



OF NO SMALL POWER

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Thomas Fielding has gone missing! The faculty at the Academy Arcana would, under normal circumstances, not be too troubled by the disappearance of their young student. Fielding has proven himself to be incompetent in all disciplines of magic, save for the shrinking and enlarging of simple objects (a rubbish avenue of the arcane, especially when compared to battle magicks wielded by his more talented classmates).

However, Fielding has absconded with a stack of spellbooks from the academy's collection and, consequently, racked up a huge library fine. With the local pub closed for renovation - and the surrounding countryside uncharacteristically unmenaced - the party has been coaxed into retrieving the Academy Arcana's D-student.

Although this task seems less than heroic, it will prove more difficult than expected. Browbeaten by his professors and bullied by his classmates, Fielding has spent most of the past semester sequestered in his boarding house obsessing over his size manipulation experiments. While testing a new shrinking spell in a nearby vacant lot, Fielding made a miraculous discovery: a minute race of humanoids named Dwindlings living beneath the grass.

Seeing the naive Dwindlings in awe of a "giant from the heavens," a hideous smile crept across Fielding's face. Finally, the recognition and respect his powers deserved! Within a matter of weeks, he had installed himself as king of the Dwindling tribe, using miniature golems and threats of giant footprint-shaped craters to keep his subjects in tow. Now known as Thumbledore the Significant, he rules from a tiny throne in a fortress constructed from pebbles and splinters.

It falls upon the party to enter Thumbledore's diminutive realm, free the Dwindlings, and collect the precious library fines!

SIZE CONSIDERATIONS

Although generally ineffective as a wizard, Fielding's shrinking and enlarging spells are surprisingly potent. The effects of his shrinking elixir cannot be dispelled, and any other spell or ability that would normally change a character's size does not take hold. The only means of reversal are Fielding's own enlarging potions.

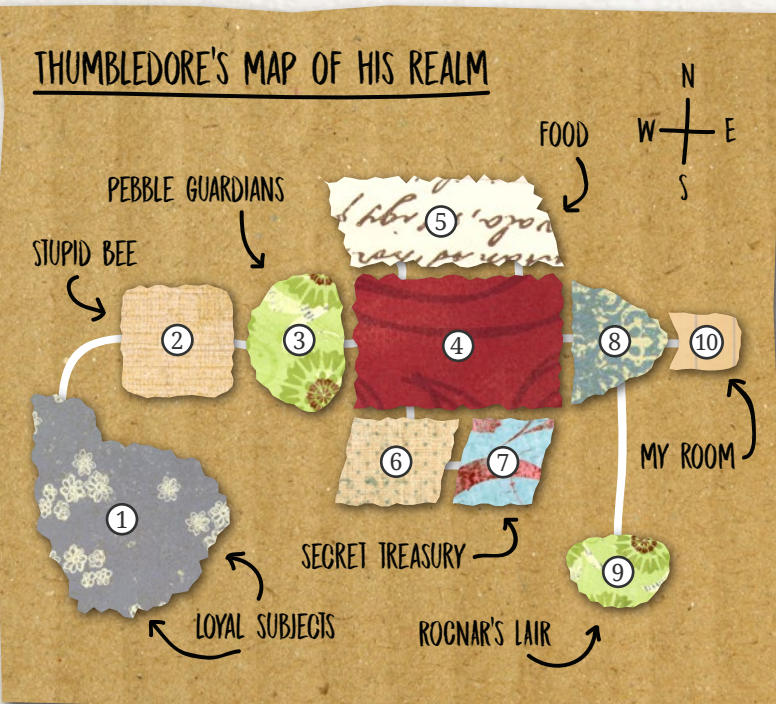
THE DWINDLINGS

The Dwindlings are extraordinarily small goblinoids, standing only an inch in height. They resemble hobgoblins, but with gentler features, forest green skin, and oversized eyes and ears. Although physically weak and somewhat simple-minded, they possess keen senses and reflexes. To them, normal-sized humanoids are world-destroying titans, best avoided by setting up camp in tall grass or abandoned animal burrows.

THE BOARDING HOUSE

Entry to Fielding's room at the boarding house is easy to obtain, as his landlady holds no fondness for the wizard. A search of the room reveals notes describing a "tiny world next door" and precise instructions on how to find it. Most importantly, a clutch of his potent shrinking potions can be found squirreled away beneath his bed.

The empty lot adjacent to the boarding house is unremarkable and scarcely boarded off by a wooden fence. Following Fielding's instructions precisely will lead the party to the doorstep of the diminutive kingdom hidden in the tall grass. Drinking the shrinking potions reduces each player to one inch in size and drops them in Area 1.



THE REALM OF THUMBLEDORE

1: The Pebble Quarry

Dozens of Dwindling slaves labour here, breaking apart pebbles to serve as masonry for Fielding's castle. They cower when approached, reaffirming their loyalty to "Thumbledore the Significant" and all of his brethren. If the party can gain their trust, the Dwindlings will gift them a girdle of protection (in actuality, a ring of protection).

2: The Courtyard

The courtyard of the fortress is thick with dandelions, snapdragons, and braided arrangements of tall grass. A single bumblebee lazily drifts from flower to flower. The insect will attack anyone who ventures too close to it, but can be stealthily avoided.

The front door of the fortress is locked and equipped with a small magical trap. If triggered, the trap spews a cloud of pollen over the party, preventing them from using stealth or invisibility, and immediately attracting the attention of the bumblebee.

3: The Anteroom

The walls of this atrium are wrought of crumbled pebbles, and the glass roof is cobbled together from shards of old beer bottles, inviting in rays of brown and green tinted light. The pieces from an old wooden chess set are inset into the walls as statues. Two pebble golems - eccentric creations of Fielding's - attack any intruders.

4: The Dining Hall

An upturned smoking pipe is embedded in the northern wall of this grandiose dining hall, serving as an improvised fireplace. The majority of the room is occupied by a long dinner table with a single place setting. An unsettling mouse skin rug lies in front of the fire, coming to life and attacking with the ferocity of a grizzly bear when approached.

5: The Kitchen and Larder

A Dwindling chef named Nara works here, attending to a stove. She will release an aggressive candy ooze from a nearby barrel should anyone intrude into the kitchen. After the ooze's defeat, Nara can be coerced to sketch a rough layout of the fortress (save for the hidden treasury). The larder is full of lollipops and other oversized treats.

6: The Letter Gallery

This short corridor is decorated by large letters that have been meticulously clipped out of books, framed, and hung as paintings. The letters on the west wall are arranged to spell "FRIENDS" and the ones on the east wall "PEEKERS." If the party rearranges the letters to spell "FINDERS" and "KEEPERS" respectively, a secret door to Area 7 opens.

7: The Treasury

The hidden treasury contains a small collection of silver coins, hairpins, and other shiny items Fielding has hoarded. Although none of these items hold any real value, an unremarkable looking sewing needle is an exception. It possesses a mundane sharpening enchantment that allows it to serve as a magical lance at the party's current size.

8: The Throne Room

The walls of the vaulted throne room are garishly painted with murals depicting Fielding as a religious figure sent from above. The man himself sits upon a dais made of stacked gold coins, surrounded by Dwindling performers. He is immediately incensed by the party's intrusion into his tiny world - especially if they refer to him as Fielding instead of Thumbledore. When the party approaches, he pulls a lever that causes a trapdoor to open, dropping them (along with the performers) into Area 9.

9: The Mantis Pit

This 30 foot deep pit is home to Rocnar, a praying mantis Fielding has captured to deal with interlopers. The monster is ill-tempered and underfed, attacking anything that moves and fighting to the death. If the party can defeat Rocnar, a secret door on the east wall reveals a narrow passageway that will lead them back to Area 3.

10: The Master Bedroom

Should the party escape from the mantis pit and return to Area 8, a frantic Fielding retreats to his master bedroom and locks the door. The bedroom is furnished with comfortable dollhouse furniture and various scraps of silk and fine linen. When the door is breached, the young wizard can be found desperately scrounging for weapons and magical items that might help him defend himself.

If engaged in a fight, it quickly becomes obvious that Fielding possesses few offensive spells and no combat experience. At the first sign of real danger, the young wizard breaks down and pleads for mercy. He obliges to anything the party asks, including being escorted back to the Academy Arcana with his overdue library books in tow.

A cache of potions hidden under the bed can return the players to normal size. All aggressive creatures in Fielding's fortress become inert once the wizard surrenders.

CONCLUSION

With the reign of Thumbledore the Significant ended, the Dwindling slaves are free to return to the peaceful underfoot life they once knew. They reward the party with two magical items: the Grass Cloak, which provides incredible camouflage in forested areas; and the Thistle Spear, a keen long spear that can change its length on a whim. The relics are enchanted to resize with the characters.

The lecturers at the Academy Arcana are less than enthused to see Fielding and disinterested in what the young wizard has been up to during his absence. However, they do assure the players that he will be suitably punished for his chicanery and continued incompetence. They unceremoniously hand over the reward money and ask the players to leave as the afternoon class bell chimes.