

GREAT PERSPECTIVE

Pathfinder 2e Compatible, Suggested LvL 1-3

Terrain

Leaves are 15ft up, grass off the path is Difficult Terrain.

Setting the Stage

The party is reduced to a miniscule size, but retains their movement and relative sizes in this microscopic world. All references to feet and size are miniaturized and to be considered referential.

Setup

The party has been offered a magic spindle of dubious nature from a wandering merchant who claims it will show them “a whole new world, and grant great perspective.” They charge only 1sp for it.

Small Treacheries : Revenge of the

Insects

There are 6 **Swarms of Insects** (as Medium-sized **Flash Beetle** without luminescence) and a singular **Acid Beetle** (as weak **Ankhrav** with fly speed of 45ft). They have lived in fear of the mighty giants that step on their lives and limbs without care—now that they have the chance they’ve ganged up to consume these foes while vulnerable, having seen them shrink down.

Using the Spindel

The spindle appears to be a rod wrapped in tight fiber. When it is spun an incantation comes to the one holding it. If they choose to speak it aloud, they and all other creatures who can hear or are within 30ft are shrunk down. The song lingers in the form of a faint buzz on a nearby creature that will lead the way to the spindle, which disappears from the speaker’s hands.

The Ant

The Ant is considered Huge and creatures in its path make a DC 18 **Reflex** save if the next phase has it cross over them, trampling them to prone for 4d4 bludgeoning damage on failure and scooting out of the way on success. Standing on the ant’s back is possible with a DC 17 **Acrobatics** as one Action.

Phase 1 : At a Strange Intersection

The party is dazed and has shrunk.

- At first glance it may appear the characters have been transported to another world. A DC 14

Investigate confirms they’re in the same space, just far smaller.

- The rustling of nearby leaves and grasses can be heard if the ant’s static stealth value of 15 is exceeded by the character’s Skill DC, and they can tell it’s a very large creature coming in from nearby.
- Something strange has definitely happened, and a DC 18 **Arcana** or **History** check will reveal that this is the fabled Spindel of Size Displacement, which must be undone by following the sound of the humming magick displaced somewhere into the world—often a living creature. It will head to the point nearby where the size may be restored.

Phase 2 : The Chase is On

The ant emerges.

- The ant advances the phase +1 at the end of the initiative round.
- The ambushing **Swarms of Insects** and **Acid Beetle** emerge from the grasses, unaffected by the difficult terrain. They clatter mandibles menacingly.
- Characters must exit the scene the round after the ant does or lose it. In this case the ant will circle back and repeat the cycle. If they successfully follow the ant, they come to a place where they all feel the chant fill their lungs. If they speak it aloud they will be returned to their height and place.

The Terrors of Being Small

At the start of each initiative round, the GM chooses one of the following effects that was not used last round:

- **Blustering Wind**: All non-insectoid creatures make a DC 16 **Fort** save. On a failure powerful winds knock them 30ft in the direction of the wind (1d8 compass point, 1 is north, clockwise progression). Only moved 10ft on a success, unmoved on a Critical Success.
- **Scorching Sun**: All cloud and tree cover temporarily recedes: any character not below foliage suffers 2d6 Radiant damage.
- **Callous Footfalls**: All creatures in a 60ft x 15ft area make a DC 16 **Reflex** save to dive out of the way of a falling foot. On failure, they take 6d8 Bludgeoning damage and fall prone.

This encounter is created for **Honey, I Shrunk the Adventurers Battle Map**, it can be downloaded here: patreon.com/posts/honey-i-shrunk-79173135