

*Warning:  
Danger Not to Scale*



# Warning: Danger Not To Scale

*A DUNGEONS & DRAGONS adventure  
for three to five 1st-level characters*

By Michelle Menard

Based on the original DUNGEONS &  
DRAGONS game by Gary Gygax and  
Dave Arneson

*Calligraphy by Sarah Tempas.  
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## Introduction

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Duchess Alexa von Hildebrande has gone missing, and her husband, the Duke of Ashford's Watch, wants someone to quietly look into the matter. She hasn't been seen since an explosion rocked her laboratory, and the duke fears the worst may have happened. As the region's fragile peace depends on the tenuous marriage between Alexa and the duke, the people of Ashford's Watch are anxious to have her returned safely to them.

## Preparation

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As the Dungeon Master (DM), you should be familiar with the basic rules and have a copy of the *Player's Handbook* or *Player's Basic Rules* handy to help run this adventure. While useful, the *DUNGEON MASTER'S Guide* and *Monster Manual* are not necessary to run this module.

Player information is listed in italicized, colored boxes, and should be provided (either read aloud or paraphrased) to them when your players first encounter the area in question. Enemy and NPC notes, tactics, and statistics are provided for each encounter.

While *Warning: Danger Not To Scale* is written for three to five 1st-level characters, it can be adjusted easily for groups of different sizes or power levels. Notes for possible changes are included in-line for some encounters.

The adventure was written with the 5th edition ruleset of DUNGEONS & DRAGONS in mind, but it can be adapted to fit any d20-style campaign. Skill checks should use the closest approximation in the system being used, and any magical references can be explained using technology instead, if relevant. Any notes regarding adaptation to a different system are marked in-line where appropriate.

On the included maps, each grid square represents 5 ft. in the player's current size.

## Adventure Summary

After observing strange phenomena happening in her lab on the tiniest level, Alexa has used her latest invention to shrink herself down to a minuscule size, barely three inches tall. While minimized, she discovered that the small creatures inhabiting her lab have somehow gained some level of sentience, and a violent feud has broken out between her escaped lab mice and a group of pond frogs in the courtyard garden.

Mesmerized by the tiny world living right beneath her feet (and feeling somewhat responsible for what's been going on) Alexa forgot to notify her assistant, Elgeon, of her plans.

Her escaped lab mice have founded a city within the inner walls of the manor house, and have been living in peace and quiet until the royal twins were recently abducted. A nearby tribe of pond frogs have made off with the young pups, in retaliation for their tadpole clutch being destroyed.

Eyewitnesses at the frog enclave thought they saw a large, white mouse destroy their pool, and raided the mouse city, keeping the pups as hostages until their demands are met. The arrival of Alexa has only exacerbated the situation, and the frogs now believe the mice have recruited a strange, hairless wizard to their side.

However, the tadpole clutch was actually destroyed by a ferocious rat, another denizen of the manor house's crevices. If the players can kill the rat and convince the frogs of the mice's innocence, order can be restored to the small garden world. If not, Alexa's life may be at stake.

## History of Ashford's Watch

**DM NOTE:** *While the module takes place in and around the village of Ashford's Watch, it can be easily substituted by any other small town in an overarching campaign.*

Ashford's Watch is a small town in a duchy located between the Ashmill River and the Redborne Forest. Duke Greggor von Hildebrande has ruled Ashford's Watch for over forty years, as his family has for generations. Before the current duke's reign, Ashford's Watch was little more than a border outpost town, protecting the rest of the duchy from the nomadic people of the Redborne Forest, who would annually raid the nearby towns and fields each fall.

In a historic treaty, the duke married the nomadic chief's youngest daughter, Alexa, bringing forth a new-found time of peace.

However, with Alexa's disappearance the treaty is in jeopardy. If the duke can't locate Alexa before her family arrives for the annual fall festival, it would mean mayhem.

## Alexa von Hildebrande

*"Why that's the most curious thing I've ever seen - who would have thought a simple shocking grasp spell would have the kind of effect on a slistone energy transmutor? ... I'm sure the hair will grow back soon. Really."*

The youngest daughter of the chief of the nomadic Redborne clan, Alexa al'Redthorne, was married to Duke Greggor von Hildebrande as a way of sealing the peace treaty between the two peoples. Nearly three decades his junior, Alexa and the duke for the most part leave each other to their own devices; Alexa keeps her own staff in her wing of the ducal manor house, staffed primarily by members of her own clan and the odd assortment of colorful characters.

An avid inventor and accomplished wizard, Alexa is a natural intellectual and a master craftsman and tinkerer. However, her family never approved of her hobbies (most likely due to the number of wagons she singed and horses she

frightened off). When presented with the marriage offer from the duke, including the promise of independence and access to his substantial resources, she readily agreed and packed her bags.



*Alexa von Hildebrande*

The townspeople were at first wary of the fiery-spirited, lithe young woman, but quickly grew fond and protective of her once their initial unease wore away. Alexa makes a habit of spending every morning in the town square and market, delighting young children with her latest gadget and giving away small inventions to help with the day to day tasks of the various townsfolk. When she failed to show one morning, and then the next, the people began to worry that something ill may have befallen their young prodigy.

**DM NOTE:** *If your campaign doesn't support Wizards, Alexa is simply an accomplished inventor with a natural knack for electronics and mechanical engineering.*

## Elgeon Chiselbeard

*"Are you TRYING to blow up the courtyard with that convoluted nonsense? Oh, you are? Hrummar's tits, girl, you're going about it all wrong."*

Alexa's right-hand dwarf, Elgeon used to be a travelling tinkerer, providing small repairs and tune-ups in exchange for room and board as he meandered the countryside. A middle-aged 257 years old, Elgeon was beginning to tire of the continuous life on the road but had no firm idea of what to do with the rest of his life. Elgeon encountered Alexa during one of her morning jaunts through the town, and was captivated by her raw talent and unorthodox blending of ritualistic magic and simple engineering. During her tribe's travels through the forest and surrounding plains, Alexa had rarely encountered dwarves, and was in turn fascinated by the few tales she had heard of the stout mountain race. Alexa, when finding out Elgeon was also mechanically-inclined, immediately approached him and offered him a position in her staff, deciding on first sight that he was perfect lab assistant material. Having grown bored of the travelling life and intrigued by her offer, Elgeon accepted and has been helping her steadfastly since.

Elgeon is extremely loyal to Alexa (although he would use the phrase "gruffly fond"), almost always ventures into the town with her on her jaunts, and helps her with all of her laboratory experiments and tasks. The night she disappeared was one of the few that he decided to turn in early, and he blames himself for not being there to watch over her.

## Getting Started

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As the duke would prefer that word not get out about his wife's disappearance, no decrees or rewards have been posted calling for her return. If the party is comprised of higher-level or famous characters, then the duke may quietly send a messenger to meet with the party discretely while they spend the night at the local inn. However, if the player group is comprised of 1st-level or otherwise innocuous party members, some possible introductory story hooks include the following:

✦ When entering the town of Ashford's Watch for the first time, the citizens in the town square are concerned and scared. They'll be quick to gossip about Alexa's basic history, physical appearance, and personality, but grow quiet and aloof when pressured as to her whereabouts. They're worried for her, but afraid of retaliation from the duke or forest clan. Once they've determined that she's missing, the party can approach the duke's manor house and request a meeting from the butler. However, the butler may turn them away if they don't possess enough information to make the party sound trustworthy.

✦ Every night at the inn, the duke's gardener can be found enjoying a pint of the local ale. If bribed with free drinks, the party can get him to open up and eventually explain how Alexa hasn't been seen in days and that her wing of the manor house has been sealed off to visitors. He suspects foul play, but doesn't have any proof.

✦ Alexa's handmaid, Sara, has also gone missing. Sara reported the duchess's disappearance when she went to wake Alexa up and found that she wasn't in her bedroom. Concerned that perhaps Alexa had decided to return to her clan without warning, Sara set out into the woods in search of her and promptly got lost. Sara's tracks are very easy to follow (a

successful Survival or Track check DC 9). Talking to any gate guard at Ashford's Watch will prompt them to wonder why Sara went out into the woods alone, and that someone should probably go after her as she's been gone for quite some time. Once rescued Sara will tell the player party the entire story of Alexa's disappearance and her fears that something dreadful may have happened. She'll also arrange for the party to meet the duke at their earliest convenience.

## Ashford's Watch

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**Ashford's Watch (small town):** AL NG; 1000 gp limit; 35,000 gp assets; Population 790; Mixed (85% human, 9% halfling, 5% half-elf, 1% other races)

*Important Characters:* Duke Greggor von Hildebrande, male human Nob3; Sara Winters (Alexa's handmaid), female half-elf Com1; Percy Johns (Duke's gardener), male human Com2; Madam Thurgood (innkeeper), female human Com2

### Area 1: Town Proper

The adventure begins when the players first enter the town. Start off by providing the players with a description of the sites around them:

*The gates to a small, cozy town lie open. A guard smiles thinly in your direction; he looks friendly but a slight tightness plays at the corner of his eyes. The town square lies ahead, full with the bustle of people shopping, running errands, and generally conducting business. A few townspeople seem slightly edgy, checking over their shoulders from time to time or scanning the horizon as if searching for something. A well-kept inn is nestled next to a collection of shops and services, and the outline of an impressive stone manor house can be seen on the hill overlooking the town.*

Players may purchase basic goods, equipment, and services in the town, and can rent horses from the inn for 2sp a day. However, any specialized or magical equipment is hard to come by in the border town, and must be ordered specifically from the traders frequenting the market stalls.

## Area 2: Manor House

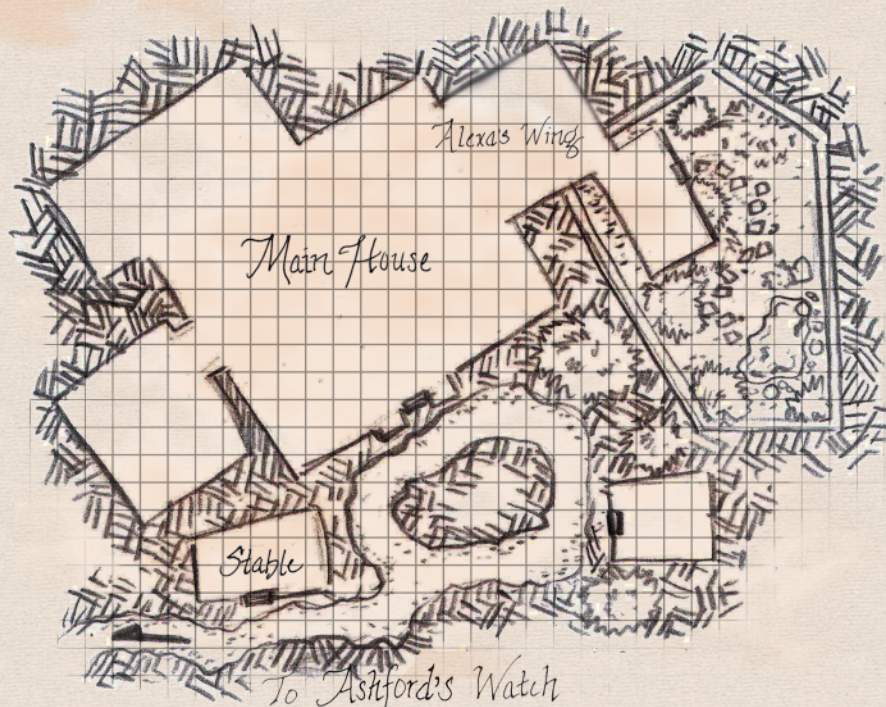
Duke von Hildebrande's manor house sits atop a bluff overlooking the town itself. It's a short walk to the town center (roughly 10 min) but townsfolk rarely visit the reclusive old man. His household makes trips down to the market for supplies a few times a week.

*An old stone house sits at the end of the road; well-kept bushes and gardens surround the estate and bushy vines cover all shaded parts of the masonry. For the obvious care going into its upkeep, the grounds are silent and no one can be seen. A large, intricately carved oak door graces the front of the facade. Heavy drapes are pulled across all the windows, but a thin plume of smoke can be seen trailing from one of the many chimneys.*

Once the duke will accept a meeting with the players, the butler will show them into his drawing room, where he will answer any questions they might have.

The duke is gruff and curt in his answers, but doesn't withhold information once he allows the party into his home. After he's answered as much as he can, he refers the party to Elgeon, and summons him to take them to her lab, her last known location. The lab is located in the corner of Alexa's wing of the manor house, reachable through her private courtyard or from the main house.

Elgeon will escort the party to her lab, but will refuse to leave them alone in it; even in her absence he's fiercely protective of her and her inventions. He is obviously stressed and red rings around his eyes show a lack of sleep. If asked directly about her latest research, the dwarf becomes a bit nervous and suggests the party take a closer look at the large contraption dominating the center of the room.



*The Hildebrande Manor House and Gardens*

## Area 3: Alexa's Laboratory

The lab is exactly as Elgeon had found it - he hasn't allowed the cleaning staff to come in or anyone else to disturb even a single piece of dust.

*The lab is a single room, lined with shelves holding a wide variety of jarred powders, iridescent liquids, and hundreds of tomes and scrolls written in just as many languages. In the center of the room a circle has been painted onto the wooden boards in multiple colors; faintly glowing glyphs ring the perimeter. A large brass contraption sits next to the circle; a singled sheet has been draped over part of it, but the words "SizaMatron 3000" can still be made out.*

Elgeon will permit the players to search the room and will answer any questions regarding her latest research and the SizaMatron 3000. Alexa had been researching ways to change the size of objects, in hopes of creating a way to easily shrink and enlarge crates of wares to make it cheaper and easier for merchants to carry goods to the town. She had been working on the prototype for months now and thought she was near an important breakthrough to make it viable for commercial use.

The night before she disappeared, Alexa had stayed up late working feverishly into the wee hours of the morning. Eventually, Elgeon went to bed and left her to finish up the last of her tests. He was awoken by a large explosion coming from the direction of the lab. When he got there, he found some singed marks on the floor and on the SM3000, but no sign of Alexa or other damage. Figuring she must have left something running, he went back to bed. The next morning when it became clear that Alexa was missing, he began to worry that perhaps the lab wasn't empty during the explosion after all. When he attempted to explain to the duke what he thought might have happened (a research

experiment gone bad), the duke brushed him off.

The party can search the room, and depending on their success they can uncover a wide variety of information. Successful rolls learn all previous information as well (for example, a Perception check of 17 will uncover the 10 and 15 level information).

### Perception Skill Check:

✂ 10: Some kind of fine, glitter-like powder covers the entire lab.

✂ 15: Alexa's work journal can be found open on one of the shelves. See *Alexa's Journal*, below, for more information.

✂ 18: A collection of brass necklaces, inlaid with bizarre color-changing stones and twisted silver wires (one for each party member), can be found in a box on a shelf. Elgeon remarks that one is missing, but he has no idea what they are. - they arrived recently by post.

✂ 23: Small trails can be found in the powder criss-crossing the floor, with what appear to be tiny paw prints and a single miniature boot-print. A scuffle looks to have taken place in a far corner.

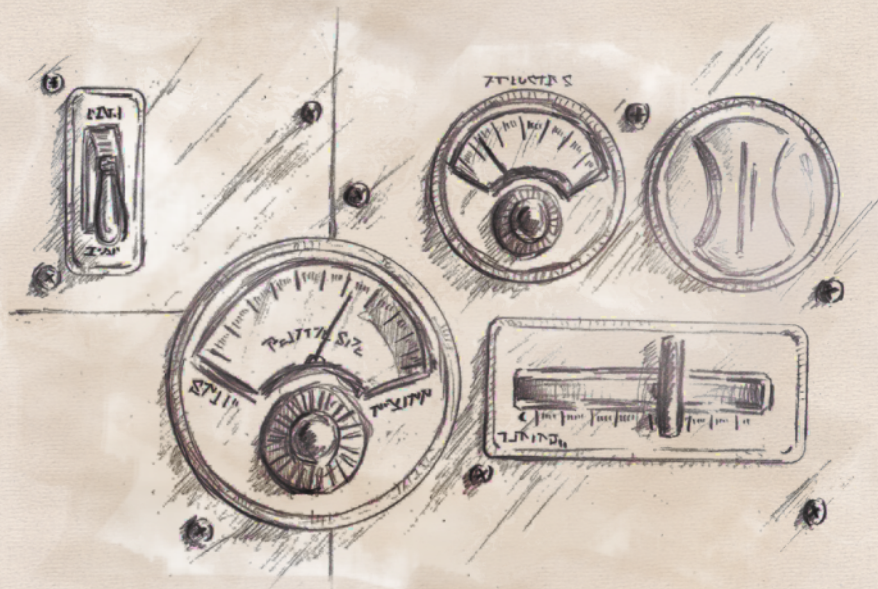
### Investigation Skill Check:

✂ 13: The dwarf recalls that Alexa had been having success making objects tiny, but still struggled sometimes to return them to their former size.

✂ 19: Alexa and Elgeon used to keep an assortment of lab animals, such as mice and rats, but they recently escaped. Rather than replace them, Alexa left their cages empty while tests of the SM3000 were underway - she was worried that magical backlash might hurt them.

### Arcana Skill Check:

✂ 12: A fine, glittering residue (clearly magical in nature), covers the entire lab. It's concentrated most in the center of the circle.



*The SizaMatron 3000's Control Panel*

✦ 18: A faint magical aura can be discerned coming from inside the wall bordering the courtyard garden. It's too small however to make out what exactly is causing it.

**DM NOTE:** *If the players lack any required skills, some information can be imparted as rewards for strong roleplaying. Elgeon can provide them with this information directly.*

### *Item: Alexa's Journal*

Alexa's journal is written in a combination of common and another language, which can be recognized as a form of encryption (Perception DC 14). It can be successfully decrypted over the course of  $5d6$  hours, minus  $1d6$  for each modifier point in Intelligence the decrypting character has. Alternatively, a Comprehend Languages spell will also allow for reading. Pictures can be

viewed without decrypting the journal, but no other information can be gleaned until it's legible.

Sketches of mice, rats, beetles, lizards, and frogs adorn pages, while smaller doodles of ants and ladybugs are squeezed into the margins. The most recent pages describe her trials with the SM3000 and how she keeps finding strange, crudely fashioned tools made of odd items, like buttons and twigs, when she enlarges anything in the working circle. She is, however, pleased that her recent order of universal translating devices has come in (the necklaces in the box), which will save her the effort of casting Comprehend Languages each time she needs to deal with some of the travelling elf merchants who refuse to speak common. On the very last written page, hastily scrawled numbers and angles are scratched into the paper.

**Investigation Skill Check** (only if the journal is decrypted and the players need a hint):

✦ 12: The strange necklaces in the box could be her translation devices - it's possible Alexa took one with her before she disappeared.

✦ 16: The last page of markings look like they could be settings for the SM3000, and do in fact



match the machine's current dial readings.

### *Item: Operating the SM3000*

The players can attempt to operate the SM3000 at any time and may shrink or enlarge themselves or anything else they like. The machine is bolted to the floor, but the main apparatus may be swiveled to point at any place in the room - currently it's pointed at the middle of the circle. A collection of dials and switches adorn the faceplate of the machine, and a giant silver lever is currently set to the "OFF" position. If players turn on the machine by flipping the lever, it will shrink anything within the circle to a scale of 1" for every 2 ft (a 6ft tall humanoid would be 3" tall now); all gear and clothing being worn, held, or placed in the circle will also shrink.

The lever can be flipped from within the circle by attaching a string and pulling, or with the use of a spell such as *Prestidigitation*. Players can also attempt to *Persuade* (DC 15) Elgeon to turn the machine on and shrink them, but he will want to accompany the party unless successfully convinced otherwise.

If players have messed with the dials before turning the machine on, see the *Appendix: SizaMatron 3000* at the end of the module for further information.

Players need to successfully shrink themselves (and Elgeon if he's coming along) to a size between 1 - 5" tall to continue.

### *Area 4: Alexa's Laboratory, Rescaled*

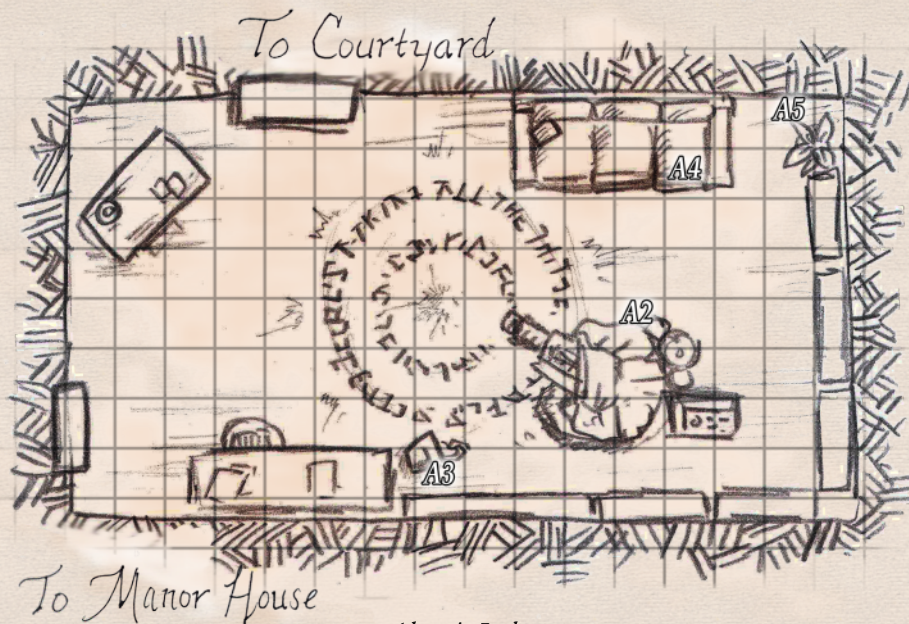
Tracks in the glittery residue are now very clear, and party members can employ normal *Survival* or *Tracking* checks (DC 10) to follow her trail, or they can explore the lab at will from their new size perspective. With a successful *Perception* check of 15 or higher, the party can also discover signs of tiny mice paw prints and frog tracks, which appear to

collide in some kind of confrontation. Alexa's boot tracks lead directly to the mouse city of Skrell if the players wish to advance the story directly. If the players are being particularly noisy, the DM may wish to have a mouse scouting troop ambush the party, described on the next page.

Following are more optional encounters which the players may discover when exploring the lab.



*Excerpt from Alexa's Journal*



*Alexa's Lab*

## Encounter A1: Mouse Scouting Party

**Challenge Rating 1/2**

### Setup

If the party has been quite loud in their exploration of the lab, a group of scouting mice will attempt to ambush the party.

### Perception Check

✦ 13: You get the feeling that you're being watched.

✦ 15: The unmistakable sound of angry squeaks and tiny paws scurrying across wooden floor boards are headed directly towards you.

**DM NOTE:** *Adjust the levels of the mice to an encounter rating one above your average player level if your playres aren't 1-st level. The encounter should be hard to win, but not deadly.*

If the party fails their Perception Checks, reveal the mice one by one as their turn becomes active. The mice are adept at hiding themselves and staying out of sight until they wish to be seen - they use a modified Blink spell to do so.

### Tactics

The mice are not attempting to kill the party members, but only take them captive. Upon revealing themselves they will order the party to surrender. The mice will then attempt to disarm the players, but if hostility is returned or if the players don't comply quickly enough, the mice will attack and attempt to knock the players unconscious. (p. 76 *Player's Basic Rules*)

The scouts are wearing an assortment of crude equipment fashioned from odds and ends, such as a thimble acting as a helmet and a cape created from a ragged handkerchief. They can move on all fours to quickly cover ground (Speed 50 ft.), but will stand up to fight (Speed 30 ft.). Standing up counts as an action.

## Mouse Scout (x5)

*Medium beast, neutral good*

Armor Class 12

Hit Points 11 (2d8 +2)

Speed 30 ft., all fours 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	4 (-3)

**Senses** darkvision 50 ft., passive Perception 10

**Languages:** Mouse

**Challenge** 1/8 (25 XP)

**Keen Smell.** The mouse has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** A mouse has advantage on an attack roll against a creature if at least one of the mouse's allies are within 5 ft. of the creature, and that ally isn't incapacitated.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

**Toothpick:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Teleport: (Recharge 5 - 6):** The mouse magically teleports, along with any equipment it's wearing or carrying, up to 20 ft. to any unoccupied space it can see. Before or after teleporting it can make one attack.

**Treasure:** The mice are each carrying one Toothpick, one Thimble helmet (heavy armor +2 to AC), and 20 ft. of twine.

If players can successfully subdue the mice, they may attempt to question them (provided they can translate). The mice refer to the players as "frog-loving traitors" and dare them to attack or kill them - "The Lady" will save them. They will reveal no information as to the location of the city or info on Alexa, or who this "Lady" might be.

If players are overwhelmed by the mice, they are bound and escorted directly to Skreell. Proceed to Skreell on p. 14.

## Encounter A2: Discarded

### Rag

**Challenge Rating 0**

### Setup

If the party decides to search around the rag (A2), they can discover a trapped ladybug. Freeing the bug will earn its gratitude, and it will follow the party around unless a hostile action is exhibited towards it. A successful Animal Handling Check (DC 14) can send the ladybug to scout or fetch small items up to 60 ft. away.

### Perception Check

✂ 10: You hear something coming from underneath the rag.

✂ 13: The agitated sounds of wings beating frantically can be heard coming from beneath the rag.

### LadyBug

*Tiny beast, unaligned*

Armor Class 10

Hit Points 2 (1d4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	1 (-5)	7 (-2)	3 (-3)

**Senses** darkvision 60 ft., Perception 8

**Languages:** —

**Challenge** 0 (10 XP)

### Actions

**Bite:** Melee Weapon Attack: +1 to hit, reach 3ft., one target. *Hit:* 2 (1d4) piercing damage.

## Encounter A3: Overturned Trash Bin

### Challenge Rating 1/4

#### Setup

If the party has not been captured by the mice and pass within 10 ft. of the trash bin (A3), the frogs hiding in the bin will notice them and prepare an ambush.

#### Perception Check

🦎 11: You get the feeling that you're being watched.

🦎 15: A muffled rustling sound can be heard coming from the direction of the overturned trash bin, accompanied by deep-sounding grunts.

**DM NOTE:** *Adjust the levels or number of frogs to keep the challenge level appropriate for the players' average level. Should be an easy encounter for a prepared party.*

If the party fails their Perception Checks, the frogs attack the next round and have advantage for one turn.

The frog scouts are each carrying a shield fashioned from a metal or wooden button. They're adorned with beaded necklaces and have painted markings on themselves in crude approximations of the glyphs on the lab floor. The frogs believe the party members are strange looking, hairless mice.

#### Tactics

The frogs attempt to incapacitate their enemies by knocking them prone with their shields and then swallowing that enemy. Once all frogs have swallowed enemies, the

remaining enemies are dispatched and swallowed targets are regurgitated one by one so they can be easily dealt with.

When the frogs attack, they knock an empty rat poison bottle onto the field. Any target hit by the flying bottle takes 1d6+3 bludgeoning damage - the party can dodge the bottle with a successful Acrobatics check (DC 11). Once it lands, the bottle provides full cover.

### Frog Scout (x3)

*Medium beast, lawful neutral*

Armor Class 11

Hit Points 15 (3d10)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	3 (-4)

**Senses** darkvision 30 ft., passive Perception 10

**Languages:** Frog

**Challenge** 1/8 (25 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The frog's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

#### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5ft., one target.

*Hit:* 5 (1d6 +2) piercing damage.

**Shield Bash:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. The target is knocked prone unless they succeed a Strength or Acrobatics Check (DC 13).

**Swallow: (Recharge 5 - 6):** The frog makes a bite attack against a prone Medium or smaller target. The swallowed target is blinded and restrained, and it has total cover against attacks and other effects outside the frog. A frog can only have one target swallowed at a time. The frog can choose to regurgitate a swallowed target at will - this counts as an action.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

**Treasure:** The frogs are each carrying one Button Shield (+1 to AC). They also carry an assortment of washers and wingnuts (1d4 of each).

# Encounter A4: Spider

## Challenge Rating 1

### Setup

As the party approaches the far wall where the city of Skreell is located (A5), they can choose to cut underneath the couch (A4) to save some time. However, doing so puts them directly in the path of a hungry spider. If the party can maneuver around the webs without touching them (successful Acrobatics or Dexterity Check at the beginning of every turn under the couch) they avoid the spider. However, once a web is touched the spider will attack the party in 1d4 rounds.

Once under the couch, the area is dimly lit.

### Perception Check

☞ 13: You notice delicate webs crossing the space in front of you. Some are covered in dust, but others look freshly placed.

### Tactics

The spider likes to attack its opponents from hard to reach areas, such as from the ceiling/couch bottom. She will target what she sees as the largest threat first, attempting to ensnare it in a web.

## House Spider

*Medium beast, unaligned*

Armor Class 14 (natural armor)

Hit Points 26 (4d10 +4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Senses** blindsight 10 ft., darkvision 60 ft., passive

Perception 10

**Languages:** —

**Challenge** 1 (200 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite:** Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 +3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5 - 6):** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

**Treasure:** There are a number of webbed cocoons underneath the couch that can be safely cut open once the spider is defeated. Players may find a broken watch face, three cotton balls, a dead moth, and a thumbtack.



## Skreell

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**Skreell (small city):** AL NG; 0 gp limit; 0 gp assets; Population 58; White lab mice 100%.

*Important Characters:* King Trisk, male mouse Nob2; Queen Chikka, female mouse Nob2; the royal twins Skeet and Skeena, male and female mouse pup Nob1

### Area 1: City Gates

If the party arrives in Skreell as captives of the mice scouts, they are taken to Alexa directly, as they see her as a kind of shaman-like leader and want her input on what to do with their captives.

*A large crack in the wall is guarded by two white mice. Beyond them, you can make out crudely fashioned huts and market stalls within the interior of the wall. Small cotton balls stuffed inside of tea infusers serve as makeshift hanging lanterns, casting dimpled light across the compact city. Mice dressed in simple clothing scurry about the city. The two guards draw their wooden toothpicks and point them at you, hissing as you draw near.*

If the party arrives at Skreell under their own free will, they will need to persuade the two gate guards that they're friendly (Persuade check DC 15). If successful, the mice will escort the party to "The Lady", who they believe will want to know about the strange visitors. If unsuccessful, the guard mice will attack. After 1d6+2 rounds, four more guard mice appear as reinforcements, with a very angry Alexa close behind.

**DM NOTE:** *If the party kill the guard mice, you may wish the city to require a repayment of some kind, such as armor or weapon repair, or slaying of the spider under the couch, who has been harassing them.*

## Mouse Guard (x2)

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*Medium beast, neutral good*

Armor Class 14

Hit Points 11 (2d8 +2)

Speed 30 ft., all fours 50 ft.

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STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	4 (-3)

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**Senses** darkvision 50 ft., passive Perception 10

**Languages:** Mouse

**Challenge** 1/8 (25 XP)

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**Keen Smell.** The mouse has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** A mouse has advantage on an attack roll against a creature if at least one of the mouse's allies are within 5 ft. of the creature, and that ally isn't incapacitated.

### Actions

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**Bite:** Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

**Toothpick:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

### Area 2: Inner Court

Once the party is reunited with Alexa (much to the joy of Elgeon, if present), the mice take them to meet the king and queen, who wish to know more about Alexa's kinsmen. The royal pair are dressed in rich fabric scraps and gold braid; the queen wears a diamond ring on her head as a tiara, the king has a mantle made of silk and bird feathers. The mice explain the issues they've been having with the nearby frog clan. Alexa does in fact have the missing translation device, and will play translator if the party has no other means of communication.

The frogs have been attacking any mouse caught outside of Skreell, and raiding the mice's winter stores of food. Attempts at negotiation with the frogs have all ended poorly. Recently, the royal twins Skeet and Skeena have gone missing, and the mice have been lead to believe that the frogs have kidnapped them. Preparations to launch a rescue were underway when Alexa arrived.

Alexa became aware that something was going on in her lab when strange miniature implements like tools and crude armor were showing up in her

SM3000 prototype runs. She began studying what she could from the outside, but decided she needed to see first hand what was going on. Originally she thought it might be some kind of fey creature infestation, but instead turned out that the critters around her lab all picked up some basic level of sentience. Alexa wasn't sure if that was her fault from her experiments, or if the creatures were naturally evolving, but had to study it closer. She honestly lost track of time and forgot to notify Elgeon of her discovery and plans, and feels rather embarrassed about the whole thing.

However, she refuses to leave until the mouse twins are safely returned to their family, as she does feel responsible for some of the mess going on.

The party needs to come up with a plan to rescue the young mice and find a way to make the frogs leave the mice alone. Elgeon will stay with Alexa in the city until the task is complete. The mice can provide directions or a crude map to the frog tribe's enclave if asked.

### Insight Skill Check DC 13

✦ 13: The frogs must have felt threatened and desperate to resort to such an extreme action.

✦ 17: Could possibly something be harassing the frogs, and they erroneously blame the mice?

### Area 3: Market

The party may stay in the mice city for the time being (the king allows them use of the palace rooms to sleep in, and provides meals if prompted), but supplies are harder to come by. The mice have no use for gold, and operate purely on a barter system. Primarily they're interested in food, shiny trinkets, cloth, and jewelry in return for their services and goods. Prices are listed below for some common goods in terms of daily rations (DR).

**Toothpick:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. Cost: 14 DR.

**Tortoiseshell Button:** Shield, AC +2. Cost: 10 DR.

**Piece of Tape:** A 3 ft. by 1 ft. piece of sticky tape. Cost: 5 DR.

**Sewing Needle + Thread:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. Can be thrown as an action as a Ranged Weapon: +2 to hit, range 30/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage. Cost: 21 DR.

**Thorny Twig:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Cost: 18 DR.

**Cotton Ball:** A soft wad of cotton, can be used to hold liquids or burned as a fuel source. Cost: 4 DR.

**String:** Available in various lengths and materials, including cotton, hemp, and silk. Cost: 1 DR per 5 feet.

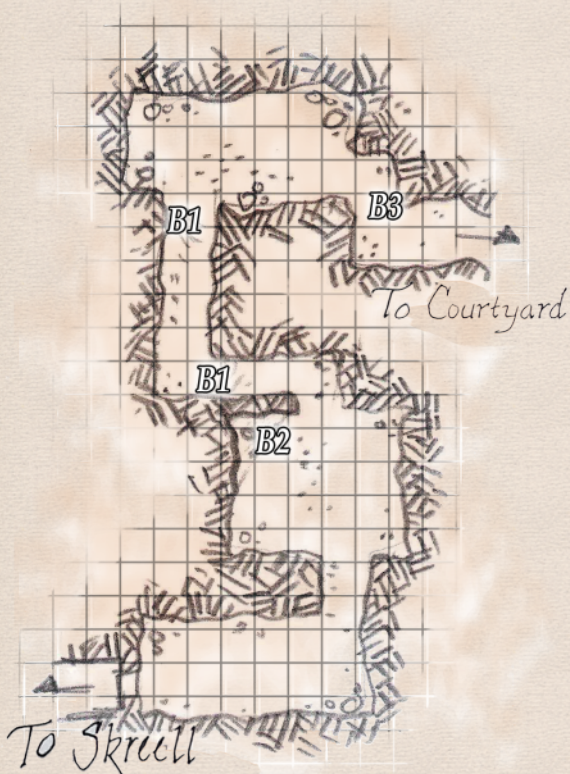
**DM NOTE:** *This item list is not intended to be exhaustive - feel free to offer a wide assortment of small or household items that could provide interesting play value at a different scale, such as watch gears, nails, bottle caps, or doll clothing.*

## Inner Wall

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Passage to the frog's enclave is through the courtyard wall of the laboratory. The way through the wall is straightforward but dimly lit - players without a light source or darkvision will be at a disadvantage.

*The interior of the wall forms a dimly lit tunnel - slightly damp stones extend up into darkness on either side of you, and the air is stagnant and musty with age. The packed earth floor is occasionally bisected by a large support beam embedded into the ground, offering some small way of measuring how far you've gone. Dust balls and small pieces of torn paper litter the area. It's impossible to tell what might lurk in the inky darkness above, but the occasional, intricate web strung between the stones suggests \*something\* makes its home here.*



### *The Inner Wall*

If the players rescued the ladybug in the laboratory, she can be used to scout and bring back small items she discovers inside the wall. Each scouting trip lasts 5 min. On a d20:

☛ 1: The ladybug becomes trapped in a spider web and doesn't return.

☛ 2 - 8: The ladybug returns empty handed.

For a roll of 9 - 20, the ladybug returns with a small, freshly wrapped bundle of spider silks:

☛ 9 - 15: A few edible seeds can be recovered from the bundle.

☛ 16 - 18: The bundle is full of unhatched spider eggs.

☛ 19 - 20: A tiny bee stinger is attached to the bundle, with the poison sac still attached. The poison inflicts 10 (2d8+2) damage if an infected target fails a Constitution DC 12 check, and takes half that damage if the save is successful.

**Treasure:** A full sized gold coin can be found laying under some dirt at B2 (Perception 11).

**Trap:** At B3 a puddle of rat poison lies across the floor (Perception 13). The poison inflicts 5 (1d8+1) damage if the infected target fails a Constitution check (DC 12) , and takes half that damage if the save is successful. For the next three hours, a poisoned target must make another Constitution check (DC 12). If successful, they overcome the effects of the poison. If they fail, they take another 1d6 points of damage.

The poison can be safely bypassed by an Acrobatics or Dexterity roll (DC 14), or can be safely soaked up and removed with cotton balls (Sleight of Hand or Medicine DC 12). Poison-soaked cotton balls may be used to apply poison to other objects.

## Encounter B1: Spindle Spider

### Challenge Rating 1

#### Setup

**Trap:** At B1 webs block the path forward. They may be successfully navigated with an Acrobatics or Dexterity roll (DC 12). Any creature that starts its turn in the webs or that enters the webs for the first time during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs.

As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



## Tactics

If a creature gets caught in the web, a Spindle Spider will attack the party in 1d4+1 rounds from above.

The spider will attempt to first ensnare someone in a web, if a target is not currently caught in one. Then she will leap on the caught victim using Spindle Barb. At half health, the spider will attempt to retreat up into the darkness, regain stealth, and then drop upon the party again in 1d4 rounds.

## Spindle Spider

*Medium beast, unaligned*

Armor Class 12 (natural armor)

Hit Points 21 (3d10 +6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +10

**Senses** blindsight 10 ft., darkvision 60 ft., passive

Perception 8

**Languages:** —

**Challenge** 1 (200 XP)

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### Actions

**Bite:** Melee Weapon Attack: +2 to hit, reach 5ft., one target. *Hit:* 4 (1d6 +1) piercing damage.

**Spindle Barb (Recharge 6):** Melee Weapon Attack: +5 to hit, reach 30ft., one target. *Hit:* 8 (2d6 +2) piercing damage. The spider leaps and thrusts with its barbed stinger.

**Web (Recharge 5 - 6):** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained

target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## Courtyard Garden

Exiting the wall through a small crack, the players enter the walled courtyard garden of the manor house.

*Light fills the tunnel as a small crack in the wall opens into the lush, courtyard garden of the manor. Flagstones cross the space between trim bushes and perennials, and elegant irises and daffodils wave slowly in the breeze. A small fish pond can be seen in the distance.*

If Day:

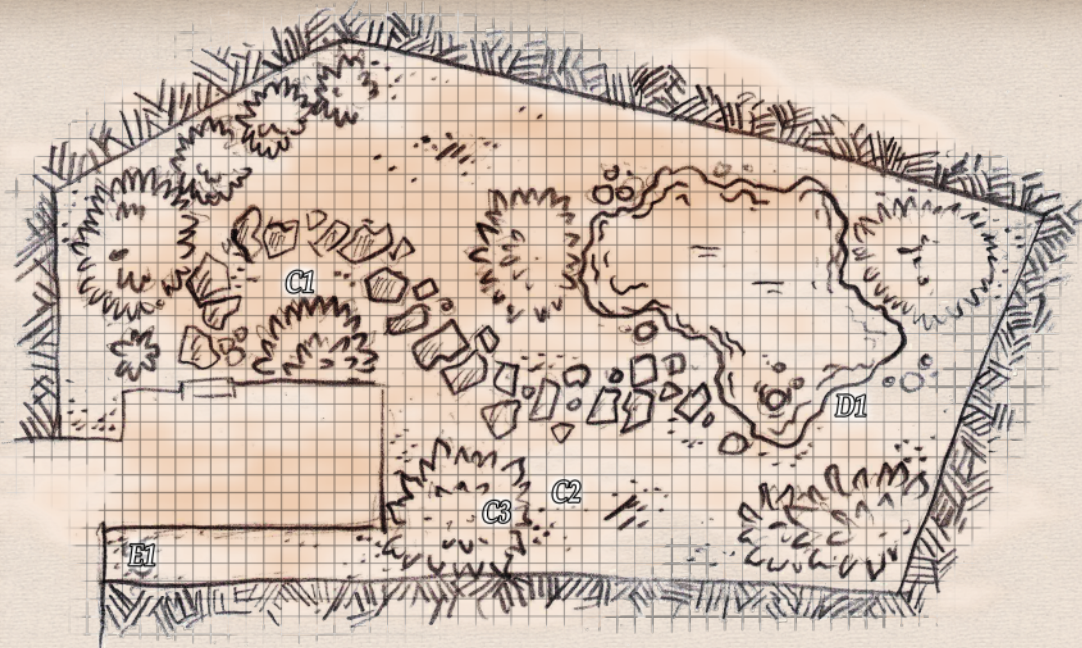
*The flagstones have soaked up the sunlight and are extremely hot to the touch. It won't be possible to stand on them for long.*

If Night:

*Swirling fireflies twinkle in the darkness, softly illuminating the path.*

If sunny and in daylight, walking on the flagstones offer no cover, and the rocks are too hot to stand still on for long. Players must make a successful Constitution check (DC 13) each round they are on a flagstone. If they fail, they must move on their next turn.

The frog's enclave is located at D1 along the edge of the fish pond. Players may explore the garden or follow the flagstones to the pond's edge. Exploring can also lead to the following optional encounters.



The Courtyard Garden

## Encounter C1: Fire Beetles

### Challenge Rating 1/8

#### Setup

A nest of fire beetles can be found at location C1. The fire beetles are neutral creatures initially, and will generally ignore the players if they poke around the nest. If players have decrypted the journal or make a successful Nature check (DC 16), they have access to the follow information:

*Fire beetles are well known among alchemists and herbalists for both their distinctive patterned shells in gold and red, and their poisonous secretions capable of causing searing burns. Docile by nature, the fire beetle will only spit poison when either itself or its nest are threatened.*

With a successful Perception check (DC 13), the players can locate wads of poison soaked nest material, which they can take with them. Harvesting the nesting material requires a Dexterity or Sleight of Hand check (DC 15). If they fail this check, they

accidentally break the fire beetle eggs in the nest, and enrage the nearby adults.

#### Tactics

The adults will attack the players from afar with a poison spit attack if able, only directly engaging if there is no other choice. They also will not chase the playes if they leave the nest area , but will remain hostile if they choose to re-enter.

## Fire Beetle (x6)

Medium beast, unaligned  
 Armor Class 13 (natural armor)  
 Hit Points 8 (2d10 +3)  
 Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

**Senses** blindsight 30 ft., passive Perception 8

**Languages:** —

**Challenge** 1/8 (25 XP)

**Beetle Armor.** The fire beetle's thick carapace provides immunity to fire damage.

## Actions

**Bite:** Melee Weapon Attack: +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4 +1) piercing damage.

**Poison Spit (Recharge 5 - 6):** Ranged Weapon Attack: +3 to hit, range 30/60ft., one target. *Hit:* 3 (1d4 +1) fire damage, and the target must succeed on a DC 11 Constitution saving throw or take 8 (2d8) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and has his Constitution reduced by -4 during this time.

**DM NOTE:** *If a player makes a successful called shot on a beetle's leg, the beetle is knocked prone onto its back and cannot right itself. Players making a successful DC 16 Strength check can also push a beetle over.*

## Encounter C2: Mockingbird

### Challenge Rating 1/2

#### Setup

If the players approach the fish pond through C2, they stumble upon a mockingbird attacking a group of green garden lizards.

*Angry squawks and distressed chitters can be loudly heard in front of you. Emerging from the underbrush, you witness a large mockingbird swooping in from above, attacking a pack of tightly curled, angry garden lizards. The lizards hiss at the bird as it makes its pass and are attempting to flee, but the bird's agile movements are preventing them from moving. You can barely make out what appear to be tiny saddles and armor plates on the lizards, fashioned in the same style as some of the mouse garments from Skreell.*

The bird will ignore the players unless they come within 20 ft. of the lizards, then it will begin attacking them as well. The lizards will bolt for the underbrush at C3 if given the opportunity.

## Tactics

The bird will not land by choice, and will continue to fly up and Dive at the players once every other round; it can only be attacked via ranged weapons or spells. The bird can be frightened away with a loud noise (such as gun firing or noise-producing cantrip), and will fly away of its own accord after 15 (3d10) damage. If, however, the players have a way of trapping it or knocking it from the sky they may be able to kill it, but the bird is just as deadly on the ground, if not more so. If forced to the ground, it will employ all its skills and actions available.

## Mockingbird

*Large beast, unaligned*

Armor Class 13

Hit Points 31 (5d10 +6)

Speed 10 ft., fly 80 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	3 (-4)	11 (0)	8 (-1)

---

**Skills** Perception +4

**Senses** passive Perception 14

**Languages:** —

**Challenge** 1 (200 XP)

**Keen Sight.** The mockingbird has advantage on Wisdom (Perception) checks that rely on sight.

**Disguise.** The mockingbird can accurately mimic any other avian call at will.

### Actions

**Dive:** Ranged Weapon Attack: +5 to hit, range 80ft., one target. *Hit:* 4 (1d6 +1) bludgeoning damage.

**Multiattack:** When on the ground, the mockingbird makes two attacks: one with its beak and one with its talons.

**Beak:** Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 +3) piercing damage.

**Talons:** Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 +3) slashing damage.

Once the bird is either frightened away or killed, the players can return to C3 and attempt to wrangle the lizard mounts. A successful DC 12 Animal Handling or Ride check will allow the players to mount and ride the lizards.

## Lizard Mount

*Large beast, unaligned*

Armor Class 12 (natural armor)

Hit Points 18 (3d10 +2)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

**Senses** darkvision 30 ft., passive Perception 10

**Languages:** —

**Challenge** 1/8 (25 XP)

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit:* 3 (1d4 +1) piercing damage.

## Encounter C3: Frog Scouts (x4)

### Challenge Rating 1/8

#### Setup

Similar to the Encounter A3, the players may be ambushed by another group of frog scouts. Roughly every 5 min., roll a d20 - on a 19 or 20 the wandering frog scouts encounter the party.

#### Perception Check

☞ 11: You get the feeling that you're being watched.

☞ 15: Deep grunts and the sound of rustling cloth against leaves can be heard coming from the underbrush.

If the party fails their Perception Checks, the frogs attack in 1d6 rounds and have advantage for one turn. If the party succeeds, they may launch a counter ambush against the discovered frogs. Tactics and Stats are the same as for Encounter A3, except there are four scouts, rather than three.

## The Frog's Pond Enclave

**Pond Enclave (small city):** AL LN; 0 gp limit; 0 gp assets; Population 34; Garden frogs 100%.

**Important Characters:** Chieftain Hruul Grebbeck, female frog Priest2, Frog Guards Guard1 (x10)

### Area 1: Enclave Outskirts

The frogs have made a home along the northern edge of the pond at D1.

*Crude mud and leaf huts dot the shoreline, and a simple wall encloses them, fashioned of twigs and small pebbles. Two frogs stand guard at a small opening in the wall, armed with what appear to be large sewing needles. A sizeable hut stands in the center of the village, adorned with scraps of colored paper on the walls.*

The central hut is where the chieftain spends her time, and where the two mouse pups are also being held.

The players will need to find a way to win an audience with Chieftain Hruul and convince her to release the twins, or find a way to abduct them secretly. Some possible methods include:

☞ Reason with a captured Frog Scout. If players do not kill all the frog scouts during any of their encounters with them, they can attempt to reason with one and convince the frogs that they're not mice, and friendly. The scout will put in a good word with Hruul. Persuasion check DC 14 if no frogs have been killed, otherwise it requires a Persuasion check DC 21 if any have been killed.

☞ Reason with one of the guard frogs at the entrance, as above. Persuasion check DC 13.

☞ Pretend to bring a mouse in as a hostage, to gain instant favor.

☞ Sneak into the enclave at night to abduct the twins. Stealth check DC 17 to get past the initial wall, with a recurring Stealth check DC 13 every 2 minutes.

If instead they attempt to brute force their way past the gate guards, the guards will immediately sound the alarm with a horn at their belt. Two reinforcements will arrive every three minutes until a total additional eight Frog Guards have been deployed (12 minutes total). Three minutes later (15 minutes into the encounter), Chieftain Hruul will execute the mouse pups unless players can reach the central hut and stop her. See Encounter D1.

## Area 2: Central Hut

If the players enter the central hut, they find the pups tied to a wooden support pole with hemp cord. The cord can be easily cut with any sharpened implement. If daytime, Hruul is busy at work in the hut, mixing potions and reading scattered mulberry leaf pieces. If night, Hruul is asleep on a pile of furs along the far wall.

### Arcana Check

☞ 13: The unmistakable glimmer of wards surround the mice pups; a shimmering purple light runs slowly up and down the hemp cord binding them.

If the players attempt to use magic to free the pups (or cast any kind of spell directed at the hemp cord), it sets off Hruul's wards. If she was asleep, she immediately wakes and attacks the players. See Encounter D2.

If the players have entered the hut peacefully, Hruul will listen to what the players have to say. However, Hruul will not free the mice pups if asked. A few nights back the frogs' tadpole clutch was destroyed and their young eaten - only a small handful were saved.

Eyewitnesses described a giant mouse-like figure in the night. In retaliation, a band of frog guards abducted the royal mouse pups when they were on a morning walk and brought them to Hruul. Hruul still hasn't decided what she wants to do with them, but will not let them go; she needs reparation from the mice or her people will declare war on Skreell.

If players have discovered any of the rat poison lying around the lab, they may reason that it wasn't a lab mouse that attacked the frogs, but rather a rat on the loose. If not:

### Insight Check

☞ 11: The Skreell mice travel in packs for safety - one mouse wouldn't attack the frogs alone. Something else must have.

### Investigation Check

☞ 13: Eyewitnesses reported the creature was "huge". All the mice you've seen in Skreell don't come close to that. However, *rats* can be huge...

### Nature Check

☞ 12: Lab mice aren't exactly known to be huge or ferocious. However, rats, which certainly would qualify as "mouse-like" in the dark, very well can be.

Hruul is skeptical, but cautiously optimistic that a rat could be the source of their misfortune. If the players can produce proof of a dead rat, she'll believe them.

If asked, Hruul will allow the players to search around the tadpole clutch, under the watch of four guards.

## Area 3: Tadpole Clutch

The frog's tadpole clutch is located along the eastern edge of the village, surrounded by its own mud and pebble wall, one side of which has been

hastily repaired. It's almost empty, with only a few small tadpoles swimming within.

### Perception Skill Check:

☞ 8: The mud and pebble wall around the clutch was recently broken from the outside by a large force - claw marks can be seen dug into walls.

☞ 11: Five-toed and four-toed prints are pressed into the ground surrounding the clutch. They lead off back into the garden.

☞ 15: A small patch of white hair is lodged underneath one of the pebbles. It's longer and more wiry than what you remember from the Skreell mice.

### Investigation Skill Check:

☞ 11: One of the frog guards present was also there the night of the attack. He describes the creature as being at least twice his size, perhaps larger.

☞ 14: The guard also recalls that the creature had a long, skinny, hairless tail, which it used to knock down some of the wall.

The rat tracks can be followed back to its lair with a successful Survival check (DC 12), the entrance located at E1 on the courtyard map.

## Encounter D1: Frog Guards

### Challenge Rating 1

#### Setup

The frog guards are better trained and equipped than the frog scouts previously encountered, and pose more of a threat. The

guards are also trained to work as a team, and receive bonuses when more are present.

### Tactics

The guards will play defensively until at least four are present, after which they will attempt to surround and subdue the strongest threat on the field using their most powerful attacks available. Like the scouts, they favor bashing attacks with their shield and will coordinate actions amongst themselves.

## Frog Guard

*Medium beast, lawful neutral*

Armor Class 13

Hit Points 18 (3d10+3)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	11 (+0)	10 (+0)	3 (-4)

**Senses** darkvision 30 ft., passive Perception 10

**Languages:** Frog

**Challenge** 1/4 (50 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The frog's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

**Pack Tactics.** A frog guard has advantage on an attack roll against a creature if at least one of the frog's allies are within 5 ft. of the creature, and that ally isn't incapacitated.

### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5ft., one target.

*Hit:* 5 (1d6 +2) piercing damage.

**Shield Bash:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage. The target is knocked prone unless they succeed a Strength or Acrobatics Check (DC 13).

**Swallow: (Recharge 5 - 6):** The frog makes a bite attack against a prone Medium or smaller target. The swallowed target is blinded and restrained, and it has total cover against attacks and other effects outside the frog. A frog can only have one target swallowed at a time. The frog can choose to regurgitate a swallowed target at will - this counts as an action.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

**Treasure:** The frogs are each carrying one Button Shield (+1 to AC), and are wearing simple armor

(+2 to AC) made of small metal scraps bound with string.

## Encounter D2: Hruul Grebbeck

### Challenge Rating 1

#### Setup

Hruul is a capable fighter in her own right, and will employ her simple magic and potions to the best of her ability. If Frog Guards are alive, two will arrive to help her every 3 minutes, until all ten guards have been deployed or killed.

#### Tactics

Hruul will attempt to incapacitate the strongest foe first using a spell or potion, and then work her way down the chain, defeating the weakest first while the strongest are prone. She will avoid melee combat unless forced into a corner. If guards arrive to help, she will retreat to behind their line and cast spells to boost their power first before casting offensively against the players. Hruul will attempt to cure wounds on herself or guards once their health falls below half.

### Hruul Grebbeck

*Medium beast, lawful neutral*

Armor Class 11

Hit Points 28 (5d10+3)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	11 (+0)	15 (+3)	8 (-1)

**Senses** darkvision 30 ft., passive Perception 10

**Languages:** Frog

**Challenge** 1 (200 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The frog's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

**Divine Eminence.** As a bonus action, Hruul can expend a spell slot to cause her bite attack to magically

deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If Hruul expends a spell slot or 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** Hruul is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +3 to hit with spell attacks). Hruul has the following cleric spells prepared:

Cantrips (at will): sacred flame, spare the dying;

1st level (3 slots): cure wounds, healing word, shield of faith

#### Actions

**Bite:** Melee Weapon Attack: +4 to hit, reach 5ft., one target.

**Hit:** 5 (1d6 +2) piercing damage.

**Throw Potion:** Ranged Weapon Attack: +3 to hit, range 20ft., one target. **Hit:** 2 (1d4) bludgeoning damage, plus the effect of the potion.

**Swallow: (Recharge 5 - 6):** The frog makes a bite attack against a prone Medium or smaller target. The swallowed target is blinded and restrained, and it has total cover against attacks and other effects outside the frog. A frog can only have one target swallowed at a time. The frog can choose to regurgitate a swallowed target at will - this counts as an action.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

**Treasure:** Hruul is carrying an assortment of potions which can be looted, providing she didn't use them in combat. Potion of Invisibility, Potion of Vitality, Fire Beetle Potion (x3): 2d4 fire damage plus the target it blinded for 1d4 rounds.



*Hruul Grebbeck*

## The Rat's Lair

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The rat's lair is located in a nook within the courtyard wall, reachable from its entrance at E1 on the garden map. A short tunnel (8 ft. tall) through the wall connects the lair to the garden. During the day, the rat is asleep in the lair, at night, it's out and about the garden prowling. At dawn and dusk, it is awake in the lair.

*The dimly lit tunnel opens up into a small burrow. The air is stagnant and putrid, and smells of rotting flesh and stale urine. The dirt floor is littered with an assortment of small bones, including mice and frog skulls in various stages of decay. A nest of dried hay and cloth scraps is pushed up against the far wall.*

If the rat is present:

*Atop the nest rests the body of a large white rat. Its tail twitches occasionally against the hay, the only sound in the room outside of its rapid breathing.*

## Encounter E1: Lab Rat

### Challenge Rating 2

#### Setup

If the players have been quiet and are stealthy, they may be able to sneak up to the rat without alerting it to their presence, however, due to the rat's keen senses this will be very difficult. If the rat is awake, the players need to make a Stealth check DC 24, if asleep, Stealth check DC 16.

If the rat isn't present when the players arrive, they may choose to wait for it. However, the rat will be aware of their presence unless the players can camouflage their smell and find a place to hide.

If the rat is awake, or the players fail their Stealth checks, it will become aware of the

players when they are in the tunnel, and will wait for them in the lair, pouncing on them when they enter. It will have advantage for one round.

### Tactics

The rat gains bonuses while it fights in its lair, and will resist attempts to drive it out. The rat makes use of its keen senses of smell and hearing to fight more effectively - players who can damage one of these senses gain advantage over the rat until it recovers. The rat will focus its attacks on whatever threat is closest, unless a creature is actively bleeding. It will then go after the bleeding target until it is neutralized.

## White Lab Rat

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*Huge beast, chaotic evil*

Armor Class 13 (natural armor)

Hit Points 52 (6d10+19)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

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**Skills** Perception +8

**Senses** blindsight 30ft., darkvision 30 ft., passive Perception 15

**Languages:** Rat

**Challenge** 2 (450 XP)

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**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell or hearing.

**Pack Tactics.** A rat has advantage on an attack roll against a creature if at least one of the rat's allies are within 5 ft. of the creature, and that ally isn't incapacitated.

**Pounce:** If the rat moves at least 10 ft. straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed a DC 13 Strength saving throw or be knocked prone. If the target is prone, the rat can make one bite attack against it as a bonus action.

### Actions

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**Multiattack:** The rat can use its Frightful Presence. It then makes three attacks: one with its bite, one with its claws, and one with its tail.

**Bite:** Melee Weapon Attack: +6 to hit, reach 5ft., one target.

**Hit:** 11 (2d8 +6) piercing damage.

**Claw:** Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit:** 7 (1d6 +4) slashing damage.

**Tail:** Melee Weapon Attack: +3 to hit, reach 10ft., one



target. *Hit*: 9 (2d8 +4) slashing damage.

**Frightful Presence:** Each creature of the rat's choice within 40 feet of the rat and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the rat's Frightful Presence for the next 24 hours.

### **Lair Actions**

On initiative count 20 every 5 rounds, the rat takes a lair action as a free action to cause one of the following effects.

☞ The rat swipes its tail against the ground, causing a large dust cloud of putrid smells and decaying flesh to envelop the lair in a 40-foot radius around the rat. The cloud lasts until initiative count 20 of the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, the creature is incapacitated and takes 2 (1d4) damage.

☞ Maggots swarm up from underneath the rat's nest. Each creature in the lair other than the rat on the ground must succeed on a DC 13 Dexterity saving throw or be knocked prone.

**Treasure:** Buried among the rotting corpses and strewn in the nest is an assortment of odds and ends the rat has collected. Toothpick (x2), gold coins (x5), copper coins (x3), turquoise gemstone, spool of gold thread, raven's foot, silver necklace.

**DM NOTE:** *The rat encounter should be hard, but not impossible. If the players are having difficulty by themselves, they can attempt to Persuade (DC 15) the frogs or mice to supply help.*

**DM NOTE:** *Rat poison can be used to give the rat disadvantage for the entirety of the encounter. If players need a boost to their damage dealing power, it can also deal 2d4 acid damage to the rat per round.*



*The Tunnel and Rat Lair*

## **Resolution**

Taking back proof of the rat's death to the frogs (such as its head, tail, or foot) will prompt Hruul to release the twins into the player's custody and forswear future war on the mice. Hruul will also reward the PCs as well for putting a stop to the creature that plagued them, a shield imbued with her most powerful protections. She will also name the party guardians of the enclave, and always offer them safe passage in the garden and village.

**Treasure:** Hruul's Tortoiseshell Button: Light Shield, AC+3. Once per day, the bearer can cast as a free action *Cure Wounds*.

When the twins are returned safely home to Skreel, the royal family will rejoice and throw an elaborate feast for the players, entreating them to stay the night. At the party, Queen Chikka will

bestow her tiara on the party, one of Alexa's diamond rings valued at 800 gp.

## Returning to Normal

Once the twins are back home safely, Alexa and Elgeon will pack up to leave Skreell, being satisfied with their research for now.

If Alexa is alive and with the party, she knows the combination the SM3000 has to be reset to in order to return everyone to their normal size. Alexa's journal also has notes in it for resetting the machine, or Elgeon can take his best guess and manage it. If neither Alexa nor Elgeon is available, and the players don't have the decrypted journal, they will have to figure it out by guesswork. See the *Appendix: SizaMatron 3000* at the end of the module for further information.

If the party has rescued the lizard mounts (and still has them), they can be used to easily climb up to the top of the machine.

Resetting a dial or switch requires a Strength check (DC 12); there are four dials that must be set. If the players don't have access to the lizards, they will need to make an Athletics or Climbing check (DC 16) to reach the top.

Duke von Hildebrande will be relieved to be reunited with his wife. He insists he doesn't want to know the details but also makes her promise not to run off like that again. He will reward the players with the following treasure, and allow them to stay at the inn in town for free while they remain in the area. If the mouse twins were saved, Alexa will also pitch in with her own reward.

**Treasure:** (from the duke) 500gp, Letter of free room and board for the inn. Garnet ring (50gp), 30" gold chain (100gp).

**Treasure:** (from Alexa) Alexa's Miniature Magnifying-Glass Necklace. Once per day can be used to identify a magical potion or

**DM NOTE:** *Ashford's Watch can be used to easily launch new adventures from, as the PCs will now have a small base of operations they can use.*

item as a free action.

## If Things Went Wrong

During the course of the adventure it's possible key characters might perish along the way. If that happens, check below for any complications.

### If Alexa Dies

✦ The players can still rescue the mouse pups and end the war between the mice and frogs. However, Elgeon will be devastated and leave Ashford's Watch to return to travelling.

The player can choose to lie to the duke or never report back in. Reporting her death without proof (such as her necklace), will have the duke throw them out of the town under threats of imprisonment should they return. If instead they return with proof, he'll be sad but immediately concerned with the political fallout with her family. This can segue into a new adventure managing the impending war between the two nations.

### If Elgeon Dies

✦ Alexa will be heartbroken at losing her friend and assistant, and will become despondent for the remainder of the module. She won't supply information unless directly asked, and will become reclusive when returned home. She will also scrap the SM3000 immediately and melt it down.

### If The Mouse Twins (either or both) Die

✦ The mice are furious and begin preparations for all-out war with the frogs. Alexa will beg the players to leave, but feels terrible and somewhat responsible. If she or the players return, Skreell is destroyed, with no survivors. The frog enclave is equally destroyed. Broken tools, burned buildings, and a few decaying corpses are all that remains.

## Appendix

### The SizaMatron3000

If the players must guess how to operate the SM3000, roll 2d6 and use the following table for the results of their attempts:

☞ 2: The players' sizes are halved, including any gear they are wearing or holding. The effect lasts for one hour.

☞ 3-5: 1d4 pieces of equipment the players are holding or wearing are shrunk permanently to 50% of their original size.

☞ 6,8: The machine comes to life briefly and then sputters in a shower of blue sparks.

☞ 7: Successfully operates the SM3000.

☞ 9 - 11: 1d4 pieces of equipment the players are holding or wearing are enlarged permanently to 50% of their original size.

☞ 12: The players' sizes are doubled, including any gear they are wearing or holding. The effect lasts for one hour.

#### Alexa and Elgeon Stats

If Alexa or Elgeon must participate in a fight (both will attempt to hide or run unless no other choice presents itself), these are their character stats. You may want to increase their level for a higher-level adventuring party, or leave them low-level for the additional difficulty.

### Alexa von Hildebrande

*Medium human, neutral good*

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	17 (+3)	12 (+1)	14 (+2)

**Saving Throws** Int+6, Wis+4

**Skills** Arcana +4, Insight +3

**Senses** passive Perception 11

**Languages:** Common

**Challenge** 1/4 (50 XP)

**Spellcasting:** Alexa is a 1st-level spellcaster. She has the following wizard spells prepared:

Cantrips (at will): *light, prestidigitation, mage hand*

1st level (2 slots): *thunderwave, detect magic*

### Elgeon Chiselbeard

*Medium dwarf, neutral good*

Armor Class 11 (light armor)

Hit Points 5 (1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	15 (+2)	11 (+1)	11 (+0)

**Skills** Insight+3, Survival +4

**Senses** passive Perception 10

**Languages:** Dwarf, Common

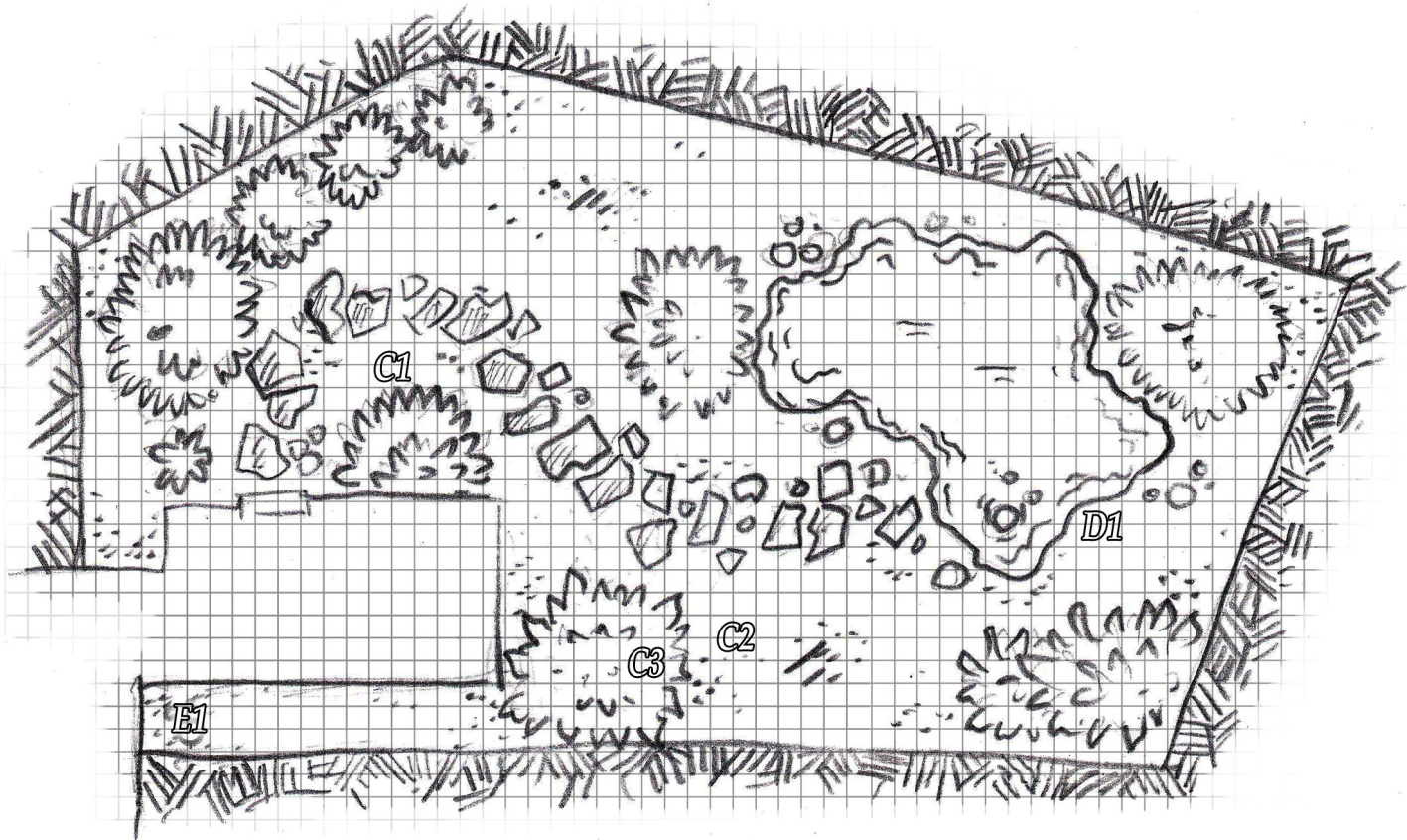
**Challenge** 1/4 (50 XP)

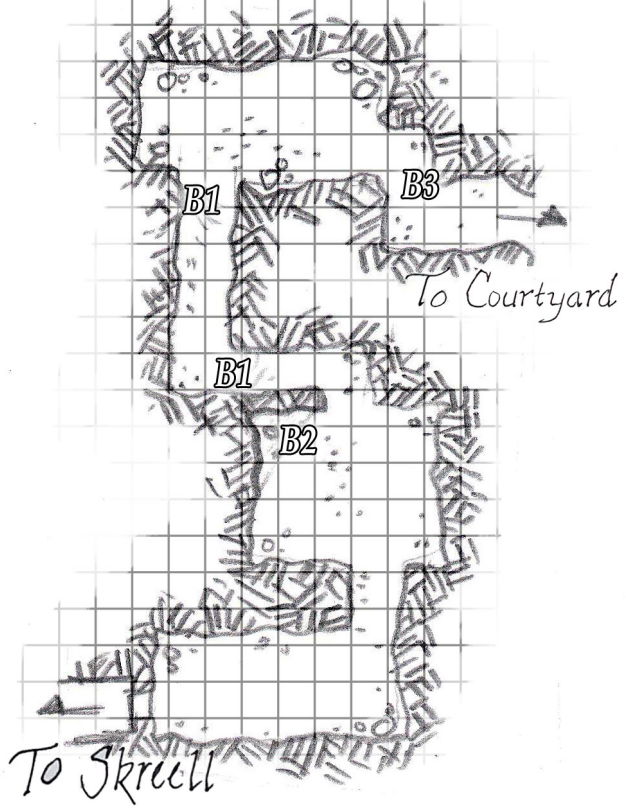
#### Actions

**Dagger:** Melee or Ranged Weapon Attack: +3 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 +2) piercing damage.

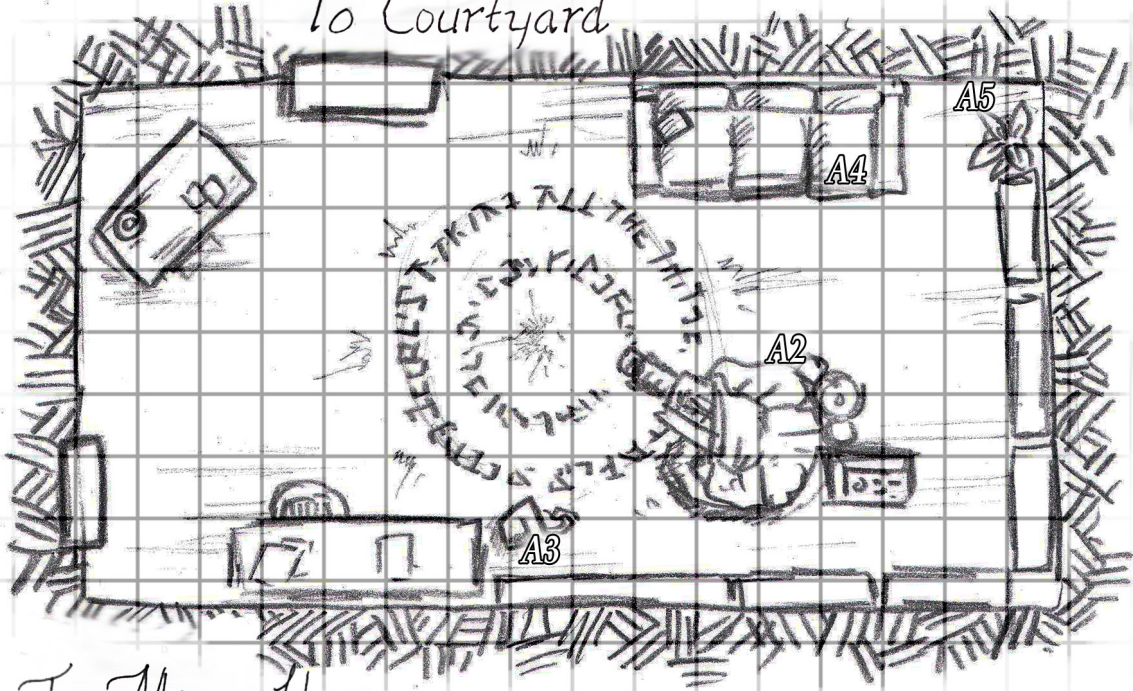


Queen Chikka

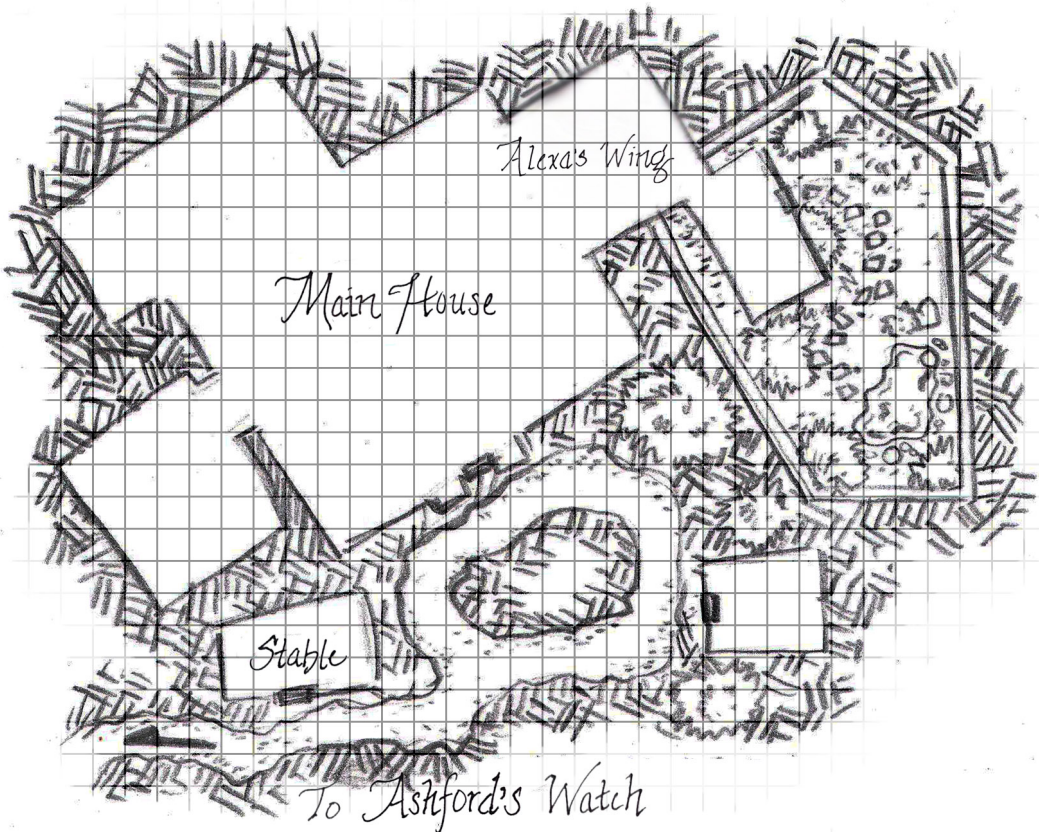




To Courtyard



To Manor House

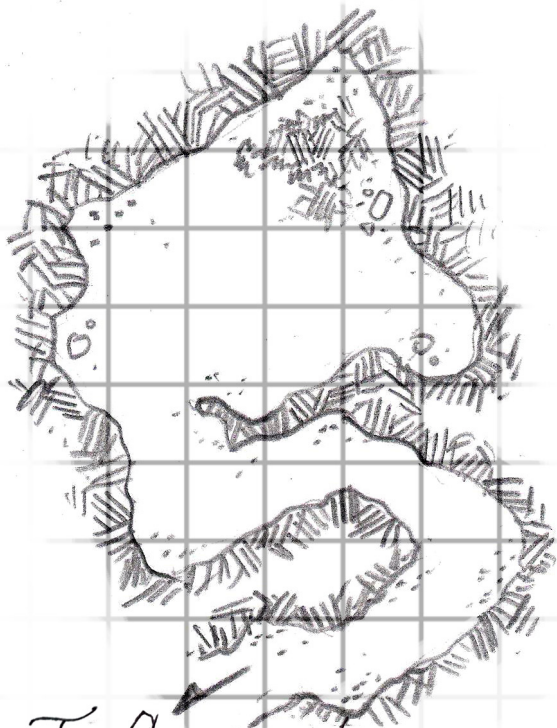


Alexas Wing

Main House

Stable

To Ashford's Watch



To Courtyard





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