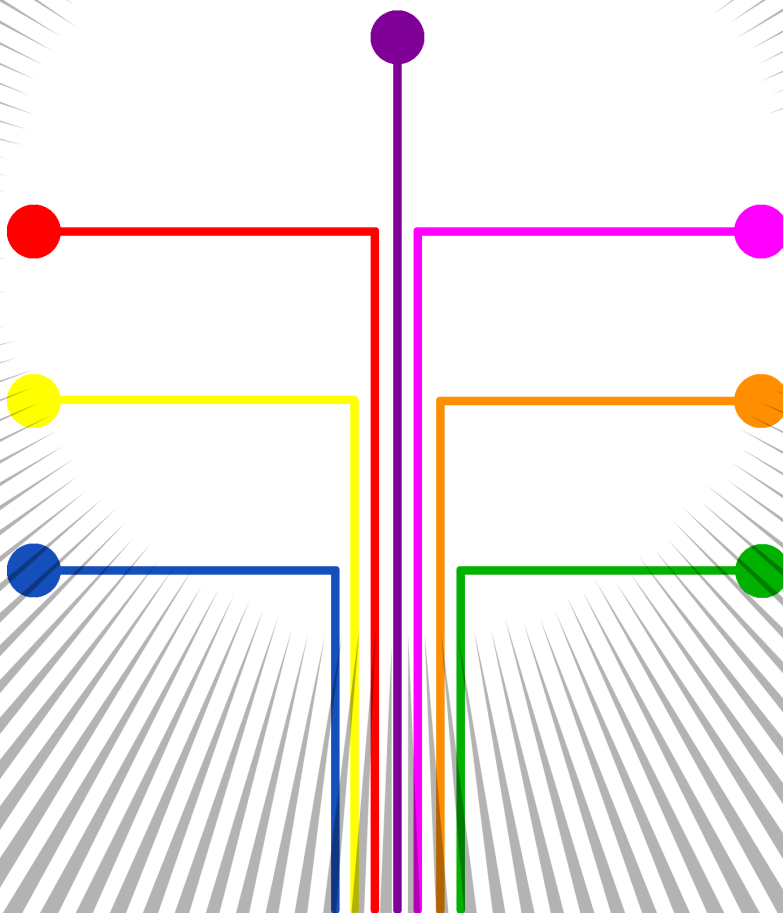


# O'HENRY'S HALLS OF HORROR



A TUNNELS & TROLLS™  
GM ADVENTURE  
BY MIKE TREMAINE

# O'henry's Halls Of Horror



A GM Adventure for use with Tunnels & Trolls™

written by  
Mike Tremaine

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## **Introduction**

The adventure module you have before you is not a typical dungeon excavated in some remote cavern system waiting to be invaded by teams of crazed adventures looking for plunder. Instead it is a business, conceived by a wily Leprechaun to cash in on the thirst for adventure amongst the humans and their kin. As a Game Master you should read through the module carefully and read through O'Henry's characters sheet so you have a good idea of what is possible and what is not. Remember that this is a living dungeon, feel free to change it and have it grow and respond to the adventures that decide to challenge these halls. Above all remember that O'Henry has created it to make money and whatever plunder is taken out of it he hopes to also make back by selling spell services or equipment to the adventures that decide to enter. Should the party die inside the halls then of course O'Henry will be only too happy to plunder the bodies and possibly store them on ice for use as Zombies for the next set of adventures. He is efficient and has no qualms about the dungeon he has made. Originally O'Henry's Hall of Horrors was set in the City of Cala but it can just as easily be placed in any large city, such as Gull or Khost or anywhere you as the Game Master wish it to be.

Part of the fun of the module is the ability to have it change over time. As word gets out what is inside it will of course have to be changed. Somethings should be changed automatically each time, the placement of traps for example, the color of the safe squares in the Mosaic in Room 3. The challenge for the GM is to only use the resources of a 10th Level Wizard to try and keep the halls feeling fresh. Keeping track of the Strength/Mana used by O'Henry as a way to get a feel for high level play. This gives the GM a chance to feel like they are running a PC as well and should help to improve the feel of the game.

One note about the attributes of O'Henry and Chance, I have included the MANA attribute for each of them. This can be used instead of Strength for the casting of spells, just like some games use WIZ or POW. If you choose to use this you can reduce O'Henry's ST down to 60.

-Mike Tremaine [11/10/2009]

## **O'henry's Hall of Magical Delights**

O'henry runs a successful magic store that deal in all kinds of special items as well as spell services. The Halls of Horror are attached to the front store by 2 massive double doors. Adventures are welcome to shop and rest in the front store as needed.

O'henry keeps most standard equipment on hand, all items will be of high quality and cost will be 5% above list. He also will have a selection of special items.

### **Potions:**

1,000gp      Potion of Healing [restores 10CN]

### **Weapons:**

3,000gp      Dragon Tooth Dirk [2dice+1add and always poisoned]

1,000gp      Double Level Dokyu [with 2 clip entries]

500gp        Heavy Longbow [5dice+6adds 180 Yard Range]

### **Rings/Necklaces:**

7,500gp      Ring of Jumping [Allow wearer to jump x5 height]

10,000gp     Ring of Spell Power [Hold 30ST/Mana useable by Wizards]

10,000gp     Necklace of Life [5 imperfect diamonds 200gp each can be used to cast a 15pt Poor Baby spell]

### **Miscellaneous:**

5,000gp      Pouch of Holding [4000 Weight Units can be carried]

10,000gp     Flying Carpet [Weighs 500 can carry up to 20,000wu]

**Spells Service:** O'henry will offer to cast any spell 1-11th level the players might wish for 100gp x the STR required to cast the spell.

O'henry is willing to buy, sell, trade, and haggle for anything. He is in business to make gold and he knows the value of most things. Play him to the full extent of the eager and welcoming shop keeper who is highly intelligent and full of mischief.

## **Start**

To begin the Adventure the characters pass through double door into a 20 foot wide corridor. It runs north for 100 feet ending in purple double doors. There are 6 other colored doors 3 on the left and 3 on the right. These doors are 20 feet apart and are colored blue on the left, green on the right, yellow on the left, orange on the right, red on the left, and finally violet on the right. These colored paths are used to denote difficulty, with blue being the easiest set of rooms, then green, and so on. The farther you travel down the hall the more difficult the challenges become. Eventually the purple double doors and the end of the hallway are the last and greatest challenge.

The Doors for Yellow, Orange, Red and Violet are magically locked at 3rd to 6th level. This means that they require either a Rogue to SR vs DX at that level to jimmy the lock, a Warrior to SR vs ST at that level to bash it open, or a Wizard of that Level to cast a Knock, Knock spell. This is meant for the players own protection if they can not do this they do not belong in those rooms. The Purple doors are not locked but you can read why.

Two extra rooms are noted on the map the control room and the storeroom. Neither of these are of any great interest. The control room does contain a crystal ball which is used to watch adventures. There is also a set of ladders that lead into a series of ducts that run above all the rooms and allow O'Henry to cast spells into the rooms below. The ducts are too small to be used by anything bigger then a Leprechaun, Gremlin, or Fairy. Nor should the party be allowed to entered them from the rooms.

### **Blue Path** [Rooms 1-4]

1. A 20x20 well lit room with a blue door on the south side of the west wall. Anyone entering the room will be attacked by a group of War Dogs and waiting. There will be up at least 2 War Dogs and generally 2/per party member up to 6 total. More then that would be hard to fit in the room. The more crowded the room the more confusion the melee will be.

Monsters: [2-6] War Dogs MR: 12

Treasure: None

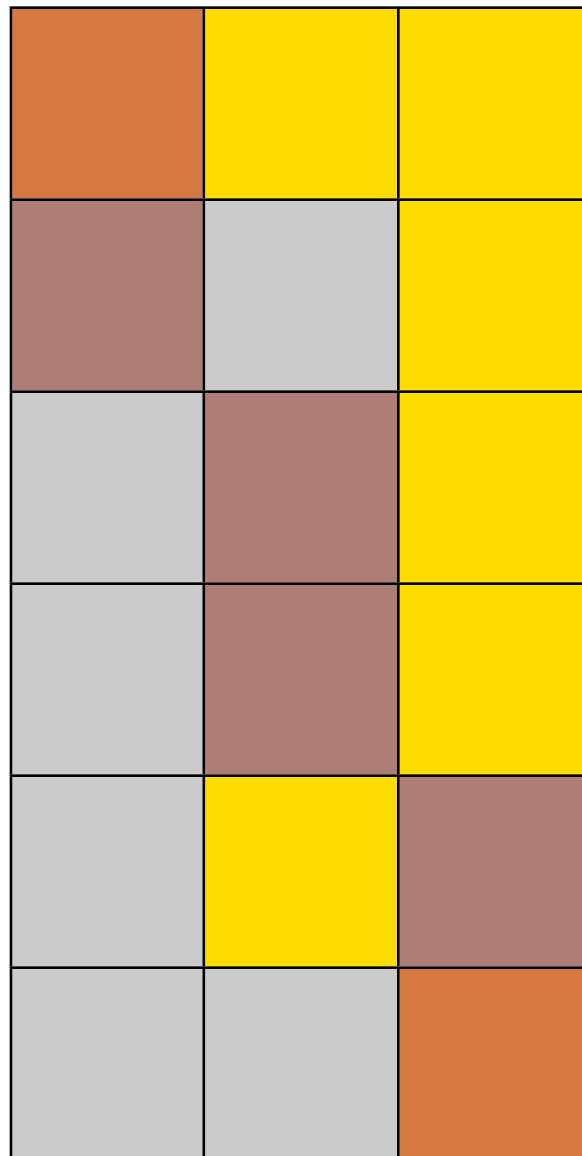
2. A 30x50 well lit room with a blue door in center of the north wall. Which is occupied by an Orcish Warrior whose job it is to collect money from adventure or give them a good thrashing. Depending on the size of the party the orc will use different tactics. For a single character the Orc will be practicing with his sword and say something along the lines of "Oh, sorry I didn't hear you coming. Here is the deal you can pay me 15gp to pass or you can fight me." He's pretty well mannered and intelligent for an Orc and should be treated as such. If 2 people enter then he'd be behind the door and kick it closed before giving his ultimatum to the party. If 3 or more enter then he'd through a net over the group and then give his ultimatum, if the party refuses then he'd throw a chakram during his "free round" while the part gets out of the net.

Monster: Orc Warrior ST: 19 IQ: 13 LK: 18 CN: 16 DX: 15 CH 11  
Level: 2 Adds: 16 W/Missile: 19  
Weapons: Falchion 4+4  
Chakram [2]2+0  
Armor: Leather Armor 6hits[x2]

Treasure: 2 small rubies [50gp each], 45 gp

3. A 60x30 pitch black room. Assuming the party creates light they will see the floor is made of a bright mosaic of colored tiles, gold, silver, copper and bronze. The pattern looks like this

The Mosaic of Room 3



**Mosaic Key:**

Copper - All safe

Gold - All safe

Silver - Pressure plate triggers crossbow 1st Level SR vs. DX [8 hits]

Bronze - 10lbs of pressure will cause it to flip over dropping anything on it into a small 10ft pit. 1st Level SR vs LK or DX [3hits].

The color coding should be changed each time, and new traps or colors can be added. Or the effects can be change be row so that the first row Gold is safe but in the second Silver is. Whatever the GM feels is needed to make it challenging.

Corridor from 3 to 4: At the first turn a comfortable couch has be placed to allow the party a place to rest for a bit. An end table should have some refreshments set out. If the party has suffered a fair amount of damage so far the refreshment will be a mild healing potions which restores 4 points of Con., otherwise make it Ale or Pear Cider or whatever you see fit.

4. An irregular shaped room which is poorly lit and very cave like in feel and appearance. The door at the far end glows with a pale blue light. The light is just enough to make the vast amount of silver nuggets strewn about the floor gleam.

Monsters: Bats MR 5, there are a total of 50 Bats that live int he cave. If the party stops to gather silver they will begin to attack. First round 1 Bat attacks, 2nd 2 Bats, 3rd 4 Bats, 4th 8 Bats, 5th 16 Bats, 6th 32 bats, 7th all 50. Keep track of how many are killed but start each round with the indicated number so if in the 1st round the single Bat dies the 2nd round should still start with 2 Bats attack but there are only 49 left in the room.

Treasure: 1000 Silver nuggets each valued at 1sp. I allow characters to gather up to 10 Nuggets per round.



### **Green Path** [Rooms 5-9]

5. A 30X40 well lit room. In this room O'henry has built a habitat for a small group of panthers. The sides have many standing logs that reach up into a overhead canopy.

Monsters: [2-6] Panthers MR: 22 there will be up to 2 panthers per party member. The panthers get an extra 1 die in combat for a total of 4+11.

Treasure: None

6. A 20x50 dark room. This room contains a very large Shadow Cat from another part of the dungeon which is here to heal up. If more then one person is in the party then the great was ready and leaps to attack right away.



Monster: Shadow Cat MR: 62

Treasure: Gold Collar [100gp]

7. A 30x30 well lit room which is a neatly kept living area for a Gremlin named Carn. There is a small bed, desk, chest, and all the other features one would expect.

Carn would be aware of the parties arrival and would attempt to sell them healing potions, each potion cures 2 CN points and costs 50GP although he could be haggled down as low as 25gp.

Should the party not be interested in the potions then Carn would suggest that perhaps they would rather have something to fight. On cue 2 Snakes per party member would drop into the room hissing and spitting and melee would ensue. Carn might help the snakes for a round or two but he is coward and will retreat quickly if threatened.

Monster: Gremlin [Carn] ST: 9 IQ: 15 LK: 19 CN: 8 DX: 24 CH: 9

Adds: 19/31

Weapons: Kukri [2+5]

A armor: Leather Armor [6hits]

Magic Item: Ring Immunity to 1st-2nd Level TTYF

Magic Snake MR: 32



Treasure: If the party defeats the snakes they will revert to small carved wands that bare O'henry's Rune upon them. The wands are make-shift staves worth up to 142 ST Points. There is a 10% chance that one of the wands would be a full Ordinaire magic staff [100gp]

8. 20x80 Long hall, at the far end are 2 strange machines which seem to be clicking. After 1 round in the room the machines fire 5 stones each round. To avoid being hit by any stones characters must make a 3rd Level SR vs. DEX. If they miss that roll they should make a second SR at 2nd Level vs LK. If they miss both they take [14 hits] if they make the second they take only [7 hits]. To stop the machine they must take at least 50point of damage each. Should a Character of 3rd level or less manage to avoid getting hit at all [for at least 3 round and who's save was greater then 7] then that character should be rewarded by a +1 or +2 DEX increase for the feat.

Monsters: The machines of slinging 50 CON

Treasure: 200gp in a sack hang behind the machines.

9. A 10x50 hall with 5ft platforms on each end. The rest is a dark and rushing abyss. The only way across to the other side is 3 stout looking vines in a row. [Get the idea!] It will take one save on LK and DEX at your level to make it across. Each character who makes it should get an extra 100EP. Once someone stands upon the other platform they are teleported out into the Start hallway.

### **Yellow Path** [Rooms 10-11]

First Door is locked at 3rd Level.

10. A 30x40 which is the holding cell of a Giant. He is angry and attacks as soon as possible.

Monster: Giant MR 110 [12+55] he wears an assortment of cast of pieces of Armor which allows him to absorb [16 hits].

If the party far outmatches the Giant O'henry will drop as many MR 32 Snakes into the room as needed to give the party a good fight. Again when the snakes are killed they turn into wands that have been hocus-pocus'd and can handle 142 ST/Mana.

Treasure: None

11. A 20x50 well lit room that contains a humanoid standing still with 4 gold bricks at it's feet. A soon as the Characters start forward towards the figure a Wall of Thorns will appear 20feet into the room. If they make it through that the Zombie will attack. If the Zombie is clearly outmatched but survives the first round it will let off a loud hiss and SMOG spell will be released into the room.

Monster:     Zombie Human ST: 36 LK: 16 CN:36 DX:18 Adds 34  
              Weapons:   Double-Bladed Battle Axe         [6+3]  
              Armor:       Ring-Joined                     [7hits]

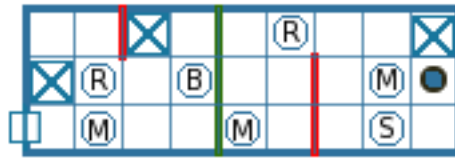
Treasure:    4 Gold Bars [100gp each]



## Orange Path [Room 12]

First door is locked at 4th Level.

12. A 30x90 Long Hall that is dark except for a faint glow 90 feet away. The room it's self is a maze of traps. Laid out like like so



### Map Key:

- [X] = Pit Trap SR vs DX to avoid. Fall causes 3d6 Damage  
R = Rock-a-Bye Spell Trap [208 PTS] - SR LVL + 1 vs LK to Avoid  
M = Snake Trap MR 32 Snake drops on player. SR vs DX to avoid  
1st round surprise attack  
B = Breaker Breaker Spell Trap on weapon in hand.  
S = Medusa Spell Trap SR LVL + 1 vs LK to Avoid  
RED LINES = Wall of Fire [710 damage]  
GREEN LINES = Wall of Thorns [10th LVL SR]  
● = Altar anyone who is able to touch it is teleported back to the Front Shop.

Treasure: If anyone reaches the altar they will be rewarded. Wizards and Rogues will get to learn 1 free spell up to their level. [Max 11th Level]. Warriors may choose any one piece of non-magic equipment in the store including poison.

### **Red Path** [Rooms 13-16.]

13. A 30x30 Well lit room with a red gem on an pedestal in the center of the room. Once everyone is in the room the door will lock and the gem will begin to glow red hot. The room will start to feel warmer in 1 round and the temperature will climb quickly reaching 110°F [43.3°C] in just 3 rounds, 150°F [65.5°C] in 5 rounds, and 200°F [93.3°C] in 10 rounds. The temperature will hold for 5 rounds then cool off and by 20 rounds it will be back down to 150°F [65.5°C] and slowly dissipate by 25 rounds. Obviously without some sort solution the Characters in the room will risk death or heat stroke.

The Entry door is locked at 5th Level the west door is locked at 6th Level the gem itself would detect as 7th Level magic. Once the temperature is above 110°F [65.5°C] SR vs CN should start being made. Those in Armor and carrying large amounts of weight around should suffer more quickly. Increase the Level of CN saves as need to see if they pass out. It's up to the GM to decide is 30 minutes of 150°F plus temperatures will kill the PC or not.

Treasure: The gem is not magic and worth only 250gp.

14. A 40x60 Dimly lit cavern home to a pride of Shadow Cats. There will be 2 Shadow Cats per party member up to 8 maximum. If the Cats are very much over matched then during one combat round a 3d6 jet of flame will hit one of the party, this comes directly of CN.

Monsters: [2-8] Shadow Cats MR: 75 [10+38], Shadow Cats get and extra 2 dice due to speed and stealth.

Treasure: None

15. A 40x30 [- 100 sq feet] well ordered common room. this is the apartment of Derk the Warrior who hiding behind the door waiting for the party to enter. He will quickly engage in combat and if over matched Snakes MR 32 will drop into the room. Also any spell up to 7th Level that would kill Derk will be dispelled by O'henry but he can only negate 1 per round.

Monster: Derk the Warrior      ST:37 IQ:11 LK:27 CN:41 DX:32 CH:9  
Level: 5th      Adds: 60 [+32 with Sword/Dagger]  
Weapons: Silver-Edged Hand-n-Half Sword      [5+4]  
Kukri      [2+5]  
Armor: Scale Mail      [16hits]

Special: Derk is a trained gladiator who gets an extra +32 adds when fighting 2 handed with sword and dagger.

[Optional] Snakes MR: 32

Treasure: 350 GP, 2 Gems which will increase the bearers ST by 2pts each. [Value at 2000GP]

Note: Derk will surrender if given the chance.

16. 30x40 Well lit chamber containing a large multi-armed machines with serrated blades. The machine is just powering up and beginning to spin. The only way to shut it down it to damage it enough. The party can close into a general melee with it or try to stand back and damage it. Both are dangerous as it fights with a 200 MR and fires darts randomly around the room. Anyone not engage directly with it must make a 5th Level SR vs LK & DX to avoid the darts. If they miss both they take 40 hits, if they miss 1 they take 20 hits.

Monster: The Bladed Machine MR: 200

Treasure: 500gp in a sack on machine.

## **Violet Path** [Rooms 17-20]

First Door is locked at 6th Level.

17. A 30x30 Well lit room, where the party would find very demonic looking being forming from a cloud of smoke. The Demon would cackle in delight and and try to terrorize the the Characters into paying tribute to it. If the party does not come up with at least 300gp per person the Demon will attack.

Monster: Summoned Demon MR: 422

[See Invisible Fiend Spell if you allow it to fight with claws remember it is highly poisonous. If the Demon gets any hits on a character, roll 1 die for every 10 points of CON; the result is the number of turns the character has to obtain a Too-Bad Toxin before dying.]

Treasure: None

Note: The Demon is almost more then O'henry can control so he will not do much of anything other then wait to cast a 6th Level TTYF [426 damage] as the method of dismissal.

18. Along the corridor between room 17 and 19 their are 5 stone outcroppings each with a bottle of fluid. The bottle contains a healing potion +5 Con and cures poison. The trick is that if removed the outcropping rises about 4 inches and releases a trap. The first 2 traps are arrow traps SR vs DX or suffer 15 damage. The next 2 traps are acid clouds SR LK and DX, miss both and 40 hits, miss one at 20hits. The last trap is a 500lb block of stone that drops on the area, SR vs DX or be crushed. [Unless you have some serious magical head gear.]



19. A 20x60 Dark room which contains 2 Zombies that will rise up to battle the party. If the party is far out matched the Zombies will battle 1 at a time. If the party is far more powerful drop some MR: 32 Snakes.

Monsters: Mace Zombie ST: 64 LK: 16 CN: 61 DX: 32

Adds: 76

Weapon: Heavy Mace [5+2]

Armor: Assorted bits [7hits]

Axe Zombie ST: 62 LK: 22 CN: 56 DX: 34

Adds: 82

Weapon: Double-Bladed Axe [6+3]

Armor: Assorted Bits [7hits]

Snakes MR: 32

Treasure: 500gp

20. These small 10x10 rooms are teleport rooms. The can either teleport the party back to Start or into other teleport rooms or anywhere else the GM feels would be fun.

### **Purple Path** [Rooms 21-28]

21. A 60x80 well lit room which is the home of Zoltor the Dragon. Zoltor is O'henrys pet and companion, he is still very young for a Dragon he measures about 26feet long and stands 12feet tall. Upon entered Zoltor will be under the effects of a "Bigger is Better" spell so his MR will be multiplied by 1d6+1.

Zoltor will act very grand and verbally spare with party. He will suggest tribute to pass his room and is willing to answer question posed to him. So long as they are not meant to find weaknesses in either his or O'henrys defenses.

The dashed line on the map is where a 7th Level Invisible Wall has been cast to protect the Dragon from ranged attacks. If attacked O'henry would drop a "Protective Pentagram" on Zoltor and "Wall of Fire" either or both sides of the room to stop the party from getting near Zoltor. Zombie Shadow Cats would also be released into the room to give the party something to fight.

Monster: Zoltor the Dragon      MR: 140 [280-980 Bigger is Better]

[4] Zombie Shadow Cats MR: 150

Treasure: None or lots. Basically Zoltor is not meant to be killed and O'henry will be directly involved in any battle that threatens Zoltor. So the only way to defeat Zoltor is to also survive O'henrys defense and counter-attack and either defeat him or drive him off, in which case you can loot the Shop and areas of the Halls. Zoltor hoard is about 25,000SP and 2,500GP this makes a comfy bed for him to sleep on.

## Corridors of Doom:

Rooms 22-25 are meant as single character challenges. The doors are marked with symbols befitting the 4 main classes and should only be entered by those classed characters.

22. Wizard's Test: At the far end of the hall is a stone statue with a large red button at chest level. O'henry voice would echo through the hall.

"Too Win, you must press this button!"

This test is a straight up dual of Wizards. O'henry has cast "Going Ghostly" and moved astrally into the statue. He will cast whatever spells are required to prevent a Wizard from successfully pushing the button. However he will only commit 60 STR/Mana to dual. The "Going Ghostly" is cast from stored STR so he should have enough power left to deal with the rest of the adventure. He will only dual 1 wizard per trip into the Halls.

Monster: O'henry see his stats and the end.

Treasure: If a Wizard can successfully push the button the reward is any one spell up to 11th Level.

23. Rogue's Test: This hall is full of traps and obstacles which a clever Rogue must try to overcome. At the far end of the hall is pedestal with a 3,000GP Ruby.



1 2 3 4 5

**Scale: 1sq = 5ft**

**Trap 1:** 25 foot deep, open pit. The bottom is lined with sharpened stakes. Overhead at about 9-10feet are a series of ropes attached to the ceiling. Anyone falling into the pit should take at least 3d6 damage. It is up to the Rogue to decide how to cross, saves should be made for jumping up to grab the ropes and using them to cross.

**Trap 2:** These are pressure plates that release arrows from the walls. Each one hit should require a Level 2-3 SR vs DX to avoid 2d6 damage.

**Trap 3:** Smashing Pillar Trap. This one is activated by remote trigger so there is no real way to avoid it going off if the Rogue is it's path. These are 5 feet wide and 10 feet tall. The Rogue should roll a SR vs DX at 4 Level if they can not figure a way around it other then speed. If they fail that 10d6 damage is about what they would take. A generous GM might allow a SR vs LK to half that damage.

**Trap 4:** A series of black and white tiles one set should release Snakes MR 32 is touched the other should be safe. Feel free to reverse definition half way through.

**Trap 5:** Pressure plate that releases a spout of flame hitting the entire area marked by the [X]. Fire damage should be 3d6,. a SR vs DX or LK could be added as seen fit.

Monster: Snake MR 32

Treasure: 3,000GP Ruby

24. Warrior's Test: When a Warrior enters the hall a Zombie wearing Plate Armor and carrying a Broadsword will move to engage.

Monster: Zombie Warrior MR: 180 [31+96]

Weapon: Zappathingum Broadsword [12+6]

Armor: Zappaarmor Plate [42hits]

Treasure: 500GP + Sword and Plate if they are wanted. The spells wear off of course in 1d6 hours.

25. War-Wizard's Test: Upon entering a Fire Being will spring forth at the far end of the hall. A voice will call out a warning "Be prepared to be burned." The Fire would then move towards the the War-Wizard and during the first round a "Blasting Power" would be cast doing 10+210 damage.

Monster: Fire Being      MR: 210

Treasure: 1 Spell up to 9th Level. Plus the Fire Opal the Fire Being sprang from. [1,000gp]

26. A 40x60 well lit room. 3 Zombie Hobgoblins have been set here. The shamble into action.

Monsters: 3 Zombie Hobgoblins MR: 120

Treasure: None

27. A 50x60 Secret room. This is the Freezer where dead bodies are stored to be used as zombies. In the center is Blue Diamond which holds an Ice Elemental who keeps the room at nice 28°F [-2.2°C]. Should anyone try to take the Blue Diamond a voice would echo out "Do not touch the gem, you should leave here!". If they persist the Ice Elemental will come out and O'henry will most likely throw a "Bigger is Better" on the Elemental.

Otherwise all that is here are 8 Dead Rats, 4 Dead War Dogs, 2 Dead Panthers.

Monster: Ice Elemental MR: 368      [x1d6+1]

Treasure: The Blue Diamond is worth 5,000gp and if the party is able to kill the Ice Elemental O'henry will allow them to take it. But his freezer will be on the fritz until he can work out another solution.

28. A 30x30 well lit room. The Last Room, here can be any number of things depending on the GM's wishes. At times there has been a glowing portal that would teleport the characters to distant lands to face new adventures. There could also be a fearsome Giant with MR high enough to give the party a tough fight, or perhaps a quite library where they could learn new secretes. This room is best left optional for the GM to use as he/she sees fit.

## O'henry

ST: 102 IQ: 71 LK: 76 CN: 42 DX: 70 CH: 32 SP: 15 [MANA: 114]  
Level: 10th Class: Wizard Adds: 216 W/Missile: 274

Sex: Male Race: Leprechaun Height: 2'1" Weight: 40lbs  
Age: 77 Hair: Brown Eyes: Green

**Ex:** 149,611

**Languages:** Common, Gremlin, Avian, Rodent, Dragon

**Weapons:** Dice+Adds  
Magic Dagger 2+51  
Magic Dirk 2(4) + 1(2)

**Armor:** Hits  
Mithril Coat 12hits  
Defense Amulet 10hits

**Magic Items:**  
Deluxe Magic Staff  
Ring of Cat Control  
Magic Ring [free will-o-wisp spell]  
Amulet of Healing [1 CON pt. per turn]  
Ever Burning Torch  
2 Magic Rings [Spell Battery Storage: 30pts each]  
3 Magic Emeralds [Spell Battery Storage 30pts each]

**Spell List:**  
All 1st-11th Level Spells  
Invisible Fiend  
Spell Battery

**Special Powers:**  
Leprechaun Wink-Wing [5ST]

## Chance

ST: 23 IQ: 23 LK: 32 CN: 20 DX: 22 CH: 20 SP: 17 [MANA: 45]  
Level: 6th Class: Wizard Adds: 41 W/Missile: 51

Sex: Male Race: Leprechaun Height: 2'7" Weight: 37lbs  
Age: 39 Hair: Brown Eyes: Green

**Ex:** 27,205

**Languages:** Common, Gremlin, Avian, Rodent, Dragon

**Weapons:** Dice+Adds  
Kukri 2+5  
Blowpipe 0 + 1

**Armor:** Hits  
Leather Armor 6hits  
Magic Toga 3hits

**Magic Items:**  
Deluxe Magic Staff  
Magic Sandals [+2 DX]  
Magic Ring [Selective Immunity to 1st--> 4th Level Magic]

**Spell List:**  
All 1st-6th Level Spells  
Warty Toad [1st Level 5ST causes target to grow warts]

**Special Powers:**  
Sense Ambush within 15ft  
Leprechaun Wink-Wing [5ST]

□ - Standard Door

\$ - Secret Door

⇐ □ - One-Way Door

□ - 10' per Sq.

