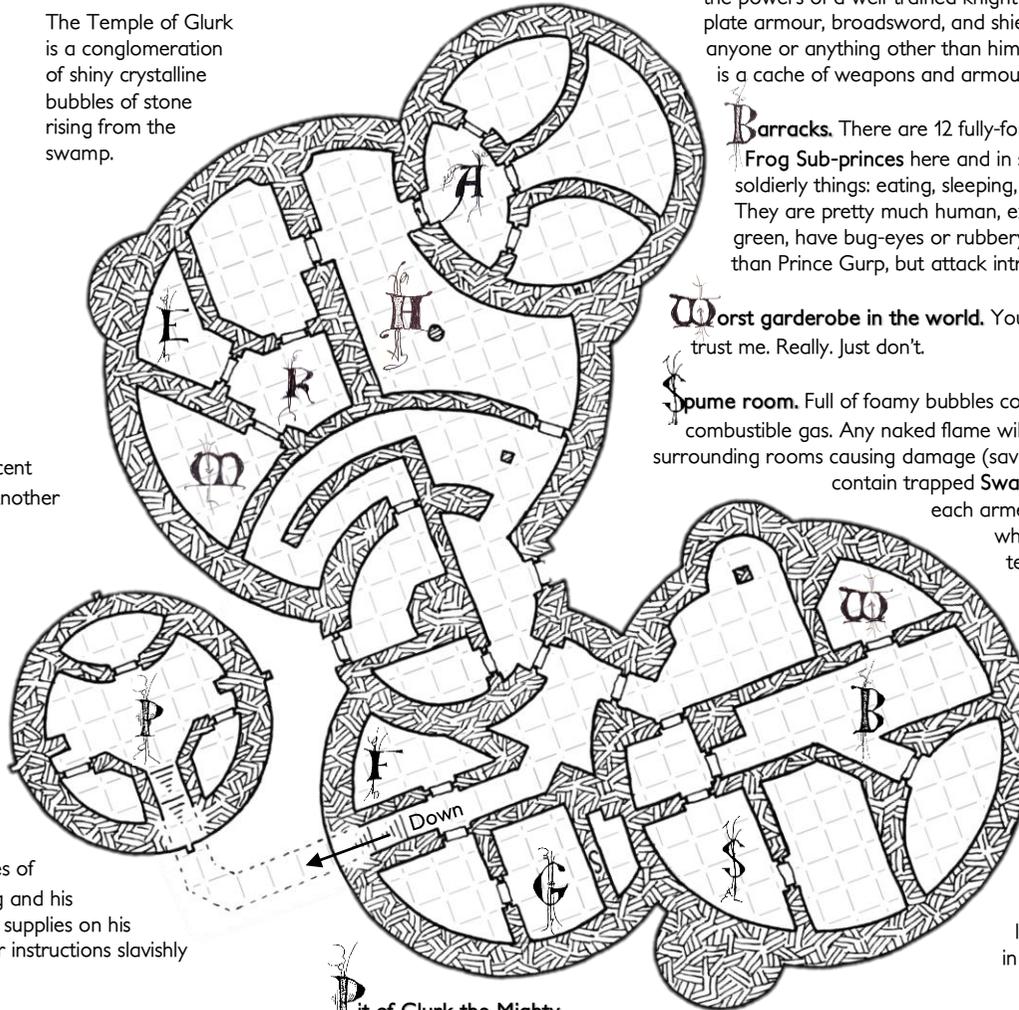


Once upon a time, Allandrea, fifth daughter of King Alofell, faced with being married off to some minor baronet, appealed to her Fairy Godmother to improve her lot. Eager to help in the traditional manner the Fairy Godmother granted the power to convert a frog to a prince with a kiss. So far so fairy-tale. Complications arose when Allandrea realized a prince without a principedom was not really what she desired. She also realised her magical power was not limited to a single use... Absconding, she has located the neglected temple of a Frog-God where she endeavours to create an army of Frog Princes sufficient to seize control of the kingdom.

The Temple of Glurk is a conglomeration of shiny crystalline bubbles of stone rising from the swamp.



the powers of a well-trained knight and is armed with magical fine plate armour, broadsword, and shield. He doesn't really care for anyone or anything other than himself. The adjoining secret room is a cache of weapons and armour.

Barracks. There are 12 fully-formed, armed and armoured Frog Sub-princes here and in surrounding rooms, doing soldierly things: eating, sleeping, with a bit of drilling thrown in. They are pretty much human, except that some are unusually green, have bug-eyes or rubbery lips. They are less powerful than Prince Gurp, but attack intruders on sight.

Worst garderobe in the world. You do not want to go in here, trust me. Really. Just don't.

Spume room. Full of foamy bubbles containing smelly and highly combustible gas. Any naked flame will cause an explosion in this and surrounding rooms causing damage (save halves). 11 of the bubbles contain trapped Swamp Sprites, small flying fairies each armed with a nasty wit and a rapier who will fight their way out of the temple leaving hurt feelings and puncture wounds in their wake.

Frogspawn. Waist high full of Glurk's melon-sized spawn. Upon plopping onto the floor they burst, each releasing a skittering forearm-sized tadpole with black pin-like teeth. Any that manage to slither down into Glurk's pit cause continuous minor biting damage to the unarmoured lower limbs of anyone standing in that water.

Honking iguanas 5' long, harmless and defenceless, but will scatter into all adjacent rooms if there is any commotion. Allandrea's favourite wears a gold necklace. Another one has swallowed a large and valuable ruby. Common frogs and toads laze peacefully in this and most other rooms. They pose no danger but crunch disconcertingly if stood on.

Allandrea's state rooms. Well-furnished and quite nice, considering she lives in a swamp. There are a few valuable princessly personal items. Her locked diary explains the whole set-up in an endearing stream-of-consciousness prose. If not pre-alerted to intruders Allandrea will be here. She is not combat skilled, but she is charismatic and convincing. Given the chance she will back-stab the most powerful magic user in the party with her stiletto dagger (which is coated in contact paralysis poison) before running for aid. She has a potion of invisibility on her necklace.

Rayner the surgeon. Allandrea has him magically charmed (with regular doses of potion) to aid her with the experimentations. He is skilled in non-magical healing and his chambers contain many potions of all types which he purchases along with general supplies on his trips into town. Even without the potion effect he still loves Allandrea, will follow her instructions slavishly and will protest and prevent any intended harm to her unless convinced otherwise.

Mistakes. Unfortunately Allandrea's power is not consistent, and sometimes the transformation from frog to prince is not complete. This is exhibited in the 7 Failed Man-frogs, hideously deformed hybrids found quietly ribbiting and weeping at the periphery of this room. They are angry at everything and will viciously attack anyone with talons and makeshift clubs until everyone in the temple is in as much pain as they are.

Experimental subjects cell. 3 male prisoners shackled to the walls. Judging by the seared stump, one has recently lost his lower arm. One is unconscious with an amphibian leg crudely grafted on instead of his own. If Allandrea gets wind of unexpected guests she will quickly execute the three prisoners and set herself up here posing as an innocent and terrified hostage; she is a great actress.

Gurp the First Prince - and most disappointing to Allandrea - lounges lazily, scoffing large crunchy insects. However indolent, he is a prime physical specimen of a true prince and will defend himself robustly. He has

Pit of Glurk the Mighty.

The room is waist deep in foul, stagnant water. Ancient but resurgent, Glurk waits. He is huge, hideous and almost frog-like but, following many experimentation attempts with Allandrea, has patches of human flesh scattered across his rough wet hide and a few extra human limbs at disturbing angles. He attempts to grab any unfamiliar creature or object with his sticky tongue and then will attempt to swallow it. He is also able to cast at will from a random selection of mid-level Druidic spells. His three brides will enter from the adjoining rooms. They are even larger than Glurk but without magical power. They will defend him to the death.

Dénouement. Allandrea will take suicidal action to prevent return to her father. Once in his presence she will convincingly lie, casting blame on her abductors. Only hard proof will suffice to prevent imprisonment and receive a just reward.

