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Adventure for 5-8 Characters, Levels 4-7

DUNGEONS & DRAGONS[®]

Special Game Adventure for the
1986 National Garden Festival

Up the Garden Path

by Graeme Morris & Mike Brunton



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UP THE GARDEN PATH

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A Special, Not-too-serious,
Dungeons & Dragons® Adventure
Module for the National Garden Festival,
Stoke-on-Trent — 1986

A Warning

The adventure in "Up the Garden Path" takes place in an impossible pocket universe bearing a distinct resemblance to both the world of the D&D® game and the setting of the 1986 National Garden Festival. It is a strange place, sometimes dangerous, often just plain silly and always confusing. Although it has been designed with the aim of providing your players with a challenging and entertaining adventure, it is not intended that this module should be taken entirely seriously. After all, if somewhere like the setting for this adventure really did exist, would you take it seriously?

Abbreviations Used in this Module

Rulebook References
BD — Basic Dungeon Masters rulebook; BP — Basic Players rulebook; Ex — Expert Rulebook; CD — Dungeon Masters Companion rulebook; CP — Players Companion rulebook.

Monster Statistics
AC — Armour Class; HD — Hit Dice; hp — Hit Points; MV — Movement Rate; #AT — Number and Type of Attacks; D Damage Inflicted by Attacks; AL — Alignment; C — Chaotic; N — Neutral; L — Lawful; XP — Experience Point Value; THACO — "To Hit Armour Class Zero" (roll on 1d20 need to hit AC0); NM — Normal Man.

This adventure is for use with the DUNGEONS & DRAGONS® Expert and Basic Rules Sets. Both of these are needed to use the information in *Up the Garden Path*. Experienced Dungeon Masters of the ADVANCED DUNGEONS & DRAGONS™ game should have no difficulty in adapting this adventure to the AD&D™ game system.

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So, What's Going On?

This could be tricky.

You see, the normal way of explaining something complex and involved is to start at the beginning, plough on through the middle bit until the end comes and then stop. The problem is that the PGFA (or "Paradoxical Garden Festival Anomaly" to use its full name) doesn't actually have a proper beginning.

It couldn't, could it?

After all, it couldn't possibly have happened.

We had better start in the middle, with a quick description of the PGFA as it stands, then we can start to talk about the impossible sequence of events that made it happen in the first place... Along the way, muddled in with the other rumblings, will be a few words about how to start the adventure, and a few more about how to keep it going. Finally, just before the main description of how the adventure starts, there will be a section on how it ends.

We said this could be tricky.

What is the PGFA?

The PGFA is a particular event in a particular place, just like the "real" National Garden Festival (taking place in the quaint, i.e. boring, non-magical universe 92/147.3a). It's about the same size and even has certain striking similarities to it, which we'll come on to later.

The main difference is that, whereas the real Festival is taking place in the year 1986 and is "conveniently situated on the A53 just north of Stoke-on-Trent with easy access by road and rail", the PGFA isn't anywhere or anywhen (if that is a word) at all. Not surprisingly for somewhere that can't exist, there is nowhere and nowhen (now that definitely isn't a word) for it to go.

Being a closed little universe all by itself — outside normal space and time — makes the PGFA a funny sort of place to be. For a start, the PGFA is the whole of its own universe. From the azure waters of the canal to the barren eastern wastes (the car parks), from the village on the harbour to the Railway Shed — that's it! There is nowhere else to go, so there is no way out.

On the other hand, since it isn't anywhere, you can't get into the PGFA even if you wanted to. Of course, if you don't want to — if, in fact, you have never even heard of it — then that's different. This is a fact which your adventurers will discover when, for no reason whatsoever, they find themselves emerging into the PGFA on a warm, sunny morning.

Getting Things Started

The sheer impossibility of the PGFA makes it easy for you as DM to get your player characters (PCs) into this adventure. Unlikely adventures require you to think up long, complicated rationales for getting the PCs into them, but you don't need any reason at all for dumping them into an impossible one.

All you need to do is get your adventurers together then tell them:

And suddenly you are rushing along in total darkness. A darkness deeper than a starless night, or the caverns at the bottom of the world... A hot, steamy darkness that is almost suffocating with a burning stench of old woodsmoke and rusty iron golems.

Ahead, almost obscured by the smoke, is a small point of light. As you watch, it grows, coming nearer and nearer. A mournful wailing, a sound of dreadful torment, fills your ears and blots out all thoughts save one: "This is it. I just hope the pitchforks aren't too sharp!"

In a flash of impossibly bright light, you are swallowed up and the wailing grows fainter. There is a rattle and a jolt and you realise that this might not be the afterlife after all. You are sitting in some sort of line of carts being pulled along through pleasant countryside. Then another cloud of hot, steamy air walls across you and you see that the leading cart in the line is on fire; it belches smoke and steam into the sky while two small figures labour desperately to put it out.

Even stranger than all of this, however, are the two men sitting in the seats in the next cart. Apart from their very odd clothes, and the fact that one of them breathes fire from a little kettle-

thing he holds in his hand, you can see right through them! They might almost be shadows on the wind, or the conjurations of some minstrel-wizard. Their conversation, or what you can hear of it, certainly isn't in Common or any other civilised tongue, so why can you understand it?

Just what is going on? Is this the afterlife?

As you may have guessed, the adventurers are on the Train which has just emerged from the Railway Shed (17) and started on a trip, clockwise, around its loop of track. A full description of this wonderful conveyance is given in *The Gnome Light & Short Railway Company*.

K.J. and "The Doc"

The two other people on the Train are K.J. (Garden Festival Executive Director of Crazy Happenings) and "The Doc" (an inebriate mathematician). Although they can be seen and heard, they are not really there, being only images from universe 92/147.3a. This means that they cannot be communicated with, dispelled, harmed or affected in any way. They are also speaking very loudly, which is a good thing, since it is important that the PCs overhear their conversation:

K.J.: Sums finished, Doc? When can we start the PG-whatsit?
Doc: It's PGFA — Paradoxical Garden Festival Anomaly — and we can't start.

K.J.: Look here, you promised a special event to out-special all the others. You told me that with a bit of multi-dimensional algebra-thingy you could create an entire, parallel, closed mini-universe based on the Festival. The more improbable the better, you said, since... er...
Doc: ...since something with a sufficiently small probability could be slipped through the corner vectors of the transfinite matrix. True, but there's a snag. It seems that Probability comes in little lumps called Quirks — like atoms — and something that unlikely wouldn't get one.

K.J.: One what?
Doc: One Quirk. A PGFA would have no likelihood at all. It couldn't be, or at least there'd be no possible way that it could be created.

K.J.: What's the difference?
Doc: Ah! Being impossible, the PGFA can't be created, but in theory, if it already existed it could sustain itself.

K.J.: Huh?
Doc: In order to exist, the PGFA would have to possess a partial Quirk — a fragment of probability.

You see, the laws of a real universe make it impossible for a partial Quirk to exist, so it's impossible to use one to make a PGFA.

If, on the other hand, a PGFA already existed it could have its own weird laws which would permit a partial Quirk to exist within it. In return, the partial Quirk would give the little universe just enough probability to go on existing.
So if there isn't a PGFA then there can't be one, but if there is one then there can. See?

K.J.: Sounds reasonable. I think...

This conversation lasts until the Train reaches the first Station (13). Here, K.J. and the Doc get off and promptly vanish.

More of K.J. and Friend

Having gained some idea of their predicament by overhearing the executive and the mathematician, the PCs will later learn of the dangers of the PGFA and gain some clue as to how to avert them from two further conversations (*Trouble With Little Universes* and *Closing The Paradox*).

It is essential that the PCs gain this information in order that they can complete the adventure, but it is up to you, as DM, to decide exactly when the images of K.J. and the Doc will appear. After each conversation, the images vanish as before.

Trouble With Little Universes

The trouble with little universes is that they get lonely (in a manner of speaking) and eventually join up with a bigger universe which contains a corresponding or similar bit of reality. Unlikely little universes, created by chaotic deities (who should know better) have been let loose, snuck themselves to bigger universes and caused all sorts of silly things to happen (92/211.4b neatly had a "B" movie actor as the president of one of the world's biggest countries — ridiculous, eh?).

But the PGFA is different, as the PCs will discover at the appropriate time by overhearing the following interchange between the Doc and K.J.:

Doc: Actually, K.J., I've been doing a few more sums, and it's a jelly good thing that we couldn't create the PGFA. You see, a small universe like that — based on a partial Quirk — would be inherently unstable and would plant itself firmly on top of the most similar place in the multiverse... Right here!

K.J.: It would flatten the geraniums, you mean.
Doc: No, it would sort of co-exist, like super-imposing one picture on another...

K.J.: ...and we'd get two Festivals for the price of one!
Doc: Not quite. You see the trouble is that the partial Quirk would set off a chain reaction breaking up all the Quirks in our universe, destroying all the probability and making everything impossible!

And it wouldn't stop there. All of the other real universes would be sucked in sooner or later. Everything, everywhere, would become impossible and that would be that... the end of everything. A complete multiversal disaster!

K.J.: I see, I think. Tea and cucumber sandwiches?

Closing The Paradox

All is not lost. Having, perhaps, speculated for some time about how to avert the imminent end of everything, the PCs may be reassured by a final discourse between K.J. and the Doc:

Doc: I jiggled around a bit more with the PGFA problem last night on a "what if" basis.

K.J.: What if what?

Doc: What if, for no apparent reason, there really was a partial Quirk and a PGFA. It seems there's good news and bad news.

K.J.: What's the good news?

Doc: Well, being paradoxical, the PGFA would contain the seeds of its own destruction. There'd be events or objects that were, themselves, contradictory. To begin with, they'd be scattered throughout the PGFA, but if a few were brought together at the location of the partial Quirk, the combination of all that self-contradiction could break it into two smaller particles. It would be sort of... embarrassed... to bits. Neither of the sub-fragments of Quirk could provide enough probability to hold the little universe together and so it would collapse under its own impossibility and vanish completely.

K.J.: ...and the bad news?

Doc: Nobody could get into the PGFA to bring all the contradictions together. Not even if they wanted to.

K.J.: What if they didn't want to?

Doc: Don't be silly...

Iffanbut

The PGFA does, in fact, have a partial Quirk which sustains it. True to the very peculiar nature of the place, the part-Quirk exists in the form of a very odd creature called Iffanbut.

As an aside, a whole Quirk is actually a Probability Elemental or a particle of probability (it depends on your point of view) and is made up of three sub-elementals or sub-particles — an "If", a "P" and a "But". Iffanbut hasn't got a "P" and a "But".

Iffanbut lives at the centre of the Compass (28), and is fully described in that section and in *New Monsters* (p16).

The Contradictions

Scattered around the PGFA for the PCs to find are 12 contradictory objects which the PCs can find:

- *Reversed Binoculars* which make objects look smaller can be found atop the maypole (1).
- *Unwater* that causes terrible thirst comes from Area 3 The Spring.
- *A Candle of Darkness* that de-illuminates belongs to the gargoyle in the ruins (4).
- *Wooden Magnets* which are attracted to wood rather than metal belong to members of the Round-Earth Society (see area 6 and Pull-out Sheet 1).
- *Inverted Roses* which grow backwards bloom on the cliff (11).
- *Water Birds* which actually fly underwater beneath the surface of the large lakes (14).

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- A *Shadow Sundial* that produces a "solid" (rather than a shadow) to indicate the time can be found in The Shadow Palace (15), in the possession of John "I ain't really 'em" Smith (see Pull-out Sheet II).
- A *Square-wheel* which is used on a small cart/barrow by the ores in the vinery (18).
- An *Impossible-Triangle Sculpture* which is revered by the sprites and can be found in their spiral (19).
- *Upride-down Bottles and Glasses* which hold liquid only when inverted are used at the Lonely Wanderer Inn (23).
- *Ear-plugs* which improve the user's hearing can be found at the amphitheatre (26).
- The *Darkflame* that burns ashes back to whatever they were originally is kept in the Temple of Pra'asaps (32).

All of these objects are portable and can be moved without harming them (or their effectiveness) in any way. A potential 13th contradiction is *Woody the Sperrn Whale* (area 21), but he is far from being portable!

Ending It All

For the PCs to destroy the PGFA and save the whole multiverse they will have to collect up 8 contradictory objects from points scattered around the park. They will also have to find and recognise IfbanTut and confront "him" with these contradictions by bringing them into the circle of the Compass (see area 28). When they do this, the PGFA will vanish instantly, the multiverse will be saved, and the PCs will find themselves back in their home universe, wherever that might be (see Phuttit — p15).

Any object (including treasure) which the PCs acquired while in the PGFA will return to the real world of the PCs when they dispose of the PGFA. Unfortunately, due to the nature of the PGFA and a Quirk of Fate (which is, of course, different from a Quirk of Probability — but that's for another time), any object brought back into the PCs' world will have a rather peculiar property. Whenever it is needed, looked for or even mentioned, there is a 2 in 6 chance that it is not actually there!

Pause For Breath

Let's just recap, in case all that stuff about probability and Quirks was a bit too much for this time of day:

1. A PGFA (Paradoxical Garden Festival Anomaly) is a tiny, self-contained universe.
2. Even though K.J. and the Doc can't make a PGFA, one already exists for some unknown reason.
3. The PCs have been transported to the PGFA because you can't get to it unless you don't want to.
4. If the PGFA isn't destroyed it will "collide" with the real Garden Festival and destroy the whole multiverse!
5. If, like the PCs, you are inside the PGFA, you can destroy it by confronting its partial Quirk, IfbanTut, with 8 contradictory objects.

Features of the Garden

The most important thing to remember about the PGFA is that the creatures, people, objects, places and events in it do not necessarily make perfect sense from the point of view of an outsider from a normal universe. The "contradictions" themselves are extreme examples of this, but many other aspects of the place will be distinctly odd.

Outside

Well, by definition there isn't an outside. Anybody standing inside the PGFA can look out beyond the boundaries of what exists (the edge of the map), but all that they will see is a formless, grey Void. They can even go beyond the boundary of the PGFA into the Void of What Isn't, but this is risky and there isn't anywhere or anywhen else to go.

If the PCs insist on trekking into the Void in the hope of finding a way out of the PGFA, let them. For every round spent in the Void, the highest (or a random) ability score of each PC will drop by one, as they become absorbed into What Isn't. If all abilities are reduced to less than 3, the character is completely absorbed by the Void and ceases to exist — no raise dead or reincarnation spells will work. If the PCs decide to head back to the PGFA remember to reduce their abilities by a similar amount for the return journey.

Once the PCs are back in a real universe, even one as unlikely as the PGFA, all ability scores are restored to normal at the rate of 1 point of each reduced ability per turn.

Time and The Clock

Time, as you probably expected, does not quite run normally within the PGFA. Daylight lasts for 248 hours, which is a PGFA "day", and then

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darkness falls for a further 248 hours: a PGFA "night". The inhabitants of the PGFA are not bothered by these variable days and nights, but the PCs may be.

You should not tell the players (unless they ask), but a night's sleep in the PGFA, regardless of the length of the night, is enough for the purposes of resting when relearning spells. If the players want to think differently, who are you to spoil their fun?

If days and nights are a bit strange, the Clock is downright odd. Hanging high in the sky above the Garden — but only when looked for — is an enormous ornemula carriage clock, a grandfather clock, a sundial, a cheap digital watch, a very cheap alarm clock or whatever... You can vary the description as you wish. No matter where the PCs are in the PGFA, they will always be able to see the Clock, but only when they look for it... Once you stop looking at the Clock it disappears until looked for again. The Clock actually hangs directly above the Compass and IfbanTut (28) from a support on the Rainbow (7). The PCs might very well never learn of its existence unless one of the Garden's inhabitants mentions it: "Time? Why don't you look at the Clock?"

Although it might tell a time, the Clock rarely, if ever, tells the time. Whenever somebody looks for and at the Clock roll 1d12 (or 1d20, if you want there to be times like 17 o'clock) for the hour that the clock shows. Simply decide whether the time is a few minutes to or past the hour. The time the Clock tells has no relationship with the passage of days and nights. At night, of course, the Clock has luminous hands or digits, or is a moon dial.

The Gnomish Short & Light Railway Company (GL&SR)

The Train

Although the PCs will see the Train as a set of carts tied together with bits of chain, it is a triumph of gnomish engineering skill. The GL&SR are justifiably proud of their Train as it has a top speed in excess of 15mph — and this is despite the learned gnomish physicians who maintain that gnomes can't travel at more than 16mph and live!

The lead cart is a fairly standard sort of railway engine (a 4-4-0 design for all you railway enthusiasts) that looks rather like a scaled-down version of an American "Iron Horse" of the 1880s. However, rather than being a wood or coal burning engine, the water is heated by a tame fire salamander, which the firengine keeps fed with bits of coal, iron and tasty lumps of congealed tar from the tender.

The other carts (six of them) are all open-topped and divided by low partitions into two passenger "compartments". The last two carts (farthest from the engine) are First Class carriages with four padded leather armchairs instead of the wooden bench seats of the other, Third Class, passenger compartments in the rest of the Train.

The Train has four crew members apart from the salamander: the driver, the firengine, the brakemane and, in command, the ticket inspector. The driver and the firengine spend their time working on the engine and the brakemane controls the brakes from his seat at the back of the last carriage. The ticket inspector wanders up and down the Train with his ticket punch, being very polite to First Class ticket-holders, but having

little time for Third Class passengers. Punching tickets is riskier than it sounds because the gnomes have yet to invent corridor carriages, so the inspector has to clamber along the outside of the swaying Train. Occasionally he falls off (a 1 in 12 chance per round for all trying to clamber along the Train), and then it has to stop to let him get back on. He is now used to falling off the Train and so takes no damage when he does so, but anyone else doing so takes 106 points of damage.

The crew will never attack anyone, but they will defend themselves. The firegnome will let the salamander out of the firebox if a fight starts.

4 Gnomes, the Train Crew: AC 5; HD 1; hp 6 each; MV 60(20); #AT 1 weapon; D by weapon; Save as Dwl; ML 8 or 10; AL N; THACO 18; the Train counts as clan chieftain for morale purposes; armed with short swords (1d6); crossbows (1d6) available to the driver, firegnome and brakengnome; all are immune to the heat damage from the salamander; B30.

1 Fire Salamander: AC 2; HD 8*; hp 45; MV 120(40); #AT 2 claws/1 bite; D 1-4/1-4/1-8; Save as F8; ML 8; AL N; THACO 12; causes 1-8 damage to all within 20' (but not when it is in the firebox); Ex55.

The Train (just in case anyone attacks it directly) has 150hp per cart (including the tender and the engine), AC6 and a maximum MV 360(120). If the engine takes damage, there is a percentage chance equal to the number of points of damage taken that the boiler will explode, doing 1008 points of damage to all within 50 feet.

The Railway Stations:

Areas (20, 12, 15, 16 & 30)

All of the Railway Stations are identical, with a single platform, a small waiting room and a ticket office with two windows.

With the exception of station 2 (at which trains no longer stop and which has a very, very nasty ticket-clerk), all of the stations are run in exactly the same way:

Each Railway Station is gnomed by four resplendently-uniformed members of the GL&SR staff: a stationmaster, a ticket clerk, a porter (always, by tradition, called "Fred") and an extra gnome with the most important-looking uniform of all, but no real work to do. These gnomes have identical statistics to the Train crew, but always leave their weaponry in the ticket office.

Ticket prices are fixed randomly at 1d6gp per person for First Class and 1d6gp for Third Class, regardless of destination. The ticket clerk will always snub anybody who tries to buy a Third Class ticket, claim that the position is closed, and bring down a little slither in his customer's face — and possibly on his customer's fingers as well! Persistent knocking on the shutter will eventually get him to sell Third Class tickets. Buying a First Class ticket does not guarantee a First Class seat, as there are only 16 on the Train and other passengers (see below) might well be using them — in which case the PCs will have an argument on their hands or they will have to move to Third Class.

Fred the Porter will always offer to help carry baggage (weapons, shields and the like) to the Train, but he will hang around until he is given a tip. The engine crew will not start until Fred is clear of the Train — GL&SR safety rules are very strict.

Using the Train is a matter of pride with the PGFA's inhabitants, and fairly safe as nobody starts any trouble on GL&SR property (although some creatures will attack the Train as it goes by or through their territory). Roll a couple of times on the Passenger column of the Wandering Innates Table (see Pull-out Sheet IV) for creatures waiting at the Station or already on the Train when it pulls in.

Oddly enough, the Train will always be just arriving at a Station whenever the PCs need it...

Jazzing It Up A Bit

Up the Garden Path can only be a starting point for an adventure, so if you want to put in extra things to help, confuse or kill off your players' characters, feel free to do so. If your PCs are tougher than the suggested levels increase the number of monsters they meet and the amount of damage that they take; make life more difficult for them. This is hardly a serious adventure, so "bweek" what's here as much as you like. After all, you know what your players are capable of doing — we don't!

You will also see that there are extra buildings and other features on the map which do not have code numbers or letters. These can be whatever you want, as space restrictions mean that we can't define everything.

We have stuck (well, sort of) to the standard D&D™ rules, so you should not have too many problems if you are converting the adventure for use with the AD&D™ game rules.

Other Odd Features

The key for these is on the Main Map on the inside of the outer card cover of the module. You may notice small similarities between the symbols that are used and symbols for car parks, toilets, coach parks etc. A. Where's your sense of fantasy? Ignore what you think they are, because they are really the following in the PGFA mini-universe:

A. Merman Statue

As clearly shown by the symbol, each of these points is the site of a small, bronze statue of a merman striking a heroic and visionary pose. On the plinth beneath, each is labelled "Monsieur Asquew D'Eervast — Founder of this Thriving Metropolis". Sadly, there is no metropolis, nor was there ever an Asquew D'Eervast.

B. "Rent-a-Kobold" Kiosk

Each of these symbols marks the site of a small hut wherein reside 2-6 kobolds. These poor, confused creatures have no idea that they are supposed to earn their living by vicious thuggery, and instead offer themselves (as a sign outside the hut clearly states):

Four higher bye thee our (1gp)
oar dey (5gp)

They will undertake even the most arduous and revolting tasks in return for their fee (paid in advance) but will not fight under any circumstances. If they are prevented from fleeing from combat, they will simply cower and whimper.

C. Trol booths

Each trol booth, in addition to being a trol booth (see below) is also a fast food franchise. The trolls serve a wide variety of delightful burgers and milkshakes which are very nutritious, but always taste incredibly bland. The food is made from an anaesthetized trol, which lives in the milking/mincing/burger machine in the kitchen at the back of the booth.

The trolls (5 to each booth) sell burgers and 'shakes for 1d6gp each, and they are the equivalent of one complete meal (and no, the trol does not regenerate inside somebody who has eaten a burger). Unfortunately, the anaesthetic used on the trols sometimes becomes very concentrated in a particular portion. There is a 1 in 8 chance that anyone eating a burger or drinking a milkshake will fall into a deep sleep for 4-16 turns unless they Save vs. Poison.

Anyone coming within 100 feet of any trol booth with no intention of buying anything (and the trolls always seem to know when this is so) is set upon by three of the trols. These are the chef, the chief washer-up and the anaesthetist, who will demand a toll for use of the ground around the trol booth of 1d6gp from each person. The two counter trolls never leave the trol booth.

5 Trolls: AC 4; HD 6+3; hp 39 each; MV 120(40); #AT 2 claws/1bite; D 1-6/1-6/1-10; Save as F6; ML 10(8); AL N; XP 650 each; THACO 13; regenerate damage 3hp/round; Ex56.

The trolls are dressed in clothes appropriate to their jobs, and all wear badges with the message "Hi, I'm Ronald. Can I Help You?" in Common.

The trolcow is a cowtroll crossbreed, with identical statistics to the other trolls although it has no attacks and is always fast asleep in the mixer.

The only treasure of note inside each trol booth is 10d20gp in assorted coins and 1-3 flasks of anaesthetic, each with 3 doses. This will send anyone who drinks it (or comes into skin contact with it) to sleep for 4-16 turns unless he or she makes a successful Save vs. Poison.

D. Tea-Rooms

Like K.J. and the Doc (see Getting Things Started, p.1) these small, glass-sided rooms are no more than images from universe 92/147.3a and, like them, cannot be touched, dispelled or otherwise affected by the PCs. Each tea-room will contain the images of 3-12 Garden Festival visitors (equal numbers of adults and children) happily enjoying light refreshments. These rooms are also the most likely places for the party to encounter the images of K.J. and Doc indulging in light conversation about the PGFA (see Trouble With Little Universes and Closing the Paradox on p.2).

E. Scrying Pools

Each of these is a small (3-foot-diameter) pool with a stone surround. At

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first, anyone looking into one of these pools will see the reflected image of the moon in the night sky (even during the day). After a few moments, however, the image will change and the viewer will see a vision of the impending awful destruction of the Stoke Garden Festival (and everything else!) in universe 92/147.3a.

F. Signposts

These completely useless and meaningless structures look just like the kind you would have found at any country road-junction in pre-war Britain. The possible destinations indicated on them include "here", "There", "Anywhere", "Somewhere" and "Nowhere", and the distances range from a few inches to several lightyears.

A drinking fountain — goddit?

G. "First" Aid

These small way-side shrines each appear at first sight to be dedicated to one of the deities familiar in your campaign (your choice). Closer inspection by a cleric, however, will reveal that important details of design, inscription etc. are either absent or incorrect.

H. Shrines

I. The Barren Plains
These desolate and wild areas are flat as billiard tables, windswept and quiet. The only sound is the wind (apparently from beyond the boundary of the PGFA) that blows through the rather scrubby grass and weed tussocks that pockmark the area. Although the Barren Plains cover only a small part of the map, they always seem to be much bigger to anybody who is actually standing on them — as big, in fact, as you want!

This is the home territory of many clans of savage gnomish barbarians (see The Encepeph, Pull-out Sheets II&III). Most encounters on the plains will be with groups of gnomes and/or their herds of lizards. Instead of simply rolling for encounters on the Wandering Inmates Table (see Pull-out Sheet IV), you should roll 1d6 for every hour spent on the plains. A result of 1 indicates no encounter; 2: roll on the Day or Night column (as appropriate) of the Wandering Inmates Table; 3 or 4: Lizard Herd (see below); 5 or 6: Encepeph Hunting Party (see The Encepeph statistics, Pull-out Sheets II&III).

1-2 Encepeph Lizardherds: AC 6; HD 2; hp 5 each; MV 90(30); #AT 1 weapon; D by weapon-1; Save as FI; ML 8; AL C; XP 20 each; THAC0 18; armed with spears (D1-6); gnomish — B30.

2-20 Giant Lizards: AC 5; HD 4; hp 32(x1) or 20 each; MV 120(40); #AT 1 bite; D 1-6; Save as Fighter 3; ML 7 (or 5); AL N; XP 75 each; THAC0 16; morale drops to 5 if the lizardherd(s) or the 32hp individual (the leading bull) are killed; special monster — cf Lizard, Giant, B32.

Locations in the PGFA

1. Maypole Hill

The view of the boundaries of the PGFA from Maypole Hill is excellent, although it is not possible to see all of the place itself, thanks to intervening trees and the like. As a result, the top of the hill is used as a look-out post by both the Round-Earthers (who are watching for returning ships) and the Cult of Pra'aaaps (whose members are watching for the Coming of Pra'aaaps). The Round-Earthers also use the hill top for their symbolic world dances, and for their infrequent "flatter" burnings.

At the very top of the hill, the two groups have built a tall post with a crow's nest on top (similar to a ship's mast), which can be reached by a rope ladder. The view of the borders of the PGFA is even better from the crow's nest, but would not be improved for anyone using the binoculars which may be found hanging from a peg in the crow's nest. These *reversed* binoculars make objects look smaller even when looked through the right way. They are one of the contradictions which can be used to destroy the PGFA. At the moment the look-out post is not in use.

2. Railway Station

This Station is no longer a stop on the GL&SR network, although the Train still passes through — at speed. The Station is still as neat and tidy as the others, but both the ticket windows seem to be closed and, unusually for the GL&SR, nobody is waiting for the Train. The waiting

Up the Garden Path 6

The lizardherds are young not-yet-warriors who have been given one of the more boring jobs of the clans. There is a 50% chance that they will be asleep when encountered. All have alarm horns which they will sound if the herd is threatened and they have the opportunity. Help, in the shape of an Encepeph hunting party, will only turn up after 2-8 rounds, and may not (75%) bother turning up at all. If attacked, the herd (a bunch of remarkably stupid animals) will stampede towards the PCs.

J. Mora Barrens

These staggeringly desolate areas are like the Barren Plains (I) but, if anything, they are even more boring and depressing. Not even the Encepeph bother to venture here. While the PCs are in these areas, do not bother rolling for random encounters.

The Inhabitants of the PGFA

Being (very) recent creations in a decidedly temporary universe, the creatures who live in the PGFA — or the Garden as they call it — do not have a solid history or background to serve as the foundation of their lives. For the less intelligent creatures, this is not too much of a disadvantage (although some still act fairly strangely). The intelligent inhabitants, however, have more of a problem since their cultures are, to say the least, sketchy in many respects.

All the inhabitants of the PGFA speak a variety of the Common tongue, so the PCs will have no difficulty in communicating with them. However, many words do not exist for the PGFA inhabitants because the concepts they relate to have never existed in their world — many of the words relating to weather, stars, many creature names and terms etc have no meaning to PGFA people. Phrases such as "It never rains, but it pours" or talk of creatures not found in the PGFA will only receive blank stares and uneasy reactions... You can use this lack of language to confuse the players as much as you like.

Organised Groups

There are five groups of intelligent creatures in the PGFA. Full details of each of these groups are given on Pull-out Sheets I-III. You may find it useful to remove these pages from the centre of the rest of the module.

Wanderers

Random Encounters can happen at most places in the PGFA, and the Wandering Inmates Table (Pull-out Sheet IV) gives details of the various creatures that can be encountered. Statistics for most encountered creatures are given on the same page. References are made to these statistics in other parts of the adventure.

room is full of statues of creatures in the PGFA, the victims of the medusa who now lives in the ticket office and preys on the unsuspecting rail users.

Knocking on one of the ticket office windows will bring the medusa, who will achieve automatic surprise — and the PC is not entitled to claim that he or she was looking away when the shutter is pulled up, revealing the medusa's fearsome gaze.

1 Medusa: AC 8 (see below); HD 4**; hp 23; MV 90(30); #AT 1 snakebite + special; D 1-6+poison; Save as F4; ML 8; AL C; XP 175; THAC0 15; Save vs. Turn to stone or do, attack at -4 if not looking at her, snakes attack at +2; the medusa's Saves are at +2; Ex34.

Unless the office door is broken down and the fight carried out in the ticket office, all attacks will be at -4 through the ticket window. Once the medusa is wounded, she will close the window and hide beneath her pile of treasure. This consists of some of the clothing of her more expensively dressed victims, including a cloak of fine gold thread (worth 400gp), a fine satin dinner dress (500gp); a suit of (human sized) leather+2, a displacer cloak and a potion of speed. There are also 157cp, 130sp and 200gp to be found in the pockets and pouches of her other "treasures"; i.e. worthless rags and other old clothes.

3. The Spring

Here, a stream of fresh water bubbles from a crack in the rock, filling a clear deep pool with ice-cool water. The pool is well-stocked with small (harmless) fish and surrounded by sweet-smelling flowers.

Continued after Pull-out Sheets

The People of the PGFA

Although each group described on the pull-out sheet has a home base and places where they are most likely to be encountered — the areas(s) given at the start of each section — they are far from being passive. Parties from each grouping may be encountered just about anywhere in the PGFA (your choice, or use the Wandering Innates Table, see pull-out sheet IV). The groups should provide you with good opportunities to involve the PCs in the life of the PGFA and are far from being either cannon-fodder or a means of wiping out the party. They all have their own aims, beliefs and knowledge of the Garden (the PGFA) and can be used by you to help, hinder, beruse, amuse and/or abuse the PCs.

The Round-Earth Society — 6

Man's ability to be really perverse in what he believes (in the face of all evidence to the contrary) knows no bounds — and the Round-Earthers are extremely perverse in what they believe.

The Garden world is round (like a ball — no, really!) and it is possible to sail right round it. They have sent out numerous ships, under the command of Sea Captain-Explorers, and watched them fade into the distance in the Greysea (their name for the Void of What Isn't which, of course, absorbed the unfortunate sailors and their ships). Despite the fact that not a single ship has returned from sailing round the world, and one has never, ever turned up on the other side of the Garden, the Round-Earthers remain convinced that they are right and the world is round. The non-return of the ships is viewed as proof that it is a very long way around the Garden, and that the other side of the world must be very interesting (which is why the ships' crews stay there).

Despite these rather strange beliefs and their somewhat puritan natures, the Round-Earthers are actually quite a friendly group to most people. Overt displays of magic (without good reason) make them somewhat uneasy, if only because "magic is a bit of a flat-worldy thing". They will, however, become extremely annoyed if their beliefs are challenged or mocked, and will eventually turn on anyone who does so and attack the "flatter heretic". The entire Round-Earther population will join in such an attack, with the hope of witnessing their major form of entertainment: a good "flatter-burning".

In addition to their sea-going expeditions, the Round-Earthers also send out scouting parties into the rest of the Garden to find the land-route round the world. So far, these groups, under their Land Captain-Explorers, have not met with much success as trailblazers as the Greysea seems to completely surround the Garden, but they keep looking! One or two of the more advanced thinkers among the Round-Earthers have now come to the conclusion that the Garden is probably an island, but the exploration parties are still sent out and can be met all over the PGFA (see The Wandering Innates Table, pull-out sheet IV).

The Round-Earthers do possess some strange items which are one of the contradictions that can be used to confront IflanbuT: each Captain-Explorer has, as a symbol of office, a wooden magnet, which is supposed (symbolically) to pull him and his expedition back to the Round-Earthers.

The wooden magnets do, in fact, work just like ordinary magnets, but for wood rather than ferrous materials. Rather than being attractive to iron filings, old nails, swords and the like, wooden magnets pick up sawdust, wood shavings and twigs.

No Round-Earther worth the name will part with a wooden magnet without good reason, and flattery will get the PCs nowhere — except a burning stake! A large bribe (more than 250gp) to one of the Council of Rounders (Elders), or performing some other service to the community, such as denouncing a "flatter", or helping with knowledge of the Garden will be seen as a good reason. This will be rewarded with Honorary Captain-Explorer status and this will be symbolised by the gift of a wooden magnet. Of course, if the PCs can persuade a Captain-Explorer to lend them a wooden magnet for a while, they can make their own by repeatedly stroking it along a twig! A wooden magnet made in this way would suffice as a contradiction for the purposes of destroying the PGFA.

Typical Captain-Explorer: AC 4 (or better); Fighter 5; hp 30; MV 120(40); #AT 1 weapon+1; D by weapon; Save as F5; ML 12; AL N; XP 175; THACO 16 (or better).

Captain-Explorers get the best of everything in Round-Earther society as they are free folk heroes. They will usually have beautiful chainmail armour (worth at least 3 times normal price, and with a 50% chance of +1 quality and a 25% chance of +2 quality or better) and their arms will always be of at least +1 quality, and probably (75%) +2 quality. Captain-Explorers prefer swords (D1-8) and small axes (D1-4) as their weapons of choice.



Typical Round-Earther: AC 9; HD 1; hp 4 each; MV 120(40); #AT 1 weapon; D by weapon; Save as Normal Man; ML 12; AL N; XP 5; THACO 20; the Round-Earthers are usually unarmed, but have access to spears and clubs (both D1-6).

There are about 200 Round-Earthers in the PGFA. Most live in the village (6), although a few have been converted and have become Cultists of Pra'aaps (see The Cult of Pra'aaps, pull-out sheet III). The converts split their time between the Temple (32) and the village. They are always the first to volunteer to go on Land expeditions as this allows them the chance to be first in finding the way round the world and to keep an eye out for the Coming of Pra'aaps.

John "I ain't really 'ere" Smith and Friends — 15

Among the other creatures, especially the Round-Earthers and the Cult of Pra'aaps (see pull-out sheet III), that have arisen in the PGFA, John "I ain't really 'ere" Smith is feared and not talked about, except as the "The Grey Magician".

John etc. is a magic user who has concluded (correctly) that he does not live in a "proper" universe. He believes (incorrectly) that the Garden is a shadowy illusion and doesn't really exist at all. Furthermore, if the illusion of the Garden is life, then life itself is an illusion: a shadow of "something else" (John etc. is not too sure what the "something else" might be). His theory would be tenable if the whole of the Garden were like his palace (15) — a mere three dimensional shadow — but he dismisses the solidity of the rest of the place as "irrelevant data".

Although he is a magic user of some skill, his "life is an illusion" theory has made him prone to fits of depression, and consequently he gets little magical work done. During his depressive bouts he does no work on his ultimate "Dispel Everything" spell, but sends his guards, "courtiers", "companions" (all shadows) and his pets (shadow wolves — see New Monsters, p16) out into the Garden to dispel reality a bit at a time by killing off the other inhabitants. Despite this apparently callous attitude, John etc. is not an evil man, he is just obsessed with bringing the world/illusion to an end.

John etc.'s palace is well guarded by his shadow creatures, but if the PCs can get past them — and they manage not to kill John when they do meet him — he will be courteous and willing to be friendly. He will become positively enthusiastic if and when he discovers that the PCs are trying to escape from the PGFA and/or destroy it, and he will offer to help them with knowledge about the Garden and its inhabitants. He knows very little about what is going on, except that "they are all illusions", especially the Cultists of Pra'aaps who have even persuaded some of his shadows to join them!

He does, however, know about IflanbuT the part-Quirk (see 28, pxx and New Monsters, p16). He does not know the true nature of IflanbuT, seeing it as "the source of all illusion and falsehood", or how to destroy the creature. He can give an accurate description of the part-Quirk,

Pull-Out Sheet I

although whether this will help or hinder the PCs is open to debate...

John also possesses a contradictory object, which can be used to destroy Ifanbut and the PGFA. It is a shadow sundial that produces a "solid" (rather than a shadow) to indicate the time.

John Smith, The Grey Magician: AC 3; Mu8; hp; MV 120(60); #AT 1 weapon or spells; D by weapon; Save as Mu8(42); ML 9; AL N(C); XP 1750; THACO 13; S 10, I 18, W 9, C 13, D 17, Ch 15; armed with shadow dagger+3 (D1-4+3+special); wears ring of protection+2 and shadow cloak.

John's shadow dagger+3 gives him a +3 bonus to hit and damage rolls, and has an equivalent "fading" effect to the bite of a shadow wolf (see New Monsters, p16). His shadow cloak allows its wearer to hide in shadows as though he or she is a thief of the equivalent level (38% in John's case) and also gives AC+2. These items, the shadow sundial and his spell book are the only treasure that John etc. possesses.

Spell Book:

- First Level: Charm Person*, Hold Portal, Light*, Shield*, Sleep
- Second Level: Continual Light*, Invisibility*, Mirror Image, Phantasmal Force
- Third Level: Dispel Magic**, Infravision
- Fourth Level: Polymorph Others*, Remove Curse*

* Spells usually remembered. † Reversed form usually used.

344+4 Shadow: AC 7; HD 2+2; hp 14 each; MV 90(30); #AT 1; D 1-4 + special; Save as F2; ML 12; AL C; XP 35 each; THACO 17; drain 1 point of strength, immune to sleep, charm etc, gain surprise 1-5, need magical weapon to hit; B36.

1d6+3 Shadow Wolves: AC 3; HD 4+1**; hp 20 each; MV 180(60); #AT 1 bite; D 1-4 + special; Save as Mu5; ML 12; AL C; XP 275 each; THACO 15; bite causes 1hp/round "fading", need magical or silver weapons to hit; see New Monsters.

Oblivious the Spirit Dragon — 18

Despite appearances, Oblivious the Spirit Dragon does not have a drink problem. He could stop at any time, and often he does stop drinking — usually when his flagon is empty.

Oblivious was once a white dragon, but years of fine brandy have reduced him to an off-brown colour and mellowed him into quite a friendly creature. His minions (a small tribe of rather pathetic orcs) spend their time working in the viney (see 18) making wine for Oblivious, who in turn protects them against hostile elements within the Garden. Oblivious and the orcs aren't too sure who the hostiles are — but they have yet to attack so Oblivious must be doing a good job!

It might be the drink or a peculiar property of the PGFA, but Oblivious has an interesting memory. For some reason he can remember people before he has met them, and you should make full use of this when Oblivious meets the PCs for the first time. He will greet them as long lost friends and comrades-in-cups, and insist that they "come and finish the bottle, hie!". If the PCs refuse, Oblivious will be hurt, but not too upset as this will mean more drinks for him!

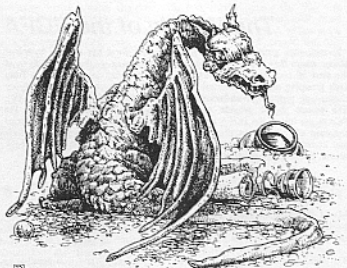
In conversation Oblivious will happily promise to tell the PCs anything they want to know, but only after the next bottle. Conversations with the dragon are, quite simply, extended boozing sessions. Each PC who spends a round talking to and drinking with Oblivious should make a constitution ability check or fall into a drunken stupor for 4-16 turns. The die roll is also modified by +1 per round spent drinking. When a PC awakes, he or she will also suffer from a massive hangover with similar effects to the dragon's breath (see below).

Oblivious, the "Spirit" Dragon: AC 3; HD 6**; hp 40; MV 90 (30) flying 240 (80); #AT 2 claws/1 bite or 1 breath; D 1-4/1-4/2-16 or special (see below); Save as F6; ML 10; AL N; XP 725; THACO 15; spells — charm person (X2), magic missile; cf. Dragons, D28.

Oblivious finds landing a bit difficult when he has had a few, and (sometimes) inadvertently lands on top of people. If he spots the party while he is flying he will swoop down to say hello, as he will "remember" them (see above). All the PCs should make a dexterity ability check or be underneath Oblivious when he lands taking 3d8 points of damage. He is always terribly apologetic to the survivors (if any) of his landings.

The dragon is not too keen on fighting and similar stuff, but he will defend himself if he is pushed. His breath weapon is a cloud of alcoholic fumes. All caught within the cloud should Save vs. Poison at -1, or be at -2 to hit, AC and Saves until they sober up in 2d4 hours.

Pull-Out Sheet II



Oblivious has no treasure as such, but his orcs do have (and use) square wheels that roll smoothly on their grape carts. These are one of the contradictory objects that can be used to confront Ifanbut. Oblivious will be unwilling to part with something connected with his beloved viney. If the PCs can persuade Toudahfax (Oblivious' younger brother, of whom he often speaks) to abandon the Cult of Pra'aaaps Oblivious will let them take a square wheel from a broken grape cart. Alternatively, Oblivious will part with a square wheel if the PCs present him with an interesting new drink — perhaps something they have brought into the PGFA with them, or from the Lonely Wanderer Inn (23).

The Enoceph — Areas I, 9, 11 & 29

The Enoceph tribe are gnomes and plains barbarians — or, more accurately, car park barbarians — who occasionally spill over into the rest of the Garden to pillage and attack everything that moves. After all, they are barbarians, and barbarians are supposed to attack things. Of all the groups within the PGFA, the Enoceph are the most straightforward, and their philosophy can be summed up very simply: the tribe and the clans are all; everybody else is a civilised worm.

The Enoceph have a largely nomadic culture, living in clan groups that wander the Barren Plains (Area I) with their herds of giant Eards. The various clans also send out hunting and war parties, and it is these that the PCs are most likely to encounter.

War Party

2d6 Enoceph Warriors (Gnomes): AC 4; HD 2; hp 13 each; MV 90(30); #AT 1 weapon; D by weapon+1; Save as F1; ML 10; AL C; XP 20; THACO 18; armed with battleaxes (D1-8), two spears each (D1-6) and longboles (D1-6) with 20 arrows each; each wears chainmail armour; morale is always 10, as the Enoceph are fanatics; each rides a lizard (see below) which fights as aggressively as its master; B30.

Giant War Lizard: AC 4; HD 4; hp 32 each; MV 120(40); #AT 1 bite; D 1-8. Save as Fighter 3; ML 9 (or 5); AL N; XP 75 each; THACO 16; morale drops to 5 if the rider is killed; each wears chain armour; special monster — cf. Lizard, Giant, B32.

Hunting Party

These are the same as above, except that only 1d4+1 gnolls will be encountered and their armour class (and that of their mounts) will be AC6. There is a 25% chance that each Enoceph will have a hunting stirge riding on his wrist.

1d4+1 Stirges: AC 7; HD 1**; hp 5 each; MV 30(10), flying 180(60); #AT 1 bite; D 1-3; Save as F2; ML 9; AL N; XP 13 each; THACO 19(17); blood drain 1-3/round; B38.

Clans

The clan groups, Stirge-Catcher's, Broken-Arrow's, Lizard-Struck-Dumb's, Crazy Lizard's, White Gecko's, Sitting Lizard's, and Moon-Shadow-of-Lizard-Crossing-the-Lake's, are each named for their chieftain. It is up to you to decide when the PCs meet a clan grouping as a whole whereas wandering the barren wastes, depending upon the exact flow of the adventure. Each clan has a Chieftain and retinue (1d4+2 16hp individuals), 4d10 Enoceph warriors, 5d8 females, 1d12 youths and three or four herds of giant lizards (see the Barren Wastes — Area I — for statistics).

Enceph females and youths: AC 6; HD 1-1; hp 3 each; MV 90(30); #AT 1 weapon; D by weapon; Save as F1; ML 8; AL C; XP 15 each; THACO 18; armed with spears (D1-6); Gaol — B30.

The Enceph have little treasure other than their lizards, their arms and an two or three pieces of jewellery each (worth 1d6gp).

Enceph war parties will not necessarily try to kill the PCs until one or more of their own number have been killed. They will attempt to intimidate the PCs into surrendering, so that they can be taken to the Arena, to fight in the Enceph Ritual Games (see 29. The Arena). Survivors of the Games are usually offered membership in one of the Enceph clans.

If, however, the Enceph encounter the PCs in their burial grounds (see II. The Cliffs) they will attack without thought of the consequences (ML will be raised to 12). The Enceph believe that nobody else is entitled to tread on such sacred ground where the spirits of their ancestors can watch the water in the lakes (which are regarded as "heaven" by a group that never see open water on the Barren Plains).

The Cult of Pra'aaps — 32

The Cultists of Pra'aaps represent the greatest potential threat to the PCs and their attempts to escape/destroy the PGFA. While the Round-Earthers and the Enceph are dangerous if crossed, they are only incidental hazards of the Garden.

The Cultists have a better idea than most in the Garden that their world isn't quite normal. They are a militant sect of religious fanatics, who believe that only through their faith will anyone be saved on the day of the Coming of Pra'aaps — The Day The Garden Ends.

The cult was started by Ritter Stirrupcup, a centaur who was unfortunate enough to stumble into the Compass (28) during one of Ifbanut's more coherent phases. After trying to attack the part-Quirk, Ritter listened to the Ifbanut's ramblings and then did his best to interpret what he had heard. As usual in the PGFA, he managed to get it slightly wrong...

Ritter wrote down his experience and what he thought of it in what became the Book of Pra'aaps. That Ifbanut was a (rather petty) god, or two gods (sometimes) who had been cast out of the Celestial Realms (or somewhere) for some crime (or other) was obvious. That a "Praaps" was another god who would one day come and release the other two was also obvious. This meant that the "Illi" and "Boout" were trapped in the Garden, their prison, awaiting the coming of "Pra'aaps" to release them. And, when this release comes, what will happen to the Garden? Surely it will be the End of Everything?

High Magister Ritter (as he now styles himself) had little difficulty in persuading many creatures in the Garden that The End Was Nigh and that only the Chosen would be saved. The Cult of Pra'aaps was born, and the Cultists established themselves in the Temple (32), which had obviously been provided for them by Pra'aaps.

Ritter's beliefs have matured somewhat since the early days, thanks to constant debate with his followers. The Cultists still believe that the Garden will end when — not if — Pra'aaps comes to free his brother gods, Illi and Boout. They live in a kind of anticipatory terror of this time, the Coming of Pra'aaps, as Ritter's theology does not include an afterlife as such. Those in good standing in the Cult will survive, if only because Pra'aaps will reward loyal service.

They have also come to the conclusion that some creatures in the Garden might be Servitors of Pra'aaps (mostly those who do not agree with their views). These Servitors are obviously up to no good, because they will bring about the Coming before its appointed time (whenever that might be). The Cultists are therefore very aggressive to anybody they see as Servitors, because the End might arrive before they are ready for it.

The Cult's inherent confusion regarding Pra'aaps as something to be worshipped — placated might be a better term — and awaited in semi-terror makes them very sensitive to criticism and other "heresies". The Cultists will actively work against the PCs if they discover that they are trying to escape from and/or destroy the PGFA. If they do find out and they get the chance, the Cultists will love nothing better than a (nearly impartial) show-trial before High Magister Ritter and the Lesser Magisters of the Cult, followed by a quick execution.

The Cult know where all the contradictory objects (see The Contradictions, p 3&4) in the Garden are located, regarding them as manifestations of the power of Pra'aaps. The PCs will only be told about the contradictions if the Cultists do not know their true motive in collecting such information. Any information that they do give to the PCs will be in the form of ritual (and rather cryptic) utterances: "Pra'aaps watches over the dead with that which was dead", for example, a reference to the *rosser* at the Cliff (11).

The Cult of Pra'aaps also has a contradictory object in its possession — *dark/flame* — an unfire which "burns" ashes back into their original form. The dark/flame is kept at the centre of the temple and is fed ashes from firepit day and night by the Cult acolytes.

The Cult now includes at least one or two of most creatures within the Garden. They spend their time holding services in the Temple, contemplating Ritter's Book of Pra'aaps, wandering the Garden in search of further converts and watching for the Coming of Pra'aaps from Maypote Hill (1) and the High Watch (20).

The Ruling Council

High Magister Ritter (Stirrupcup), the centaur: AC 1; Cleric 7; hp 24; MV 180(60); #AT 2 hooves/weapon; D 1-6/1-6 by weapon; Save as C7; ML 12; AL N; XP 275; THACO 14; spells — 3 x 1st, 2 x 2nd, 2 x 3rd; has ceremonial platemail+2 and mace +3 (D1-6+3); Ex47.

Ritter also has two potions of human control and a set of four horseshoes of levitation (identical effects to boots of levitation). His horseshoes may be fitted to any horse or centaur, but his platemail+2 is useless to any creature other than another centaur.

His spells are normally of a helpful nature (he never misses an opportunity to impress and influence followers and potential followers) such as cure light wounds, but you should alter his list of available spells to fit the circumstances of the adventure.

High Magister Ritter is rather sensitive about the name "Stirrupcup" and will not take kindly to anyone who uses it.

Lesser Magister Shade (Shadow): AC 7; HD Cleric 5; hp 25; MV 90(30); #AT 1; D 1-4 + special; Save as CS; ML 12; AL C; XP 400; THACO 17; drain 1 point of strength, immune to sleep, charm etc, gain surprise 1-5, need magical weapon to hit; spells — 2 x 1st, 2 x 2nd; B36.

Shade is the self-appointed Inquisitor-General of the Temple, and you should assign him (it's) spells of an appropriate type: cause light wounds and the like. He is, if anything, more fanatical in his beliefs than Ritter.

Lesser Magister Toudahfax (White Dragon): AC 3; HD 6 (C4); hp 30; MV 90(30)/flying 240(80); #AT 2 claws/1 bite or breath; D 1-4/1-4/1-6 or special; Save as C4; ML 12; AL N; XP 725; THACO 14; spells — 2 x 1st, 1 x 2nd; B28.

Toudahfax is Oblivious' younger brother, a convert to the Cult out of boredom. He has, however, become a true believer after being given the job of Temple Treasurer. You should feel free in assigning clerical spells but his spells also tend to be aggressive rather than curative or defensive. Toudahfax also knows the MU spells detect magic, magic missile and shield.

Lesser Magister Finesax Phogg: AC -4 (-5); HD Cleric 3; hp 12; MV 120(40); #AT 1 weapon; D by weapon-3; Save as C3(+2); ML 12; AL N; XP 100; THACO 14; S 18 (+3+3); I 9, W 14, C 14(-1), D 18(+3); Ch 6; wears platemail+2, a ring of protection+2 and uses a shield+1 (if expecting trouble); armed with a mace +2 (D1-6); spells — cure light wounds, protection from evil; physical attacks cause only 1-2 points of damage.

A former Captain-Explorer for the Round Earth Society (see pull-out sheet I), Finesax Phogg came to realise that travelling around the world was a bit futile if Pra'aaps was Coming and everything was due to end anyway. He is now committed to the idea of spreading the Cult, by force if necessary, but he is content to be the Captain of the Temple Guard (see below). Because Finesax whitts himself into a semi-frenzy in combat, all physical attacks against him cause only 1-2 points of damage.

The Other Cultists

444+4 Cultists: AC 9; Cleric 1 or 2; hp 4 or 6 each; MV 120(40); #AT 1 weapon; D by weapon; Save as C1(C2); ML 12; AL N; XP 13 or 25 each; THACO 19; spells — none, or 1x 1st; armed with maces (D1-6); each has 1d6gp in mixed coins (donations from other creatures in the Garden).

There are always 8-20 Cultists at the Temple, while other groups can be found wandering about the Garden.

The 244 Temple Guards are drawn from the ordinary members of the Cult, who are given shields and chainmail+1 (AC 2) and equipped with maces+1. Being selected as a Temple Guard is a great honour, and Cultists who are chosen become particularly fanatical once on duty. They, like Finesax Phogg, can whirl themselves into a semi-frenzy in combat so that all physical attacks cause only 1-2 points of damage.

The Wandering Inmates Table

Roll every hour for an encounter in the PGFA. A roll of 1 (on a d4) indicates that an encounter takes place. You should use the appropriate "Day" or "Night" column of the table, but feel free to alter any results and add extra ones to suit your players.

Die Roll		GL&SR Passenger	Creature
Day	Night		
1	-	-	Bees, Giant — see below
2	-	1	Centaurs — see below
3	1	-	Encepeh Hunting Party — see Pull-Out Sheet II
-	2	2†	Encepeh War Party — see Pull-Out Sheet II
4	-	3-4	Gnomes — see below
5	-	5†	Griffons — see below
6	-	-	Oblivious the "Spirit" Dragon — see Pull-Out Sheet II
7	3	6	Orcs — see below
8	-	7-9	Pra'aaaps Cultists (clerics) — see below
-	4	-	Rats, Giant — see below
9-10	5	-	Round-Earthers Exploration Party — see below
-	6-7	10	Shadows — see below
11	8-9	-	Shadow Wolves — see below
12	10-11	-	Skeletons — see below
13	-	11-12	Sprites — see below
-	12-14	-	Stirges — see below
14	-	-	Treant — see below
15	15-16	13	Trolls — see below
16	17-18	14-15	Zombies — see below
17-18	19	16	Roll again using a different column
19-20	20	17-20	DM's choice

† Indicates the creatures are attacking the Train (or GL&SR Station) rather than peacefully using them.

Wandering Inmate Statistics

Many of the creatures which will be encountered as wandering monsters are simply members of groups described elsewhere in the module, and their attitude to the party will be the same as that of the main group. As for the others, it is up to the DM whether to make them friendly, belligerent or just strange.

When the party first arrives, there will be very few skeletons or zombies in the PGFA (use the smallest ranges for number appearing). If the PCs kill off the inhabitants with reckless abandon, however, the numbers of undead will rise (for obvious reasons) and you should steadily increase the numbers of skeletons and zombies that they encounter, substituting undead versions of some of creatures they have killed (with the appropriate numbers of hit dice).

• **1d10 Giant Bees:** AC 7; HD 1/2*; hp 3 each; MV 150(50); #AT 1 sting; D 1-3 + poison (1-10hp); Save as FI; ML 9; AL N; XP 6 each; THACO 19; BD26.

• **2d4 Centaurs:** AC 5; HD 4; hp 23 each; MV 180(60); #AT 2 hooves/1 sword; D 1-6/1-6/1-8; Save as F4; ML 8; AL N; XP 75; THACO 16; Ex47. The centaurs of the PGFA have no fixed home, and small groups of them wander at random around the garden. Although High Magister Ritter (of the cult of Pra'aaaps) was once one of them, the centaurs have no sympathy with the cultists (who are always trying to convert them).

• **1d4 Gnomes:** AC 5; HD 1; hp 6 each; MV 60(20); #AT 1 short sword or 1 crossbow; D 1-6; Save as Dw1; ML 8; AL N; XP 10; THACO 19; BD31. These will be employees of the Gnomish Short & Light Railway Company (see p4&5) out for a stroll between shifts.

• **1-2 Griffons:** AC 5; HD 7; hp 37 each; MV 120(40), flying 360(120); #AT 2 claws/1 bite; D 1-4/1-4/2-16; Save as F4; ML 8; AL N; XP 450 each; Ex51. From the Rocky Valley (27).

• **2d12 Orcs:** AC 6; HD 1; hp 5 each; MV 120(40); #AT 1 knife or 1 agricultural implement; D 1-4 or 1-6; Save as FI; ML 7; AL C; XP 10 each; THACO 19; BD35. These will be off-duty members of the group which serves Oblivious the Dragon (see Pull-out Sheet II and encounter Area 18).

• **1d6 Ordinary Pra'aaaps Cultists (Clerics):** AC 9; C1 or 2; hp 4 or 6 each; MV 120(40); #AT 1 mace; D 1-6; Save as C1 or 2; ML 12; AL N; XP 13 or 25; THACO 19; spells — none or 1 x 1st. These clerics will be out in search of converts for the cult. There is a 10% chance that they will be accompanied by one of the senior cult members.

• **3d6 Giant Rats:** AC 7; HD 1/2; hp 3 each; MV 120(40); #AT 1 bite; D 1-3; Save as NM; ML 8; AL N; XP 5 each; THACO 19; BD36.

• **Round-Earther Exploration Party (see Pull-out Sheet I);**
1 Captain Explorer: AC 4; F5; hp 30; MV 120(40); #AT 1 sword-1; D 2-9; Save as F5; ML 12; AL N; XP 175; THACO 16.

1d6 Round-Earthers: AC 9; NM; hp 4; MV 120(40); #AT 1 spear; D 1-6; Save as NM; ML 12; AL N; XP 5; THACO 20.

• **1d6 Shadows:** AC 7; HD 2+2; hp 14 each; MV 90(30); #AT 1 touch; D 1-4 + strength drain; Save as F2; ML 12; AL C; XP 35 each; THACO 17; BD36. Some friends of John Smith (see Pull-out Sheet I).

• **1d4+1 Shadow Wolves:** AC 3; HD 4+1; hp 20 each; MV 180(60); #AT 1 bite; D 1-4 + special (see New Monsters); Save as M+5; ML 12; AL C; XP 275 each; THACO 15; New Monsters — p16.

• **1d8, 2d8, 3d8 or 4d8 Skeletons:** AC 7; HD 1; hp 5 each; MV 60(20); #AT 1 weapon; D by weapon; Save as FI; ML 12; AL C; XP 10 each; THACO 19; BD37. See above.

• **1d6+6 Sprites:** AC 5; HD 1/2; hp 3 each; MV 60(20), flying 180(60); #AT 1 curse per 5 sprites; Save as E1; ML 7; AL N; XP 6 each; BD38. These are from the sprite village (area 19). If the party hasn't taken the impossible-triangle sculpture, the sprites will be friendly, but if they have...

• **3d4 Stirges:** AC 7; HD 1; hp 5 each; MV 30(10), flying 180(60); #AT 1 bite; D 1-3 (continuous); Save as F2; ML 9; AL N; XP 13 each; THACO 17; BD38.

• **1 Treant:** AC 2; HD 8; hp 49; MV 60(20); #AT 2 branches; D 2-12/2-12; Save as F8; ML 9; AL L; XP 1200; THACO 12; Ex56. A close friend of Abovinoxorabilianous from the Sanctuary (31).

• **1-2 Trolls:** AC 4; HD 6+3; hp 41 each; MV 120(40); #AT 2 claws/1 bite; D 1-6/1-6/1-10; Save as F6; ML 10; AL C; XP 650; THACO 13; Ex56.

• **2d4, 3d4, 4d4 or 5d4 Zombies:** AC 8; HD 2; hp 5-10; MV 90(30); #AT 1 claw or 1 weapon; D 1-8 or by weapon; Save as FI; ML 12; AL C; XP 20 each; THACO 18; BD 39. See above.

The water from the spring, however, is *unwater*, which causes terrible thirst in anyone who drinks it. Anyone who does so must make a wisdom ability check or irrationally flee in search of some real drinking water to quench their now-raging thirst. The unwater is, of course, one of the contradictions which can be used to confront IflanbuCT (28).

A short distance away down the slope is a murky pool of water that is nearest source of normal water. Unfortunately, it is the home of a gray ooze, which will take the opportunity to attack any thirst-crazed character who drinks from its pool. Until a thirsty character has had a drink (no action on the round spent drinking), the gray ooze will be at +2 to hit.

1 Gray Ooze: AC 8; HD 3*; hp 24; MV 10(3); #AT 1; D 2-16; Save as F2; ML 12; AL N; XP 50; THACO 17; immune to cold and fire; B31.

4. Ancient Ruins

These ruins have an air of age about them, but they have never been complete buildings. They are inhabited by a group of skeletons who act out a parody of village life: tending the (barren) gardens, hanging out (winding sheet) washing and the like. The skeletons are harmless and will only become aggressive if attacked. Unlike normal skeletons, however, they cannot be turned within the boundary of the ruins.

24 skeletons: AC 7; HD 1; hp 6 each; MV 60(20); #AT 1 weapon; D by weapon; Save as F1; ML 12; AL C; XP 10; THACO 18; cannot be turned; B37.

Although the skeletons are harmless, the six gargoyles who live in the only (relatively) complete building in the ruins are not. Two of the gargoyles will attack the PCs as soon as they enter the ruins, but will fly off the instant one of them is wounded.

Their lair is a place of darkness (as though produced by a continual darkness spell) with a terrible carrion stench. The darkness is due to the candle of darkness that the gargoyles took from a previous victim. This is one of the contradictory objects within the PGFA, and acts just like a normal candle, except that it de-illuminates an area. Their other treasure is a suit of human-sized chainmail+1, a quiver of 14 normal arrows and 3 arrows+1, a short sword-1, +3 vs. fire creatures and 3 gems worth 200gp each.

6 Gargoyles: AC 5; HD 4**; hp 31(x1), 27 each; MV 90(30), flying 150(50); #AT 2 claws+1 bite/1 horn; D 1-3/1-3/1-6/1-4; Save as F8; ML 11; AL C; XP 125; THACO 16; immune to sleep and charm; need magical weapons to hit; the largest (31hp) gargoyle uses the short sword+1, +3 in combat rather than his claws; B30.

5. Wishing Well

This structure looks like the classic, quaint wishing well (with a low brick wall, bucket, winch and tiled roof). It even has a small sign saying "Ye Oldie Wishing Wellie", and gold coins clearly visible at the bottom beneath a few feet of water. The difference is that PCs cannot make wishes at the well — the well itself does that!

No matter what PCs do to the well, nothing will happen. As they walk away, however, those who have affected it in any way will hear a muttering from the depths and, moments later, something happens to them. The kind of "something" will depend on what the individual did to the well. Those who, for example, put money down the well (or prevented others taking it out!) will have a nice surprise, while those who did the well harm or stole money from it will be unpleasantly surprised. The exact nature of the well's wish in either case is up to the DM, but should be unexpected and, perhaps, more amusing than amazing!

6. Harbour Village

The harbour village (it has no other name) is the settlement of the members of the Round-Earth Society (see Pull-out Sheet D). The appearance of the village matches its inhabitants. It consists of pleasant half-timbered houses (neatly painted black and white), arranged along narrow, bustling streets. These streets lead down to the quay where there are slipways, boathouses, boat-building yards and so on.

There are no inns in the village, but there is a large, very noticeable gap in the row of buildings overlooking the quay. This was the site originally occupied by the Lonely Wanderer Inn, but the villagers (who did not approve of frivolities such as strong drink) moved it, piece by piece, to its present location (see Area 23).

7. The Rainbow

The rainbow has two functions in the PGFA. It is the support for the

Clock (see p4) and a magical transport system across the Garden. Anyone stepping into the bands of coloured light where it touches the ground (the points marked 7 on the main map) is gently wafted skywards across the arch of the rainbow to land with a very gentle bump at the other end. Travelling along the rainbow takes only 3 rounds, but during that time no other activities can be performed.

The journey gives a superb view of the whole PGFA, and looking down from the top of the rainbow's arch will clearly show that the Compass (28) is a central nexus point. Looking down on either the Sprite's Spiral (19) or the Labyrinth (24) will be a confusing experience, as the paths in both cases will seem to change and move...

Finally, digging at either end of the rainbow will reveal a large crock of gold coins (1500gp) some 3 feet beneath the surface.

8. Stone Circle

The stone circle is an eerie place, always shrouded in a faint mist that has mysterious man-like shapes moving in it. Anyone standing in the middle of the circle will hear faint moanings and wailings, along with a surliness groaning. At night, the stones and the grass glow with a faint blue-greenish light, and the PCs should be told that, from the corner of their eyes, they can see the stones move...

The circle is actually harmless, although you should make the players roll a d20 whenever they enter the ring of stones. The die roll is meaningless, but the players aren't going to know that!

9. Fort

With its tattered banners, bird-time stained walls, and heavy underground infesting the (now-dry) moat and lower palisade, the fort has the air of a place long-abandoned by its owners. Oddly, the walls, main gateway and courtyard are studded with arrows.

In fact, the fort has never actually been permanently occupied by anybody in the PGFA, although the Round-Earth Captain-Explorers use it as a resting place sometimes.

The fact that the fort exists at all is seen by the Eneceeph as a permanent insult to them. They have chosen to believe that one day their barren plains will be covered in similar forts, which will take away their freedom! Despite the fact that the fort is nearby on the other side of the Garden, and unoccupied, the Eneceeph attack it nearly (70%) every night.

10. Camera Obscura

This is a tall, windowless stone tower with a forbidding aspect and a mysterious air. Inside, the tower is a single chamber, reaching all the way up into the roof space, with a tiny hole that lets in a single beam of light. The chamber is completely empty, except for a perfectly circular, white marble table, some 10 feet in diameter, set in the centre of the floor.

Once the door is closed, images of the PGFA are projected onto the table. These images can be completely random, or you can use them to give the players clues about the locations and natures of the contradictory objects (see The Contradictions, p3) to be found in the PGFA.

11. The Cliff

These rugged cliffs are used as a cemetery by the Eneceeph barbarians (see Pull-out Sheet II&III) who lay out the bodies of their deceased tribesmen on the many ledges overlooking the lakes (14). There are clear routes leading from the ground up to these ledges, marked by Eneceeph symbols, carvings etc. Each tribe has its own particular ledge.

The corpses are all shrouded with silken threads. If the shroud is removed, most of the bodies will be found to be well-preserved, if somewhat shrunken and desiccated. The Eneceeph think that the cliffs have some magical property which cares for their dead in this way, since they simply leave the corpses and find them shrouded when they return. In fact, the bodies are festooned by giant cocoon wasps (similar to giant robber flies) which preserve them inside a cocoon so that they can suck out the vital juices at leisure.

The wasps live in holes in the cliff-face high above the ledges and reachable only by climbing. They are secretive creatures which normally come out only at night and then do not range beyond the cliff. Given the ample supply of food provided by the Eneceeph, the wasps do not normally attack creatures passing by or visiting the ledges. If their food supply seems threatened, however, (e.g. if PCs interfere with any of the cocooned corpses), they will attack, be it day or night.

5-8 Giant Cocoon Wasps: AC 6; HD 2; hp 10 each; MV 90(30); flying 180(60); #AT 1 bite/sting; D 1-6/1-paralysis (Save vs. Poison or be paralysed for 1d8+4 rounds); Save as F2; ML 10; AL N; XP 25 each; THACO 18; New monster (cf. robber fly — B35).

Inverted Roses grow on the ledges where the corpses are laid. These roses are contradictions (see p3) since they not only grow very quickly but also backwards. Each bloom starts as a seed-pod. This pod shrinks and gathers up brown, withered petals which spontaneously appear on the ground. Next, the petals become brighter-coloured until the flower is in full bloom. Finally, the flower closes up delicately to form a bud, and the bud finally shrinks until it vanishes back into the stalk. This process is so rapid (taking only an hour in all) that anyone examining the roses will notice it.

12. & 13. Railway Stations

These are standard GL&SR stations as described in *The Gnomish Light & Short Railway Company*.

14. Lakes

These large lakes present no danger to the PCs (apart from ones who are both stupid and unable to swim) and appear at first sight to be perfectly ordinary. In fact, they are home to flocks of water birds (AC 8; HD 1 hp; Save as NM). Although these brightly-coloured avians have feathers, beaks and so on, and are shaped like ordinary birds, they are actually contradictions (see p3) due to the fact that they live and "fly" underwater just as ordinary birds live in the air.

PCs standing on the shores of the lakes will be able to clearly see flocks of water birds "flying" through the weed-beds; the problem (should the PCs recognise them as contradictions) will be how to catch one. Since there are so many ways in which this could be successfully accomplished (plus many more in which the PCs can fail — most with moist consequences), the success or failure of any attempt is up to the DM. One point to note is that the birds float to the surface unless they are "flying" or holding onto a plant (e.g. if affected by a sleep spell).

15. The Shadow Palace of John Smith

Although it looks very insubstantial — little more than a three dimensional shadow of a building hanging on the air — the Shadow Palace is a (fairly) solid structure. It is just possible to see through the walls during daylight hours; at night it is just possible to walk through the walls, although anyone doing so will take 1-4 points of damage. Regardless of other considerations, a PC entering the Shadow Palace will lose 2 points of strength until he or she returns to the Garden.

The exact floor plan of the Shadow Palace can be as elaborate as you want it to be, with a floor plan that constantly changes (rooms swap position, rotate or are transposed) as the PCs move through it. The palace is guarded by John Smith's shadow and shadow wolves (see John "I ain't really 'ere" Smith and Friends Pull-out Sheets I & II). In one of the larger rooms, John is contemplating his "Dispel Everything" spell inbetween bouts of depression. It is here that John has his contradictory shadow sundial.

16. Railway Station

Another standard GL&SR station as described in *The Gnomish Light & Short Railway Company*.

17. Railway Shed (Dimensional Portal)

This is where the PCs emerge into the PGFA as the only passengers, other than the images of K.J. and the Doc, on the Train.

From the outside, the Railway Shed appears to be a perfectly normal building. Through the windows the PCs will be able to see gnomes polishing engines, repainting carriages and carrying out engineering work. However, if the doors are opened, the building will be found to be filled with a grey, formless Void, identical to that which surrounds the PGFA (see Outside, p8). If the PCs break a window to get in, they will see only the Void through the breaks while the engineering gnomes will still be visible through what glass remains.

18. The Vinery

The vinery looks positively unsafe. For a start, it is made mostly of glass, even the large doors are glass! And who in his right mind builds something this big from something so flimsy? However, this large and rather elegant greenhouse is completely safe — it just looks very odd to

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anyone (like the PCs) from a medieval culture. Between the greenhouse and the lakes are rows of carefully tended vines, all heavy with fruit.

This is the home of Oblivious the Spirit Dragon (see Pull-out Sheet II) and his tribe of orcs. He enjoys the hot trapped in the greenhouse — and it also speeds the fermentation of his beloved wine!

The greenhouse itself is full of wine-presses, fermenting vats, casks, wine bottle racks, plant pots with delicate vines in them and the smell of new grapes. The entire place is spotless, kept that way by the tribe of orcs who keep Oblivious in good spirits in return for the protection that he offers them. The orcs have quarters behind the large vats where they spend most of their time when not picking the grapes — which grow very quickly (a new harvest is ready every four days, which is just as well given the quantities of wine that Oblivious can pour down his throat).

It is here that the grape carts (actually grape wheel-barrow), each with a square wheel, can be found. The orcs will not let the PCs take a square wheel without Oblivious' permission (see Pull-out Sheet II).

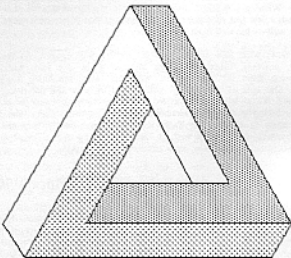
3-36 Orcs: AC 6; HD 1; hp 5 each; MV 120(40); #AT 1 weapon; D by weapon; Save as F1; ML 8 or 6; AL N(C); XP 10 each; THACO 19; armed with knives (D1-4), and agricultural implements (D1-6); Oblivious counts as the group leader, and, if he is defeated, the orcs' morale will drop to 6; B35.

19. The Sprites' Spiral

This strange cove is home to a tribe of sprites, but the PCs will only find this out should they manage to reach the tribe's camp at the centre.

This is not as straightforward as it sounds. To begin with, anyone attempting to move through the cove without following the path will automatically become lost (no matter what clever trick they think up!), finding themselves back where they started after 1-6 turns. If the PCs begin to follow the spiral path it will lead them to the camp eventually, no matter which way round (clockwise or anti-clockwise) they go. They cannot get out of the cove even if they turn back, and leaving the path just gets you lost for a while. Once characters have been to the camp (see below) the only way out of the cove is to follow the spiral path again (which makes it easy for the flying sprites to catch up with them should they so wish). On the return trip, the path takes the PCs out of the cove no matter which way they go, and after that, should any characters try to re-enter the cove, the path will just lead them round and round until they get fed up.

In the middle of the spiral is the sprite village, consisting of tiny, round, wooden huts arranged around a central open space. In the middle of this area is a large, flat-topped rock on which rests an impossible-triangle sculpture like that shown below. This, in case you haven't guessed, is a contradiction (see p3):



The sprites value this object more than anything else and will not give it up willingly. If the PCs take it away anyway, they will be victims of the sprites' curses. The exact forms of these are up to you — have fun!

20-30 Sprites: AC 5; HD 1/2*; hp 3 each; MV 60(20); flying 180(60); #AT 1 curse per 5 sprites; Save as E1; ML 9; AL N; XP 6 each; BD38.

20. The High Watch

Following the path to this point, the PCs will come to a hut in the woods. In its shape and construction, the hut is far from being unusual, but its size is another matter — the door is a little over 15 feet high, and the ridge of the roof reaches nearer 30 feet! Nearby, atop a rocky outcrop in a clearing is a large stone seat overlooking the small lake (21) and much of the surrounding countryside.

The hut is the home of Nelson the (short) cyclops. He is one of the cultists of Pra'aaps (see Pull-out Sheet III) and his task as a cult member is to keep a constant look-out from this high point for the coming of the god. Nelson faithfully spends every daylight hour (and many hours at night) on the stone seat staring into the sky.

Nelson the (short) cyclops: AC 5; HD 8**(Cleric 6); hp 49; MV 90(30); #AT 1 large mace; D 2-20; SA C8; ML 12; AL N; XP 1750; THACO 12; Spells 2 x 1st, 2 x 2nd, 1x 3rd; E47.

Obsessed as he is with staring at the sky and with thoughts of an impending deity, Nelson will have little regard for short humanoids (such as the PCs) standing at his feet, and will ignore the party for quite some time (so long as they do not attack him). If he does become involved in a conversation with the PCs, they will find it difficult to steer him away from his favourite topic of conversation, how much looking for a god in the sky from a stone seat hurts your neck and backside.

Nelson knows quite a bit about the garden and the PCs may be able to obtain some useful information from him (DM's choice) if they ask carefully (and persistently). Any hint that the PCs are threatening to harm the PGFA, however, will convince Nelson that they are Servitors of Pra'aaps (see Pull-out Sheet III) and enemies of the cultists. In this latter case, Nelson will attack the PCs, breaking off the attack only if they leave the area (since he cannot leave his post as look-out).

21. Small Lake

At first sight, this lake seems to have a small, bare island near the centre. There is a rowing boat tied up at a small jetty next to the path, and the PCs may even be tempted (perhaps by suitable, veiled hints from the DM) to visit the island. If so, this encounter could be very interesting.

The island is actually a sperm whale back often protrudes above the surface of the water since the lake is quite shallow. He is called Woody, and is not very aggressive. In fact, Woody tends to ignore smaller creatures unless attacked — and even then, damage amounting to 8 hit points or more would be required to raise his ire. Even so, Woody's movements (e.g. the sudden submerging of the "island") can be quite inconvenient, if not downright terrifying!

Woody the Whale: AC 6; HD 36*; MV 180(60); #AT 1 bite; D 3-60; SA P15; ML 7; AL N; XP 12,000; THACO 2; Size 70' long; CD38.

The fact that there is no way that a massive creature such as Woody could live in such a small volume of water (particularly when he is too placid to attack anything for food) could be taken as a good reason for classifying the whale as a *cosmadrakon* (see p.3), and you may, as DM, wish to regard him as such. Getting Woody to the Compass along with the other contradictions could present one or two problems, however....

22. Abandoned Market

This large, abandoned building is a sad, lonely place. Set up inside its main hall are dozens of market stalls in neat rows. The stalls are all empty, save one which bears a pile of thin books in dusty red covers, entitled "Module ST1 — Up the Garden Path". The PCs would, no doubt, find the contents of these books very interesting. Unfortunately, they are written in a language which is completely incomprehensible to the PCs, and which will resist all attempts (magical or otherwise) to translate it.

23. The Lonely Wanderer Inn

This solitary inn was once in the harbour village (6), but the villagers moved it to here as an indication of their disapproval of frivolities such as strong drink. Isolated as it is, the inn has very few customers (if any), although Jack the Barman (AC 9; F1; hp 5; #AT 1 broom; D 1-3; SA F1; ML 9; AL N; THACO 19) doesn't seem to mind.

The inn offers food, drink and accommodation at reasonable rates. There include a strange, green brandy known as "Risky". This stuff is practically undrinkable for humans, but Oblivious the Spirit Dragon would love it and would willingly swap a square-wheeled barrow for a bottle of it (see Pull-out Sheet II). Unlike any other landlord you've ever met, Jack knows practically nothing about local events. If engaged in conversation,

he will go on and on about his garden where, if any contradiction-seeking PCs take the time to look, they will be disappointed to find that all the flowers grow in the normal way (unlike those on the cliff — area 11).

Those contradiction-hunters with less interest in gardening and more interest in drinking will be amply rewarded if they order refreshment, since all of the bottles and glasses in the pub work upside-down. As far as retaining and pouring liquids is concerned, these *upside-down bottles and glasses* act just as if gravity were working the other way up. Liquids will stay in them only so long as they are inverted and in order to fill a glass from a bottle, for example, you have to hold both upside-down, uncock the bottle, and then tilt it so that the contents flow out and up into the glass! In other respects, the glasses and bottles respond normally to gravity (they will fall downwards if dropped, for example).

Drinking from an upside-down glass can be very tricky, so Jack will provide U-shaped straws to those who are having difficulty. He will willingly sell bottles and/or glasses (at 2d6gp each) to any who ask.

24. Labyrinth

The labyrinth is nearly as confusing to those on the inside as the Spire's Spiral (19). It does have several ways in and out, but in keeping with the rest of the PGFA these are far from straightforward. Also, of course, the labyrinth is home to a ferocious minotaur... Once in the labyrinth, the players will be able to hear his heavy footsteps and loud bellowings, and every once in a while a set of horns will be visible rising above the level of the 10-foot-high walls.

If the PCs enter the labyrinth, present them with a series of left/right choices, and note down their responses. After six (or so), you can tell them that they are in an open area at the centre of the labyrinth. When they want to get out again, give them with the same series of left/right choices. If they give the (logical) opposite responses (a right for a previous left and vice versa) or just guess, they will lose their way and end up back in the middle of the labyrinth. The only way out is to make precisely the same set of turns as on the way in...

Exactly when (and if) the PCs encounter Theseus the minotaur is up to you, but he is not nearly as large as he likes to pretend. He is actually only about 3 feet tall (given the benefit of his oversize boots), which may lead the PCs into underestimating his fighting abilities! The boots thump very loudly when Theseus walks about, and he carries a large speaking trumpet through which he bellows at irregular intervals. His "disguise" as a big minotaur is completed by a set of horns on the end of an 11-foot pole.

Theseus the Minotaur: AC 6; HD 6; hp 40; MV 120(40); #AT 1 gore/bite or 1 weapon; D 1-6/1-6 or by weapon+2; Save as F6; ML 12; AL C; XP 275; THACO 14; uses his horns on a pole as a weapon (D1-8); B34.

Theseus' only treasure is a pair of emerald ear rings (worth 400gp) (both worn in his left ear) and a ring of fire resistance that he wears in his pierced nostril.

25. Dragon Bedding Display

Here, on a sunny bank leading up to the labyrinth (24), is a magnificent bed of wild flowers whose brilliant blooms encompass every colour of the rainbow. In the middle of the bed stands an enigmatic stone, ivy-shrouded sun-dial in the form of a dragon.

The stone dragon (which is of no particular significance except as a possible means of luring the PCs into the flower-bed) is not the only "dragon" to be found in the Dragon Bedding Display. Amid the innocuous blooms, and perfectly concealed by them, grow 10 deadly snap dragon plants (see New Monsters — p.16). Anyone walking into the flower-bed will cause the snap dragons to release a cloud of hallucinogenic pollen. Everyone within 20 feet must then make a saving throw vs. Poison, and those who fail will (as a group) believe themselves to be attacked by 10 fierce "pollen dragons".

10 Snap Dragons (see New Monsters — p.16):
Flowers: AC 9; HD 1 hp; MV 3(1); #AT Pollen cloud; Save as F1; ML 12; AL N.

Pollen Dragons: AC 3; HD 2+2; hp 10 each; MV 120(40); #AT 1 bite or 1 breath; D 1-6 or 1-10 (halved by save vs. Breath); Save as F6; ML 12; THACO 17.

Leaning against the foot of the sundial, and concealed by the flowers, is the robed skeleton of a human priest of Pra'aaps who was overcome by the snap dragons. Lying by the skeleton is a crumpled piece of parchment bearing a short homily which the unfortunate had composed before his demise. The gist of the homily is a discussion of the nature of Pra'aaps. If the PCs read it, they will learn that "the compass is the centre of all



things, the heart of the garden, the eye of Pra'aaps, and the root of all our destruction" and "who can doubt that those paradoxical objects with which this garden is blessed can only be manifestations of the awful destruction which is to come. At all costs they must be kept by the chosen ones from the eye of Pra'aaps."

26. Amphitheatre

Set in a natural hollow, the amphitheatre consists of a small, bare stage overlooked by curved tiers of stone seats.

The acoustics here are very strange indeed. Not only can the softest sound made on the stage be heard clearly from any of the seats, but also all such sounds echo and re-echo around the amphitheatre for weeks and even months before they fade away entirely. Anyone entering the amphitheatre will be able to hear the echoing conversations and sounds of those who visited here recently, all jumbled together into a soft cacophony. Although it will be clear to the PCs that what they are hearing is a jumble of words and noises, they will be unable to distinguish or identify any individual words or sounds.

Placed on one of the seats is a box containing several hundred cotton-wool ear-plugs. These are contradictions, since characters inserting a pair into their ears will find their hearing vastly improved rather than impaired. Although normal sounds (such as the speaking of other characters) will be painfully loud to characters wearing these ear-plugs, they will be able to pick out the faintest sounds around them — including individual sounds and voices echoing around the amphitheatre.

Once PCs are able to hear and distinguish individual sounds echoing in the amphitheatre, they may be able to pick up all kinds of useful hints and information from past conversations. It is up to you as DM to decide what kind of clues (if any) you wish to provide the players with so as to help them complete the adventure (or hinder them, perhaps). Clues could include hints of the importance of the compass, the significance of Iflanbut, and/or the locations of contradictions.

27. Rocky Valley

This narrow, rocky valley is home to a flock of griffons who nest on the cliffs. At any given time, most of the griffons will be out hunting (see The Wandering Innates Table — Pull-out Sheet IV), leaving only a few to guard the nests and the valley. These sentinels will often attack the train as it passes through the gorge (especially, for some strange reason, if the PCs are on board!), and will always attack creatures walking through the valley or across the slender bridge which crosses it.

2-4 Griffons: AC 5; HD 7; hp 40 each; MV 120(40); flying 360(120); #AT 2 claws/1bite; D 1-4/1-4/2-16; Save as F4; ML 8; AL N; XP 450 each; THACO 13; Ex51.

The griffons' nests are high up on the rocky wall of the gorge and are difficult to reach, requiring a climb of at least 50 feet (bivets only). However, anyone reaching the nests will be amply rewarded, if they can overcome the nestlings there, since amongst the litter in the nest are 5 gems (value — 500gp each):

3 Griffon nestlings: AC 5; HD 1+2; hp 6 each; MV 120(40); #AT 2 claws/1bite; D 1/1/1-6; Save as F1; ML 8; AL N; XP 15 each; THACO 18; Ex51.

Up the Garden Path 14

The compass is situated in a clearing in the woods and consists of a low, circular platform with an 8-pointed star (like a compass-rose) inlaid into its surface as a mosaic. Both geographically and as the home of Iflanbut, the partial quirk who's existence makes the PGFA possible (see Closing the Paradox — p3), it is the very heart of the garden. Anyone stepping up onto the platform will feel a strange, indefinable sense of awe — they will also encounter the strange and infuriating Iflanbut! (see New Monsters — p16) who cannot leave the area covered by the platform.

Bye-Bye Iflanbut

In order to destroy Iflanbut, the PCs must bring a total of 8 contradictory objects ("Contradictions" — see p3) to the compass. When a contradictory object is brought onto the platform, a number of events happen simultaneously:

- The object vanishes and an image of it appears (in mosaic) inside one of the 8 points of the compass rose.
- The ground beneath the PCs feet shakes for a few moments (this earth tremor becomes more severe with each successive object brought to the compass, but is never actually dangerous).
- There is a loud squeal (whether of joy or anguish it is impossible to tell), from Iflanbut.

When the eighth contradiction arrives at the compass, the PGFA will come to a very sudden end (see PHUTTI — p15).

The objects do not have to be brought to the compass in any particular order, and any eight from the 12 (or 13 if you count Woody the whale — area 21) available will suffice to bring about Iflanbut's destruction (see below). Although it is possible for the PCs to obtain several examples of some kinds of contradictory objects (e.g. ear-plugs, wooden magnets or inverted roses), only the first one of each type brought to the compass will be absorbed by it and count towards the process of Iflanbut's destruction; any more brought after the first will be ignored. In the particular case of the upside-down bottles and glasses, one or the other (or both together if they are brought to the compass as a pair) will count, after which both bottles and glasses will be ignored.

29. Arena

The arena is a large, flat, roughly-circular area of grass bounded by a rough, low, log palisade. Overlooking it is a large grandstand, crudely constructed from poles and planks lashed together with ropes.

Both the palisade and grandstand were built by the Enecepeh (see Pull-out Sheet II) and, being the only constructions which these barbarians have ever built, are correspondingly crude. The reason for the Enecepeh having (somewhat uncharacteristically) gone to the bother of actually building something (as opposed to destroying things in true barbarian fashion) was to give them some-where to stage their most important social event; the Enecepeh Ritual Games.

The principal attractions of these games are captives taken prisoner by Enecepeh war parties (the PCs will end up here if they were captured), and the various tribes vie with each other to provide better exhibits than the others. Inevitably, this leads to a certain amount of ill-feeling, with the result that, more often than not, the games are boycotted by one or more of the tribes. Even so, "competitors" can be assured of a large and appreciative audience.

As might be expected of a barbarian people, the games are based more on a desire for the sight of blood than on any love of good, clean fun, and usually consist of pitting humanoid captives (either singly or in groups) in mortal combat against either groups of Enecepeh gnolls or against other captives (e.g. a tethered griffon, some zombies or a pack of rats).

If the PCs are captured and become involved in the games, it is up to you as DM to determine what kind of opposition they will face. In general, characters will be allowed to use weapons but will be stripped of armour, and the gnolls, who are fair judges of fighting prowess, will balance the odds so as to provide a good, even, "entertaining" fight or fights. Their attitude to the use of magic depends on how violent its results are:

- Spells with no apparent effect (e.g. protection from evil) will be ignored.
- Spells which "stop the action" (e.g. sleep, web) will be heartily disapproved of. They will draw loud calls of derision from the crowd, and may result in the "lopping up" of the opposition in the hope of getting some "real" bloodshed.
- Spells which cause clear, immediate injury (e.g. fire ball) or hype up the action (e.g. haste) will be greeted with an approving cheer from the crowd.

If the PCs fight well and defeat their opponents (particularly if they do this in a fashion which the barbarians find entertaining), the Enecepeh

will show their appreciation by making the characters honorary barbarians in a short, unadorned ceremony (which involves a lot of shouting and jumping around). As honorary barbarians, the PCs will be safe from Euseph attack and will be able to call on the help of the gnolls at any time (provided such help involves a good measure of fighting and/or general mayhem).

Attempts to avoid fighting (e.g. escape), on the other hand, will greatly disappoint the crowd, who may well decide to take a direct involvement in the day's sporting activities!

30. Railway Station

This is a standard GL&SR station as described in *The Gnomish Light & Short Railway Company*.

31. Arborinexorabilaneous' Sanctuary

The sanctuary of Arborinexorabilaneous ("Ar-boe-in-ex-or-ab-il-ane-ous") the treat is a small grove of stately trees between the arena (29) and the amphitheatre (26).



Undefended though they may be, none of the garden's inhabitants disturb Arborinexorabilaneous or his home. Furthermore, within the grove, even sworn enemies observe a solemn truce. The reason for this lies in the tiny spring which wells up in the centre of the grove. Normally, this spring brings forth only cool, pure water. When called on by Arborinexorabilaneous (and only by him), however, the water can be made to have the effect on those who drink directly from it of any magical potion he chooses. Arborinexorabilaneous never refuses help (in the form of an appropriate draught) to any who come to his grove in need, but will never aid any creature to harm another. Thus, a wounded creature would receive a healing potion, and one pursued by enemies might be given a drink of a potion of speed (provided he promised only to use it to flee), but a visitor who requested a potion of heroism to help him defeat an enemy would be refused.

Arborinexorabilaneous (treat): AC 2; HD 8; hp 55; MV 60(20); #AT 2 branch; D 2-12/2-12; Save as F8; ML 9; AL L; THACO 12; Ex56.

32. Temple of Pra'aaaps

The temple used by the Cultists of Pra'aaaps (see Pull-out Sheet III) is a huge, dismal, grey building of cathedral-like proportions, built in an ornate style which makes Victorian Gothic look positively plain by comparison. In addition to a vast, central hall which the cultists use as their main shrine, the temple includes a veritable rabbit-warren of smaller rooms and corridors which serve as living quarters, store-rooms, kitchens

and so on. Throughout, practically every square inch of space on walls, pillars, doors, ceilings, fixtures, fittings and furniture is covered with intricate, bizarre carvings.

The main shrine houses the contradictory *darkflame* (see p3); a bowl of black, cold, writhing fire standing on a black marble plinth. The flame consumes ashes, and produces from them the original objects which were burnt (cf. halling *blackflame* - see CD22). This relic, greatly revered by the cultists, is tended by them at all times. Arranged around it on the plinth are various valuable objects (mostly jewellery) put there by converts to the cult as a symbol of them having turned their backs on their former way of life. The total value of these objects is about 5000gp.

You may, if you wish, draw up a plan for the temple, but the sheer complexity of the place means that it should be possible to invent rooms of varying sizes and uses, and twisting, branching corridors on an *ad hoc* basis should the PCs go exploring. Any apparent contradictions which arise as a result of playing it by ear in this way can be explained away as being the result of the PCs (not the DM!) having become mad.

PHUTT!

Coming to the end of a lollipop may well result in a "Plop" (if the old song is to be believed), but the end of a PGFA (or rather, the end of [the] PGFA), comes with a very definite "Phutt!".

Nor is there very much preamble to the "Phutt". Barely a second passes between the introduction of the eighth and fateful contradiction to the compass by the PCs, and the happy little sound which announces that the whole silly mess is at an end.

Even so, a lot can happen in a second — particularly the very, very last second in the whole of a universe's existence (however brief that may have been). In this particular case, that "lot" includes the following:

- IflanBUT takes on, in very rapid succession, the forms of a monkey typing Shakespeare, a flying pig, and a four pound note.
- the PCs suddenly find all sorts of things they thought they had lost, then immediately loose them again.
- a very wise sage appears and begins to explain the secret of the universe (unfortunately, the end of the universe and the loud noise accompanying it cut him off).
- all the PCs become 23rd level (this change is reversed immediately after the "Phutt!", but it makes the players feel really good at the time!), and
- the Merman, Monseigneur Asquewen D'Eervart (remember him?), arrives to start founding a thriving metropolis, but doesn't have enough time.

Then, once the "Phutt!" has come and gone, is all over.

Postscript

Having destroyed one universe and, consequently, having saved all the others, the PCs may think that their return to their own universe is a little of an anticlimax. They will simply find themselves back at precisely the same time and place that they were taken from when the adventure began. There will be no fanfares, no pats on the back, no medals and no citations for bravery, but they will have the proud knowledge of a job well done (evidenced by the odd experience point or two).

They may also have a few souvenirs:

- Injuries. Any wounds sustained in the PGFA will still be with them and must be healed in the usual way (magical or otherwise). The same goes for any other unfortunate changes (e.g. death).
- Contradictions. Any contradictory objects in the possession of the PCs will go with them to their universe. During the transfer, however, they will become perfectly ordinary (e.g. upside-down bottles and glasses will now be right-way-up bottles and glasses) and non-magical (e.g. the ear plugs will now just stop you from hearing things — almost).
- Loot. Any other objects (money, magical items, etc.) collected by the PCs will also go with them. As previously mentioned, however (see Ending It All — p 4), these objects will only be there when needed two thirds of the time!

New Monsters

IffanbuT — Partial Quirk (Probability Elemental)

Armour Class: Variable
Hit Dice: Enough for anything
Move: Quite a bit, but not very far
Attacks: Strange
Damage: Possibly
No. Appearing: Just one

Save As: No problem
Morale: Bomb-proof ego
Treasure Type: Not a thing
Intelligence: Runs on instinct
Alignment: Very chaotic
XP Value: Forget it

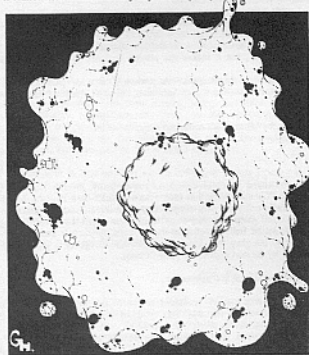
Despite the somewhat strange way on which its statistics have been given, IffanbuT is a creature composed entirely of probability — a very, very small piece of probability — to be precise, two thirds of the smallest piece of probability that it is possible to have. Since it doesn't even have enough probability to make itself possible, IffanbuT's existence is, in theory, impossible and it is this which makes it so weird.

Just like an ordinary elemental is composed of earth, air, fire or water, IffanbuT is a creature composed entirely of probability — a very, very small piece of probability — to be precise, two thirds of the smallest piece of probability that it is possible to have. Since it doesn't even have enough probability to make itself possible, IffanbuT's existence is, in theory, impossible and it is this which makes it so weird.

It is the fact that, despite everything to the contrary, IffanbuT does exist that brought the PGFA into existence and keeps it going (see Getting Things Started and Trouble with Little Universes — p3). It is the destruction of IffanbuT (with the aid of contradictory objects gathered in the garden) that will enable the PCs to make the PGFA vanish and thus save the multiverse (see Closing the Paradox — p5, and The Compass — area 25).

The only three firm rules relating to IffanbuT are:

- it cannot leave the Compass (28).
- it cannot be destroyed in any way other than by bringing 8 paradoxes to the Compass, and
- it cannot affect a contradictory object in any way.



Everything else is variable and can be changed at the whim of the DM:

- IffanbuT's appearance can change from moment to moment if you like, it can even look different to different PCs at the same moment.
- IffanbuT's actions and attitudes should be unpredictable and strange; it may, or may not, react to attempts to harm it (with contradictions or otherwise) and, even if it does, may help the PCs rather than hinder them.
- IffanbuT's abilities are, with the exception of the limits stated above, boundless; it can do anything!

As DM, you should use IffanbuT's attributes to make the PCs' encounters with it interesting, amusing and (often) infuriating. While it will not necessarily be easy for the PCs to do away with IffanbuT (and the PGFA with it), you should avoid being over-harsh on them. If you so wished, you could quite easily use IffanbuT to make it impossible for the PCs to destroy the PGFA and to kill them all to boot, so use this weird creature carefully — this adventure is meant to be fun!

Shadow Wolves*

Armour Class: 3
Hit Dice: 4-1**
Move: 180' (40)
Attacks: 1 bite
Damage: 1-4 + special
No. Appearing: 2-12 (1-6)

Save As: Magic User: 5
Morrow: 12
Treasure Type: Nil
Intelligence: 6
Alignment: Chaotic
XP Value: 275



Shadow Wolves are creatures of pure shadow, which can be called into being by powerful magic users (cf. shadows — BD36). In appearance, they are very much like normal grey wolves, except that, in bright light, they are slightly translucent. They can only be harmed by magical or silver weapons.

In addition to causing damage, the bite of a shadow wolf causes its victim to fade into shadow. In the process the victim loses 1 hit point per round and gradually becomes greyer and slightly translucent to onlookers. This fading process continues until the victim is reduced to zero hit points, in which case he or she becomes a shadow wolf, or a successful saving throw vs. Paralysis is made. Additional bites inflicted while a victim is fading do not increase the rate of hit point loss.

You should keep separate records of bite damage and "fading" damage caused to each victim, since the latter is resistant to magical methods of healing, such as cure spells and potions. Two "hit points worth" of magical healing are required to restore each hit point lost as a result of fading. Victims who choose to rest and recover do so at the normal rate (1 hit point per day of rest).

Snap Dragon*

	Flower	Pollen Dragon
Armour Class:	9	3
Hit Dice:	1 hp*	2-2*
Move:	3' (1')	120' (40')
Attacks:	Pollen cloud	1 bite or 1-10
Damage:	Special	1-6 or 1-10
No. Appearing:	0 (5-20)	Special
Save As:	Fighter: 1	Fighter: 6
Morale:	12	12
Treasure Type:	Nil	Nil
Intelligence:	1	N/A
Alignment:	Neutral	N/A
XP Value:	0	35

Snap dragons are small attractive flowers which grow in the midst of other small plants. Despite their appearance, and their inability to make any form of physical attack, these plants are both carnivorous and dangerous.

The ability of snap dragons to kill creatures for food comes from a special, magical, hallucinogenic pollen which they release into the air. Any creature coming within 20 feet of a bed of snap dragons must make a saving throw vs. Poison or be intoxicated by the pollen. The effect on the victims is to make them (as a group) believe that each of the snap dragon flowers is, in fact, a small, fierce dragon (see above for statistics). These imaginary "pollen dragons" will seem to attack the group of intoxicated victims and, unlike the products of a phantasmal force spell, any damage they seem to do has full effect. The pollen dragons can attack with a bite or (once only each) with a breath weapon of choking dust (10x10x10) which inflicts 1d10 points of damage (halved by a successful saving throw vs. Breath). As each pollen dragon is reduced to zero hit points or less, it vanishes and the corresponding snap dragon plant withers and dies. Only once all the dragons are destroyed will the illusion be broken.

Creatures unaffected by the pollen cannot see or hear the illusory dragons, and cannot affect them in any way. Even killing the snap dragon plants will not harm the illusions (since these exist in the victims' minds).



Special Game Adventure for the
1986 National Garden Festival

Up The Garden Path

by Graeme Morris & Mike Brunton

The day has been long and hard and, as night falls, you gratefully surrender to the soft, silent blackness of well-earned sleep.

Then the dream comes.

You are seated on a throne in a cavern where the sun has never shone; where no voice has ever spoken. Yet you are not alone. Through the darkness, silent figures are moving. Blacker than black... formless yet menacing... advancing towards you from every side...

You feel their touch; icy claws plucking at your skin and hair, lifting the throne and carrying you helpless on a journey from darkness into further darkness, from silence into deeper silence. You scream, and a million anguished, reedy voices answer your call.

Suddenly you awake...

...and the dream is real.

This adventure is for use with the **DUNGEONS & DRAGONS**® Expert and Basic Rules Sets. Both of these are needed to use the information in *Up the Garden Path*. Experienced Dungeon Masters of the **ADVANCED DUNGEONS & DRAGONS**™ game should have no difficulty in adapting this adventure to the **AD&D**™ game system.

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