor Class. It is noted separately, and used in combat to reduce damage. See following page if unused with this game mechanic.

If not wanting to use Armor Value, simply subtract the Armor Value from the Armor Class to get it's readjusted Armor Class. Yet it is better to use Armor Value.

Covering		AV
Textile, Fur		1
Leather Armor	LA	2
Cuir-Bouilly Leather		3
Studded Leather		3
Spiked Leather		3
Hide Armor		3
Bone Cage		3
Scale Mail	SC	3
Bone Plate		3
Coin Armor	Ca	3
Chain Mail	CM	4
Ring Mail	RM	4
Brigandine Armor		4
Lamellar Armor		5
Banded Mail	BM	5
Splint Mail	SM	5
Plate Mail	PL	6
Dwarven Plate Mail	DL	7
Suit Armor	SL	9
Steel		6-10
Stone		7-12
Granite		13
Diamond		14-15

AV; Armor Value.

This depicts the hardness or lack of vulnerability of a creature. Often this is the type of armor. Some creatures like Dragons can have an AV of 9 and most stone or steel creatures (often constructs) can have even more. Steel goes to AV10, stone to AV12, Granite to AV13, and Diamond to AV15. There is nothing harder than Diamond, not even by magic.

Some races will even have a natural Armor Value, which is the hardness of their bodies. Other characters will need armor for a similar effect. Armor Value lowers the damage of each single attack. Armor class is only determined by the character's shield, dexterity, and current magic. Any other protective armor does not improve Armor Value.

Any Armor Value, simply subtracts a certain amount of damage from the amount inflicted. When a character wearing Armor (or having natural Armor—like Dragons, Geonids, etc), deduct the AV from the damage of the attack, one point of damage always gets through—from the impact or from penetration of the armor. The remainder of the damage gets through. This is deducted for each separate attack.

Example; Theodosius swings a sword at Lucian, who wears plate mail (thus he has AC9= human regular AC and AV6 by the armor). Theodosius hits, and does 8 point of damage. Lucian's AV takes 6 points from the damage, leaving 2 damage after armor. Even when only 1 damage was given Lucian still would receive damage as the initial 1 damage always gets through after hitting. Barding also supplies AV. It is possible to wear a plate mail over a chain mail and increase the AV accordingly, but the characters movements and reactions will be halved, as the armors hinder each other, and it severely increases the weight.



Leather AV2 — Chain Mail AV 4 — Plate Mail AV6

All sorts of impact damage succumb to AV, but other forms of damage don't, this includes spells. AV will not affect non-impact spells that will give damage. And there do exist weapons (bullet bow), spells that will negate any Armor and thus Armor Value.

Bows and crossbows have some special benefit against armor—armor gets only half its AV against bows and crossbows (round down). Arrows and quarrels are very good at punching through armor. Any saves against bows attacks are penalized by half the damage(round up) going through. A 6-damage arrow passing through a leather armor (AV2) passes through 4 damage and the armor thus gets -2 to the save to see if it was lowered by 1.

Monsters will also benefit from this rule. Agile monster have a good AC, will powerful monster will have a good AV, some creatures like dragons and Golems will have both. Natural AV can never be better than 12 which equal the strength of Stone, and rarely exceed 10 . Dragons for example have a maximum AV of 9, but Stone based creatures can go to 11, and rarely to 12.

The difference with using Armor Value are; People will be hit more often in combat, Armor classes are lower, so hitting will be more common. Even low-level characters will thus be useful in combat. Fights will take longer as less damage comes through with each attack., fighters become more competitive against heavily armored monsters.

DM INFO ONLY How to solve the puzzle.

Put all visions, dreams and parts of knowledge together. Take the map scroll from the fallen tube.

From the kobold and the map scroll you learn the connection between the map scroll and the visions, as he speaks of a lake with many rocky islands and a round trail of 5400 yards around it. And that at each location pot lives an important person. Both seem to be depicted on the map. From the sheriff you learn that the only location with a lake with many rocky islands within, is an island itself; Orlin Isle, somewhere south of Thantabbar..

yards	location	person	Date
1800			
2700			
3600			
4100			
4800			
5400/0			

The Master tells you that if you go clockwise (or following the sun in a circle as the gnome knows) around a lake, you will encounter specific location spots at **1800, 2700, 3600, 4100, 4800, and 5400 (0)** yards to reach the beginning.

You also know that each location has a date of building.

In total you find six locations, six persons, six dates and six distances.

Mage, Sheriff, Cleric, Messenger, Druid, Paladin.

820 AC, 851 AC, 901 AC, 920 AC, 982 AC, 998 AC.

Pirate Village, Mill, Hegge, Tower, Cottage, Old Ruins

From the Tabi you learn that the **mage lives in the tower** directly opposite of a Hin sheriff, as looking over the lake, and between a druid and an old paladin. By looking at the map scroll, you see that there can only be at 0 vs. 2700 or 1800 vs. 4800 yards a case of direct opposite locations.

yards	location	person	date
1800	village or ruins		
2700		sheriff	
3600	village or ruins		
4100			
4800			
5400/0	tower	mage	

The Pixy knows that the distance between the tower and the pirate village or the tower and the old ruins are both 1800 yards, so the tower can be only at 0 yards, leaving the pirate village and the old ruins 1800 yards left and right of it (at 1800 or 3600 yards).

As the tabi tells that the **sheriff lives exactly opposite of the mage in the tower**, he thus must live at 2700 yards.

From the combination of this information, you know that the paladin or the druid must live at either the pirate village or the old ruins. As there is only one location on the east (1800 yards).

The Hin master received a vision of a messenger who delivers a message to someone 700 yards to the north. Since there is only one instance of a distance of 700 yards between two spots, he can only live at 4100 yards, delivering to 4800 yards north.

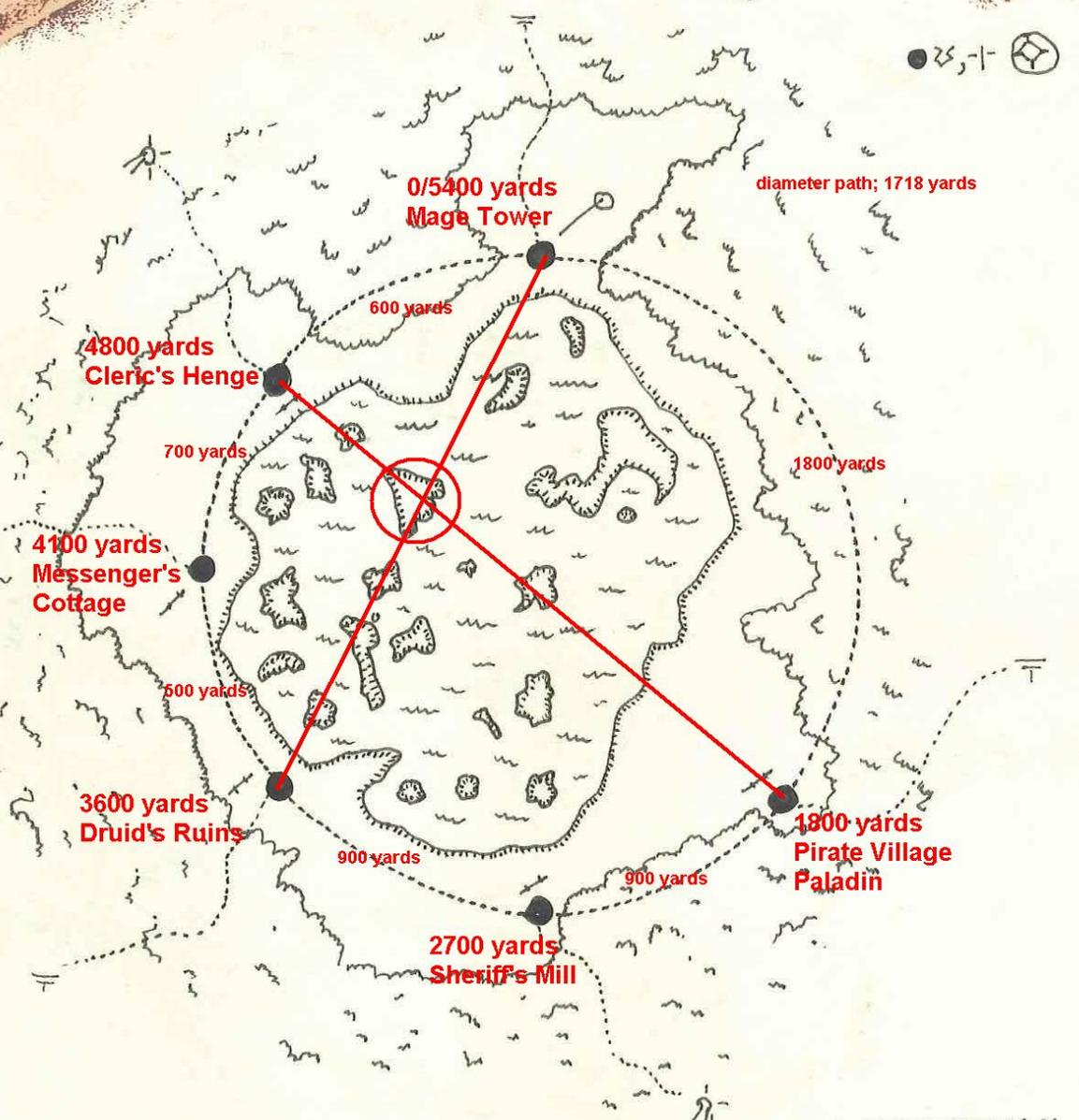
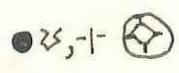
yards	location	person	date
1800	village or ruins		
2700		sheriff	
3600	village or ruins		
4100		messenger	
4800		cleric	
5400/0	tower	mage	

The pixy knows that the mage goes daily to the pirate village first, but on holy days he travels to the cleric. This means that the cleric does not live in the village, and thus the cleric must live at 4800 yards, thus receiving the message from the messenger.

The pc sheriff knows that when the Orlin isle sheriff starts his daily patrol, he first reaches the ruins according to what his colleague knows, and travels clockwise (following the passage of the sun). This means the ruins must be at 3600 yards. Because, according to the pixy, the pirate village and the old ruins are both 1800 yards from the mage tower, the pirate village must be at 1800 yards.

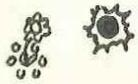
yards	location	person	date
1800	ruins		
2700		Sheriff	
3600	village	Paladin	
4100		Messenger	
4800		Cleric	
5400/0	tower	Mage	

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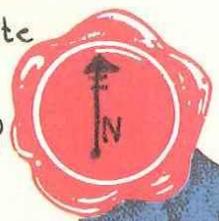


Elmont Lake

Faerdinel Keep
 Six will unite
 To show the might
 Of Night and Nature
 Born in History, now Mature
 The knowledge lost, long forgotten
 Now dug up, deep from the bottom



- Where is what
- Who is where
- When is what
- Dreams, knowledge and visions shall unite
- All to find Faerdinel Keep



The sheriff pc also knows that his colleague helps the druid in the ruins, so the paladin must live in the pirate village, because the sheriff lives exactly between the druid and paladin. Thus leaving only one location open for the Druid at 1800 yards.

According to the pc sheriff, the house of his colleague was erected in 901 AC.

The Hin master knows that the house of the messenger was erected in 851 AC. The sheriff goes last to the oldest spot (The oldest date of erection is 820 AC) around the lake, and he lives exactly between the ruins and the pirate village, and he goes to the ruins first, thus to the village last, which thus must have been the oldest location and created in 820 AC.

yards	location	person	date
1800	ruins	Druid	
2700		Sheriff	901 AC
3600	village	Paladin	820 AC
4100		Messenger	851 AC
4800		Cleric	
5400/0	tower	Mage	

The locations 851 AC and 998 AC, are most near to each other, according to the pc sheriff. Since the home of the messenger is erected in 851 AC and the distances to the two nearest locations are the druidic ruins at 3600 yards (500 yards distance) or the cleric at 4800 yards (700 yards distance), this means that the most near location, must be the druidic ruins, in 998 AC. Since according to the same information the locations created 820 AC and 920 AC are the farthest apart, and the village of the paladin was erected in 820 AC, only the tower could have been erected in 920 AC.

yards	location	person	date
1800	ruins	Druid	998 AC
2700		Sheriff	901 AC
3600	village	Paladin	820 AC
4100		Messenger	851 AC
4800		Cleric	
5400/0	tower	Mage	920 AC

The only remaining location is the place where the cleric lives, so this must have been created in 982 AC and is just older than the youngest location.

The master speaks about putting the mill on the northern wind and overlooking the lake, and since the sheriff spoke about his colleague living in a strange home, but not in a cottage, this must be the mill.

According to the master, the messenger lives in a location created with straw. Creative thinking reveals that a cottage has a straw roof. Thus the messenger lives in the cottage, and thus leaving the only location open for the cleric, the Henge.

yards	location	person	date
1800	Ruins	Druid	998 AC
2700	Mill	Sheriff	901 AC
3600	village	Paladin	820 AC
4100	Cottage	Messenger	851 AC
4800	Henge	Cleric	982 AC
5400/0	Tower	Mage	920 AC

When you put all this information together with the map, you can easily place two lines. One line according to the kobold's vision of a twinkle of light seen by the cleric longing for a beer in the village. The last line would direct to the only rocky island on the northern line, that could not be seen by the druid, according to the pc sheriff.

DM local information

The ruins were a recent experiment of the druid to create a new Henge, which failed as no Henge can be erected too near to another older already existing. The cleric wants to become a druid, and thus already starts to live a druidic lifestyle in the Henge his teacher, the druid, invited him into.

The paladin is a very old fellow, who loved the sneaky live of the Hin pirates, still trying to invite them to a life of order, although he actually knows it is useless. He lives on the island alone to live out his last years in relative peace.

The pirate village is home to about 40 Hin pirates., more pirate villages are at the other landing sites. (see Orlin Isle map).

The messenger's grandfather was once a pirate too, but fell in love with a female Hin pirate, and moved away, creating a lovely cottage for his new family. His grandson later became a messenger between the people living on the island, earning enough money to keep all together.

The mage, also an older fellow, just wanted a reasonable safe and silent location to do its experiments.

The sheriff was recently installed by the shire masters, to bring law on the island.

Neither the pirates nor the other inhabitants dare to oppose the dragon on their island, and as according the dragon, he finds the pirates and thugs useful, and the others unimportant.

DM the Solution map may be used by the DM to check if the Players did right.

The strange symbols on the map underneath the poem left are respectively Holy Symbol's of Mother Nature and Night (a flower in a ring of white stones, and a solar eclipse). The Symbols are Old Hin runes see here.

Other DM Info

The nearest location to the island rock is from the Cleric's Henge, here the distance is about 450 yards, the rock itself is triangular and measures about 125 yards NW to E, about 130 from E to S, and about 140 yards from S to NW..

This is enough for the Gencon style adventure, as the accompanied official dungeon map is about 370 feet by 270 feet (123 yards by 90 yards).

The original larger maps were just crammed within these confines, and as thus had to be adjusted to the version you have in your hands now, to enable Gencon-style play.

The Known Runes		
Rune	Rune Name	Meaning
↗	Abbairath	This is the way; you are on the right path
∞	Bungol	Danger; take care
⊃	Cullathas	Trap or pitfall ahead
⊥	Dath	(Drinkable) water ahead
⊘	Ellanath	Do not disturb
○	Fyrdol	Hidden door or way
⊙	Glaunthas	Look up
↻	Hurhur	Change in direction (of path or correct route)
⤴	Ingle	Climb here
⤵	Juth	Look down
↖	Klaun	Way out
⊘	Laddath	Treacherous footing or unsafe rope or construction
⊙	Maerdeth	Treasure; wealth or riches
⊕	Nol	Death; great danger
+	Olipur	Magic here
↔	Pellasz	Lock or forbidden entry
⤵	Rozul	Descend here
⊂	Sashsash	Good place; fun or hospitable
—	Tarth	Strong or safe
⊗	Uluth	Beware guardian creature or frequent monsters
⊖	Unzle	Grave; burial place
◇	Valas	Important site or sacred area or locale
⤴	Xabbas	Start here; beginning, or first step, or go here first
⊥	Yondul	Stop; turn back
⊙	Yukoul	Evil force or beings present or frequently encountered here

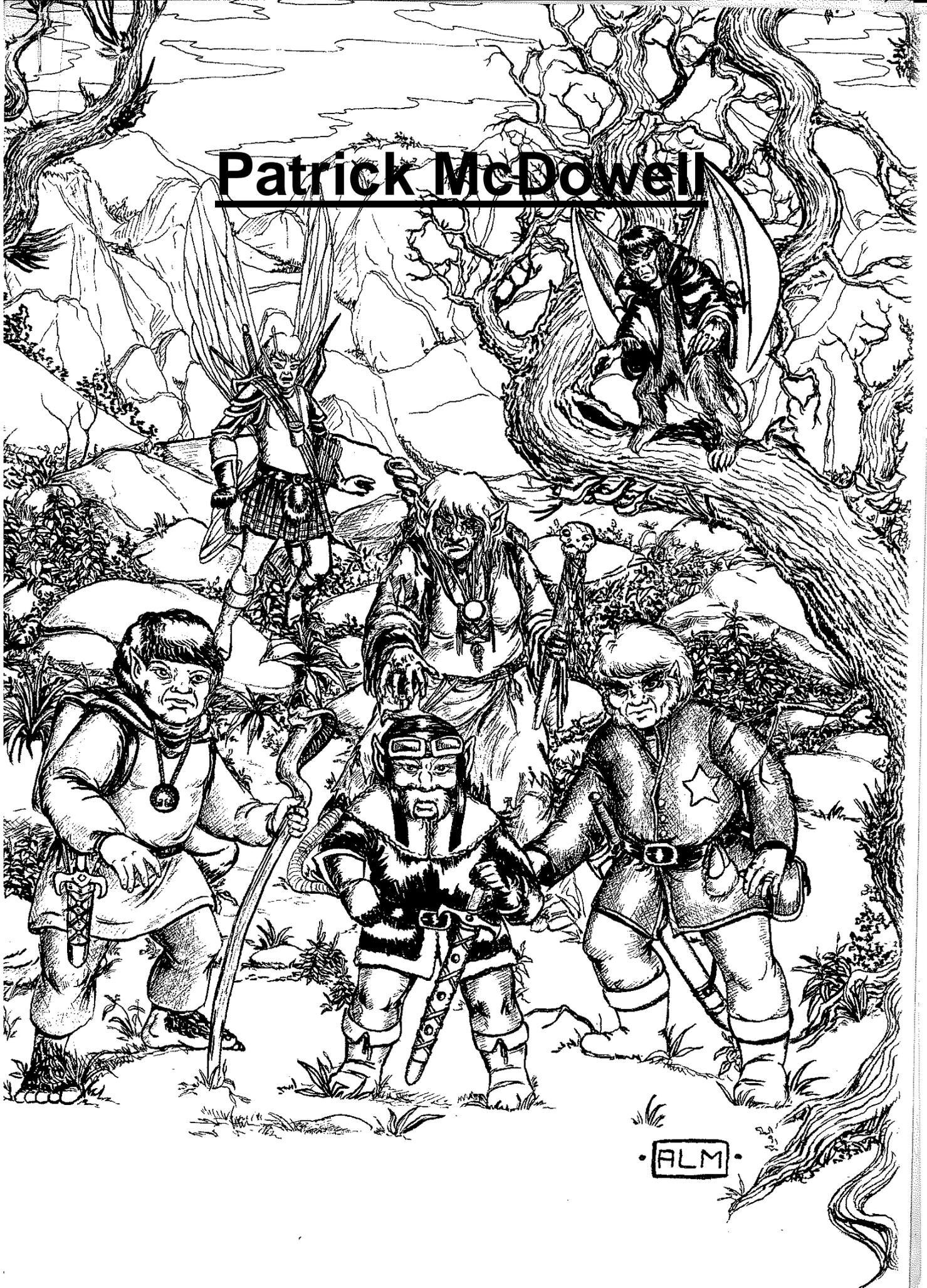
These runes are often used in combination. For example, Unzle and Ellanath together would mean: "Grave. Do not disturb." A crypt or coffin believed to contain undead would probably be marked with Nol, Ellanath, Yondul, Unzle, and Yukoul. Spell-guarded treasure is traditionally marked with Maerdeth, Nol or Bungol, and Olipur.

Such runes may be found painted or smoked onto rock walls underground or upon stones, or painted or graven in stone or upon trees. In buildings, they are either deeply graven in walls or floors, or, more often, laid out in mosaic tiles.

The most important rune in a grouping (such as Nol, Yondul, or Olipur) is usually circled or boxed, drawn larger than the rest, and placed in the center of a group of runes, or above the others.

Player character record sheets
To print out.

Patrick McDowell



•ALM•

Character Record Sheet

Character Name;		Patrick McDowl	
Race;	Pixy	Sylphus minor Masculum	
Sex / Age	Male	420 years	
Height;	2'	Right-handed	
Weight;	225 cn	22.5 LBS	
Class/Level;	Pixy	15	
Hit Dice / Hit Points	9 +6	66	
Abilities			
Strength	12	+0	
Intelligence	12	+0	
Wisdom	7	-1 on saves vs magic	
Dexterity	13	+1 on missile hit roll	
Constitution	15	+1 hp/HD	
Charisma	12	+0	
Saving Throws			
Death Ray / Poison	2	Alignment	
Magic Wands	4	Lawful Neutral	
Paralysis / Turn to Stone	4		
Rod / Staff / Spells	3		
Dragon Breath	3		
Armor Class			
Natural		8	
Magic	-2	by mini plate mail +2	
Invisibility	-6		
vs larger than humankind (6')	-2		
Longbow Mastery			
Long Sword Mastery	-2	for 2 r/combat	
Armor Value	6	mini plate mail	
Movement	MV	FL / MF	
	+2cn/ ST adj.	+1 cn/ST adj.	
180'/60'		0-5 cn 3B	
150'/50'		6-10 cn 3B	
120'/40'		11-15 cn 3B	
90'/30'	0-20cn	16-20 cn 1B	
60'/20'	21-75 cn	21-25 cn 1B	
30'/10'	76-150 cn	26-35 cn 1B	
15'/5'	151-200 cn	36-40 cn 1/2 B	
0	201 cn+	41 cn+	
		Must rest 1T/3T Flying	
Base THACO	7	by level / HD	
Strength adjustment	0		
Long Sword Mastery +1 hit Magic	-4-1=-5	Primary Hit	
	-2-1=-3	Secondary Hit	
Long Bow Mastery +1 hit Magic	-4-1=-5	Primary Hit	
	-2-1=-3	Secondary Hit	
Damages			
No Weapon	1		
Tossed object	1d2		
Long Sword Mastery +1 Magic	1d6+6+1	Primary Hit	
	1d4+5+1	Secondary Hit	
Long Bow Mastery	3d4	Primary Hit	
	1d6+4	Secondary Hit	



Pixies are small humanlike creatures with insect like wings, and are between one and two and a half feet tall. They are usually red-headed (but other colors do exist). They have insect-like wings, green and translucent, sprouting from their backs. Their faces are round with pert, upturned noses and eyes that are often squinty and crossed.

They have pointy, Elvish-looking ears. Most wear green clothing. Outside of combat, they wear bright clothing, often with a cap and a pair of shoes with curled and pointed toes.

Combat abilities

Longbow Weapon Master

2 attacks/ round (-1initiative for the second shot).

AC -2 versus handheld or thrown attacks for 2 rounds from begin attack.

Delay victim nearer than 170'. If hit and victim fails a save vs. Death Ray (Poison) it gets a -6 on its next

initiative. (Does not work on creatures bigger than an Ogre.)

Long Sword weapon Master

2 attacks/ round (-1initiative for the second shot).

AC -2 versus handheld or thrown attacks for 2 rounds from begin attack.

May throw weapon 5' for secondary hit damage.

+4 to hit primary target, +2 to hit secondary target

Fight withdrawal 5' / r

Despair when rolled maximum damage

Despair when avoiding all damage in 1 r by deflecting

Despair when disarming 2 opponents

Despair causes morale check on 0 to 12 HD opponents.

Smash; initiative -6, -5 to hit, damage on hit= total Strength + magic bonus + Strength adjustments + rolled damage.

Disarm instead attack; normal hit roll, if victim 1d20 - dex - attacker's dex=greater than victim dex = disarmed.

Special Powers;

Hiding

50% Hide motionless in Woods, trees, large bushes.

Flying

Since they have wings, Pixies are able to fly, but not for long periods of time. After three turns of flying, a Pixy must rest for at least one Turn (=10 minutes=60 rounds) as he has become seriously Fatigued. (-4 to all abilities, saves and penalty to THACO).

They can walk as long as a normal human (about 8 hours), before becoming fatigued (-2 to all abilities, saves and penalty to THACO).

Invisibility to Mortals

Pixies may at will become Invisible to Mortals, in 1 initiative segment. They have the special power of being able to remain invisible even when attacking. This enables them to always gain surprise against those who can't detect the invisible, on the following rounds they get the normal invisible bonuses. Invisibility gives a +6 to AC, +4 to saves, +4 to hit roll, and a minus 6 on intelligence checks to determine its location within 1 round after invisibility goes in.

When a Detect Invisibility is used, the fairy will become visible to the user of the spell effect, but the fairy may become Invisible to that viewer after 1 initiative segment if it desires to do so.

The same occurs to spells like appear, or dispel magic. Pixies know that Dragons have Second Sight.

Second Sight

They also have second sight. For the purpose of this adventure treat Second Sight as a combination of See Invisible and Treusight with a continuous duration.

Magic Item Use

They may use magic items permitted to fighters (again, subject to size). In addition, they may attempt to use items normally restricted to Spellcasters. See table; on Success the item functions properly, on Failure, the item fails to function at all, Backfire, the item malfunctions, directing its results against an unintended target (typically the user. For example, a backfiring Wand of Fireball would explode around the user rather than the intended target, or a Shield spell, cast from a scroll, would protect not the caster, but his opponent or a nearby rock or tree. On an Unexpected result; due to the Fairy's inherently magical nature, there is a chance of the item producing an entirely unexpected result. The chance of this happening increases as the Fairy rises in level, presumably becoming more magical.

It is up to the DM to determine the exact nature of an unexpected result. As a general guide, roll 1d6=>1-2= the event is helpful to the Fairy, 3-4= Harmful, 5-6= indifferent. The dm should be imaginative in creating unexpected results. If there is a Fairy in the party with a chance of generating them, it may be useful to prepare a few clever ideas beforehand. Note that unexpected results can assist the DM as a plot device and relative plausible Deus ex Machina. For example, an indifferent result could be to save the party from impossible odds, but by teleporting them into the lair of a Red Dragon.

Such results may liven up the campaign by 'forcing' the characters into new circumstances and adventures. Be forewarned, however, that this one must be careful not to abuse or overuse this game device, or it will quickly become old and boring. Examples; using the aforementioned Wand of Fireball, an unexpected helpful result could be healing the caster with 1d6 hp; harmful, causing a small load of manure to appear in the air over his head and drop on him, causing an illusory reproduction of a famous painting, or to appear suspended in the air for a round.

The Chances for this pixy's Success is 01-35%, Failure is 36-84%, Backfire is 85-90%, and to create an unusual effect is 91-100%, rolled on 1d100.

Immunities

Faeries are immune to all normal diseases but may still be affected by magical diseases such as mummy rot. Faeries do not grow old. Death is merely a change in the cycle of their existence in which they become reborn as another faerie (in 0-999 years time).

Pixy Weapon	Dm	Ranges (S/M/L)
Battle Axe	1d6	
Club	1d2	
Dagger	1d2	3/6/10
Mace	1d3	
Sling	1d2	10/20/30
N. Sw ord	1d4	
2H Sw ord	1d6	
Bow	1d4	10/30/50
Crossbow	1d3	15/30/45
Hand Axe	1d3	
Pole Arm	1d6	
Spear	1d4	5/10/20
S. Sw ord	1d3	
War Hammer	1d4	

Standard Mini weapons

Weaknesses

Faeries take 1d4 damage from Holy Water (no splash damage) and are made uncomfortable and tend to avoid Holy Symbols, Prayers or the names of the Immortals. (-1 to initiative, Reaction checks and Charisma—they are tensed).

Personality:

Both Sprites and Pixies are mischievous and whimsical, graceful and gay. They love dancing and practical jokes, it is this lifestyle that placed such a mark on humankind that many humans suppose all the Good People are as tiny and frivolous as they are.

Pixies are a race of tiny fey, known for their pranks, merriment and dancing. They are perhaps the most iconic of the fey creatures. Pixies are mischievous, graceful and whimsical. They love dancing by moonlight in Fairy-rings, having various contests and games, and practical jokes. Perhaps their greatest joy is teasing the big races.

Pixy-led is a term meaning 'lost'; it came about because the Pixies and Sprites delight in leading the human travelers astray. They might use spells to disorientate and create phantasmal lights, or invisible Pixies will brandish candles in the distance to tempt people away from their trail. The superstitions of humans, demihumans and humanoids alike hold that to ward against becoming Pixy-led, a person must wear his or her coat inside out or else carry a wicker holy symbol.

Character Traits;	Proud, Generous, Peaceful, Cautious, Loyal, Dogmatic		
Racial traits;	Fun and Nature loving, Distrusts Clerics, Holy symbols and Holy places.		
Languages;	Fairy, Elvish, Hin/Lalor, Thyatian, Gnome, and Animals (basic needs and/or emotions only, descriptions as limited as per animal perception and knowledge= many misconceptions).		
Faith;	None, but friendly to Mother Nature (Ordana) and Mother Earth. Afraid of Entropic Immortals.		
Alignment;	Lawful Neutral		
Skills			
Forest Survival	12	Fishing	12 (which you like especially)
Fungyology	12.	Brewing/Drinking Beer	15 (Which you like also)
Navigation Stars	12	Herbal Knowledge	12
Tracking	12 (Racial extra Skill).		

Equipment

Mini Silver Plate Male Armor +2	25 cn	Mini Long Sword +1 (Named Orc Slayer III)	4 cn
Mini Long bow +1 and 42 arrows in ini quiver	2 cn	Large Bag400cn content 1'x1'x2'	30 cn
Lunchbox (2 strawberries, 3 walnuts, a loaf of acorn bread)			1 cn
Jar with 18 common worms	2 cn	Pixy Fishing Rod	1 cn
60' fishing line	1 cn	3 Fishing hooks	1 cn

Background

You are a Pixy that normally lived in the Canolbarth Forest of Alfheim under Fairy King Oberon. But during the War of the Desert Nomads in 1004-1009 AC, the woods were strangely contorted by magic from below, and so all the fairies had to move. The fairies didn't follow the Alfheim elves for they needed the bond with nature. To survive many took hiding in as pocket dimension others moved elsewhere. As a reconnaissance you examined the Achelos Woods in the Kingdom of Karameikos. This place was excellent due to the nature magic powers of a forgotten Henge in the middle of the woods. The evil forces of Baron Ludwig von Hendricks were chased away. The magic of wood was strong enough to hold all t5he Fairy Kingdom of Oberon., with enough expansion possibilities to the east. There are almost no contacts with other races. Only a far fortress and some Halfling villages, and they pose no threat. It took a year to travel over the Crutch Mountains and along the Crutch River to reach the Achelos woods with all the Fairy Court. Which did not hid in a pocket dimension.

It was a magnificent view to see hundreds of Treants, Pixies, Sprites Dryads, Chariots Loaded with Dryad trees, and all other fairy folk to travel towards their new home.

Together with the help of the Shire's Hin you eventually succeeded.

You really liked the Hin and so decided to live with them for a few years (as you had done a century or so ago in Glantri, where you adopted the ways of Mc Gregor's and chose y'r current name).. You sought out an old friend, a Hin Master (sort of Druid) and together you started your so-called "holiday". After about a year you started to feel as if you missed something. Although you liked the peaceful fishing and wandering, you miss the tension of adventure, and long for some action.

Ollipur Rimbul Highshire

Your friend and fishing buddy. An old and friendly Halfling with as much affection to the woods as you. He's even able to draw magic from the powers of nature after he has touched the soul of nature in the morning. He is loyal to you and all of the 5 Shires, and maybe through him you'll be able to adventure again.

Trust, Respect, Joy, Comfort



Sheriff Galass

A good friend of Ollipur. He's a stubborn old chap but also a heck of a leader and a bully of a Judge. He recently started his rest years, but still refuses to completely lay down all his work. Now he has a kobold to bring to law., impossible of course, but strangely enough you have enough confidence in Galass that he might actually be able to succeed in this task.

Trust, Respect, Safety, Hin Knowledge

The Kobold

Nothing more, nothing less. That is also the way you call it. But maybe it should carry a name like Skunk, so terrible it stinks. You expect that it never ever saw, (let alone learned to use) a piece of soup or clean water.. but the most astounding fact is that

this kobold wants to become a doctor. Pha..., a doctor with dirt under it fingernails and tattoos in its face, while pustules explode into your open wounds. Whuuh..., the thought of it. Brrr. You don't hate it, but..., heck, it's a Kobold.

Disgust, misunderstanding, yet still acceptance.



After encountering the Gnome and the Tabi

The Gnome Pete

Some dedicated family father, who worked in Darokin City on repairs of the Water system, after the damage done by the Master of the Desert Nomads and the Flood in recent time. He longs to be home again with his wife and children, but he first feels he is obligated to help the Tabi with some Curse, since it saved him from death.

Acceptance, respect, Curiosity.



The Tabi

Something is fishy about this creature, but you don't know what. She saved the gnome from falling to its death. The creature is even smaller than you, so much danger can't be about her. Apparently she must be a thief or so and this must be a very good profession for her due her size.

Don't stand too near to it, or you might inhale some hairs it continuously sheds, and its smell is even worse than that of the kobold (yet it seems to be clean—maybe some glands problem.). Distrust, Unknown of race, skills, powers.



Recent visions after eating some strange berries. They probably mean adventure you long for, yet you still don't understand their meaning.

- 1 The distance between the Tower and the Village is 1800 yards, as is the distance between the Tower and the ruins.
- 2 The Mage starts its day first at the village to take a drink in the Pub. But at holy days, he first goes to the Cleric to cleanse his soul before going anywhere else.
- 3 The main enemy can't be killed, for it is becoming Immortal.
- 4 An angry Dragon is a very Deadly Dragon, especially when they are Red.

Garshork (Fleabag)



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Character Record Sheet

Character Name;		Fleabag (Garshork)	
Race;	Common Kobold	Canis Minor numerus	
Sex / Age	Female	34 years	
Height;	3' 3"	Left-handed	
Weight;	650 cn	65 LBS	
Alignment	Treu Neutral		
Class/Level;	Kobold	15	
	Wicca/Wokani	4	
	Shaman	6	
Hit Dice / Hit Points	9d4+14	49	
Abilities			
Strength	8	-1 Hit, -1Damage, -1 open door	
Intelligence	16	+2 languages, +2 skills	
Wisdom	15	+1 save vs magic	
Dexterity	18	+3 on missile hit roll	
Constitution	14	+1 hp/HD	
Charisma	4	-2 reaction / retainers	
vs humanoids	15	+1 reaction / retainers	
Saving Throws			
	Normal	Due Ring Protection +2	
Death Ray / Poison	6	4	
Magic Wands	6	4	
Paralysis / Turn to Stone	7	5	
Rod / Staff / Spells	8	6	
Dragon Breath	8	6	
Armor Class			
Natural	8		
Magic	-2	Amulet of Protection +2	
Magic	-1	Ring of Protection +1	
vs larger than humankind (6')	-1		
Armor Value	0		
Movement			
	120'/40'	0-300	
	90'/30'	301-700	
	60'/20'	701-1100	
	30'/10'	1101-1500	
	15'/5'	1501-2300	
	0	2301+	
Base THACO by level / HD		7	
Damages			
Strength adjustment	-1	-1	
Gri-Gri+1	+1	1d6	
Dagger +3	+3	1d4+2	
Dagger thrown (0-10'+1, 10-20', 20-30'-1)	+3+3	1d4+3	
Wand (range max. 240')	na	1d6+1	
No Weapon	-1	0	
Tossed object	+3	1d3	



Kobolds are doglike humanoids (not Lizardkin!!) usually living underground in clans. They have a skin that resembles scales and a rat-like tail. They prefer attacking from ambush and by use of traps. They share an unfriendly history with gnomes in the Northern Reaches Falun Caverns, and most Kobolds hate Gnomes therefor. Fleabag has 6" light grey hair on his head, back, and shoulders. Her skin is dark gray with brown splotches. She has 3 broken teeth, tattoos in her face, oversized ears, orange lumps on her snout, and several recurring oozing pimples all over. Her tail is 2' long, and can be moved, yet can't grab anything.(Like a rat).

Languages
Tharian, Kobold,

Humanoid Atruaghin dialect, Dwarf, Gnome, Hin, a few words dragon.

Character Traits;
Greedy, Rash, Fearful, Lazy, Unreliable, Proud.
Faith; Odhinn

Natural Abilities
Colorblind (no infravision)
Cannot use heavy or 2-handed weapons.
If reach next Spellcaster level a personal sacrifice is needed to succeed.

Eats bugs, snails, insects or uses them as personal pets.

Dislikes rain, water and especially perfume and soap.

Afraid of large areas of water

Skills

Survival Mountains	16	Tracking	16	Cooking	15
Ledge Hopping (10')	18	Healing	15	Fungyology	15
Riding pig	18	Alchemy	15		

Equipment

Amulet +1	(rabbit skull (+1 to AC and can prevent a total of 6 level drains)	5 cn
Gri-gri+1	Stick with dog skull with pebbles in it to make nice rattling sound, can be used as holy symbol to turn Undead in Odhinn's name. Must be rattled during casting of spells. (no silent casting!!) can be used as weapon melee +1 to hit and damage.	25 cn
Dagger +3	Made of thighbone of a Cloud Giant	5cn (extra light)
Shaman Pouch.	With animal parts, insects, herbs and spices for use with spell use (200 spell levels possible).	50 cn (5 empty).
3 fireshrooms	(mushroom that can be struck to burn like a torch for 6 turns.	10 cn each
1 jar of Oozeshroom glue	(said to be able to glue a beholder to a red dragon) (can't be opened).	15 cn
Alphatian wand of Magic Missiles.	Three charges capacity. Recharges in 1 hour sunlight, shoots one magic missile of 1d6+1 damage (as the spell).	15 cn

Background

Hates little-big-snout (gaff-libken) father and stench feet (por-achla) mother.

You are a middle-aged female kobold and proud of what you are and what you know you can do. It was just three months ago when you arrived in the woods south of Lake Hiadim in the Five Shires. Born in the broken Lands under the Harsh rule of the Orcish king Thar, you became a Shaman-Wicca at the age of 16, this due your high intelligence and wisdom. But your parents always wanted you to become a kobold chieftain in the army to bring the family the glory of power and wealth.

In the following 15 years you still succeeded to study and even reached the highest power and knowledge able to be learned the normal way, under the Immortal you know as Odhinn.

But the trouble started when you found a terrible wounded Halfling on the main road to Corunglain Darokin. With your magic and knowledge you cured him. But your father found out and killed the Halfling on the spot. Your mother was so furious, that she betrayed your secretive ability to cast magic to your main chieftain.

It was due the guidings of the spirit of the Halfling, which enabled you to escape unscathed from the humanoid troops.

It took three years to reach the Five Shires. The spirit said you could learn to live here, if you would tell his last words to his next of kin. Strangely you felt responsible, and even the prayers to your Immortal said it was wise and good to do this, so you went south. The Halflings of Ober's Mimbur captured you, and almost wanted to slay you when you told what you knew. The Halflings used human magic to check the truth of your story, and let you set the spirit to rest by fulfilling its final wish.

Afterwards they gave you an offer; if you could be beneficiary for the Halflings without breaking a Shire law, you were allowed to stay in the Shires for life, but in freedom. An old sheriff of Wardlystone offered himself to help you and learn the law, but also punishing immediately if you would fail.. if succeeded you are offered a place in Highshire in (or near) the village Bridle where you could (and you want this) set up a doctor's office.

So there you went living together with a sheriff in a small home near bridle, not knowing what the heck you could do to be important enough for all of Hin kind.

Lal Gallass

The sheriff who checks you where-ever you go. This is going to be hard; these laws seem to be very strict, how could you ever get yourself into this? But you are proud of yourself and continue getting on.

This sheriff must have been a chieftain the Halfling army, by the way he bullies you around. His fighting skills are very good. But that's no wonder with creatures that can be triple so old as a common Orc and even more than a kobold. He is even old for a Halfling.

You feel somewhat content with him, not as friend (yet) but more somewhat like a teacher that can become a ...buddy?? He seems to have some kind of secret, at least for you.

Nervous, Trust, Curiosity



Olyour Impy Something

Some old weirdo. A sort of Halfling shaman that has bounded its soul with the land itself. He prays to some nature mother and is a friend of Lal Galass. By the way; this dude does not like humanoids (and orcs in particular), but absolutely hates all forms of Undead, (skeletons, zombies, ghouls and similar) just like you. The only good Undead you know of was the ghost of the Halfling that brought you here. Acceptance, curiosity, resemblance.

Patrick McDowl

A pixy, they call it. Or better a flying miniature elf. You don't particularly like it, but you learned to accept it as he is a fishing buddy of Oly. You must accept him, or even help him. Not that that is a problem, but you're not used to using your abilities on such a fragile creature.. it would probably break if you touched it. You don't trust it either, but that might have something

to do with its repulsion for your race. You pecker him as often as accepted by lal galass.

Irritation, fun, underestimation.



After encountering Gnome and Tabi



Gnome

Some kind of mini dwarf with gadgets. You don't like it, but that could be due to what your parents told you about gnomes. And since you hate your parents... this could be a ...companion?? You don't like his constant sniff'ling about his wife and children, and since he is no inhabitant to the shires in any way, you might be able to do what you want, or at least when the sheriff is not looking... and your conscience doesn't stir.

Damn, this good behavior seems to be getting under your skin.

Distrust, Stranger or opponent?

Tabi

Your kind o' girl, 'though it looks like a mini human with wings, cloak and a lot of hair (what by the way falls out continuously. But it has a pleasant smell over it, except when it sprays like a skunk.. it has pride and mental strength enough to save the gnome from falling to death. Respect, as tiny as it is.

Likes, curiosity, pride.



Your dreams of last night.

- 1 You have seen a island in a surface of water with on it a lake with islands.
- 2 Around the lake is a well-traveled trail of 5400 yards.
- 3 At each of the special locations on the path lives an important person.
- 4 When the cleric longs for a beer in the morning,, and looks outside of his abode, he sometimes sees a strange twinkle of light in between.
- 5 A temple inhabited by pirates is long forgotten on one of the small islands in the lake.
- 6 When wandering across, an opening of dimensional power to the east will lead you to the artifact

These dreams, you feel, will bring you into the hearts (and thus acceptance) of the Halflings, so you could help them. it is that Lal Galass kicked you awake, or you might have learned more. Thanks Odhinn.

Kobold Spelllist

You can cast from the following spell list the number of spells listed above it.

These are equal to standard spells of the type listed above. The only difference is that as a shaman/wicca you need your Gri-gri and shaman pouch to cast each spell. You need to shake and rattle the Gri-gri during casting, and use one dose of shaman pouch ingredients for each spell level cast.

Casting a spell is one initiative segment for each level of the spell cast (this means when you have rolled initiative 4 and cast a 3rd level spell, you cast from initiative 4 to initiative 1, after which the spell will be released in this initiative segment. When you rolled a initiative of 1 and would cast the same spell, your spell would be released the following round at initiative 4), then you may roll a new initiative for that round if it is lower than the moment the spell is released you may do anything you want (move, cast another spell, use wand (initiative segments needed; 3), or attack physically). When you are disturbed, wounded, the spell you intended to cast becomes lost, and cannot be recast as if it was cast.

Shaman Spells	Equal to Cleric Spells	
Level 1 2	Level 2 2	Level 3 1
Cure Light Wounds (Cause Light wounds) Detect Magic Light (Darkness) Protection from Evil	Bless (Blight) Hold Person (Free Person) Snake Charm Speak with Animals	Continual Darkness (Continual Light) Cure Blindness Cure Disease (Cause disease) Remove Curse (Minor Curse)
Wicca Spells	Equal to Mage Spells	
Level 1 2	Level 2 2	
Light (Darkness) Darkness Protection from Evil Read Languages Read Magic (needed for scrolls) Sleep Detect Magic	Continual Light Continual Darkness Detect Evil Detect Invisible Levitate (10'/r up and down) Web	

Hair-on-your-Toes (Ahi-ah-ih-Ahwa)



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Character Record Sheet

Character Name;	Hair-on-your-toes (Ahi-ah-ih-Ahwa)	
Race;	Tabi	
Sex / Age	Female	39 years
Height/ wingspan	2'4"	3'7"
Weight;	150	15 LBS
Alignment	Chaotic Neutral	Right-handed
Class/Level;	Tabi	
Hit Dice / Hit Points	9d8+6	62
Abilities		
Strength	8	-1 Hit, -1Damage, -1 open door
Intelligence	13	+1 languages, +1 skills
Wisdom	8	-1 save vs magic
Dexterity	18	+3 on misile hit roll/thief skills
Constitution	10	
Charisma	16	+2 reaction / retainers
Saving Throws		
Saving vs. fear attacks as save +4	Normal	Due Ring Protection +3
Death Ray / Poison	9	6
Magic Wands	10	7
Paralysis / Turn to Stone	9	6
Rod / Staff / Spells	12	9
Dragon Breath	12	9
Armor Class		
Natural	7	
Magic	-3	Ring of Protection +3
vs larger than humankind (6')	-2	
Armor Value	0	
Movement	MV	FL / MF
		0-100 3B
240'/80'		101-200 3B
210'/70'		201-250 3B
180'/60'		251-300 1B
150'/50'		301-400 1B
120'/40'		401-450 1B
90'/30'	0-200	451-500 1/2 B
60'/20'	201-400	501-550 1/2 B
30'/10'	401-600	551-600 1/2 B
15'/5'	601-900	601+
0	901+	
Base THACO by level / HD	11	Damages
Strength adjustment	-1	-1
Claws	10	1d4+poison
Small stones (0-10 +1 / 10-30 / 30-50 -1)	10-3(dx)	1d3
Thief Abilities	Natural	MeisterCloak
Open Locks	10%	58%
Find Traps	10%	54%
Remove Traps	10%	54%
Climb Walls	33%	96%
Move Silent	43%	+25%=65%
Pick Pockets	43%	+25%=65%
Hide in Shadows	43%	+25%=65%



The tabi are small, winged ape-like creatures the size of house cats. They are inveterate gossip, scavengers and thieves

A Tabi's body is compact and apelike, covered with long golden fur. Their wings are leathery and very thin.

Adults weigh about 15 pounds. A living tabi can emit an odor at will that smells like rotting meat, noticeable in still air at ranges of up to 100 feet. Traveling at 10' per round from the Tabi and dissipates at the same rate.

Tabi are intelligent and clever, and they gain knowledge skills at each two levels of experience above the first, additional to other skill slots gained. These knowledge skills

should almost always be historical rather than contemporary, although one or two culture skills are allowed. Tabi are wholly disinterested in politics, sociology, theology, military matters, or any similar subject!

Tabi can live almost anywhere, but like rats they prefer places where there is food to steal or scavenge. Tabi have an insatiable hunger for information of any sort and usually have a large repertoire of local rumors and legends.

Tabi gladly trade this information for high-quality food or other information, but they are not known to be particularly truthful, Tabi constantly gossip among themselves, and anything one tabi knows quickly spreads to all the other tabi in the area.

Certain high-level wizards know a spell that binds a single tabi into their service. Such tabi generally serve as informants and spies.

Skills

Knowledge Sindhi History	13	Survival Desert	13	Metallurgy	13
Knowledge Atruaghin History	13	Jewelry	13	Coinage	13
Knowledge Hin History	13	Gemcutting	13	Direction sense	13
Knowledge Darokin History	13	Evade	18	Alternate Magics	13
Knowledge Malpheggi History	13				

Languages

Atruaghin, Sindhi, Hin, Darokin(Thyatian), Malpheggi(Lizardmen), Tabi, Ape ((basic needs and/or emotions only, descriptions as limited as per animal perception and knowledge= many misconceptions).

Combat

Tabi fight preferably with their claws that are able to cause 1d4 points of damage each, and inject a poison into the victim. The victim must save vs. poison (or be immune to mind affecting poisons or effects) or fall under a delusion effect, which makes the entire environment perceived as hostile. This mental chaos disables the concentration to cast magic or use magical items (continuous effects that do not need concentration still function from the victim. Magic from external sources will also still affect the victim. This poisonous effect lasts 2d6 Turns. When the saving throw was successful the victim loses the next 4-Con adjustments rounds 3-Con adjustments in points on initiative, due to confused concentration.

Other Abilities

Due to its level it can generate a Lore Spell effect once a week, once an item or object that can be handled (as per lore spell).

Due to its level it can increase the effect of its scent to affecting those in range non-magically as equal as per Blight spell. (Creatures without scent or blocked noses/taste are not affected).

You have an inborn affinity with magic, and so you are able to cast some spells. You can memorize only the following spells, and that without using a spellbook, because you have learned them in youth by your parents.

List 1	as;...	List 2	as;...
Charm Person	MU 1	Confusion	MU 4
Detect Magic	MU 1	Dimension Door	MU 4
Shield	MU 1	Growth of Plants	MU 4
Ventriloquism	MU 1	Hallucinatory Terrain	MU 4
ESP	MU 2	Passwall	MU 5
Invisibility	MU 2	Pass Plant	DR 5
Mirror Image	MU 2	Projected Image	MU 6
Locate Object	CL 3	Transport Through Plants	DR 6
Protection vs Normal Missiles	MU 3		

You can memorize 4 spells of each list.

Equipment

Soft leather Improved Meistercloak (grants or increases thieves abilities as per table).	50 cn
Thieves tools (inside pocket Meistercloak)	10 cn
Ring of Protection	1 cn

Background

Born in the deserts of Sind, you learned to survive on your own as a young child. When, after a life of hardship, you reached the age of 24, you encountered a strange, large, hunge-backed person in a ridiculous small purple cloak. You saw the person entering a small hidden temple of centuries past. Apparently it was a magical cloak, you quickly asserted, for he could move more silent than even you could, and with its strange feathery fingers he could even pick locks. Immediately, you came upon the idea to steal this item from this person as soon as it would disrobe it, and thus you followed it into the temple, without being seen.

After several hours wandering through the corridors the person became trapped between two fallen metal gates this was your chance. You jumped between the bars and in a smooth move ripped the cloak from the person's curved back. Yet apparently, you were too slow, the creature noticed you, and, as yet unable to prevent you from stealing the cloak, and even from passing the bars, he touched your tail barely while speaking some magical words, in a voice crackling like that of a vulture. And that was how it looked like too.

From that very moment you were unable to fly. So you went to a local humanoid shaman, which after some weird rituals, came with the response that you were cursed by a Nagpa sorcerer. And the only way to get rid of the curse was to kiss a Gnome, return the cloak or die. Since the last two are not really an option, you decided to find a gnome. Then the shaman said you had to use your rotting blight at the same time. A task difficult already, but you knew that your rotting blight would surely prevent the gnome from wanting to kiss you. It took you several months searching for a gnome without results, until you reached the village of Darokin. Here in the middle of the busy chaos, you indeed found a small bearded gnome. Panic broke out when you lost the gnome in the mass of moving humans, elves, dwarves, cattle, chariots and other. This morning you suddenly relocated the gnome when it entered a strangely shaped metal house with some round windows in it. you bought a ticket, with your last money to follow the gnome, to a location known as Serraine. At that moment, you didn't find it strange that the dwarf selling the ticket did not react strange upon your appearance, yet in the building, you found it strange, as normally humans don't like you. Then something happened, a loud roaring noise, like that of a roaring dragon, the trembling of a small earthquake, and then the building moved!! And when the trembling and the sound became softer, you knew, that it was flying!! Astounded, you almost forgot why you actually were here. So after a while of recuperation, you climbed your seat to look for it again. There it was, a few seats in front of you. Then something happened, the flying building rocked after it was struck, and large red claws shortly broke through the metal walls as if paper. The structure was struck again a few mere moments later. It broke open over a long distance, and started to fall. You grabbed for the gnome, which was unconscious, activated your rotting blight, and kissed the gnome. Instantly the dragon went away, while the structure fell down towards the surface. You stretched your wings, and while holding the gnome you jumped through the rupture. You knew you weren't as strong as earlier so the best way was to make a soft (or soft as possible) landing, before your flight muscles became fatigued. The landing, or should you call it thus, was successful, both alive, yet wounded. You just saw the dragon moving south, while the structure exploded like a fireball a few hundred yards away.

Then all went dark...

When you opened your eyes again, a kobold shaman was treating your wounds. Some others were there too, not unfriendly, yet not friends either... yet??

The Gnome

Who ever he is, you do not know, but you like him already. The shaman who explained the curse to you, said to prevent it from recurring, you had to befriend the gnome. If this was truth or not, you didn't care anymore, you felt like a cat who found it's master. So when he indeed still is your friend while spreading your stench, maybe he will be your whole life.

Like, rust, care.



The Sheriff



Some small dudes live here, not dwarves, not humans, something in-between maybe. He is the law here, so you hide your improved thieving abilities (by the magic of the cloak) to prevent landing behind bars, or you must use it...eh...wisely.

Strangely, you trust this, and feel somewhat obedience.

The Other small fellow

Named Flatfoot. Indeed the very first thing he did was stepping on your precious small tail. While painfully yanking it from underneath its bare hairy feet, you gave him a look as if it did not exist.

Dislike, distrust, yet also a strange natural feeling of rest.

The pixy.

Only once you have ever seen such an elusive creature. And now it is in front of you, only a bit bigger than you. It apparently can't do magic, but it can surely do wonders with its sword or bow. You think it doesn't like you.

Curiosity, respect, awe.

The Kobold Shaman.

Again a shaman, what is it that these come on your path the last months. This is a strange and very ugly creature. But it has godly powers with which it cured you and the gnome of the falling damage. It is female you noticed, but that wouldn't make it different. You also noticed that, like you she has a tail, a rat-like tail, but a tail alas. Had the flatfoot been standing on that one also?

Respect, awe, (its powers only), thanx.



While you were unconscious you say the same dreams, you had for the last weeks. At first you thought it had to do something with the curse, but now..., you don't understand them.

- 1 There lives a Mage in a Tower opposite of a sheriff and between a druid and a Paladin.
- 2 When the cleric looks towards the tavern at the village he does not know he overlooks an ancient temple.
- 3 The dragon you just encountered lives here also.
- 4 This dragon intent to become immortal. Therefore it Geased the nearby population to be unable to speak about its presence.

Olipur Rimbul Highshire



•ALM•

Character Record Sheet

Character Name;		Ollipur Rimbul Highshire	
Race;	Halfling	Hominus sylphoides	
Sex / Age	Male	65 years	
Height;	3'2"	Right-handed	
Weight;	620 cn	62 LBS	
Alignment	Treu Neutral		
Class/Level;	Hin Master 14		
Hit Dice / Hit Points	8d6+14+16	49	
Abilities			
Strength	8	-1 Hit, -1Damage, -1 open door	
Intelligence	15	+1 languages, +1 skills	
Wisdom	13	+1 save vs magic	
Dexterity	13	+1 on misile hit roll	
Constitution	17	+2 hp/HD=+16	
Charisma	8	-1 reaction / retainers	
Saving Throws		Turn Undead	
Death Ray / Poison	2	Skeleton/Zombie	Destroy 3d6 HD
Magic Wands	3	Ghoul/Wight/Wraith/Mummy/Spectre/Vampire	Destroy 2d6 HD
Paralysis / Turn to Stone	4	Phantom/Haunt	Turn 2d6 HD
Rod / Staff / Spells	4	Spirit	Turn 2d6 HD on 2d6=7+
Dragon Breath	5	Nightshade	Turn 2d6 HD on 2d6=11+
		Lich	Turn 2d6 HD on 2d6=9+
Armor Class			Abilities/Special Powers
Natural		8	Know Living Habitat
Magic	-1	Leather Armor +1	+1 individual Initiative
vs larger than humankind (6')	-1		2 attacks/round
Armor Value	2	Leather Armor +1	Find Drinkable Water (IN)
Movement		Abilities/Special Powers	
120/40'	0-300	Infravision	130'
90/30'	301-700	half damage vs. Damage spells/DragonBreath	
60/20'	701-1100	Refuse to harm Forest/Animals/Hin	
30/10'	1101-1500	Hide motionless in woods	90%
15/5'	1501-2300	Hide motionless in dinly lit interiors	33%
0	2301+		
Base THACO by level / HD		6	Damages
Strength adjustment		-1	-1
Snakestaff +1		+1	1d6
Dagger		6	1d4+2
Dagger thrown (0-10'+1, 10-20', 20-30'-1)		5	1d4+3
Sling normal Pebbles (30)- (0-40' +1, 40-80' , 80-160' -1)		5	1d4
Sling Magic +1 Pebbles (30)- (0-40' +1, 40-80' , 80-160' -1)		5	1d4+1
No Weapon		-1	0
Tossed object		+1	1d3
Halfling Denial	-1d4 hp	56+1d20	

A Halfling (or Hin as they call themselves), are short demihumans, and looks much like a human child with slightly pointed ears. A Halfling stands about 3' tall and weighs about 60 pounds. They have ruddy complexions, and their hair tends toward brown and sandy brown. Halfling men often wear long sideburns, but beards and mustaches are almost unheard of, and if they have a beard they keep it well maintained and short. Their eyes are mostly brown, blue or hazel.

Character Traits; Modest, Reverent, Honest, Cautious
 Languages; Hin/Lalor, Thyatian, Gnome, Tharian Kobold Dialect)
 Faith; Mother Nature (Ordana) and Mother Earth (Terra).
 Great Dislike of Entropic Immortals.
 Alignment; Neutral

Skills

Herbal Knowledge	15	Forest Survival	15	Tracking	15
Architecture	15	Mineral Knowledge	15	Metallurgy	15
Doctor	13	Cooking	15	Apothecary (Profession)	15
Forestman	15	Alchemy	15	Piloting Sailing ship	15
Fishing	12				

Equipment

5' Snakestaff +1	25cn	Dagger	10cn		
Sling	10cn	Leather Armor +1	200cn		
Elven ration (1 person 1 month dehydrated food) needs	1	qrt water/meal		300	cn
Large Bag	400cn content 1'x1'x2'		30	cn	
Pebble pouch	50 pebbles max 1/3e cn/pebble (30 normal and 14 (red) pebbles +1)		1	cn empty	
Money Pouch (100coins max content)	(15 PP, 4 GP, 23 SP, 2 CP) at belt			5	cn
Holy Symbol Mother Nature (on Neck)	Needed for Turn undead.				
	5	cn			

Snakestaff (13 charges-codeword AshlissHH) Staff becomes a Snake for 2 Turns max (or upon uttering the codeword reversed, or defeated) with AC5, AV0, HD3, Hp20, MV 60'/20' AT 1 ensnare man-sized or smaller for 1d4 Turns as ordered Dm 0-Con-1 check/r or lose 1 con temporary (0Con or hp=KO 1d20 T) , Saves DR/P 11, MW 12, P/TS 14, R/S/Sp 15, DB 16, Morale 12 XP 6THAC0 17. Staff itself Charged up to hit and damage at +1, remaining so if charges are all used. Rechargeable with special ritual magic of 15 days enchanting to Night.

Hin Denial

Halflings of 5th level or higher have a very special power known as Denial. A Halfling can deny a single spell or magical item effect once every 24 hour simply by crying, "NO!" and focusing his will into thwarting the attack. This power will only work within Hin Shires older than 3 generations (600 years+)—until now only the Five Shires does apply, as it works on the inherent forces of the land. The DM thus knows which Hin area would enable any Hin there to use Denial (recommended the Shire in Norwold, keep history in mind)

When a Hin denies something, he instantly suffers 1d4 hit points (mental) damage and overall weakness for 1 round. This occurs even if the threatened attack, such as a wand being raised, is not launched or was never intended. Hit points lost this way can be regained through normal rest only (not by magic healing). A Hin who drains himself of hit points in this manner will perish but death does not affect the success or failure of the denial. A Hin can deny only magical effects, not purely physical threats such as missiles or avalanches, and can't deny things of which he's unaware. Surprise or hidden attacks can't be denied. An act of denial takes all the Hin's attention in the round in which it's voiced, and is effective for that round, and the following round only.

The DM must determine the effect of each denial attempt in accordance with the current situation. The Halfling's Wisdom and Intelligence scores are added together are given as a base for any denial attempt. Add this base to a 1d20 roll and consult the table. The slaying or

Score	Result
1d20+Int+Wis	
<30	Denial Fails
30-35	Effect robbed of either 1 round duration or 1 die of damage
36-39	Effect diverted 1d3x10' in random direction or 2 die of damage
40-45	Effect diverted 1dx10'+20' in random direction or 3 die of damage
46-49	Effect robbed of all but to ken effect (mainly visual) max possible damage =2 hp
50-53	Effect negated completely; charges still used spells still cast
54+	Effect Hurlled back upon caster or wielder, for full effect
Cumulative modifiers	
-5	if power being denied is from an Artifact
+2	if denying Hin is defending own Home/Stronhold/familiar/Special Spot
+4	if denying Hin is defending beings other than himself who are very dear

wounding of a Hin in the same round in which the Hin is bending his will to a denial does not cause the denial to be ruined or wasted. It will have full effect with no alteration of the score.

Denial attempts can't be combined. If two or more Hin all attempt to deny the same attack or effect, all will lose hit points, but only the most effective score is considered. The results aren't cumulative.

A denial is a very personal thing. Most Hin will not speak of it. No Hin can be compelled (even if charmed) to use denial, even by a Keeper. Magical items are drained and spells are lost as if used or cast normally, even if they're utterly negated by denial. A Hin never knows how effective his denial will be, before or during exercise of it. The DM will inform players of what occurs in every case. A denial uttered within 30' of Blackflame does not involve a hit point loss. The Blackflame powers the denial and will lose some power. Only Clanmasters, Keepers, Witnesses, and Masters of 4th or higher level will know this until other Hin learned it under battlefield observation. Players should remember that this isn't a miracle cure. Each Halfling can only use it once per 24 hours and it's often ineffective.

Hin Masters have a Higher Denial Score based on Level.

Background

You are a Hinmaster. After long years of hard study you learned how to work with the forces of the land. You learned how to protect the woods, the Hin, and all beings and forces important for all of them. you fought against the Undead forces which were pouring in from the Blight Swamp and the Black Eagle Barony. You withheld the Lycanthropes at Wereskalot. You defeated many of the rare and unknown monsters which could endanger the 5 Shires.

You have traveled all over Mystara to learn all other Hin races and when you returned, you knew there was no better land than that your greatgreatgrandparents landed upon, The 5 Shires.

You were always interested in the history, what happened in those days. And especially why nobody knows where Faerdinel Keep could be located. Faerdinel Keep is the most important building the hin erected when making landfall coming from the far south, several hundreds of years ago, even before the Humanoid Wars.

And now the whole world is set upside down. The Elven Kingdom to the North is destroyed by strange and evil underground elves. A great war with a Tyrant

from afar has spread over the known world, battled even over Hin Lands, A Giant Stone fell from the sky many miles to the north and almost destroyed Darokin and Glantri. The Choking Cloud afterwards, and the strange floods even endangered the coastal and river areas.

And now, when peace seems to have fallen anew, there are rumors of a giant Red Dragon is terrorizing the south of the Shires. And worst of all, the High Council of Sheriffs and Masters agreed upon to test some Kobold to live permanently in the Shires and helping with its healing powers. Although this kobold seemed to be send by the famous Hero Loftar Eastshire (who was killed in the Broken Lands a few years ago), you don't like the idea of humanoids living next door.



Lal Galass



Your best friend. He is, or better was the Sheriff of Eastshire. And together with him you often saved the lands of Hinkind, and very often even of Humankind. If something really serious would happen, he would take the lead and bring the best of you out of you. You would place your life your life in his trustworthy hands if necessary. Trust

Patrick McDowell

A Buddy from the Kingdom of Oberon in the former lands of Alfheim, now living in the nearby Woods of Achelos (Karamaikos). He is a very good fishing buddy and you like his companionship. He is clearly a fighter, because he thinks in very straight lines, and acts accordingly immediately. Respect



Fleabag



This is the kobold who wants to become a full and respected member of the 5 Shires. Lal Galass learns the creature how to behave, but even with his help you don't expect to see the kobold becoming a doctor in the Shires. Although the lady in question does not follow any Entropic, Humanoid, or Evil Immortal, but the very respected Odin from the Northern Reaches, you think this individual could not be of any major use.... Although, the Immortals could decide otherwise. Distrust., Curiosity, some disgust

After encountering the Gnome and the Tabi

The Tabi

Where ever you have traveled, you have never seen a creature like this. It's so very primitive, that it must be

most near to the apes it evolved from. The being does speak, seems to have some basic intelligence, has a long tail on it's tiny body (which you have accidentally stepped upon, not expecting a creature with some intelligence other than humanoids, to have such a clumsy very unhandy thing). The being has some skin-or Hair-disease, which lets all its hairs continuously fall out and it also seems to be under influence of some kind of strong magic maybe Immortal influence or some curse. This being could not be evil as far as you could determine from all known data. This creature is a very interesting study object. Curiosity



The Gnome

The Tabi succeeded to save this chap from becoming dragon fodder or smashed yello. More interestingly, the Tabi apparently has very strong wings. The Gnome is married, and has a young son who awaits him in the legendary Flying City of Serraine. A place you once heard about, but never dreamed to be possible. Maybe these Gnomes could do more with common materials than even a Dwarf could do. It seems that this individual is no different than the rest of its species.

It is Loyal, Honest, Lawful, and trustworthy.

This is the last drop!!! Now it can't go on like this any further!!

This Dragon has to be brought to a stop!!

And maybe, your friends and the new beings would feel obliged to help achieving this goal. At least that would prove, if they would have the right to be in (or stay in) the 5Shires).

Mother Earth brought you strange visions the last days when meditating for magic.

- There are six important spots around the lake, example the Mill
- When you would follow the sun, while starting at night, you would reach the first spot after 1800 yards, the second after 2700 yards, the third after 3600 yards, , the fourth after 4100 yards, the fifth after 4800 yards, and the starting point after 5400 yards.
- The messenger lives at the spot his grandfather created in 851 AC, He delivers daily a message to someone living 700 yards to the north.
- When the mill is put on the Northern wind and you looked over the lake several years ago, you would have seen someone moving something large on one of the small islands and burying it. You wouldn't be able to see it more clearly due to the wind blowing into your eyes, and it was dark already
- The island of the pirate lair, is rumored to be Faerdinel Keep (or at least from that era), but also seems to be now the Lair of the Red Dragon.

Hin Master Spells

You draw your powers from the land itself (but you know they are given by the Hin Heroes and Mother Nature and Mother Earth. No Master is known to betray their trust, of protecting the Hin lands and its population. Every morning you pray and obtain the spells you think you might be in need of, as long as you stay in Hin lands (or nearby a Blackflame—very important secret).

You can memorize six level 1 spells, Five level 2 spells, 5 Five level 3 spells, Three level 4 spells, three level 5 spells, and three level 6 spells.

The Spell-list.

Spells are equal to given type spells with the same name or are listed below.

These Master spells can **not** be reversed in effect.

Thus unlike a Cleric A cure light wounds can't become a Cause Light wounds!!

Level 1		Level 2	
Detect Evil	Cleric	Cure Light Wounds	Cleric
Detect Magic	Cleric	Hold Animal	Druidic
Know Intent	See Below	Obscure	Druidic
Locate	Druidic	Remove Fear	Cleric
Purify Food and Water	Cleric	Sleep	Magic user
Radiance	See Below	Snake Charm	Cleric
Resist Cld	Cleric	Speak with Animals	Cleric
Thornspear	See Below	Water Walking	Cleric
Level 3		Level 4	
Cure Blindness	Cleric	Call Lightning	Druidic
Cure Disease	Cleric	Control winds	Druidic
Find Traps	Cleric	Detect Invisible	Magic user
Hold Person	Cleric	Neutralize Poison	Cleric
Growth of Animals	Cleric	Remove curse	See Below
Locate object	Cleric	Repel Lightning	See Below
Produce Fire	See Below	Speak with Plants	Cleric
Silence	See Below	Summon animals	Druidic
Speak with Monsters	Cleric	Water Breathing	Druidic
Level 5		Level 6	
Charm monster	Magic User	Animate Objects	Cleric
Cure Serious wounds	Cleric	Anti-Animal Shell	Druidic
Dissolve	Druidic	Barrier	Cleric
Fly	Magic User	Charm plant	Magic user
Plant Door	Druidic	Pass plant	Druidic
Repel Non-living Matter	See Below	Raise Dead	Cleric
Summon Weather	Druidic	Shout	See Below
Web	Magic User	Turn Wood	Druidic

Know Intent

Range: 0 (Master Only)
Duration; 1 round per level
Casting Time: 1
Effect: Gives knowledge of immediate intentions of a creature within 120'
Save: Special

Master 1 spell.

This spell permits the Master to know the precise, immediate intentions of any one mortal creature within range. Creatures of four and more Hit dice or levels gain a Save to avoid; they must roll their level/HD or less on a 1d20 to avoid reading their intentions. One creature per round can so be scrutinized. Alignment is not revealed by the use of this spell, nor are specific thoughts accurately relayed to the Master; only the intent of creatures can be learned. A creature saving against the spell (note that some beings of high level or power will automatically save against it, as they outstrip the 1d20) will cause the Master to receive no impression, not a wrong impression. The only way to deceive a Know Intent is by casting its reverse Conceal Intent, a spell that protects only the caster, and makes the caster aware of all and magical scrutiny of his or her thoughts, giving him or her the choice in every round of communicating a false intent or blanking out the scrutiny to reveal nothing. Some magical spells or devices will also block the "wearer" from any scrutiny.

Radiance

Range: 140'
Duration; 6 Turn
Casting Time: 1
Effect: Controls light intensity in a 40' diameter sphere.
Save: None

Master 1 spell.

This spell, once cast, continues despite departure, slumber or unconsciousness, or subsequent spellcasting of the Master casting it. It can be ended by a Dispel magic or by the will of the caster, who can manipulate light within the spell's area of effect; to total darkness, to blinding light, or at any level in between. The light can be changed as often as desired and can blind or stun creatures into a round of inactivity and "to hit" penalties of up to -3 when blinded, and conceal or reveal things clearly. Creatures with infravision can't be confused by such light alterations; they will still be able to detect the positions of other creatures and objects. Radiance created by this spell can be as strong as sunlight or any hue and intensity in between. This spell is the basic component for Bola's of sunlight, and Undead will react in fear to it, or can even die by its radiation (i.e. Vampires).

Thornspear

Range: Touch
Duration: 2 rounds
Casting Time: 1
Effect : Creates a temporary weapon
Save; None

Druid 1, Master 1 spell. rare

With this spell, a Master creates a shimmering, spear-shaped thorn or splinter of force, which can be wielded or thrown (normal to-hit chances do apply) as a spear is wielded. It will vanish into nothingness at the end of two rounds, whether it has been used or not. It is solid and can be used by any creature. Its thrusting strike does 2d6 damage, and can even pierce armor, stone, stout wood, and other normally impervious objects. Actually the armor Value of the object is totally negated. Only a magical armor Value (as that of Dragons, or a Bark-, Stone-, Snow-, Ice-or other "...skin" spell) or a natural one may partially (only 25%) be of use against the damage. This Thorn spear can be made permanent, and will radiate a faint dweomer of alteration magic. The weapon can be used effectively against enemies hiding behind a solid object, yet still known to hide there. The Thornspear will penetrate the solid barrier as if not existing. The weapon can't be further enchanted to improve damage done, or improve the chances to hit, but a character with mastery in the spear, and/or using a Spearthrower will be better in to-hit and damage or even improve the range it can be thrown at.

Produce Fire

Range: Caster Only
Duration; 2 Turns / level
Casting Time: 3
Effect: Creates fire in Hand
Save: None

Humanoid Shaman 2, Druid 2, Dervish 2, Master 3, Shaman 1, Shamani 2 spell.

This spell causes a small flame to appear in the caster's hand. It doesn't harm the caster in any way, and shed's light as if a normal torch. The flame can be used to ignite combustible materials touched it (a Lantern, Torch, Oil, etc.) without harming the Magical flame. While holding the flame the spell-caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to a 30' range, but leaves 1 round after leaving the caster's hand. Any fire it ignites during that round or before remains burning, and will give damage as per normal fire(1d4 / round for small fires, 1d6 / round for average fires, etc.). This spell has no effect when cast under water.

Silence

Range: 120'
Duration; Special
Casting Time ; 5
Effect: One creature
Components; Vocal *Silencio Individium*
Save: Special

Healer 5, Master 3 spell. uncommon

This special sort of Silence spell affects only one creature concentrated upon during casting by the Master. The creature is allowed a Save against the spell; if made, the Silence never comes into being and the spell is wasted. If failed, the creature is utterly silenced, sounds can't reach it or radiate from it, it can't speak, cast most spells, or use most magical items; nor does movement make any sound. Other creatures near the affected being, or even touching it are unaffected by the magic. The silenced creature, intelligent or not, gets an additional Save against the spell each round. After the initial Save, +1 is added to each Save until one succeeds and the spell is broken. The Master need not remain present or concentrating upon the affected creature after the spell is cast and may well undertake other spellcasting. This spell can only be made permanent by a Mage.

Remove Curse

Range: Touch
Duration; Permanent
Casting Time: 4
Effect: Removes any one Minor Curse
Save: Negates

Cleric 3, Humanoid Shaman 3, Druid 3, Dervish 3 Quest, Shaman 3 spell.

This spell removes one curse, whether on a character, item or an area. Mostly a specific ritual of some sort (DM) will be needed. (example; washing of feet, shooting feet with a feather, spraying head with gypsum, etc.). Some curses—especially those on Magic items—may only be temporarily removed, requiring a Clerical Dispel Evil spell for permanent effect, or a Remove Curse by a caster of higher level. This spell will not work on Major Curses. A divine Curse can only be removed by a Cleric of 16th level of experience after the character has atoned for his deeds causing the curse in the beginning. A divine curse may not be removed by a wizard. A cleric of 16th Level or higher will be able to remove the curse, as part of the character's conversion to that cleric's faith, or if the character had previously atoned (see atonement or quest) for the crime that triggered the curse. Any other attempt to remove the curse by magical means will fail.

Repel Lightning

Range: 120'
Duration; Instantaneous
Casting Time: 1
Effect: Changes the area of any lightning strike.
Save: Special

Master 4 spell.

This spell can be invoked upon the approach of a natural or magical lightning discharge. It instantly deflects the 20' diameter strike sphere of a descending bolt to a new location or changes the path of a magical bolt as follows: the Master rolls 1d10; a result of 1 means the lightning is shifted 10' in a direction desired by the Master, a roll of 2 means a 20' deflection and so on. Any result of 7 or more means that the Master can control the discharge so accurately as to place it precisely as desired within the range of the Repel Lightning spell, including hurling it right back at its source. Anything struck on the way will take normal damage, but the utterance of a Repel Lightning always means that the Master is protected, therefore a Master could deflect a bolt away from other creatures nearby onto himself and suffer no damage. Lightning has normal effects on objects where it strikes even after being deflected, and is not robbed of any of its power to damage. If two or more creatures attempt to control a Lightning bolt in different directions, it will break up and dissipate without going anywhere (a rare occurrence). Only on the direct spot will damage occur. The lightning balls sometimes created during thunderstorms can't be deflected, as they are much to Chaotic to control. The Lightnings caused by the severe lightning storms are much more difficult to deflect, and the Master rolls on a 1d6 instead a 1d10. The Lightnings caused by a Crystal storm can't be deflected.

Repel Non-Living Material

Range: 120'
Duration; 1 r/ level
Casting Time: 1
Effect: Repels non-living material of all types.
Save: Special

Master 5 spell.

This powerful magic affects Undead and all non-living material, even once alive substances such as leather or corpses. It is usually directed against weapons or armor to repel creatures bearing them away from the Master to the limits of the spell range, but it can also be used to scatter small objects such as coins or keys. Creatures can struggle against the repulsive force of the spell if they gain traction. Aerial or levitating creatures are helpless until they reach the ground. Struggling creatures are allowed a Save against the spell. If successful, this allows them to remain stationary. If they save successfully the next round, they can move towards the Master at half normal movement speed, but must save again on the following round and will be forced back if they fail to save at any Time,, rallying only if they successfully save again. The Master can end the repulsion by will but need not concentrate to maintain it and can even undertake other spell casting while it continues. The velocity at which non-living objects move varies with the level of the Master (see Table). A cloud of coins or gems hurled by a Master at creatures by use of this spell could will do any creatures 2d4 damage. There is even a chance that coins in pouches or worn on thongs can break free or fall out of their container when acted upon by this magic. The spell can also be used to stir up a large amount of dust, sand or other debris, and thus creating a dust storm, with only a vision of 2", and a chance of blinding as equal to a natural sandstorm. The spell can even be used to slowly remove loose sand, dust, or alike, upon a object by blowing it away. The spell will dig than 1"/level away from the affected area. This use of the spell can only be done with loose dust or sand, as soon as it becomes wet, solid or rocky (containing rocks heavier than what the caster could repel) it can't be repelled anymore.

Master Level	Repelling Velocity	Max Weight
10	10'/r	50 LBS
11	12'/r	60 LBS
12	14'/r	70 LBS
13	16'/r	80 LBS
14	18'/r	90 LBS
15	20'/r	100 LBS
16	22'/r	110 LBS
17	24'/r	120 LBS
18	26'/r	130 LBS
19	28'/r	140 LBS
20	30'/r	150 LBS
21	32'/r	160 LBS
22	34'/r	170 LBS
23	36'/r	180 LBS
24	38'/r	190 LBS
25	40'/r	200 LBS
26	42'/r	210 LBS
27	44'/r	220 LBS
28	46'/r	230 LBS
29	48'/r	240 LBS
30	50'/r	250 LBS
31	52'/r	260 LBS
32	54'/r	270 LBS
33	56'/r	280 LBS
34	58'/r	290 LBS
35	60'/r	300 LBS

Shout

Range: 120'
Duration; Instantaneous
Casting Time ; 5
Effect: Special (varies)
Components; Vocal *Sonorus*
Save: Special

Cleric 5, Exorcist 5, Humanoid Shaman 5, Master 6 spell.

This spell drains 1 hit point from the Master when ever used. The lost hit point may be regained by normal rest but can't be restored by the use of magic, short of a Wish spell. The magic affects all nearby creatures. The Master can't choose to exclude certain beings from the spell effect if they are within the range. The Mater rolls 1d6 and adds his current level as a Master to arrive at the score for the Shout spell just cast. This score is compared to the level or Hit Dice of all creatures within range t determine the effects of the spell on each creature as follows;

Creature's score exceeds Shout Score:

No effect.

Scores Equal:

Creature stunned for 1 round, can't attack, speak , move, or cast spells; ongoing creature spellcasting ruined.

Shout Score 1-3 greater:

Creature stunned for 1-3 round, as above.; all held weapons or items will be dropped. Creatures of 5 HD or less also deafened for 1-2 Turns.

Shout Score 4-6 greater;

Creature instantly unconscious; will collapse and can't be revived for 2d4 rounds; will also be deafened for 1d4+1 Turns. Creatures of 10 HD or greater are allowed a Save vs., spells; if successful, they are not rendered unconscious but flee involuntarily out of spell range, dropping all held items. Spells and weapons can't be used during flight. The flight can't be ended by spell or opposed will until out of spell range. Once out of range, creatures are no longer affected and can turn and charge back at the Master if they wish. Both flight and return will be at normal movement rates.

Shout Score 7 points or more greater:

Creature rendered unconscious, and may not be revived for 3d4 rounds (no Save allowed). Revived creatures will be deafened for a further 3d4 Turns, and confused (as per 4th level Magic User spell) for 18 rounds. Non-living objects and Undead are unaffected by a Shout spell.

Lal Galass



• ALM •

Character Record Sheet

Character Name;		Lal Galass (Old Lucky Bastard)	
Race;	Halfling	Hominus sylphoides	
Sex / Age	Male	81 years	
Height;	3'2"	Left-handed	
Weight;	630 cn	63 LBS	
Alignment	Lawful Neutral		
Class/Level; Title	Halfling 8K	Sheriff, senior clan rank	
Hit Dice / Hit Points	8d6+16	75	
Abilities			
Strength	17	-2 Hit, -2 Damage, -2 open door	
Intelligence	12		
Wisdom	11		
Dexterity	13	+1 on missile hit roll	
Constitution	17	+2 hp/HD=+16	
Charisma	9		
Saving Throws		Abilities/Special Powers	
bonus to saving throw roll	+3 ring+3	3 attacks/round	
Death Ray / Poison	2	+1 individual Initiative	
Magic Wands	3	+2 to morale vs fear in the Shires	
Paralysis / Turn to Stone	4	Right to Punish by Law	
Rod / Staff / Spells	4	Wrestling Rate armored	9
Dragon Breath	5	Wrestling Rate Unarmored	15
Armor Class			
Natural			8
Shield	-1-3	Round shield +3	
Magic	-4	Plate Mail Armor +4	
vs larger than humankind (6')	-2		
Armor Value	2	Leather Armor +1	
Movement		Abilities/Special Powers	
120'/40'	0-500	Infravision	60'
90'/30'	501-900	half damage vs. Damage spells/DragonBreath	
60'/20'	901-1300	Refuse to harm Forest/Animals/Hin	
30'/10'	1301-1700	Hide motionless in woods	90%
15'/5'	1701-2500	Hide motionless in dinly lit interiors	33%
0	2501+		
Base THACO by level / HD		5	Damages
Strength adjustment		-2	+2
Normal Sword +3		-3	1d8+3+2st
Dagger +1		-1	1d4+1+2st
Dagger+1 thrown (0-10'+1, 10-20', 20-30'-1)		-1	1d4+1
Rod of Justice +2		-2	1d4
Arrow of Justice (21 uses)- (0'-80' +1, 80-160' , 160-240' -1)		5	1d4+1
Crossbow (0 bolts) - 0'-60' +1, 60'-120' , 120'-180' -1)		-1	1d6 (if has bolts)
No Weapon		-1	2

A Halfling (or Hin as they call themselves), are short demihumans, and looks much like a human child with slightly pointed ears. A Halfling stands about 3' tall and weighs about 60 pounds. They have ruddy complexions, and their hair tends toward brown and sandy brown. Halfling men often wear long sideburns, but beards and mustaches are almost unheard of, and if they have a beard they keep it well maintained and short. Their eyes are mostly brown, blue or hazel.

Character Traits; Honest, Rash, Peaceful, Courageous, Forgiving.
 Languages; Hin/Lalor, Thyatian, Tharian Kobold Dialect)
 Faith; The Hin Heroes.

Skills

Intimidation	17	Artillery Catapult	12	Build Catapult (18 hr)	12
Danger Sense	11	Hunting	12	Leadership	9
Knowledge of Law and Justice	5	Shires, Karamaikos	12	Riding Pony	13

Equipment

Tooth-grinder=Normal Sword +3	3' long	40cn
Platemail Armor (AV6) +4		600cn
Round Shield +3	13" diameter	100 cn
Dagger +1	1' long	10 cn
Engraved Silver + Platinum Ring of Protection +3		1 cn
Rod of Justice +2		30 cn
Arrow of Justice		1 cn
Set of Handcuffs		25 cn
Money Pouch (100coins max content)		
(1 ruby (5000gp) 15 GP, 31 SP, 3 CP, 2 feathers) at belt		5cn
Lunchbox (half a bread, pound of cheese, 1 pepper, 1 tomato)		250 cn

Rod of Justice

Halfling Artifact. Black stony rod, If hit target; target 2d4 damage+ Save vs spells or Hold Person on Target for 1d4 rounds. Damage cannot kill (thus never lower than 1 hp). Very Personal. Sheriff only. Other non-Hin users take damage as normal.

Arrow of Justice

Halfling Artifact. Shot from Crossbow, glowing (1') Green arrow, If hit target 2d6 damage+ Save vs spells or Hold Person on Target for 1d4+1 rounds and glow greenly 5' radius for 3d6 rounds (visible in dark up to 360 yards). Damage cannot kill (thus never lower than 1 hp). Very Personal. Sheriff only. Other non-Hin users take damage as normal, except when already cocked on crossbow. Arrow will return after shot, next to user. 21 uses left (last use does not return).

Fighter Combat options

Smash; Lose initiative, - 5 to hit. If hit Total Strength + Strength Bonus + Magic Bonus, + rolled damage = total damage.

Parry; -4 to AC

Disarm; Human-sized or smaller weapon users. If hit victim rolls 1d2 – its Dexterity + attackers dexterity. If this total is greater than the victims dexterity, it is disarmed.(can be prevented with weapon holding cloves/gauntlets—such a self disarm would need 4 rounds)

Hin Denial

Halflings of 5th level or higher have a very special power known as Denial. A Halfling can deny a single spell or magical item effect once every 24 hour simply by crying, "NO!" and focusing his will into thwarting the attack. This power will only work within Hin Shires older than 3 generations (600 years+)—until now only the Five Shires does apply, as it works on the inherent forces of the land. The DM thus knows which Hin area would enable any Hin there to use Denial (recommended the Shire in Norwold, keep history in mind)

When a Hin denies something, he instantly suffers 1d4 hit points (mental) damage and overall weakness for 1 round. This occurs even if the threatened attack, such as a wand being raised, is not launched or was never intended. Hit points lost this way can be regained through normal rest only (not by magic healing). A Hin who drains himself of hit points in this manner will perish but death does not affect the success or failure of the denial. A Hin can deny only magical effects, not purely physical threats such as missiles or avalanches, and can't deny things of which he's unaware. Surprise or hidden attacks can't be denied. An act of denial takes all the Hin's attention in the round in which it's voiced, and is effective for that round, and the following round only.

The DM must determine the effect of each denial attempt in accordance with the current situation. The Halfling's Wisdom and Intelligence scores are added together are given as a base for any denial attempt. Add this base to a 1d20 roll and consult the table. The slaying or wounding of a Hin in the same round in which the Hin is bending his will to a denial does not cause the denial to be ruined or wasted. It will have full effect with no alteration of the score. Denial attempts can't be combined. If two or more Hin all attempt to deny the same attack or effect, all will lose hit points, but only the most effective score is considered. The results aren't cumulative.

Score	Result
1d20+Int+Wis	
<30	Denial Fails
30-35	Effect robbed of either 1 round duration or 1 die of damage
36-39	Effect diverted 1d3x10' in random direction or 2 die of damage
40-45	Effect diverted 1dx10'+20' in random direction or 3 die of damage
46-49	Effect robbed of all but to ken effect (mainly visual) max possible damage =2 hp
50-53	Effect negated completely; charges still used spells still cast
54+	Effect Hurlled back upon caster or wielder, for full effect
Cumulative modifiers	
-5	if power being denied is from an Artifact
+2	if denying Hin is defending own Home/Stronhold/familiar/Special Spot
+4	if denying Hin is defending beings other than himself who are very dear

A denial is a very personal thing. Most Hin will not speak of it. No Hin can be compelled (even if charmed) to use denial, even by a Keeper. Magical items are drained and spells are lost as if used or cast normally, even if they're utterly negated by denial. A Hin never knows how effective his denial will be, before or during exercise of it. The DM will inform players of what occurs in every case. A denial uttered within 30' of Blackflame does not involve a hit point loss. The Blackflame powers the denial and will lose some power. Only Clanmasters, Keepers, Witnesses, and Masters of 4th or higher level will know this until other Hin learned it under battlefield observation. Players should remember that this isn't a miracle cure. Each Halfling can only use it once per 24 hours and it's often ineffective.

Background



You have always lived in Eastshire in the village of Wardlystone. As Sheriff you ruled the region just and lawfully. You have years of experience in warfare, due wars with the forces of the Black Eagle Barony, and against local humanoids.

It was your idea to kidnap the former Duke of Karamaikos and show him the true works of his evil family member Baron Ludwig von Hendricks. And now when you reached the age of 80, you decided to step down from your seat of power. You moved to the village of Bridle to start an easier life, but this didn't last long. The sheriff of Highshire asked you to help with a problem. Some Hin master was killed in the Far Northly Broken Lands and his spirit send a Kobold-Shaman to the shires to live there. With the help of friendly human mages, they now decided to check the lawfulness, and usefulness of this Kobold for the 5 Shires. The result was that she has the skills of a highly profiled doctor or healer. Your job is to work together with the Kobold for a year to learn her the law and habits of the 5 Shires. Small offences are accepted, if not repeated too often, high offences are a reason to

imprison the kobold and bring it to justice. So now you work together with this humanoid, this ...kobold...whatever for already two months. Until now it did not break any law.

And although it is a Humanoid, you learned to like the little, ugly bastard, with its strange tricks, spells and habits, even if you don't show it. So maybe in eight more months there will be a Kobold Doctor in Bridle.

Fleabag



This is the Kobold, it has some strange near unpronounceable name, but it accepts the name fleabag. It is ugly as hell, but actually quite friendly. Only her fear, greed and pride could get it into troubles. Apparently it follows an Immortal of the Northern Reaches instead an evil humanoid Immortal. Not as Good as the Hin Heroes, but acceptable.

Respect, Some disgust, Curiosity, Surprise

Ollipur Rimbul Highshire

Your best Friend, the Master of Highshire, very experienced, world-wise and very friendly. He helped you wherever it could. And now with it's buddy Patrick McDowell, he



helps you with the Kobold. Maybe together you could succeed in bringing this difficult task to a happy end, where you could fail if working alone. Nickname; Flatfoot.

Respect, Trust, Friendship

Patrick McDowell



A Pixy, a very experienced fighter. You don't know much about this friendly chap, except that he is a proud and loyal being, brought up in a forest, it could do more damage

than most would expect to receive. He is a long-standing friend of Ollipur, and they can be found together almost everywhere. Both like fishing, thus they can be found often near rivers and lakes.

Respect, some awe, Curiosity, Secretive??

After Encountering the Tabi and the Gnome

Hair on your toes.

Yes indeed its name seems to be correct. It seems to be in a form of continuous Rutt, shedding hairs all over. Its own language name means the same it said, but it sounds more like the creams of an animal, high-pitched and shriekingly. It is only a foot tall. Your sheriff instincts seem to warn you about it. there is something strange, something hidden, something wrong with it.



This is the reason you don't trust it (yet—the future may hold different).

Distrust, Keep an eye on it, Strange, Unknown, Secretive, etc.

Pete Pullypuller



A Gnome, a Father, a traveler, a whatever... You heard that these creatures can do wonders with their tools; this one fell from the sky, in some strange metallic tube-like contraption mechanism. But what it wants and what type or profession it is or has you don't know.

Curiosity, Trust, Carefulness about contraptions(a bit of fear).

Knowledge

From your long time of ruling, you learned that the only island with a lake in it is Orlin Island. An island with a lot of pirates.

Strangely but recently remembered from earlier conversations with the Orlin Isle's Sheriff and Druid

The Spots were created between 820 AC end 998 AC.

The ones created 998 AC and 851 AC are most near to each other.

The ones created 820 AC and 920 AC are the farthest apart.

The sheriff there does not live at the cottage, he always checks the ruins first on his daily safety check around the lake, following the sun.

Here he helps the druid mostly

He goes to the oldest spot around the lake last, before returning to his strange home, build in 901 AC.

The druid once spoke to you, about the night that pirates landed on the island. When he overlooked the lake looking towards the Tower or the Village he couldn't see anything, not even when he looked towards the Henge.

Pete Pullypuller



Character Record Sheet

Character Name;		Pete Pullypuller	
Race;	Gnome	Gnomus gnomus	
Sex / Age	Male	81 years	
Height;	2'8"	Right-handed	
Weight;	480 cn	48 LBS	
Alignment	Lawful Neutral		
Class/Level; Title	Skygnome 16	Topgun Fighter Bomber (TFB)	
Hit Dice / Hit Points	9d6+16	70	
Abilities			
Strength	18	-3 Hit, -3 Damage, -3 open door	
Intelligence	10		
Wisdom	8	-1 to saves vs magic	
Dexterity	12		
Constitution	16	+2 hp/HD=+16	
Charisma	13		
Saving Throws		Movement vs encumbrance (cn)	
bonus to saving throw roll	+3 ring+3	120'/40'	0-500
Death Ray / Poison	2	90'/30'	501-900
Magic Wands	4-1=3	60'/20'	901-1300
Paralysis / Turn to Stone	4	30'/10'	1301-1700
Rod / Staff / Spells	5-1=4	15'/5'	1701-2500
Dragon Breath	4	0	2501+
Armor Class			
Natural	9		
Magic	+3	Leather Flightjacket+3	
vs larger than humankind (6')	-1		
Armor Value	1	Leather Flightjacket+3	
Base THACO by level / HD	5		Damages
Strength adjustment +3	-3		+3
Normal Sword +2	-2		1d8+2+3st
Normal Sword +3 vs Giantkind	-3		
Dagger +1	-1		1d4+1+2st
Dagger+1 thrown (0-10'+1, 10-20', 20-30'-1)	4		1d4+1
No Weapon	-3(st)		1+3
Tossed object	5		1d3
Abilities	2 attacks / round	Infravision 90'	

Gnomes are small demi-Humans closely related to Dwarves. They average about 3'6" in height and 80 Lbs. weight; their skin tones range from brown to dark tan to grayish brown, and they have gray or white hair. Gnomish males are bearded but females are not. Despite their small size, Gnomes have an average Strength equal to most Humans. Though most people tend to think of Gnomes as just smaller Dwarves, they have different capabilities and a much different outlook on life, and are certainly worthy of consideration as a race unto themselves. Gnomes are perhaps the rarest of all demi-Humans, though Halflings in some areas are tied with them for the distinction. Only 5% or less of any adventuring types of Human or demi-Human origin are Gnomes.

Physical characteristics

Sky gnomes are smaller, typically between 3 to 3½ feet tall and weigh anywhere from 40 to 45 lbs. They possess a natural white tint to their skin. Young gnomes possess any of a large number of hair colors that fades to gray or white upon reaching adulthood. Male gnomes typically keep themselves beardless, but often wear a decent moustache instead.



Psychology

Sky gnomes possess many of the traits other races, particularly humans, attribute to children. Most sky gnomes enjoy life to their very fullest; asking questions endlessly, playing pranks on friends and strangers, and finding new and interesting hobbies are just a few of the countless chores that rock gnomes burden each day with. Much like a child, a gnome possesses very little tolerance for long term mental focus unless the task at hand is of notable interest.

Languages

Sky common, Gnome, Dwarf, Tharian, Hin, High Kol. Northern Goblinoid

Abilities

+2 to saves vs air-based attacks and spells

+1 to earth-based attacks and spells

+1 to saves vs Petrification and acid

Meddling -2 to Phantasy physics ability checks

Sky Gnomes can't speak with animals, like normal Gnomes are able to, but still have a great relationship with pigeons, these flying creatures are often kept, collected, crossbred to produce faster flyers, better home-comers, more beautiful, or cleaner creatures and Sky Gnomes have a -1 to ability checks when dealing with machinery.

Detection Suite

The Detection Suite is Improved by 10% each 3rd level with a maximum chance of 90%. The DM rolls. The percentage change of this gnome are given here also.

Flying Feeling (80%) This ability is to know by feeling (even if blinded, immobilized) to know that the character is flying in a vessel, on a creature or similar.

The approximate height; (70%) This ability will be given in the feeling of falling sensation; the gnome will sense how many seconds it will be to hit the ground if falling (see table). So 3500 feet will be $3500-1440=10$ seconds + 2060 (remaining distance)/ $192=11$ sec > total 20 seconds. A mountain of 8840', will be $8840-1440=7400/192=37$ seconds + 10 seconds for the 1440' = 47 seconds high.

In this respect Sky Gnomes depict height in seconds instead of feet, as is given in this table.

Maneuver Safety; (70%) This sense can give a feeling if a maneuver to be made is safe or not.

Weather Feeling (70%) They can also detect if a weather type is magically created or summoned, instead of being naturally appearing.

Approximate Speed; (80%) This ability can give the gnome a feeling of speed, in the same sense as falling; in seconds. Use the same table, and use the height as speed instead.

Prevent Fall

They also have the ability called Prevent Fall. This ability can be used consciously only in the sky (thus not in dungeons, etc.). If they're about to fall any distance beyond 10', they may make a save vs. Death ray, adjusted by the Dexterity adjustment. If the save is successful, the Gnome avoids the fall by hanging on to something at hand or similar bit of dumb luck, suffering only minimal damage. This save is only applied to accidental falls. Crashing flying vehicles, or jumping, or be thrown results in full flying damage.

Detect Height	
Height	Seconds
0-32'	1
33'-96'	2
97'-192'	3
193'-320'	4
321'-480'	5
481'-672'	6
673'-864'	7
865'-1056'	8
1057'-1248'	9
1249'-1440'	10
each 192' more	+1
Examples	
2000'	13
2500'	15
3000'	18
3500'	20
4000'	23
4500'	26
5000'	28
5500'	32
6000'	34
6500'	36
7000'	39
7500'	41
8000'	44
8500'	47
9000'	49

Aerial Servant

Sky Gnomes have lost the ability to speak to burrowing creatures and conjure a Wall of Stone, but instead can conjure an Aerial Servant instead once a week.

Range: 60'

Duration: 1 day / Caster-level

Effect: Servant fetches one item or creature

Saving Throw: None

Casting Time: 4

With this spell, the Gnome summons one Aerial Servant (they call themselves in their own tongue: Haoou), a very intelligent being from the Plane of Air, which appears immediately. The Gnome must then describe one creature, service or item to the servant, or else the bond will be broken and the servant may depart. The approximate location of the target must also be named. When it hears this description and location, the servant leaves, trying to find the item or creature and bring it to the Gnome (or the Gnome to the item), after which the bond is broken and the servant is free to leave. To Gnomes they're more friendly than to other conjurers, and often want to resolve the request as easy and soon as possible. The servant may take as much time as needed, up to the limit of the duration. The Aerial



Servant has Strength 18 and can carry up to 5000 cn. It can become ethereal at will, and thus can travel to most places easily. However, it can't pass a Protection from... spell effect. If it can't perform its duty within the duration of the spell, the servant becomes insane, and returns to attack the caster. This spell can only be made by the Gnome if he is below or within an open sky. The summoned creatures are normally used to perform tasks requiring great Strength, moving heavy objects, and so on.

Equipment

Crystal Normal Sword +2 (=+3 vs Giantkind) hard as steel	70 cn
Dagger +1	10 cn
Leather Flightjacket (Av1) +3	125 cn

Fighter Combat options

Smash; Lose initiative, - 5 to hit. If hit Total Strength + Strength Bonus + Magic Bonus, + rolled damage = total damage.

Parry; -4 to AC

Disarm; Human-sized or smaller weapon users. If hit victim rolls 1d2 – its Dexterity + attackers dexterity. If this total is greater than the victims dexterity, it is disarmed.(can be prevented with weapon holding cloves/gauntlets—such a self disarm would need 4 rounds)

Skills

Fantasy Physics	12	Piloting Fighterbomber	12	Engineering	10
Muscle (+2 to open door rolls)	18	Craft Smithing	10		
Mapping/Cartography	10	Navigation (stars/sun)	10		
Signaling Pilot	10	Craft Technician	10		

Background

It's 1013 AC, 23 Nuwmont. Exactly 4 years ago, ye arrived here in Darokin City to help repair the city-waterings from war damages of the Great War against that Bozo of the Desert Nomads. If it wasn't for the Great Flood of 1011 AC, ye would've been home 'ready for a year or soi. But now y'r last work is finished. Y'r going back to wife and child.

Ye 'ready fantasizing 'bout y'r fa'rite brew, a minor struggle with y'r son, a a good night with y'r lovely wife. Y've packed y'r meager belongings and went to the landingstrip north of Darokin City. Y'r earnings are safely packed in the 'ready waiting Cloudclipper. As ye take y'r seat, ye slowly dream away. Ye remember y'r fav'rite meal. And slowly the smell of Brussels Sprouts with the greasy meat sauce, make y'r mouth water. Even the annoyin behavior of y'r son couldn't disturb the love ya feel for both.

Then the dream becomes different, as if giving weird knowledge. Soon thereafter a shock, forces you to open y'r eyes and awake. This was way too heavy for common air turbulence, and then, while still not completely awake, you hear a thunderous roar. The plane is suddenly held in midair, while large red-brown claws pierce through the iron plating on both sides. A burst of flame hits the front part of the plane, killing the crew and most passengers at once. The plane is turned upside down and the person next to ya falls upon y'r head. Slowly ye went under, while everything becomes groggy and dark. Y'r last sight is a small monkey kissing ya, spreading some wings, while on the background the dragon grabs some falling passengers. Then ye fade 'way, while e kiss y'r wife for a last and final time.

When you open y'r eyes again, y'r lying underneath some trees, with the tiny winged ape, some Halflings, a tiny elf and a Kobold standing 'round ya. Y'r alive, ready to breath an'ther day.

The Tabi



This was the monkey y've seen before going downunder. She was the one that saved ya from meeting Mo' Earth long before y'r time. It was due her that ye still can go to y'r family. Ye don't know yet, but somehow, ya must return this favor.

The Sheriff Galass

An oldy who's the law in this part of the land. Filled with an enormous amount of local knowledge and experience, he seems to be the best law enforcer y've ev'r met.



Flatfoot



Also a Halfling (ye must be somewhere in the Shires, ye imagine), but also some kinda druid or mage. Ye didn't know that Halflings had magic also. This magic is apparently earth or nature bound. Y'r curious if this Halfling also follows Mo'Earth, or does he follow Mo'Nature?

The Scottish Pixy

Y've to hold y'r laugh when viewing this being. A miniature male elf in a skirt. How could 'e? Further ye don't know nottin'bout this weird fella.



The Kobold

Ye seemed to be cured by a lousy kobold. 'tis that ye know that ev'n humanoid's have their magics as on Serraine has been proven so often. But the thought that some Entropic Immortal's powers cured y'r wounds. This 'bonehead' sur'ly has to prove itself, otherwise y'r never trust it.



The knowledge given by the strange Dream

- The sun moves from East over South to west, then invisibly over North to East again to light the day. If you follow the sun, you make a full circle as told.
- The Spot just older than the youngest spot is created 982 AC
- You need two coins to pass the never-ending way to enter the Cross-maze in front of the Egg.
- One of them has to be magic the other Evil or Good.
- With the Adequate spells and common sense y'r might be able to pass.-