

# **GREYHAWK CASTLE DUNGEON MODULE EX1**

## **DUNGEONLAND**

**By Gary Gygax**

### **AN ADVENTURE IN A WONDROUS PLACE FOR CHARACTER LEVELS 9-12**

Without warning, you enter a wondrous place where danger hides within a light-hearted journey through Dungeonland.

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Converted from 1st Edition to 3rd Edition D&D

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**Summary of Conversion:** Very little has been done to change this adventure, other than making conversions where necessary.

1. All converted phrases or words are underlined.
2. If a magic item in this adventure does not appear in the 3<sup>rd</sup> edition *DUNGEON MASTER'S GUIDE*® I converted it to a similar item, when available.
3. I gave all creatures native to this partial plane SR 16, to account for the fact that they are strange creatures alien to the magic of the Material Plane.
4. I made all monster conversions using the 3<sup>rd</sup> edition *MONSTER MANUAL*®, the *MONSTERS OF FAERUN*®, or standard conversion rules. I used conversions for the axebeak and executioner's hood that can be found at the Creature Catalogue (<http://www.rpgplanet.com/dnd3e/creaturecatalog/>), by Scott Greene.
5. I changed the giant weasel and giant badger in the Pool of Tears to dire creatures, and changed the clubneck there to an axebeak
6. I changed the "two huge lizard men" to standard lizard men, and gave them 5 levels each in Fighter.
7. I converted the two giant porcupines as Monstrous Humanoids, since they are humanoid in shape, intelligent, and have hands.
8. For the giant toad, I used the converted stats of the giant frog from Scott Greene's Creature Catalogue, and changed its HD to 2.
9. I changed the Smilodon Cat to the Chesh-dire Cat, because I enjoy a silly pun every now and again, and "Chesh-dire Cat" recalls the name of the cat in the original story. I converted it as a regular tiger.
10. I gave the kuo-toan butler 5 levels in the Commoner NPC Class, and the kuo-toan major domo 6 levels in the Commoner NPC Class.

11. I converted the Cook as a Commoner rather than a Fighter; she is, after all, just a Cook...
12. I gave the shaker full of *dust of sneezing and choking* to the Cook, rather than the Dutchess.
13. I converted all the card-soldiers as the NPC Warrior class.
14. I gave the Queen of Courtland the domains of Chaos and Knowledge, and changed her *rod of smiting* to a *heavy mace +3* since such rods aren't to be found in the 3d *DUNGEON MASTER'S GUIDE*®.
15. Because the concept of an assassin in 3e is so different from that of 1e, I converted the Executioner as a fighter, and gave him a *vorpax* axe. OFF WITH HIS HEAD!
16. I converted the Mock Dragon-Turtle as a standard dragon-turtle that just happens to have the head and breath powers of a gorgon.

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This module, while originally conceived for and used in the **Greyhawk Castle** dungeon complex, is such that it can be added to virtually any Campaign. It has an "EX" designation to indicate that it is an extension of a regular dungeon level. In the case of this module, it is a far-removed extension where all adventuring takes place on another plane of existence that is quite unusual, even for a typical **AD&D™** Universe. This particular scenario has been a consistent favorite with Adventurers new to the overall **GREYHAWK CAMPAIGN**, and it is presented here for the amusement and delight of jaded players everywhere! The module contains maps for an extensive level set both indoors and outdoors, keyed encounters, extensive DM notes, and details of many new monsters and treasure items. Can the most capable of Adventurers deal with the bizarre? Is their true element the harrowing dungeon or the wilderness? Or can they handle the unexpected in unique ways? Find out now!

## DUNGEON MASTER'S PREFACE

As will soon be apparent, this module is based entirely upon the supposition that somewhere in the proverbial multiverse of play there exist the very lands where little Alice went in pursuit of a white rabbit, and where (in **Beyond the Magic Mirror**, the soon-to-be-released companion module to **Dungeonland**) that same worthy lass ventured to discover what awaited behind a mirror. Of course, both places are subtly (or not so subtly) altered for gaming, so there is a whole new world of weird and lovable friends for your Adventurers to meet: a cute white rabbit, a talking cat, the droll walrus and carpenter (in **Beyond the Magic Mirror**), and of course, the Duchess!

When you insert this module into your campaign, do so without alerting the players. That is, they will not see a white rabbit and a rabbit hole anywhere, nor will they discover a looking glass to pass through. I have

tried these methods, and they put players on guard immediately. Conceal this module within the body of your game material. At a convenient point-for you, not for the party-have them fall into a pit or have a passageway suddenly become a perpendicular shaft. Then have them descend, ever so slowly, into the "front door" of **Dungeonland**. If you'd rather have them enter from the other side, then some subterranean place might have a smoky wall through which the players will barely be able to see. Naturally, they will detect a room beyond, and when you entice them further, they'll discover it is a mirror image of the place they just left, and to which they can no longer return.

Now that you understand what is going on, you know why there is no introduction for the players, no history or like explanation for them. You need to keep them in the dark as long as possible, too. Have fun!

## **MAGIC THAT WILL NOT WORK IN THIS MODULE**

Although your players will not know it, quite a number of spells and magic items that use similar magic will not function in the place they are about to visit. Of course, if they find some item that has a power listed below, then the magic will function because the dweomer is native to the plane. Otherwise, be firm that the following magic will not function!

<i>call lightning</i>	<i>passwall</i>
<i>command plants</i>	<i><u>summon monster (any level)</u></i>
<i>control weather</i>	<i><u>summon nature's ally (any level)</u></i>
<i>creeping doom</i>	<i>teleport</i>
<i>dimension door</i>	<i>transport via plants</i>
<i>fly</i>	<i><u>tree stride</u></i>
<i>gate</i>	<i><u>true seeing</u></i>
<i>levitate</i>	<i>wind walk</i>

### **1. ENDLESS SHAFT**

You have been falling, falling endlessly, but suddenly, it seems as if your fall is slowing, as if a *feather fall* spell has been cast over all of you. The shaft still goes down and down, but you are drifting gently now. After a few minutes you detect a golden light far below, which, as you watch, comes nearer and nearer. It is the end of the shaft at last! With a gentle thump you land, all in a heap, atop a pile of twigs, brush, and leaves.

No magic will work in the shaft, so any attempt to cast spells while falling down to the starting point of the adventure will simply burn the magic without purpose. However, if any party member has a lantern, he or she will note that miniature rooms line the walls. Each of these places appears much as if it were a museum exhibit depicting life typical of that led by the Adventurers. There are numerous exhibits, each filled with various replicas of furniture and the like. If any player grabs at these displays, he or she will be entitled to a roll on the Random Magic Item Generation Table for a minor magic item (pg. 179 of the *DUNGEON MASTER'S GUIDE*<sup>®</sup>). Each Adventurer may take items; each gets four attempts, but only those who are able to see by a light source (darkvision and low-light vision will not work) get to take anything worthwhile. Note that all items are in miniature scale.

Miniature items will neither grow nor shrink. They will be useful only in **#3: The Tiny Garden**. No magic will alter their size. When characters grow too large to use them, the worn items simply disappear, returning to their exhibit areas.

This area is also the return point for parties who have begun at the end, worked through the middle, and arrived at this beginning-not at all unnatural here, you know. When it is time for survivors to bid farewell to **Dungeonland**, they need merely stand on the heap of rubbish at the bottom of the shaft and peer upwards. Whoever does so will be whisked up and away to wherever you desire (in most instances, I suggest that this destination be their lodging place, for the wonders of **Dungeonland** are typically a once-in-a-lifetime adventure).

## 2. THE LONG HALL: FIRST VIEW

The DM should use Illustration 2, First View, and read the following to the players:

As you look around, you note that you are in a strange chamber, some 60' wide and 120' long. You can see its size easily, because the polished wall panels reflect the light of the dozens of candles set in sconces along the length and width of the place. You are confused by the strange fall, but it seems as though you are in the southern portion of the room.

The walls are paneled in some sort of glowing wood. The reddish material is well cared for and polished to a lustrous finish that reflects the flame from the candles. Five doors made of the same wood are on either side of the hall, and a pair of great double doors at its far end. Just a few feet from your vantage point atop the pile of rubbish, you note a small, finely crafted table (**A on map**). Upon its crystal top rest a metal object, a flagon of some sort, and a salver with an unleavened loaf atop it. Nothing else is visible except a small portal beyond the table. This doorway is about 1' tall and half as broad. It is closed by a door bound with metal. The ceiling overhead is arched and beamed: the rafters are some 15' above, the arch is another 10' above that.

If at this point the party does not rivet their attention upon the table and the small doorway, their view of the area will be entirely different, and the DM should move to **View #2: Changed View of the Long Hall**.

The flagon and salver bear strange runes upon them. *Read magic* or a Decipher Script check (DC25) reveals that the former says "Drink Me," the latter "Eat Me.") Examination of the small door indicates it is securely locked, but there is a keyhole in it, and the metal instrument on the small table appears to be of the correct size to fit the door. (*Detect magic* will discover the whole area radiates a strong mixture of alteration, enchantment, and illusion). The flagon and loaf both radiate a strong aura of alteration magic, while the small door combines alteration and enchantment.)

Each member of the party who drinks from the flagon will shrink to 1/10 normal size; conversely, the loaf causes growth to 10 times normal size. However, there is only enough for each party member to receive one portion of each item. Of course, one character can test the effects of each and leave enough so that all members of the party may benefit from the magic. Both properties of enlargement and reduction are such that only living things are affected. All clothing, armor, and weapons will fall off and remain behind if the party chooses to pass into the area beyond the door. Small items gained in the descent are all that can be taken beyond the doorway. Items hidden beneath the rubbish pile, however, will be safe from harm.

## #2. THE LONG HALL: CHANGED VIEW

You suddenly notice that the place is not as it seemed! You are in an immense hall, twice as large as you first thought. There is no rubbish heap, no table, and at the far end of the place you see four large doors. However, between you and these exits is a pool of water.

### A. THE POOL (OF TEARS)

The brackish water reaches from wall to wall, and covers about 100' of the length of the hall. Strange creatures are swimming in the water, but they are 50' away and difficult to see well. Where you stand near the edge, the liquid appears to be only a few inches deep, but the floor slopes down towards the center of the pool.

Ten feet from its edge, the water is 10' deep. It is 30' deep in the center. Visibility is 3' clearly, 6' dimly.

### B. POOL INHABITANTS

**Dire weasel (1):** CR 2; Medium-sized Animal (6 ft. long); HD 3d8; hp 13; Init +4 (Dex); Spd 40 ft.; AC 16 (+4 Dex, +2 natural); Atk +6 melee (1d6+3 bite); SA Attach, blood drain; SQ Scent, SR 16; AL N; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats Hide +9, Move Silently +10, Spot +5, Weapon Finesse (bite).

SA-Attach a dire weasel that hits with its bite attack latched on to the opponent's body with its powerful jaws. An attached dire weasel loses its Dex bonus to AC and this has an AC of 12. Blood drain a dire weasel drains blood for 2d4 points of temporary Constitution damage each round it remains attached.

SQ-Scent.

**Axebeak (2):** CR 2; Large Beast (8 ft. tall); HD 3d10+9; hp 19; Init +3 (Dex); Spd 60 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +4 melee (x2) (1d6+3 claw), -1 melee (2d6+1 bite); Face/Reach 5 ft. by 5 ft./10 ft.; SQ Darkvision 60 ft., low-light vision, SR 16; AL N; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills Listen +3, Spot +3

**Dire badger (1):** CR 2; Medium-sized Animal (7 ft. long); HD 3d8+12; hp 25; Init +3 (Dex); Spd 30 ft., burrow 10 ft.; AC 16 (+3 Dex, +3 natural); Atk +4 melee (x2) (1d4+2 bite), -1 melee (1d6+1 bite); SA Rage; SQ Scent, SR 16; AL N; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10

Skills Listen +6, Spot +6.

SA-Rage a dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

SQ-Scent.

**Giant owl (1):** CR 3; Large Magical Beast (9 ft. long); HD 4d10+4; hp 26; Init +3 (Dex); Spd 10 ft., fly 70 ft. (average); AC 15 (-1 size, +3 Dex, +3 natural); Atk +7 melee (x2) (1d6+4 claw), +2 melee (1d8+2 bite); SQ Superior low-light vision, SR 16; AL NG; SV Fort +5, Ref +7, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills Knowledge (nature) +6, Listen +16, Move Silently +9\*, Spot +10\*

SQ-Superior low-light vision a giant owl can see five times as far as a human can in dim light.

All of these creatures are swimming in the center of the pool. They will remain there until one or more persons cross to the other side; then they will swim to **Area C** (see map) and exit the pool. It will take the creatures 3 rounds to come out of the water. They will then rush in a horde to attack on the 4th round unless all intended opponents have already exited the area through the doors marked **D**.

Characters will note that the water is buoyant-exceptionally so. It can be seen by observing the creatures in the middle of the pool or by experimentation. A character in normal plate mail can tread water and stay afloat. An unarmored person will sink only to about stomach-height. Thus, it is relatively easy to cross the pool. While in the water, the assorted creatures will not attack, although a party swimming through them will find that the whole bunch will follow and keep up with them. Avoiding the group to either side has its own peril.

**Giant crocodile (1):** CR 4; Huge Animal (Aquatic) (20 ft. long); HD 7d8+28; hp 59; Init +1 (Dex); Spd 20 ft., swim 30 ft.; AC 16 (-2 size, +1 Dex, +7 natural); Atk +11 melee (2d8+12 bite) or +11 melee (1d12+12 tail slap); SA Improved grab; SQ SR 16AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

*Skills* Hide +0\*, Listen +5, Spot +5.

*SA-Improved grab* To use this ability, the crocodile must hit a Large or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom. The crocodile automatically deals bit damage each round it maintains the pin.

This "little crocodile" waits quietly for prey to attempt to pass to the left or the right of the swimming monsters at the center of the pool. Regardless of the direction the players take, he will be there and waiting. Only stabbing weapons will affect this creature, and because of water resistance and distortion, all attacks are at -2 "to hit." The crocodile will try to drag anyone he bites to the bottom of the pool, where drowning will take 2-4 rounds. Only cumulative hits of 10 or more points damage will cause the croc to release his hold and attack another victim. Meanwhile, he may still attack opponents with his tail, in an arc of 180 degrees behind him.

**Treasure:** None of these monsters has anything of value.

#### **D. DOORWAY**

You note that the four doors appear identical. Each is of polished wood, about 6' wide and 12' high. These portals appear very well-made. Each has brass hinges and a great level of some sort which probably opens and closes it.

Each door does, in fact, open easily by pressure on the door level. The hinges are well oiled, and the door swings open to allow entry to **#4: The Woods of Trees and Giant Fungi** p. 11) As soon as any character passes through the doorway, the door closes. If there are more than four members in the party, two or more must then pass through each of the remaining portals. Once passed through, the door closes and is magically held for a period of 4 hours. During this time its hardness is 21, and it will take 1,000 hp of damage. These doors are held fast from the other side as well: the party is committed once they all go through or once all the doors are closed. If any

party member remains behind, the hall will return to its original form (**View #1**), and the table, key, and other items will reappear.

### 3. THE TINY GARDEN

If the characters have discovered the effects of the flagon contents and the loaf, and if they have used the key to open the door, the DM should read the following passage:

The area beyond the small portal is a perfect garden in miniature. There are grassy places, beds of flowers and plants, shrubberies, and hedges, all of which are trimmed neatly into geometric shapes. A pathway leads from the doorway toward a pool and fountain whose sparkling water shoots high into the air and tinkles merrily into the basin beneath. There are interesting sparkles along the pathway—rather as if gems were reflecting sunlight.

If the party uses the potion to shrink, then they will be able to enter this place, but all of their possessions will have to be left behind, except any miniature items they managed to gain while floating down the shaft. If they decide to look elsewhere, then the strange transformation of the hall (See **#2: The Long Halt: Changed View** on p. 4) takes place, and they do not have an option to enter this area until they have crossed **The Pool of Tears, The Woods of Trees and Giant Fungi**, found the mushroom that will cause *enlargement* and *reduction*, and located the entry to the garden.

#### A. PATHWAY

You are on the gravel pathway leading toward a beautiful flowerbed that surrounds a fountain and pool.

If the party looks they will each find 1-4 gems of what seem to be base 100 gp size along the pathway. As these stones will not get larger by any means except a *wish* or similar magic, their actual value is 1 cp each: no increase in value is possible, for they are basically chips, not faceted gems.

#### B. ONYX FOUNTAIN AND POOL

A statue of a large, human-like form rises from the pool. It carries a dolphin in each arm, and four seahorses surround the statue. The dolphins and seahorses all spurt jets of water from their mouths, the former upwards about 10', the latter outwards about half that distance. The pool is lozenge-shaped, about 20' in width and 30' long. There are water lilies growing in the pool, and gold-colored fish swimming among their stems. Grassy turf and rows of nodding flowers lie between you and the fountain. Low shrubs decorate the edge of the raised onyx pool basin.

There is nothing unusual here, and none of the plants or fish are dangerous or valuable. This is simply a time-wasting area. You should detail flowers if asked—asters, four o'clocks, gladiolas, or whatever you fancy. If *detect magic* is employed, the water of the pool radiates a faint aura. That is because it is kept magically cool, clean, and fresh—nice and refreshing for thirst quenching.

#### C. FLOWER BEDS AND FLOWERING BUSHES

The flowers here are all red or white. There are bleeding hearts, poppies, and many other types. The central shrubs are very strange: their leaves are a silver color, their flowers an unusual shade of vermilion. Beyond, the path turns right and left, and the far side is walled off by thick hedges of thorny growth.

**Silvery Stink Bush:** CR 2; This is a mundane plant, however strange it may be. It is not animated, nor is it intelligent. It has the following abilities: AC 12; HD 5d8; hp 30. If any character sniffs one of the flowers of this shrub, she must make a Fortitude Save (DC 13) or be affected as if by a *stinking cloud* spell as cast by a 5<sup>th</sup> level sorcerer.

By picking and steeping all of the blooms of one bush in a skin of water, players may create an infusion that, when released, will generate a cloud of vapors equaling a *stinking cloud* spell, the area of effect being exactly the same, but generation requiring emptying the water skin. If this is discovered, the party should be able to convert one water skin per bush to this magical liquid. Inspection of a flower will reveal a sticky sap that can be thinned with water to create a small puff of noxious vapor.

#### **D. FLOWER-BANKED GROTT**

Tall hedge plants and ranks of flowering growths seclude this place from everything except the blue sky above. Rocks jut from the ground and form a backdrop for a tiny waterfall that fills a shallow basin in which lotus grow. Around the basin edge are pretty stone formations and soft, low flowering plants. Comfortable benches of stone are placed to permit full view of this beautiful spot.

As the water falls down the surface of the rocks, it undergoes a brief magical change. At its beginning it is merely water, and when it falls into the pool, it becomes normal once more. If taken during the course of its fall, however, the liquid is magical. A draught of one-pint volume will have some potion-like effect. To determine the results, use the table below. Note that the player must roll on the table immediately following the Water Effects Table if more than one such drink is taken.

Storage of the liquid in any sort of container will cause it to lose all of its magical properties instantly.

#### **Water Effects Table**

##### **Die Roll Magical Effects**

- 1 Baldness: hair will regrow naturally in time
- 2 Color Change: any bright color covers skin for 7-12 turns
- 3 Reduce: as the potion of the same name
- 4 Divisibility: can become 2 exact duplicates for 7-12 rounds
- 5 Dragonfly Control: ability to control normal insects of this sort for 7-12 turns
- 6 *Gaseous Form*: as the potion of the same name
- 7 Gaseousness: belching for 7-12 hours
- 8 Giant Feet: feet grow 1' or more in length for 7-12 rounds
- 9 Enlarge: as the potion of the same name
- 10 Hairiness: all hair grows longer, thicker, and quite bristly, remaining until trimmed or shaved
- 11 Human Controlled: the speech of any human will act as *suggestion* spell for 7-12 turns
- 12 Invisibility to Self: unable to see any part of self or possessions for 7-12 rounds
- 13 Levity: overcome by urge to be witty, tell jokes and puns, and laugh at others for 7-12 rounds
- 14 Philtre of Loaf: sit with feet up or lie around 7-12 turns
- 15 Plumpness: immediate weight gain of 21-30% for 7-12 turns
- 16 Spud: tuberous growth pops out of ear every round for 7-12 rounds

17 Super Hedonism: relax, smell flowers, enjoy scene, and seek pleasure for 7-12 turns  
18 Sweat Water: perspire very freely for 7-12 rounds, and must drink 1-4 quarts liquid thereafter  
19 Water Breath: must inhale water for 7-12 rounds  
20 Yodeling: overcome with desire to climb atop anything and yodel as loudly as possible for 7-12 turns

#### **Die Roll Result**

01 EXPLOSION! The character taking a second drink suffers 6d10 points of damage. There is no save.  
02-03 Lethal poison results, and imbiber must make a Fortitude save (DC 20, initial and secondary damage 2d6 temporary Constitution damage).  
04-08 Mild poison that causes the imbiber to make a Fortitude save (DC 15, initial damage nausea, secondary damage loss of 1 point each of temporary strength and dexterity for 5d4 rounds), also one potion is cancelled, the other is at half strength and duration. (Use random determination for which is cancelled and which is at half efficacy.)  
09-15 Immiscible. Both doses are totally destroyed, as one cancelled the other.  
16-25 Immiscible. One does is cancelled, but the other remains normal (random selection).  
26-35 Immiscible result that causes both doeses to be at half normal efficacy when consumed.  
36-90 Miscible. Doses work normally unless their effects are contradictory, in which case they cancel each other out.  
91-99 Compatible result which causes one dose (randomly determined) to have 150% normal efficacy. (You must determine if both effect and duration are permissible, or if only the duration should be extended.)  
00 DISCOVERY! The admixture of the two doses has caused a special formula which will cause one of the two doses only to function, but its effects will be permanent upon the imbiber. If a permanent result is undesired, only a remove curse will restore the character to normal.

#### **E. MOSSES AND FERNS**

This quiet little niche is exceptionally inviting: it seems to be made for relaxing. The banks of moss are soft. The ferns and sweet-smelling herbs nearby make the air most pleasant. A few small butterflies flutter about, and dragonflies of all hues dart here and there.

The place is quite harmless-in fact, it is actually very beneficial for those who will spend time lying on the moss. For each hour of such rest, the character will regain 1-4 lost hit points. Two hours will restore bodily functions and form to normal. Three hours or more will enable a character to *speak with plants* for a similar amount of time (i.e. 3 hours rest gives 3 hours ability, 4 hours rest gives 4 hours ability, etc).

#### **F. WILDFLOWER GARDEN**

This section of the place is given over to natural flowers and shrubs. Although artfully arranged and pleasing to the eye, the garden still appears as if it could be found on a walk through the woodlands. Some unusually tall phlox surround what seems to be a cup-shaped herb with a leaf that shades the cap atop its stem.

**Jack-In-The-Pulpit (1):** CR 7; Medium-sized Plant (7 ft. tall); HD 12d8; hp 78; Init +1 (Dex); Spd 10 ft.; AC 16 (+1 Dex, +5 natural); Atk +10 melee (1d6

slam); SA Beguile; SQ Plant, SR 16; AL N; SV Fort +10, Ref +3, Will +6; Str 10, Dex 12, Con 14, Int 12, Wis 14, Cha 20.

SA-Beguile As soon as the party comes near enough to note that this plant has a small, man-like figure in it (about 20' distance or so) it will begin to speak to the party. Each member must make a Will Save (DC 21) or else stand and listen to the sermon of the plant. It propounds that all should become Neutral in alignment, thus beginning to show proper respect for plants. Each round any character stands and listens, he must make a Will Save (DC 21). Failure indicates that the jack-in-the-pulpit has *beguiled* the individual into such an alignment change-with appropriate consequences (See *DUNGEON MASTER'S GUIDE*<sup>®</sup>, p. 144 for a detailed explanation of these consequences).

If those who make their save attempt to disrupt the plant's speech, or if they attempt to drag their associates away, the jack-in-the-pulpit will call for aid, and it will appear on the next round.

**Snap-dragons (2):** CR 5; Medium-sized Plant (6 ft. tall); HD 8d8+8; hp 44; Init +2 (Dex); Spd 30 ft.; AC 13 (+2 Dex, +1 natural); Atk +9/+4 melee (1d6+3 bite); SQ Plant, SR 16; AL N; SV Fort +7, Ref +4, Will +1; Str 16, Dex 14, Con 13, Int -, Wis 8, Cha 2.

These two animated plants will come from either side of the area and immediately attack. Each has two biting attacks with its petal-like mouth. If both of these plants are slain, the jack-in-the-pulpit will condemn the party as murderers but will do nothing else.

The jack-in-the-pulpit also has its own guards in case it is physically attacked. Players can observe that there are four thistles growing near the base of the plant.

**Bull thistles (4):** CR 2; Medium-sized Plant (6 ft. tall); HD 4d8+8; hp 30; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 natural); Atk +8 melee (1d6+3 slam); SQ Plant, SR 16; AL N; SV Fort +7, Ref +2, Will +0; Str 20, Dex 12, Con 16, Int -, Wis 8, Cha 2.

Any attack upon the jack-in-the-pulpit will cause the bull thistles to rush to fight the attackers. Each plant strikes twice with spiked leaves and once with its whip-like, thorny stalk. This combat will also bring the snapdragons into the fight. In this case, the jack-in-the-pulpit will attempt to sneak away into the growth around either **Area E** above.

## **G. MARBLE STATUE**

This work is odd because it is a likeness of a rabbit. Its man-sized form is evidently clad in some form of sleeveless jacket, gloves, and low boots. Clover-like flowers of purple and white grow in a low border all along this path, while taller flowers and flowering shrubs screen it from the rest of the garden. The low slab of polished granite upon which the statue rests is about 3' square and one-third as high.

**Charldos, male human Wiz20:** CR 12; Medium-sized humanoid (human); HD 20d4; hp 50; Init +4 [+3] (Dex); Spd 30 ft.; AC 21 [20] (+4 [+3] Dex, +7 permanent *shield* spells front and back); Atk +14/+9 [+13/+8] melee (1d4-1 dagger); SA Spells; SQ SR 16; AL CG; SV Fort +6, Ref +10 [+9] +3 from permanent *shield* spells, where applicable, Will +15; Str 8, Dex 18 [16], Con 10, Int 18, Wis 16, Cha 14.

SA-Spells

Skills and Feats Alchemy +27, Concentration +25, Craft (sculpture) +27, Knowledge (arcana) +27, Scry +27, Spellcraft +27, Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Run, Scribe Scroll, Spell Focus (Transmutation), Spell Mastery (*polymorph any object, polymorph other, polymorph self, statue*), Spell Penetration, Summon Familiar (white rabbit), Weapon Finesse (dagger).

Possessions Charldos the Arch-Mage wears a vest with 8 pockets that hold the components for his spells. All of the pockets are magical, for each can hold as much as a small sack. Charldos wears *boots of speed*, and on his hands are *gloves of dexterity +2*. As these are items of his own fabrication, they shrink or grow according to the need of the wearer, as does the vest.

Spells [4, 5, 5, 5, 5, 4, 4, 4, 4, 4] Charldos casts spells in an erratic, sometimes illogical manner. See below.

Being native to the plane, Charldos can remain diminutive even in growth areas. He is senile, and most of the time he travels around in the form of a white rabbit. He desires no contact with strangers, and so he has avoided the party, going as far as to use a *statue* spell upon himself just now to fool them. If he is threatened or molested, the confused old fellow will react by casting one of the following spells (at the party or upon himself, as is logical, for Charldos isn't *that* senile!):

#### **Charldos's Spells**

##### **Die Roll Spell Cast**

1	Burning Hands 1 2
2	Magic Missile 1 2
3	Ventriloquism
4	Darkness 1 2
5	Invisibility
6	Mirror Image 1 2
7	Blink
8	Dispelling Magic 1 2 3
9	Slow
10	<u>Cat's Grace (reversed)</u> 1 2
12	<u>Displacement</u> 1 2
13	Wall of Force 1 2 3
14	Bigby's Forceful Hand 1 2
15	Repulsion 1 2
16	Power Word - Stun
17	Reverse Gravity
18	Maze 1 2
19	Polymorph Any Object (to hedgehog)
20	Timestop 1 2

If a number rolled has all spells used, move to the next higher number. The Arch-Mage will always attempt to escape rather than fight, and even when an opponent is powerless; the strange fellow will simply use the opportunity to slip away. If he meets the party at a later time, and if the circumstances warrant, he will be cordial and associate freely with them—such as in the croquet ground area. However, he will certainly testify against the party if they were hostile toward him at any time. If they detect him while he is under the guise of the *statue* spell, Charldos will A) if molested, use an attack spell, then a spell to aid his escape, or B) if the party is not trying to harm him, simply use a spell that will enable him to escape.

## H. TUNNEL

The path here is close to the thick, thorny hedges, and it appears to pass through a small tunnel that seems to be dug through a ridge. The tunnel is arched and walled in fieldstone and has a gravel path. Grass and sunlight at the other end indicate that it leads into a park or similar place.

If the party goes this way, move to **#4: The Woods of Trees and Giant Fungi**. They will enter at **Area A.**, north center. As they step out of the passageway, they will shoot up to what is their normal size, and the miniature items will fall away, now useless. Return to the area of **#3: The Tiny Garden** is possible only by way of **#2 The Long Room**, or else by finding a magical means of returning to 1/10th normal size again.

## I. (PICK ONE TO DESCRIBE FIRST)

### Ancient, Weathered Oak Tree

This huge-trunked tree has seen many, many seasons. Its limbs now bear few leaves. It has grown to divide the path to left and right.

### Or Giant Treeman

What you first thought was a tree of some sort is obviously a treant from this distance. It solemnly regards your party, making neither hostile nor friendly move. It seems to be waiting for your move.

**Hangman Tree (2):** CR 5; Huge Plant (20 ft. tall); HD 6d8+30; hp 57; Init -3 (Dex); Speed 0 ft.; AC 17 (-2 size, -3 Dex, + 12 natural); Atk +10 melee (x3) (2d6+12 grapple); Face/Reach: 10 ft. by 10 ft./10 ft.; SA Improved grab, constrict 2d6+12, swallow whole; SQ Hallucinatory spores, SR 16, plant, vulnerabilities; SV Fort +10, Ref +0, Will +1; Str 27, Dex 4, Con 20, Int 4, Wis 8, Cha 4.

SA-Improved Grab Must hit a Large or smaller opponent with its grapple attack. If it gets a hold, it can try to swallow the foe whole. A vine will sustain 13-20 points of damage before it is severed and destroyed (this is exclusive of damage to the tree proper). Constrict Does 2d6+12 damage with a successful grapple check against Large or smaller opponents. Swallow Whole Can try to swallow a Large size or smaller opponent by making a successful grapple check. The swallowed creature takes 3d4 points of crushing damage per round plus 2 points of acid damage from the hangman tree's interior.

SQ-Hallucinatory Spores Can release a cloud of hallucinatory spores that will cause all creatures within 50 feet to make a Fortitude save (DC 18) or believe the tree to be of some ordinary sort. Vulnerabilities Lightning or electricity attacks will cause double damage; extreme cold will shock the tree into dormancy until it thaws out; darkness also causes it to slow down its activity, although it still functions at half efficiency.

As soon as three victims are within range, each tree will drop three of its noose-like vines to lasso the prey and haul it up and into the stomach cavity of its trunk.

**Treasure:** As both of these carnivorous plants have been in the same location for several years, there are numerous items of interest. Roll 2-8 times for each tree's treasure, using the tree's treasure type roll. Only metal items will be there, of course. To this list add 5-20 base 100 gp gems. (When the party leaves this area, all of the treasure will be miniature, as previously explained. Gems will be 1 cp chips, all magic items too small for even the smallest halfling.)

#### J. HEAVY, BRASS-BOUND DOOR

The strange sight of a paneled wall that seems to grow out of the ground no more surprises you in this place than does the fact that it has a large door in its center. It has a brass door lever, and there seems to be no lock on it.

This reverse door leads back to **#2: The Long Hall: First View**. As soon as the party enters and shuts the door, the hall changes to its **Changed View** aspect, and the small door is gone. Once again, gear stashed will remain unharmed, although when the rubbish pile disappears, it will be in plain sight.

#### K. GRASSY LAWN

The gravel pathways of the garden area give way to lawn here. The hedges to either hand fall away to allow a widening vista of green grass. There are some buildings and trees set in the middle of the lawn.

#### L. ORCHARD

The small, well-pruned trees appear to be of the common fruit variety-apple, cherry, pear, plum, and a lone galda tree in the center of the orchard. Oddly, each tree seems to bear ripe fruit.

This fruit is not magical, although it took magic to cause all trees to produce at the same time. While it is nutritious, no fruit has any effect outside of those normal to its kind (i.e. good-tasting and filling).

#### M. COTTAGE

This thatched dwelling is small and well-kept but unremarkable. The doorway faces the orchard. There are a few small round windows, and it appears that there is a loft above the main story, for there is a diamond-shaped window there.

Bill and Mitch, male Lizardfolk2/Ftr5: CR 4; Medium-sized humanoid (Aquatic, Reptilian); HD 2d8+5d10+7; hp 43; Init +4 (Improved Initiative); Spd 20 ft. (chainmail); AC 20 (+5 natural, +5 chainmail); Atk +8 melee (x2) (1d4+2 claw), or +8 melee (1d8+4 heavy mace), +6 melee (1d4+1 bite); SQ SR 16; AL N; SV Fort +4, Ref +4, Will +1; Str 14, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills and Feats Balance +0, Climb +1, Jump +4, Swim +5, Improved Initiative, Improved Unarmed Strike, Multiattack, Power Attack, Weapon Specialization (heavy mace). (Skills penalized by -5 armor check penalty).

Possessions each wears normal chainmail and carries a heavy mace.

These two huge fellows are "Bill" and "Mitch," both faithful servants of the Arch-Mage, Charldos. If he is in danger, they will come to his call, ready to fight to the death. If the party enters their cottage, the two will not attack immediately, but they will be on their guard. At the first opportunity, one will slip away to inform his master of what is happening.

#### Interior of the cottage

The entire first floor is some 3' below ground level. Steps from the doorway lead down into this sunken area. It is filled with warm water, and here the lizard men rest and sleep. A flight of stone stairs along the upper wall of the cottage leads into a low loft area, where miscellaneous items are stored.

## N. SECOND COTTAGE

This dwelling is narrower and a bit longer than the one nearby, but otherwise it looks quite similar. It has a thatched roof, and its entrance faces the orchard. Its small, dusty windows are also round, even the one set above the door, which evidently looks out from the loft.

**Giant Porcupinoids (2):** CR 3; Medium-size Monstrous Humanoids; HD 4; hp 19; Init +1 (Dex); AC 15 (+1 Dex, +4 natural); MV 30 ft.; Atk +4 melee (1d3 slam plus quills); SA Quills, SR 16; AL N; SV Fort +1, Ref +5, Will +4; Str 11, Dex 13, Con 11, Int 8, Wis 10, Cha 9.

*Skills* Climb +3, Hide +4, Jump +3, Listen +3, Move Silently +5, Spot +3.

*SA-Quills* Every slam attack made by a porcupinoid impales the target with 1d4 quills, each inflicting 1 point of damage. Any unarmed melee attack made against a porcupinoid will also impale the attacker with 1d4 quills unless the attacker makes a Reflex save (DC 13). The quills are very difficult to remove, inflicting an additional point unless the character removing them makes a successful Dexterity check (DC 12). A porcupinoid cannot shoot its quills.

These two large fellows are unlike their giant cousins in many ways. They have prehensile forepaws, they are of fair intelligence, and they are only some 5' or so tall. They are "Pat" and "Gill," loyal servants of the Arch-Mage. They will immediately answer a call for help or otherwise obey Charldos. If their cottage is entered, they will be distant but will attack only if molested-or if they know that their master has been harmed by the party.

### Interior of Cottage

The entire ground floor of the place is filled with leaves, bark, and sticks. The floor is covered to a depth of about 2', and there are two separate mounds of the stuff at least 4' above the general level. A flight of stone steps leads to the loft. The upper floor has a scattering of miscellaneous items-old tools, some large logs, and nothing else. It appears that there is nothing of value in the cottage.

**Treasure:** There is no treasure here.

## O. LARGE HOUSE WITH SPLIT SHAKE ROOF

On the far side of the orchard is a large, very comfortable-looking house. It has two full stories, a front porch, bottle glass windows, and several tall chimneys above its shake roof. There are two entrances, one from the front porch, another visible from the area by which you first entered.

If players choose to enter the house, the DM should continue with the following interior description:

The place seems to be well, if oddly, furnished. There is such a clutter of chairs, sofas, tables, shelves, cabinets, and dressers that it takes a few moments to take in the entire scene. This place is obviously lived in: there are carpets on the floor, paintings, and pictures of other sorts on the walls. You note a flight of steps leading up to the floor above. There are several canes and walking sticks near the door.

Reading the above passage should take enough time so that the complicated trap in this house may be triggered. The DM should continue by reading the following passage:

The interior is bare stone. It is closing slowly inwards, relentlessly. It appears to be moving at the rate of about 4' per round, so that in 10 rounds you will be crushed to jelly.

This is Charldos' Home-actually only a stone rectangle, some 40'x50'. It has two doors, but all the rest is a *permanent illusion* placed over the area by the Arch-Mage in order to trap intruders. As soon as the place is entered, a trap begins to spring: after two rounds the doors slam shut and disappear; one round later the sides and roof seem to be closing in. That is because the whole place is shrinking magically. The rate is effectively 4'/round, so that in 10 rounds all inside will be crushed to death unless they have means of escape or some way to stop the place from growing smaller. *Dispel magic* or *enlarge* will cancel the shrinking. An interior wall (*iron or stone*) will cause the process to halt. *Rock to mud, stone shape, or stone to flesh* will cause a hole in the wall and enable escape. Otherwise, only a *limited wish, alter reality, or wish* will save the victims from their fate. If the party succeeds in stopping the shrinking of the place, a door will appear where they entered, and they can leave.

#### **P. BERRY BUSHES AND COVERED WELL**

A thick circle of currant, raspberry, gooseberry, and blackberry bushes surrounds a quaint well. Protected by a peaked roof, the well has the usual windlass, complete with rope and oaken bucket. It is about 4' in diameter, and water can be seen about 25' or so down. A sampling of the liquid proves it to be cool, clear, and refreshing.

The berry bushes all bear fruit, and all the fruit is quite normal. Climbing down into the well is difficult thanks to its steep, slippery sides and few handholds. Doing so requires a Climb check (DC25). However, in this area is the actual dwelling place of Charldos: There is a secret trapdoor (Search DC 20 to detect), protected by a *symbol of discord* (Will save DC 22) between the raspberry bushes and the blackberries. Steep, narrow stone steps lead down about 15' to a small chamber below. It contains a small cot, workbench, and ingredients for casting spells, all in a clutter of papers, packets, jars, boxes, vials, bottles, flasks, tins, and so forth. Also there are all nine of Charldos' spell books. Each is protected by a *firetrap* spell (Reflex save DC 18) that does 1d4+20 points of damage. In addition to the spells that Charldos is supposed to know at this time, the nine tomes also contain the following: *enlarge, shocking grasp, spider climb, firetrap, phantasmal force, polymorph self, statue, symbol (of discord), permanency.*

Some rough edges in the books indicate that some pages have been torn out, undoubtedly a sign of the senility that has overtaken poor Charldos. In addition, there is a book marked Cantrips, but all of its pages are blank or contain odd notes on some absolutely weird spell research-"parody to gold" or something like that. (No amount of trying will make cantrips appear on the pages, for they have been erased totally and irreversibly.)

**Treasure** (other than the spell books): One drawer has a few coins (2-8 of each sort) tossed into it. There are some old robes hanging from a peg. (All are just ordinary garments.) It is evident that Charldos lives a rather humble existence.

#### **SPECIAL NOTE ON THE HEDGE**

It is certain that most players will desire to find what lies beyond the hedge. Discourage this by explaining that the growth is very thick, and that beyond its neat and trimmed greenery lie impenetrable briars and thorns.

Considering that spells that would allow passage over, through, or beyond the hedge wall will not work in **Dungeonland**, the hint should be obvious-but players will probably ignore it in the true spirit of adventurous explorers. Several turns of determined hacking and chopping will obviously clear away a section of the hedge and some of the brambles beyond. Allow the party to make a path about 10' wide and as deep in a turn. Then, as they work on the next section, have one member notice that the hedge which they just finished chopping to bits is now growing again:

You see green shoots pushing their way up from the ground where the hedge shrubbery you just cut down grew. These shoots are growing upwards before your very eyes, adding height, and sprouting leaves at a most unnatural rate. Why, in a single round you can observe that the stuff is almost a foot tall already, and it looks more robust than what you chopped down! There are some swellings in the earth where you just finished cutting down briars, thorns, and brambles, too. You can see that it is a hopeless task, for the stuff will grow faster than it can be cut!

Reading the passage above should end attempts to move beyond the hedge.

#### KEY TO THE FUNGI IN MAP 4

**COMMON MUSHROOM:** Any pale color, with red, orange, brown, yellow, and gray most common. These fungi are fairly tasty and quite nutritious.

**DEATH ANGEL:** White, gray-white. Contact: Fortitude DC 20, initial damage 2d6 Constitution, secondary damage 2d6 Constitution. If eaten, the DC is 24.

**CUP FUNGI:** Pale yellow, yellow, yellow-orange. The inverted top of this fungus contains an acidic fluid. Any player who jostles or pulls the growth will spill it, receiving 5d4 points of acid damage. Those who stand within a 3' radius of that individual will suffer 1d10 points of damage.

**GIANT PUFFBALL:** Pale tan, tan, yellowish white. Each globe can direct what a blast of spores that are harmless but which will extinguish all torches and/or candles, and has a 50% chance of blowing out lanterns. These puffballs are not intelligent, and release the spores at any creature who comes closer than 10'. If struck or punctured, these fungi will explode inflicting 3d10 points of damage to all within a 10' radius.

**HORSETAIL:** Red-brown, red, brown, this fungi sways and swishes menacingly, but it is actually nourishing. It doubles natural recovery of hit points on the day it is ingested, and a large bite effectively allows double movement speed for 1 full minute (10 rounds). It spoils if players attempt to store it, and loses its beneficial properties.

**TOADSTOOL:** Purple, purplish-brown, brown-green, green, blue green, violet. This type of fungi will turn into a giant toad if it is molested or even touched roughly.

**Giant Toad:** CR ¼; Medium-Size Animal; HD 2d8+2 (11 hp); Init +2 (Dex); Speed 15 ft, swim 30 ft.; AC: 13 (+2 Dex, +1 natural); Atk +1 melee (tongue) or +1 melee (bite 1d6); Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tongue); SA Adhesive tongue, swallow whole, leap; SQ Low-light vision, SR 16; AL N; SV Fort +4, Ref +5, Will +2; Str 11, Dex 14, Con 13, Int 1, Wis 14, Cha 4.

Skills and Feats Hide +13, Listen +5, Spot +5, Weapon Finesse (tongue)

SA-Adhesive Tongue A giant toad can make a grapple attack that does not provoke an attack of opportunity with its tongue. If successful, an opponent is held and automatically takes bite damage each round. A giant toad can attempt to swallow a grappled opponent. A successful attack against the tongue (AC 16) releases the toad's grip on its prey. If the tongue is successfully attacked, the toad will not attempt a grapple attack against that opponent for the remainder of the combat. Leap A giant toad can leap up to 30 feet horizontally (10 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the

giant toad must be at least 10 feet away from its foe. *Swallow Whole* A giant toad can attempt to swallow a grabbed opponent of Small size or smaller by making a successful grapple check. Once inside, the opponent takes 1d4 points of acid damage per round from the toad's stomach acids. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 4 points of damage to the toad's gut (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The toad's interior can hold two Small, four Tiny, eight Diminutive, or sixteen Fine opponents.

#### **4. THE WOODS OF TREES AND GIANT FUNGI**

Regardless of which way the party enters, they will eventually see the nature of the place they are in:

The blue sky is spotted by only a few clouds. The woodland is cool, and in the open the sun is hot. A few birds call in the distance. A few insects can be seen, many heard. This could be countryside anywhere, except for the numbers of strange fungi scattered about, of which there are all sorts: yellow, yellowish, tan, purple, brown, violet, white, red-even pink, blue, and green. Some have tall caps, some are flat, some hemispherical. There are round ones and ones with inverted tops. Some have thick stems, and some have thin.

##### **A. STEEP, GRASSY EMBANKMENT AND SMALL TUNNEL**

By getting on hands and knees you can peer down this passageway. It is about 1' wide and about half as high, with a sandy floor and walls of small stones fitted closely together. There seems to be a sunny place beyond, for you observe golden light on fine, small grass and what appear to be miniature flowers and shrubs.

If the party has just come from **#3: The Tiny Garden**, they will know what they are seeing. Those who bypassed the area will be able to guess anyway. Note that there is no way to get to the area beyond except through the small door in **#2: The Long Hall** (see p. 4).

##### **B. PANELED WALL LINED WITH FOUR DOORS**

In this weird place, the sight of a wall set in the ground between two trees, running some 100' length and having four great doors in it, is hardly noteworthy. You see trees to the front of you, as well as to either hand.

Looking back through these doors is virtually impossible, for they are magically closed. After 4 hours they all entry to **#2: The Long Hall, Changed View** (p. 4).

##### **C. HUGE BLUE MUSHROOM**

This thick-stemmed fungus is larger than any of the others you have seen. Its cap is oddly lumpy, only about 5' off the ground at its edges and rising as high as 9' or more on some of its bumps.

If the party comes within 30' or so, read on:

Suddenly the top of the blue fungus moves. There appears to be some blue creature atop a flat-capped mushroom. In fact, you now can tell that it is a large, caterpillar-like creature curled comfortably in a circle. It encircles a brass urn of some sort, which has a strange stem that the monster bites occasionally. Thereafter, the creature seems to grimace and send forth a small cloud of opalescent smoke. Perhaps it is a dragon-worm!

**Vernig the Behir:** CR 8; Huge Magical Beast (Electricity) (40 ft. long); HD 9d10+45; hp 94; Init +1 (Dex); Spd 40 ft., climb 15 ft.; AC 16 (-2 size, +1 Dex, +7 natural); Atk +15 melee (2d4+8 bite) +10 melee (x6) (1d4+4 claw); SA Breath weapon, improved grab, swallow whole, constrict 2d8+8; SQ Electricity immunity, scent, can't be tripped, SR 16; AL NE; SV Fort +11, Ref +7, Will +5; Str 26, Dex 13, Con 21, Int 15, Wis 14, Cha 12.

Skills and Feats Climb +22, Hide +9, Spot +11, Innuendo +6, Cleave, Power Attack.

SA-Breath weapon line of lightning 5 feet wide, 5 feet high, and 20 feet long, once a minute; damage 7d6, Reflex half DC 19. Improved grab To use this ability, Virnig must hit with his bite attack. If he gets a hold, he can attempt to swallow or constrict the opponent. Swallow Whole Can try to swallow a Medium-size or smaller opponent whole by making a successful grapple check. Swallowed creature takes 2d8+8 crushing damage and 8 points of acid damage per round. Constrict Deals 2d8+8 damage with a successful grapple check against Gargantuan or smaller creatures.

Virnig, being especially old, wise, and crafty, has learned the power of *change self* so as to appear as a relatively harmless creature, such as a giant caterpillar or inch worm. The brass hookah he smokes also has a magical property, the magic of which only Virnig can master. Each time he puffs forth a ring of smoke it has a special property. Roll d6 to determine which smoke ring is blown first.

#### **Magical Smoke Rings Table**

##### **Die Roll Result**

- 1 Touch turns smoke ring to gem set necklace worth 2d4 × 1,000 gold pieces.
- 2 Contact with solid substance turns smoke ring into a clinging *stinking cloud* of 10' cubic size (Fort save DC 13).
- 3 Contact with a solid substance turns smoke ring into a *rope of entanglement* that lasts for 6 rounds.
- 4 Touch causes electrical discharge damage of 20 points similar to a *shocking grasp* spell.
- 5 Contact with solid substance turns smoke ring into a poisonous snake.

**Poisonous snake:** CR 1/3; Tiny Animal; HD ¼d8; hp 1; Speed 15 ft., climb 15 ft., swim 15 ft.; AC 17 (+2 size, +3 Dex, +2 natural); Atk +5 melee (1 bite plus poison); Face/Reach 2½ ft. by 2½ ft. (coiled)/0 ft.; SA Poison; SQ Scent, SR 16; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats Balance +11, Climb +12, Hide +18, Listen +8, Spot +8, Weapon Finesse (bite)

- 6 Touch causes smoke ring to become a *fog cloud* of 10' cubic size that lasts for 6 rounds.

Being very clever and most evil, Virnig will play the role of an affected but harmless caterpillar to the hilt. When he has his audience properly in his spell, he will breathe out a smoke ring of the first sort, asking one member of the party to catch it. If one does, then he will quickly puff as many as five more out. As each must be blown once before one number can be repeated, the five will follow in sequence, of course. If necessary, the DM should repeat this process. Each ring will be puffed out at a different character. The range of a smoke ring is 10'. One will travel but slowly, so they are easily avoided if a character so attempts, there being but a 1 in 20 chance of accidental contact when trying to avoid a puff of the smoke. A wind of any sort, including a *gust of wind* spell, will demolish a smoke ring and ruin

its magic. A ring of smoke loses all magical properties after exceeding its 10' range.

If no character catches the initial smoke ring, the behir will continue to converse in a lazy and obtuse fashion, meanwhile puffing the next five rings of smoke upwards, so that he can again offer the first as a lure. If this second attempt fails, he will then puff out the next five in rapid succession—one per round. This will extinguish the hookah. Virnig will then attack on the following round by breathing lightning at the one he deems most powerful in the party, and delivering a bite at the next most powerful member. Thereafter, the behir will melee two characters, choosing those already wounded in favor of others. He will bite at one while clawing, after constricting the second. After 9 such rounds of melee, he will again use his breath weapon to discharge a bolt of electrical energy.

**Treasure:** The only worthwhile treasure is the huge blue fungus upon which Virnig rests. The right side causes enlargement, the left reduction. A large bite causes a 50% increase or decrease in size. After 1 day, the efficacy of the fungus' magic fades, so that a bite is but half as effective (25% increase or decrease in size). If sun dried for about 8 hours, the mushroom pieces will remain at this lower potency level. If not so cured, they will spoil in 2 days. The hookah is of no value except to a behir.

#### D. VERY LARGE, THICK-LIMBED TREE

While all of the trees in this wooded area are quite large and old, this specimen appears to be ancient. It has great limbs jutting out almost parallel to the ground.

**The Chesh-dire Cat:** CR 4; Large Animal (9 ft. long); HD 6d8+18; hp 45; Init +2 (Dex); Spd 40 ft.; AC 14 (-2 size, +2 Dex, +3 natural); Atk +9 melee (x2) (1d8+6 claw), +4 melee (2d6+3 bite); SA Pounce, Improved grab, rake 1d8+3; SQ Etherealness, dimension door, selective invisibility, SR 16; AL CN; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 12, Wis 12, Cha 12.  
Skills Balance +6, Hide +5\*, Listen +3, Move Silently +9, Spot +3, Swim +11.

SA-Pounce If the Chesh-dire Cat leaps upon a foe during the first round of combat, he can make a full attack even if he has already taken a move action.  
Improved grab To use this ability, the Chesh-dire Cat must hit with his bite attack. If he gets a hold, he can make two rake attacks (+9 melee) with his hind legs for 1d8+3 damage each. If the Chesh-dire Cat pounces on an opponent, he can also rake.

SQ-Etherealness At will, the Chesh-dire Cat can become ethereal on any round he desires, although he cannot then attack. Dimension door at will.  
Selective invisibility At will, the Chesh-dire Cat can make all of himself or any portion of himself invisible, taking a full-round action to do so. He can become visible and attack in one round, however.

Each turn that any member of the party is within 20' of a tree marked by a **D** on the map, there is a 50% chance that the Chesh-dire Cat will appear there. This monster appears to be a huge domestic cat, but his long fangs and bobtail might give the observer pause. He is very intelligent, and can speak the Common Tongue fluently. The Chesh-dire Cat can seem to disappear instantly by use of his dimension door ability—a power that will not work for creatures from outside this special plane. The monster can thus move to any other **D** designated tree on the map, or to **Area C** in **#5: The Wilds of Dungeonland**.

While in most other ways this creature conforms to the characteristics of a saber-tooth tiger, his behavior is unique. The beast is hungry, so he will seek to kill and devour a party member if possible. As he is intelligent, however, he will not fight uselessly, but will employ his magical powers to shadow the group, seeking to pick off someone. Meanwhile, he will not lose an opportunity to converse with one or more characters—to learn about their strengths and weaknesses, to find out what they are doing in the area, or simply to lull them into a state where attack will be easier. If it appears that his prey is escaping, the creature will be bolder in attacking, taking considerable damage in order to gain a choice meal. If below 25 hit points, or if the parry is heading up the embankment towards **Area F** of the map, the cat will *dimension door* to his home at **Area C** of **#5: The Wilds of Dungeonland** (p. 14).

**Treasure:** Although the Chesh-dire Cat has no normal treasure, his whiskers are magical. If a character holds one whisker, he or she is able to *dimension door* just as if he or she had cast the spell of the same name; however, this will destroy the whisker. The cat has a total of 20 usable whiskers.

#### **E. PANELED WALL LINED WITH FOUR DOORS**

The wall on this side appears just as it did from the other (**4B**, above).

The doors are held shut magically for 4 hours after use (see **#2: The Long Hall, Area D**) (p. 5). If not so closed, they can be opened:

Upon opening one of the doors you see a long, paneled hallway, similar to the one you have seen previously. It is easily over 100' long and about half as wide. At its far end you can dimly discern what appears to be a door.

Entering this far door will place the party at **#5: The Wilds of Dungeonland, Area H** (p. 23).

#### **F. STEEP, GRASSY EMBANKMENT**

It is obvious now that the area you have just left is a glen. From this higher elevation you note that an unbroken line of thick forest stretches before you. It looks foreboding, but a faint, winding path leads from where you stand into the trees some 100' distant.

#### **SPECIAL NOTE ON MAP EDGES**

As can be observed from the map of **#6: The Wilds of Dungeonland**, the area of trees and fungi is surrounded by heavy forest. Discourage straying from the map by noting how hard it is to move in the forest: how tiring, how slow. After a few yards, explain that the party has come to a very steep rock wall—a natural obstacle that will pose great difficulties to all except skilled climbers. Should the party somehow manage to overcome this rampart, then they will be moved to **#5: The Wilds of Dungeonland**. Southward progress must be completely discouraged: use the bramble hedge from above, if necessary. Otherwise, players will be free to move through the forest to whatever destiny they encounter—including **The Land Beyond the Magic Mirror**. Be certain to use the random encounter table for forest movement. Travel is at 3 hexes per hour, with 1 hour of rest for every 3 hexes traveled.

The pathway from the embankment through the forest to **Area A** in **#5: The Wilds of Dungeonland** allows easy walking, although it is only wide enough for one person at a time.

#### **Wandering Monster Table**

## Die Roll Monster Encountered

1 **Dragonne (1):** CR 7; Large Magical Beast; HD 9+27; hp 76; Init +6 (+2 Dex +4 Improved Initiative; Speed 40 ft., fly 30 ft. (poor); AC 18 (-1 size, +2 Dex, +7 natural); Atk +12 melee (2d6+4 bite), +7 melee (x2) (2d4+2 claw); Face/Reach 5 ft. by 10 ft./5 ft.; SA Roar; SQ Scent, SR 16; SV Fort +9, Ref +8, Will +4; Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12.

*Skills and Feats* Listen +12, Spot +13.

*SA-Roar* Once every 1d4 rounds, 120 ft. radius, opponents must make a Will save (DC 15) or lose half their Strength for 2d6 rounds; those within 30 ft. also become deafened for 2d6 rounds, no save unless 8HD or greater (Fort save DC 15).

2-3 **Huge Poisonous Snake (1):** CR 3; Huge Animal; HD 4d8+4; hp 22; Init +4 (Dex); Speed 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +4 Dex, +3 natural); Atk +5 melee (1d4 and poison bite); SA Poison; SQ Scent, SR 16; AL N; SV Fort +5, Ref +8, Will +2; Str 10, Dex 19, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats* Balance +12, Climb +12, Hide +3, Listen +9, Spot +9, Weapon Finesse (bite).

*SA-Poison* Fort save DC 13, initial and secondary damage 1d6 temporary Constitution.

4-5 **Phase Spider (2):** CR 5; Large Magical Beast; HD 5d10+15, hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Speed 40 ft., climb 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +7 melee (1d6+4 and poison bite); Face/Reach 10 ft. by 10 ft./5 ft.; SA Ethereal jaunt, poison; AL N; SV Fort +7, Ref +7, Will +2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

*Skills and Feats* Climb +12, Move Silently +11, Spot +9, Improved Initiative.

*SA-Ethereal jaunt* Can shift from the Ethereal Plane to the Material as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 15<sup>th</sup> level sorcerer. *Poison Bite*, Fortitude save DC 15, initial and secondary damage 2d6 temporary Constitution.

6-8 **Giant Beetle, Stag (2):** CR 4; Large Vermin; HD 7d8+21; hp 52; Init +0 (Dex); Speed 20 ft.; AC 19 (-1 size, +10 natural); Atk +10 melee (4d6+9 bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Trample; SQ SR 16, Vermin; AL N; SV Fort +8, Ref +2, Will +2; Str 23, Dex 10, Con 17, Int -, Wis 10, Cha 9.

*Skills* Listen +8, Spot +7.

9-0 **Giant Lizards (3):** CR 2; Medium-size Animal; HD 3d8+9; hp 22; Init +2 (Dex); Speed 30 ft., swim 30 ft.; AC 15 (+2 Dex, +3 natural); Atk +5 melee (1d8+4 bite); SQ SR 16AL N; SV Fort +6, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

*Skills* Climb +9, Hide +7\*, Listen +4, Move Silently +6, Spot +4.

## 5. THE WILDS OF DUNGEONLAND

You have passed from one strange area to a place less odd but certainly just as different. Never have you seen trees and undergrowth like those around you. You glimpse briefly a few birds and animals that seem quite large and are strangely colored. This is indeed likely to prove to be an unusual place for adventuring.

### A. MEADOW

The path gives into a long, narrow meadow, grassy and dotted with wild flowers. Some of the plants appear unnaturally large—thistles 10' tall, milkweed as large as a man. Although the place is only 50' or so wide, it stretches away for some distance, appearing to become broader some way off.

**Giant Dog (1):** CR4; Huge Animal; HD 10d8+70; hp 115; Init +0 (Dex); Speed 50ft.; AC 17 (-2 size, +9 natural); Atk +16 melee (2d6+16 bite); Face/Reach

10 ft. by 20 ft./10 ft.; SQ Scent, SR 16; Fort +14, Ref +7, Will +4; Str 33, Dex 11, Con 25, Int 2, Wis 12, Cha 6.

Skills Listen +5, Spot +5, Swim +5, Wilderness Lore +1.

This creature is nearly as big as an elephant. It is coming down the path in leaps and bounds, curious about the small creatures ahead. It is not basically vicious, and it will not attack unless molested. If not harmed, however, the dog will simply attempt to play with the party.

It sniffs, licks, and snaps playfully, and any character made the target of this large-scale canine affection must make an opposed Strength check or be knocked to the ground for more sniffing and licking (the giant dog rolls 1d20+11-good luck to any character getting licked!). Even if he makes the save, he will be covered in dog spit, and must still make a Fortitude save (DC15) or spend 1 round gagging due to the effects of the animal's breath. If harmed in any way, the huge beast will certainly attack. On a successful bite attack, it will have grabbed its opponent in its jaws. In this case it will turn and run away at double speed to its place behind **Area C** below, meanwhile inflicting bite damage per round to the grasped victim. Once out of sight of the party it will sit down and eat its prize.

If the dog is given rations (1 week's normal food, 2 weeks' iron rations) it will gulp them down and then rest, ignoring the party thereafter. If a large stick, staff, or pole is hurled, the dog will "play" by fetching the object, tugging at it, etc. After a turn of this, the creature will tire of it; curl up near the forest edge, and go to sleep.

**Treasure:** The giant dog has no treasure, but if players make search of its furry form, they will discover 3 Giant Ticks.

**Giant Tick (3):** CR 2; Medium-size Vermin; HD 3d8+3; hp 16; Init +1; Speed 10 ft.; AC 16 (+1 Dex, + 5 natural); Atk +2 melee (1d6+3 bite plus blood drain); SA Attach, blood drain, disease; SQ SR 16, Vermin; AL N; SV Fort +4, Ref +2, Will +1; Str 11, Dex 13, Con 12, Int -, Wis 10, Cha 2.

Skills and Feats 12

SA-Attach If a giant tick hits with its bite attack, it latches on and begins to suck the victim's blood. An attached tick has an AC of 12. Blood drain A tick drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 12 points of Constitution, it detaches and wanders off to digest the meal. Poison The bite of a giant tick has a 50% chance of carrying Red Ache (Fort save DC 15, incubation 1d3 days, damage 1d6 temporary Strength).

## **B. IMPOSING DWELLING IN A LARGE CLEARING**

The meadow leads you to a clearing about a bowshot long and some two-thirds as broad. Near where you stand there is a large stone building, evidently the home of some important person. It vaguely resembles a castle, or perhaps a moat house, but there seem to be none of the actual defensive devices of either. As you observe the place, you notice frog-like creatures, bullywugs, dressed as liveried servants conversing near the rear entrance of the place. All but one return indoors, and that worthy now has seated himself comfortably on the lawn.

**Bullywug footman (20):** CR 1; Medium-size Humanoid (Aquatic); HD 1d8+3; hp 7; Initiative +0; Speed 20 ft., swim 30 ft.; AC 15 (+2 leather, +3 natural); Atk +1 melee (1d6 halfspear) or +1 ranged (1d6 halfspear); SQ Marsh move, SR

16; AL CN; SV Fort +5, Ref +0, Will -2; Str 10, Dex 10, Con 16, Int 7, Wis 7, Cha 7.

Skills and Feats Hide +0, Listen -2, Spot -2, Endurance.

SQ-Marsh move Bullywugs suffer no movement penalties for moving in marshes or mud.

This frog-like creature will relax even when the party is near, apparently trying his best to ignore the characters. He is actually alert and ready to spring to attack. He can converse in the Common Tongue, and will tell the party that they are at the manse of a noblewoman, but that they must enter at their own risk: he will not announce them, except for some "consideration," of course. He will further warn the group that the mistress of the house is in a savage temper, but he will say nothing more. If bribed, he will call for more footmen, and the party will be escorted to see the noblewoman, Her Grace! If harmed, the creature will call out, and each round thereafter 2-5 of his fellows will come to his aid until all 20 have joined combat. Thereafter, other reinforcements will come:

**Kuo-Toa Attendant (10):** CR 2; Medium size Monstrous Humanoid (Aquatic); HD 2d8+2; hp 11; Init +0; Speed 20 ft., swim 50 ft.; AC 16 (+6 natural); Atk +3 melee (1d8+1 spear), -2 melee (1d4 bite), or +2 ranged (1d8+1 spear); SA Pincer staff; SQ Keen sight, slippery, immunities, electricity resistance 30, light blindness, amphibious, SR 16; AL N; Fort +3, Ref +3, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats Escape Artist +18, Knowledge or Craft (any one) +6, Listen +9, Move Silently +3, Search +10, Spot +11, Alertness, Great Fortitude.

SA-Pincer staff Large exotic weapon, 1d10+1 bludgeoning damage [20, x2 damage], 10 ft. reach; if it hits a Small to Large opponent, the wielder can try to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, he can inflict 1d0 points of damage per round the hold is maintained.

SQ-Keen sight Kuo-toas can see invisible, ethereal, and astral creatures. Slippery Immune to webs, nets, and other entrapments, magical or otherwise. Immunities Immune to poison, paralysis, hold spells, and figments. Light blindness Abrupt exposure to light blinds a kuo-toa for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while in bright light.

When a battle takes place, these doughty fellows will gladly join in. From 2-5 will appear each round, until all 10 have come. They are otherwise scattered about the three floors of the building, going about their duties.

**Butler Kuo-toa2/Com5:** CR 4; Medium size Monstrous Humanoid (Aquatic); HD 2d8+5d4+7; hp 30; Init +0; Speed 20 ft., swim 50 ft.; AC 16 (+6 natural); Atk +6 melee (1d8+2 heavy mace), +1 melee (1d4+1 bite); SQ Keen sight, slippery, immunities, electricity resistance 30, light blindness, amphibious, SR 16; AL N; Fort +4, Ref +4, Will +6; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats Escape Artist +18, Knowledge (Courtland nobility) +6, Listen +18, Move Silently +3, Profession (butler) +9, Search +10, Spot +20, Alertness, Great Fortitude.

This fellow stands inside the front door. He will be the second to last of his party to join a melee at the rear of the place, the first in front. He is otherwise civil and correct to polite callers, and will call for bullywug footmen to announce them.

**Major Domo Kuo-toa2/Com6:** CR 5; Medium size Monstrous Humanoid (Aquatic); HD 2d8+6d4+8; hp 32; Init +0; Speed 20 ft., swim 50 ft.; AC 16 (+6 natural); Atk +7 melee (1d8+2 heavy mace), +2 melee (1d4+1 bite); SQ Keen sight, slippery, immunities, electricity resistance 30, light blindness, amphibious, SR 16; AL N; Fort +5, Ref +5, Will +7; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats Escape Artist +18, Knowledge (Courtland nobility) +6, Listen +19, Move Silently +3, Profession (butler) +10, Search +10, Spot +21, Alertness, Great Fortitude.

When any conflict takes place, the major domo will arrive last. With his total "to hit" bonus of +5, he is sure to strike frequently and with effect, causing d6 +8 total points of damage per hit until he has made 10 successful strikes with the staff. Then he will fight as if with a normal staff unless he can pick up a better weapon. In all other instances, the major domo stays near the Duchess, ready to protect her if need be.

The bullywugs and kuo-toas are the loyal servants of the mistress of the place. They cannot be subverted or otherwise made to serve the ends of the players. They are fanatical and will fight to the death.

### C. LARGE MANSE

Obviously, this is the place where "Her Grace" lives.

**The Duchess, female dwarf Ftr9:** CR 5; Medium-size humanoid (dwarf); HD 9d10+36; hp 88; Init +7 (Dex, Improved Initiative); Speed 15 ft. (full plate); AC 22 (+3 Dex, +8 plate armor, ring of protection +1); Atk +15/+10 (1d8+7 battleaxe +1); SQ Lead amphibians, SR 16; AL CN; SV Fort +12, Ref +6, Will +2; Str 19, Dex 17, Con 18, Int 10, Wis 8, Cha 6 [18].

Skills and Feats Climb +1, Spot +8, Cleave, Great Cleave, Great Fortitude, Improved Critical (battleaxe), Improved Initiative, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe). (Skills penalized by -7 armor check penalty).

SQ-Lead Amphibians For reasons unknown even to her, the Duchess is able to inspire loyalty in amphibious creatures such as bullywugs and kuo-toas. She is considered to have a Charisma of 22 and the Leadership Feat when dealing with creatures with the Aquatic subtype. The 20 bullywugs are her followers, while the kua-toan attendants and the butler are paid servants. The major domo is her cohort.

Possessions The Duchess wears plate mail under her robes, she fights with a battleaxe +1 and wears a ring of protection +1.

The Duchess is both stupid and unsound of mind. She is not evil, however, and she will not molest the party unless she is first attacked. If attacked, her associates will also join the fray-and they will do so immediately. Otherwise, the Duchess will converse inane, make stupid remarks and suggestions, screaming at the "Baby," or simply ignore the party. The last attitude allows them run of the whole place. The Duchess has the following associates:

**The Cook, female Human Com7:** CR 3; Medium-size humanoid (human); HD 7d4+28; hp 45; Init +4 (Dex); Speed 30 ft.; AC 16 (+2 Dex, +4 leather armor +2); Atk +6 melee (1d3+3 butcher knife) or +7 ranged (1d3+3 butcher knife); SQ SR 16; AL CN; SV Fort +6, Ref +6, Will -1; Str 17, Dex 18, Con 18, Int 7, Wis 5, Cha 5.

Skills Profession (cook) +15, Spot +13.

Possessions The Cook wears an enchanted leather apron which protects her as leather armor +2. She carries a variety of cooking knives, utensils, and ingredients in various pouches and loops in the apron, none of which are magical or unusual in any way. And, of course, she always carries her shaker full of dust of sneezing and choking. In combat, she will spray the magical dust around on the first round, and then attack on the second, with a similar routine thereafter. She is totally immune to the dust. There are a dozen applications of the stuff in the shaker, but each is sufficient to affect but a single creature at a time.

The Cook will say nothing, other than to scream about how everything could use "MORE PEPPER!" and she will not bother anyone unless she or the Duchess are molested.

**"Baby" The Wereboar:** CR 3; Small Shapechanger; HD3d8+9; hp 22; Init +1 (Dex), +5 (Dex, Improved Initiative as boar); Speed 20 ft., 40 ft. as boar; AC 13 (+1 Dex, +2 natural) 19 (+1 Dex, +8 natural as boar); Atk -2 melee (1d3 fist), +2 melee (1d8+1 gore as boar); SA Ferocity, curse of lycanthropy as boar; SQ Boar empathy, plus scent, damage reduction 15/silver, ferocity as boar, SR 16; AL N; SV Fort +8, Ref +3, Will +3; Str 13, Dex 13, Con 17, Int 10, Wis 10, Cha 10.

Skills and Feats Listen +15, Search +8, Spot +12, Blind-fight, Improved initiative as boar

SA-Curse of lycanthropy Any humanoid hit by Baby's bite must make a Fortitude save (DC 15) or contract lycanthropy. Ferocity A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Possessions "Baby" usually wears an enchanted robe that makes him appear as if he was a swaddled human infant-and the Duchess does call him "Baby." At the first sign of attack upon the Duchess, he will turn into a wereboar and attack the party. Otherwise, he will ignore the characters, and if the Duchess is not around, he will turn into a swine and trot off.

### **The Chesh-dire Cat**

The great cat will lurk near the Duchess, hidden by ethereality or invisibility whenever the party is around. If they are hostile, the monster will appear and attack instantly.

A general floor plan of the Manse is shown below. The third story is taken up by small servants' rooms of various sorts. Furnishings are comfortable and presentable, but they are not very valuable. In short, except for the passages in the cellar, the place isn't too interesting.

**Treasure:** The Duchess has 9 pieces of jewelry, 6 of which she wears always, the other 3 when she dresses for royalty. All are made of gold and set with precious stones. If you desire, you may place (with care) additional items throughout the manse.

Only the Duchess and the Chesh-dire Cat will converse with party members. Being rather vacuous, the Duchess will speak only about herself, household, and relations with "The Queen." The Chesh-dire Cat (assuming he is still alive) is more intelligent and practical. Once the adventurers are within the territory of his mistress, the huge feline will not attempt to harm them. If the party members seek information from him, the Chesh-dire Cat will, in his own, deranged manner, give some bits which might be useful. The beast will certainly encourage them to visit elsewhere-namely the Hatter. To this

end, he will inform the party that he will show them the way if they will look for him outside the house.

The small pond of water on the grounds is for the benefit of the bullywug and Kuo-Toan staff who serve the Duchess. If the party remains for any length of time at the manse, they will see one or the other type of creature coming and going from the water. The pond is about 30' deep in the center, shallow around the verge, and has a nice reedy marsh area at its far end. There are various sorts of creatures living in it: typical aquatic forms such as crayfish, turtles, fish, and frogs. The pool is unremarkable.

#### **D. TOOTHY SMILE AND PATH**

A path-actually a narrow, grassy meadow-leads from the manse of the Duchess. Following the path, the players will see the toothy smile of the Chesh-dire Cat. If the cat is alive, he will say, "This way to the dwelling of the March Hare" (or "Mad Hatter"-pick one for each path as it makes no difference). Even if the huge feline is dead, the smile will remain.

#### **E. LAWN AND HOUSE**

As you step into the large, cleared area you notice a small sign bearing the initials "M.H." The sign points toward a strange building beyond. The walls of the dwelling are low and of mixed composition: brick, wood, plaster, stone. There are windows of all different shapes at odd angles and heights. There are no doors at all. The roof seems thatched, but the thatch is brownish and stands straight up-almost as if it were hair or fur. While your eye is drawn to such a strangely built house, something even more odd demands your attention.

Set on the lawn in front of the house is an elegant table no less than 50' long, covered by white cloth. Scores of chairs are placed along both sides. At each place is a service of china-plate, cup and saucer, silverware (knife, fork, and teaspoon). Service dishes are spotted periodically along the table. There are small platters with some sort of cakes or rolls on them. There are small bowls with white bricks in them. Shallow dishes hold pieces of some sort of yellow vegetable or fruit. Diminutive pitchers are nearby also, but you can't see what they hold from where you stand. A strange human and two other creatures are clustered at the far end of this immense board. The human is pouring from a metal ewer, filling the cups set before him and his companions. At this moment they notice your presence and all shout: "Sorry, no room here! Go somewhere else! No room . . . no ROOM!"

**The Mad Hatter, male human Mnk8:** CR 7; Medium-size humanoid (human); Speed 50 ft.; HD 8d8+24; hp 60; AC 15 (+4 Dex, +1 monk bonus); Atk +9/+6 (1d10+2 unarmed) or +10 ranged (no damage, thrown hat [see below]); SA Monk abilities; SQ Monk abilities, SR 16; AL CN; SV Fort +8, Ref +10, Will +8 [+10]; Str 15, Dex 19, Con 16, Int 15, Wis 15, Cha 7.

Skills and Feats 24, 6 per level (max 48), Balance +12, Craft (hat making) +6, Escape Artist +16, Hide +16, Jump +14, Move Silently +16, Tumble +16, Dodge, Mobility, Weapon Focus (unarmed).

SA-Unarmed strike, stunning attack (8x day, DC 16), improved trip.

SQ-Evasion, deflect arrows, fast movement, still mind (+2 to Will save vs. enchantments), slow fall (50 ft.), purity of body (immune to natural diseases), wholeness of body (can cure up to 16 hit points of damage to self per day), leap of the clouds.

Possessions The Mad Hatter wears a huge hat, which acts in the same manner and with the same restrictions as a bag of holding.

The Hatter is quite insane, even in lucid, seemingly rational moments. He is also dangerous and highly unpredictable. He will attack with hats until he is actually molested; thereafter, he will begin open-handed attacks as noted above. As soon as he has taken more than 6 points of damage, he will use his healing ability to restore 3-6 hit points (1d4 +2). His conversation will be strange indeed-asking riddles that have no answer, making inappropriate statements, asserting perverse logic, twisting questions, and so on-all interspersed with inquiries about tea, demands to move down the table to a fresh place, and interruptions to speak with the March Hare or to devil the Dormouse. The Hatter's headwear, so to speak, are all contained under a weird hat of holding he always wears. The "hats" he will pull out and toss upon a character's head are determined randomly. Only the opponent's dexterity and magical protections are considered in armor class when determining if the Hatter "hits" with a "hat" toss, i.e. AC 10 less dexterity bonuses and magical protections (other than armor, bracers, or cloaks) equals effective AC versus "hat" attack. The Hatter's hats are:

#### **Die Roll Hat Drawn And Tossed**

1-2 **Hat of Occupation:** This type of headgear will cause the wearer to make a Will save (DC 20) or believe himself or herself to be of the class indicated by the hat (note that this might not contradict the actual class of the player). Hat types are (roll 2d6): 2-Barbarian; 3-Bard; 4-Cleric; 5-Druid; 6-Fighter; 7-Monk; 8-Paladin; 9-Ranger; 10-Rogue; 11-Sorcerer; 12-Wizard. The hat may be removed only after 1 round, only by another character, and without any cooperation from the wearer.

3-5 **Hat of Imprisonment:** This type of hat enlarges to cover the target character completely. It cannot be removed on the round, but thereafter the trapped character must make a Strength check (DC 20) in order to free herself. Note that associates can aid a trapped individual.

6 **Hat of Disguise:** (See end of module for details of this magic item.) When tossed by the Hatter the covering will match that of the opponent, or else turn itself into some small item that requires a Spot check (DC 18) to notice. On the following round it will begin to function under its own power, making the wearer appear to be something or someone else. Thus, the character may appear to be the Hatter, another character, the Duchess, Cook, or so on (use DM cleverness here to cause utmost confusion). The hat can be removed by anyone, but the wearer will see herself naturally, and will be unlikely to take off unnoticed headgear. If and when the hat is removed, it will remain in that form until it is unobserved, then change to a comb, ribbon, etc. Unlike the other hats of the Hatter, this magic item will last and behave normally after the Hatter is gone or dead.

7-8 **Hat of Fools:** This item takes the form of a hat or cap worn by clowns, jesters, jugglers, and the like. The wearer must make a Will save (DC 21) or immediately begin to caper and prance, almost as if he or she were affected by an *Otto's irresistible dance* spell. All other characters in the party must make a Will save (DC 21) or fall into fits of helpless mirth for 1-4 rounds. Only one such roll is necessary, however, and any character who succeeds in resisting the enchantment can, as his other action for the next round, remove the headgear. This breaks the spell and ends the mirth immediately.

9-10 **Executioner's Hood** When tossed upon a victim's head, this creature will be able to attack only if the character is not wearing a helmet. The monster will attempt to crawl away if the head is armored.

**Executioner's hood:** CR 2; Tiny Aberration; HD2d8+2; hp 11; Init +0 (Dex); Speed: 10 ft., climb 5 ft.; AC: 14 (+2 size, +2 natural); Atk +1 melee (0 slam and suffocation); Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Improved grab, suffocation; SQ Alcohol vulnerability, sleep immunity,

darkvision 60 ft.; AL N; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 12, Int 4, Wis 8, Cha 10

Skills Listen +4, Spot +4

SA-Improved Grab To use this ability, the executioner's hood must hit with its slam attack. Suffocation An executioner's hood that gets a hold wraps itself around the head of a Medium-size or smaller creature as a standard action. The executioner's hood attempts a grapple that does not provoke an attack of opportunity. If it gets a hold it deals damage (equal to its slam attack) per round. A creature can hold its breath for a number of rounds equal to twice its Constitution score. After this period of time, the creature must succeed at a Constitution check (DC 10) each round (the DC increases by +1 for each success). On a failed roll, the victim falls unconscious (0 hp). In the following round, the victim drops to -1 hit points and is dying. In the third round, the victim suffocates. Attacks that hit the executioner's hood deal the same amount of damage to the victim. Spells that affect the executioner's hood have full effect on the victim as well (because the executioner's hood attaches many small fibrous strands to the victim). Sleep Immunity Immune to sleep effects. Alcohol Vulnerability Pouring wine, ale, brandy, or the like on an executioner's hood deals 1 point of damage to it per round. After the hood has taken 4 points of damage, it will release its victim and drop to the floor. At least 1 full quart must be used.

11-12 **Hat of Command:** The wearer of this hat must make a Will save (DC 21) or they will be filled with self-assurance and an overwhelming desire to take charge. (As DM, simply begin directing questions to the individual, urging him or her to give the other players the benefit of his or her thinking, comment favorably on whatever is said, etc. Encourage assumption of leadership by the individual's character, especially where it is obviously going to cause the party to act in an unfavorable manner.) At the same time, as long as the character wears the hat he has a penalty of -4 to both his Intelligence and Wisdom, but he gains a bonus of +8 to his Charisma. Any loss of spells will be temporary, and the drop will not affect class/profession. The hat can be removed in one round by any other character; when it is taken off, the wearer returns to his prior statistics.

**Note:** All hats (other than the *hat of disguise*) evaporate if the hatter is not within 220' or if he is slain. Only one *hat of disguise* can be in play at one time, although the Hatter might draw another out after the other is no longer worn. The executioner's hood is a monster and not subject to the rule above.

**Treasure:** Other than the hats (*holding* and *disguise*), the Hatter has one magic item. Hidden in the band of his hat of holding is what seems to be a card showing hat size "7 1/8." If this card is taken out and carefully examined, it will turn into a *deck of many things*. This deck has four 3s in it, each of which, if drawn, will cause the party to be transported instantly and the remainder of the deck to disappear. The four 3s are:

**3 of D "Numeral I"** Return to scene of last adventure (the last previous encounter here) with everything as it was prior to your arrival.

**3 of H "Numeral II"** As above, but return is removed by two encounters.

**3 of C "Numeral III"** As above, but return is removed by three encounters.

**3 of S "Numeral IV"** As above, but return is removed by four encounters.

(Treasure, etc. is lost, but damage suffered and spells cast are not regained.)

The Hatter has only one other item of value: the platinum ewer from which tea is poured is of fine workmanship and worth 4,000 gp. It will fill a small sack entirely.

**The March Hare, male human (partially polymorphed) Mnk9:** CR 7; Medium-size humanoid (human); HD 9d8+27; hp 67; Init +3 (Dex); Speed 60 ft.; AC 14 (+3 Dex, +1 monk bonus); Atk +9/+6 (1d10+2 unarmed); SA Confusing banter, monk abilities; SQ Monk abilities, SR 16; AL CN; SV Fort +8, Ref +9, Will +8 [+10]; Str 15, Dex 17, Con 16, Int 12, Wis 15, Cha 5.

Skills and Feats Balance +16, Climb +15, Hide +16, Jump +15, Tumble +16, Dodge, Mobility, Spring Attack, Weapon Focus (unarmed).

SA-Unarmed strike, stunning attack (9x day, DC 16), improved trip.

SQ-Confusing banter Any character who begins discussing buttered watches, time, food, or any-thing else with this creature must make a Will save (DC 15) or become *confused* (as the spell) for 2-8 rounds. Only time will remove this effect. Evasion, deflect arrows, fast movement, still mind (+2 to Will save vs. enchantments), slow fall (50 ft.), purity of body (immune to natural diseases), wholeness of body (can cure up to 16 hit points of damage to self per day), leap of the clouds, improved evasion.

The Hare is crazier than the Hatter. The White Rabbit Charldos quarreled with this fellow long ago, turning him into a hare. The senile Arch-Mage relented, but then mistook his permanency spell for *dispel magic* when trying to return his victim to his former state. The result is the March Hare, a man-sized, human-appearing hare. Although the shock of his transformation made the fellow absolutely psychotic, he still remembers his former profession, that of a monk, if anyone molests him (or if they threaten to do so...). He sits quietly at the tea party, occasionally making some pointless remark or chatting with his old companion, the Mad Hatter. He will attempt to converse with anyone sitting near him. If threatened or attacked, the March Hare will spring into action as a monk. He otherwise remains oddly removed and nonviolent.

**Treasure:** The March Hare has nothing of value.

**The Dormouse (Wererat):** CR 2; Medium-size/Small Shapechanger; HD 1d8+1; hp 5; Init +0, +3 (Dex as rat); Speed 30 ft., 40 ft., climb 20 ft. as rat; AC 12 (+2 natural), 16 (+3 Dex, +3 natural as hybrid), 17 (+1 size, +3 Dex, +3 natural as rat); Atk +0 melee (1d3 fist) or +3 melee (1d6 short sword), +1 melee (1d4 bite as hybrid), +4 melee (1 point bite as rat); SA Curse of lycanthropy as rat; SQ Rat empathy, plus scent, damage reduction 15/silver as rat or rat hybrid, SR 16; AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 17, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8 as rat or rat hybrid, Weapon Finesse (bite), Weapon Finesse (sword) as hybrid.

SA-Curse of lycanthropy Any humanoid hit by the Dormouse's bite or sword must make a Fortitude save (DC 15) or contract lycanthropy.

Possessions The Dormouse has only one possession, and that is a short sword that he has secreted away under the table.

This monster has been *cursed* with a disease, a sleeping sickness that makes him lethargic at all times. This *curse* has changed the wererat's disposition and unbalanced his mind also. Therefore, he will sit quietly, ignore harassment from his companions, and babble inanely most of the time. If attacked, the creature will uncover his sword and attack ferociously. Anyone who comes within 5' of the Dormouse must make a Fortitude save (DC 20) or be

infected with the same disease he has, only the infected character, being from outside **Dungeonland**, will fall into comatose slumber and remain so until a *cure disease* is cast upon him or her. A successful save indicates that the character exposed is not subject to the disease, and no further check should be made.

**Treasure:** The Dormouse has nothing of value.

When the party comes near, the three will scowl but suggest that they sit down-unless the adventurers have already done so. They will ask if the characters would like some tea, but none will ever be poured for the party. If characters decide to try some tea on their own, they will have to make a Fortitude save (DC20, initial and secondary damage 2d6 temporary Constitution, but saving successfully will give the character SR 12, or add 1 to an already existing resistance. This benefit will occur but once, and if the player drinks more tea, only death might possibly result, never additional magic resistance. While the Hatter and Hare chatter, they will harass the Dormouse, pouring tea on him, pinching and hitting him, jabbing him. None of this activity will harm him because he is a wererat and they aren't able to penetrate his damage reduction. The Hatter and the Hare will be rude, insulting, and assertive. After about two rounds, the Hatter will begin tossing hats on the characters, choosing them at random. At this point, the Hare will certainly begin to seek conversation with another character. No actual attack will take place unless the party initiates combat. If the party opts to depart without combat, the trio at the table will not attempt to stop them.

**The House:** If any characters decide to explore the home of M.H., they will note that there is but one circular door, and that it is at the end of the place (choose either end). The structure is about 30' wide and L-shaped. It seems to be at least 200' long. Some sparse furnishings are inside. Any uninvited guest entering the "house" will trigger a magical reaction. Three rounds after players enter, the whole place will turn into a giant caterpillar, digestive acid will pour from the walls, and the passage leading to the entrance will close. Characters inside begin by taking 1d4 points of acid damage on round 1, 2d4 on round 2, 3d4 on the 3rd, etc. Escape is possible only by inflicting 300 points of damage on the "house," use of some magical means to remove beyond it, or by insulation of any sort from the acid, such as *etherealness* or *cube of force*. After 10 rounds the caterpillar reverts to a normal dwelling, so to speak, and the "remains" of the party are tossed out the back door.

#### **F. LAWN AND HOUSE**

(Read **E.**, above, to your players. The March Hare and the Mad Hatter have the same initials and live in the same house.)

#### **G. HUGE TREE**

Not only is this tree large, but its huge trunk has a door of highly polished wood in the center. The portal seems somehow familiar-perhaps because of its brass fittings and lever.

If any party member opens the door, all characters within a 30' radius of him or her will be instantly transported to **Area H.**

## H. LONG HALL

This place does look familiar. It is about 120' wide, twice as long, and its paneled walls reflect the light of dozens of candles burning there. At the far end are four doors and nearby is a tiny door. (The small door is locked; the room contains no table, size-adjustment devices, or key). There are also five full-sized portals along the length of each wall.

North End Doors: Any of these lead to **Area I**.

East Side Doors: Any of these doors lead to **#2: The Long Hall, First View** (east wall), complete with all items there initially and subject to change accordingly.

West Side Doors: Same as those on east side, entrance on the west wall.

South Side Door: The small portal leads to **#3: The Tiny Garden**, although the party may not be able to get there.

There is nothing else in the hall.

## I. PARK

As you step into this area you are surprised to see its scope and activity. The area is a bowshot in width and a long bowshot in length. Beautiful rose trees border the area, and flower beds are sprinkled amid decorative trees and shrubs. The wide fairways between the plant beds and bordering vegetation are covered with perfect grass. Several groundskeepers in red and white livery are busily doing something to the rose trees.

The groundskeepers are common humans; elderly males who have no interest in combat and seek only to please their rulers. They will speak civilly when spoken to, but they will say little other than that they serve the Rulers of Courtland, the King and Queen. If pressed, one might explain that they are changing the colors of the roses because the queen ordered gold roses, and they accidentally planted silver ones—failure to live up to the wishes of Her Majesty results in beheading! They will not shirk their duty. They will cease talking immediately when a soldier comes near. These workers are busy applying a magical pigment to the silver roses that grow on the trees. This paint-like substance turns the metal bright red for a few minutes, and then the silver is transmuted into purest gold. Silver blossoms are worth 100 gp each. Red gold ones are worth 2,000 gp each. It takes a full round to pick one, and even then there is a 50% chance that the flower will be destroyed in the process. Each rose takes up about 3 cubic inches of space and weighs 10 pounds. There are 2-5 blooms per tree, and there are 10 rose trees scattered around the perimeter of the park. Each keeper is working on one tree, and it requires a full 3 turns to properly treat each silver rose.

If the adventurers pick even one blossom, the groundskeepers will set up a hue and cry. This will alert the soldiers, and one will certainly run to the palace. Each soldier of this place wears a numeral in runes atop the red heart of Courtland.

**Groundskeeper, male human Com1 (10):** CR½; Medium-size humanoid (human); HD 1d4; hp 2; Init +0; Speed 30ft.; AC 10; Atk +0 (1d3 unarmed); SQ SR 16AL N; Fort +0, Ref +0, Save +0; Str 10, Dex 11, Con 11, Int 11, Wis 11, Cha 11.

**Soldier #2, male human War2:** CR 1; Medium-size humanoid (human); HD 2d8; hp 9; Init +0; Speed 30 ft; AC 15 (+5 chainmail); Atk +2 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +3, Ref +0, Will +0; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**Soldier #3, male human War3:** CR 1; Medium-size humanoid (human); HD 3d8; hp 13; Init +0; Speed 30 ft; AC 15 (+5 chainmail); Atk +3 melee (1d8

longsword); SQ SR 16; AL N; SV Fort +3, Ref +1, Will +1; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**Soldier #5, male human War5:** CR 2; Medium-size humanoid (human); HD 5d8; hp 22; Init +0; Speed 30 ft; AC 15 (+5 chainmail); Atk +4 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +4, Ref +1, Will +1; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

In the event of trouble, Soldier #2 will go to bring help. Soldiers #3 and #5 will demand that the adventurers cease and desist despoiling the Royal Roses, stand quietly under arrest, and await the judgment of Their Majesties. In the case of any combat, both will fight until a superior commands them to stop.

If the party uses caution, however, and does not begin looting, there will be a Royal Arrival-sooner rather than later.

If a battle does occur, Soldier #2 (above) will return with the following forces to see that it stops immediately:

**Soldier #4, male human War4:** CR 2; Medium-size humanoid (human); HD 4d8; hp 18; Init +0; Speed 20 ft (chainmail); AC 15 (+5 chainmail); Atk +4 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +4, Ref +1, Will +1; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**Soldier #6, male human War6:** CR 3; Medium-size humanoid (human); HD 6d8; hp 27; Init +0; Speed 20 ft (chainmail); AC 15 (+5 chainmail); Atk +6 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +5, Ref +2, Will +2; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**Soldier #7, male human War7:** CR 3; Medium-size humanoid (human); HD 7d8; hp 31; Init +0; Speed 20 ft (chainmail); AC 15 (+5 chainmail); Atk +7 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +5, Ref +2, Will +2; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**Crossbowman, male human War 1 (20):** CR½; Medium-size humanoid (human); HD 1d8; hp 4; Init +0; Speed 20 ft. (chainmail); AC 13 (+3 studded leather); Atk +1 melee (1d8 heavy mace) or +1 ranged (1d8 light crossbow); SQ SR 16; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

Again, combatants will be called upon to stop fighting and await judgment. If the battle continues, then the next party of arrivals (the royal party listed below) will join the fray rather than ignoring trespasses and seeking a quiet game for diversion.

#### **THE CROQUET PARTY**

**The Queen of Courtland, female human Clr13 (Chaos, Knowledge):** CR 9; Medium-size humanoid (human); HD 13d8+39; hp 97; Init +4 (Dex); Speed 20 ft. (full plate); AC 21 (+1 Dex bonus [maximum], +10 full plate +2); Atk +11/+6 (1d8+5 heavy mace +3); SA Spells; SQ Turn undead (7× day), SR 16; AL CN; SV Fort +10, Ref +8, Will +12; Str 14, Dex 18, Con 16, Int 10, Wis 18, Cha 17.

**Skills and Feats** Concentration +18, Diplomacy +10, Spellcraft +6, Scry +5, Brew Potion, Combat Casting, Forge Wand, Scribe Scroll. (Skills reduced by -6 armor check penalty).

**Spells** [6, 6, 6, 5, 5, 3, 3, 2]: 0-cure minor wounds, detect magic, guidance, inflict minor wounds, read magic, resistance; 1-command (x3), cure light wounds (x2), sanctuary; 2-hold person (x4), resist fire, silence; 3-bestow curse (x2), dispel magic (x2), prayer; 4-cure serious wounds (x2), dismissal, neutralize poison (x2); 5-greater command, flame strike, slay living; 6-banishment, blade barrier, greater dispelling; 7-word of chaos, repulsion.

Domain spells: 1-protection from law; 2-detect thoughts; 3-clairaudience/clairvoyance; 4-chaos hammer; 5-true seeing; 6-animate objects; 7-legend lore.

Possessions The Queen wears full plate +2, and carries a rose-headed scepter that acts as a heavy mace +3.

The Queen is not too bright, and she tends to be forgetful. Her short attention span can be used to advantage. If a combat is in process, she will wade in with the flower headed rod, or cast one or more spells, as she deems best. If her life is seriously threatened, she will immediately retire to the palace. If, on the other hand, there is no fighting, the Queen will greet the party royally, act as if they were expected, and command them to play croquet.

Fifth level: flame strike

Sixth level: blade barrier

**Charidos** (If surviving) As the White Rabbit.

**The Duchess:** (If surviving)

**The Mad Hatter:** (If surviving)

**The March Hare:** (If surviving)

#### **PLAYING CROQUET**

Each character will be given a live flamingo with which to strike the "balls." This live mallet will strike at the character holding it if he misses the "ball" by failing to roll above the hedgehog's AC. Each player will then be asked to hit the "ball," a rolled-up hedgehog. If a character misses, the flamingo "mallet" attacks her. If the player's character hits the hedgehog "ball," then she must make a Reflex save (DC 15) or it will hit another character and inflict 2d4 points of quill damage (determine randomly which character or NPC is hit; if the Queen is struck, she will immediately demand the execution of that character, but will otherwise do nothing). Each player's character must take at least four swings before the game is finished.

**Flamingo (1 per character and NPC playing croquet):** CR½; Small Animal; HD 1d8; hp 4; Init +3 (Dex); Speed 20 ft., fly 50 ft. (average); AC 13 (+3 Dex); Atk +3 melee (1d4 bite); SQ SR 16, AL N; SV Fort +0, Ref +5, Will +0; Str 6, Dex 17, Con 11, Int 2, Wis 10, Cha 2.

Note: While it is being held, the flamingo gets a +4 conditional bonus to hit the character holding it, and that character is effectively flat-footed.

**Hedgehog (1 per character and NPC playing croquet):** CR¼; Diminutive Animal; HD ¼d8; hp 1; Init +0; Speed 20 ft.; AC 14 (+4 size); Atk -4 melee (1 point bite); SQ SR 16; AL N; SV Fort +#, Ref +#\*, Will +#; Str 3, Dex 11, Con 11, Int 2, Wis 10, Cha 3.

When the croquet game is complete, then the Queen will begin her demands for executing people: "Off with their heads!" The King and the Executioner will then appear on the scene to argue with the Queen about beheading the ethereal face of the Chesh-dire Cat:

**The King of Courtland, male human Wiz14 (Illusionist):** CR 9; Medium-size humanoid (human); HD 14d4+28; hp 66; Init +7 (Dex, Improved Initiative); Speed 30 ft.; AC 18 (+4 Dex, +4 bracers of armor +4); Atk +6/+1 (1d6-1 wand); SA Spells; SD SR 16; AL CN; SV Fort +6, Ref +10, Will +8; Str 8, Dex 18, Con 15, Int 18, Wis 10, Cha 13.

Skills and Feats Alchemy +24, Concentration +19, Knowledge (arcana) +21, Knowledge (nobility) +21, Scry +21, Spellcraft +21, Brew Potion, Combat Casting, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Heighten Spell, Summon Familiar, Toughness.

Spells [4, 5, 5, 5, 5, 3, 2, 1]: 0-daze, flare, light, prestidigitation; 1-change self, color spray (x2), hypnotism, sleep; 2-blindness, blur, fog cloud, hypnotic pattern, see invisibility; 3-hold person (x2), major image (x3); 4-confusion (x2), improved invisibility, phantasmal killer, rainbow pattern; 5-feeblemind, mirage arcana, persistent image; 6-mass suggestion, veil; 7-limited wish.

Possessions The King wears bracers of armor +4 and a cloak of displacement, major (this provides a 50% miss chance on any attack against him, see the spell displacement on page 197 of the *PLAYER'S HANDBOOK*<sup>®</sup>). He carries a wand of illusion.

The King will be most clever and determined in any combat situation, although he is not evil and does not seek to cause harm if he is not thwarted or disobeyed. Because he is most loyal to such an irascible Queen, his is a difficult position at times. The King will cast spells from a distance. In combat, he will use his wand, for it bears a permanent illusion of a bastard sword that bursts into flame when drawn and wielded. The wand has only 23 charges left, so he uses it sparingly.

Illusions will generally be of troops of men-at-arms moving up to surround the party. Spells such as those that change or hide the King will be used to escape a hopeless situation, but only to a vantage point where he can make a limited wish to restore his associate and soldiers. (Play the King with an 18 intelligence, please!) With the King are the following:

**The Executioner, male human Ftr11:** CR 5; Medium-sized humanoid (human); HD 11d10+33; hp 93; Init +7 (Dex, Improved Initiative); Speed 30 ft.; AC 16 (+3 Dex, +3 leather armor +1); Atk +15/+10 (1d8+5 vorpal headsman's axe); SQ SR 16; AL N; SV Fort +12, Ref +6, Will +2; Str 17, Dex 17, Con 16, Int 9, Wis 9, Cha 6.

Skills and Feats 4+1 per level (11 max), Cleave, Dodge, Great Cleave, Great Fortitude, Exotic Weapon (headsman's axe), Improved Critical (headsman's axe), Improved Initiative, Power Attack, Weapon Focus (headsman's axe), Weapon Specialization (headsman's axe).

Possessions The Executioner wears leather armor +1 and carries a vorpal headsman's axe. The axe's powers are such that on a successful critical, he automatically removes his opponent's head (provided that the opponent has a head, and is subject to critical hits).

This fellow will obey the King or Queen in whatever they command of him. He is absolutely loyal and will fight to the death. He will not molest the party unless commanded.

**Halberier, male human War1 (20):** CR ½; Medium-size humanoid (human); HD 1d8; hp 4; Init +0; Speed 20 ft. (chainmail); AC 15 (+5 chainmail); Atk +1 melee (1d0 halberd); SQ SR 16; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**Chesh-dire Cat:** This creature (or its ghost) will have appeared on the croquet ground to "smile" at the Queen. Since the Queen has been threatening to imprison and/or behead the Duchess, to whom the huge feline is loyal, this appearance will make the Queen uneasy. She will call for the King to do something about the monster. He will call the Executioner to remove the

cat's head-all in placation of course, as the King realizes that the monster is no real threat. In the resulting confusion, the Chesh-dire Cat, or the Duchess, or both will suggest to the party that they leave the turmoil hurriedly for fear of being included in the beheading orders. They will urge the adventurers to visit the Sea for a time to allow things to cool down.

The Queen will be threatening, but unless the players actually initiate hostilities or are flagrantly abusive, they will be left unmolested (this is not to say that they won't be harassed, questioned, scolded, or ordered about). As in all of **Dungeonland**, what has gone before is forgotten, at least for the time. Bygones are just that, and it is time to take care of the matters at hand. From the Chesh-dire Cat to the Duchess (with the White Rabbit, March Hare, and Mad Hatter thrown in), this is a different occasion, and different behavior is in order. Even if the adventurers have initiated combat and then broken it off at some point, it is likely that they will be forgiven this breach-if Royalty has not been seriously harmed, of course. On the other hand, adventurers will get no aid from any inhabitant, other than that which has been indicated. They will not be cured or healed or brought back to life. What they gain is gained, what is lost is lost.

#### **J. CLEARING AND GRIFFON STATUE**

After following another of the party-like meadows for several hundred feet your party emerges in a small clearing. Near its center is an upthrust rock from which has been sculpted a huge statue of a griffon.

**The Griffon:** CR 6; Large Beast; HD 10d10+30; hp 85; Init +2 (Dex); Speed 30 ft., fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural); Atk +11 (2d6+4 bite), +6 melee (x2) (1d4+2 claw); SA Pounce, rake 1d6+2; SQ Scent, SR 16, *detect thoughts*; AL N; SV Fort +10, Ref +9, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 8.

Skills Jump +9, Listen +7, Spot +12.

SA-Pounce if the Griffon dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action. Rake If the Griffon pounces on an opponent he can make two rake attacks (+11 melee) with its hind legs for 1d6+2 damage.

This very large specimen is also quite intelligent. It is able to converse in the Common Tongue as well as to *detect thoughts*. It appears to be a statue only because it is stone-colored and motionless in sleep. As soon as the party comes near, the monster will awaken (at the same time, any escort from the croquet lawn will have the opportunity to depart unnoticed). The huge griffon will look at the party and then inquire if they are truly interested in gaining treasure—a thought certain to be at least on an adventurer's mind. Without awaiting an answer, the monster will begin walking toward **Area K**. Of course, if the party considers attacking him, the monster will be warned and take appropriate measures—flight or attack as the situation warrants. If the party is generally cooperative, the griffon will lead them to meet his friend and associate at **K**. In any case, if there is a battle, the griffon's friend will come to his aid—arriving in 9 rounds after the initial round of melee, or standing by its friend if the griffon flees to **Area K**.

#### **K. GIANT BULL-HEADED TURTLE SITTING ON A LEDGE**

As you move through the forest meadow, the trees thin and give way to rocky ground. A steep cliff falls away to a shining blue body of water beyond, and nearby is a sloping place where wind and erosion have turned the cliff to a

shady ramp that leads to the beach. Beside this sandy area, resting on a wide ledge of rock, sits a strange creature. It is a mixture of giant turtle and bull: it has a huge turtle body and forelegs, and the tail, hind legs, and head of some monstrous bovine! The griffon hails it warmly, stating that this is his friend and that those seeking treasure should certainly listen to the creature, for he knows where a vast treasure lies.

**The Mock (Dragon) Turtle:** CR11; Huge Dragon; HD 12d12+60; hp 138; Init +0; Speed 20 ft.; AC 20 (-2 size, +12 natural); Atk Breath weapon; Face/Reach 30 ft. by 40 ft./10 ft.; SA Breath weapon; SQ Scent, fire immunity, SR 16; AL N; SV Fort +13, Ref +8, Will +9; Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

*Skills and Feats* Hide +7, Intimidate +16, Intuit Direction +10, Listen +18, Search +16, Spot +18, Alertness, Blind-Fight, Cleave, Power Attack.

*SA-Breath weapon* Turn to stone permanently, cone, 60 feet, every 1d4 rounds, up to 5 times per day; Fortitude save DC 21.

This is another victim of the senile Arch-Mage. Charldos cast a *polymorph* but never finished it properly, so the quarrelsome dragon turtle turned partially into a gorgon. Although the monster is far different now, both sadder and wiser, Charldos has not gotten around to putting things right. The mock dragon turtle is desperate to return to his proper form, so he will suggest that the party can gain treasure beyond belief if they will follow his instructions and give him but one thing from all that they gain: a coral and mother-of-pearl flask. The beast will explain that he can no longer venture underwater, for his bull-like head can't stand the stuff; however, he can direct the party to a species of seaweed that will enable them to breathe underwater for several hours. All they need to do is eat a large helping of the plant, march into the water at the spot he indicates, and they will walk straight to an underwater grotto filled with pearls, coral, and other precious stuff. Of course, there might be some sort of guardians, but nothing that these brave adventurers cannot handle. Were he in his true form, he'd quickly recover his own treasure...

If the party agrees to go on the adventure for the mock dragon turtle, he and the griffon will lead them to **Area L**.

#### **L. BEACH**

The waves of the sea wash rhythmically up, and at this spot they have piled a mound of purplish seaweed. It appears that nothing has passed this way since the tide began falling.

If the mock dragon turtle is with the party, he will instruct them to eat some of this seaweed to gain the power of *water breathing*.

If the adventurers decide to go into the water, their guide will tell them to proceed straight ahead for about 200 yards, and there they will find a marine grotto, some 100' in diameter and about 30' below the surrounding ocean floor (a depth of about two or three fathoms). In the center of this grotto they should look for a large slab of stone, the lid to a stony chest that contains the mock dragon turtle's lost treasure. Again, all therein will be theirs, without question of ownership, if they will only deliver him the coral and shell flask.

#### **THE GROTTA**

As promised, your passage underwater is uneventful. After about an hour of slow progress, you have come to a cup-like depression in the shallow

seafloor. It is filled with rock, live coral, and gracefully swaying water plants. This must certainly be the grotto you were told would be here.

**Giant Lobster (4):** CR 4; Large Animal (Aquatic); HD 6d6+6; hp 27; Init +1 (Dex); Speed 10 ft., swim 20/40 ft.; AC 16 (-1 size, +1 Dex, +6 natural); Atk +4 melee (x2) (2d6+6 pincer): Face/Reach 5 ft. by 10 ft./10 ft.; SQ Double speed, SR 16; Str 19, Dex 12, Con 13, Int 1, Wis 10, Cha 2.

SQ-Double speed A lobster can use jets of water generated by its tail to quickly escape (backwards). This doubles its swim rate for a number of rounds equal to half its Constitution.

These are simply marine versions of the giant crayfish (qv.). They dwell in the grotto for safety. If two or more are slain in melee with the party, the remainder will flee.

**Treasure:** The lid of stone opens to reveal a large hollow in the rocky floor. In this place are 200 pearls [base 10 gp value], 6 pieces of jewelry made of polished coral, a helmet with enscrolled shells, porpoises, and the like (*helm of underwater action*), a gold chalice set with pearls (20,000 gp value), and the coral flask described by the mock dragon turtle. (If anyone inquires about the latter item, it is stoppered with lead and bears runes of strange type, which radiate power.)

**Marid (1):** CR 10; Huge Outsider (Water); HD 13d8+26; hp 84; Init +5 (+1 Dex, +4 Improved Initiative); Speed 20 ft, swim 40 ft., fly 40 ft (perfect); AC 20 (-2 size, +1 Dex, +9 natural); Atk +18/+13/+8 melee (2d6+10 slam); Face/Reach 10 ft by 10 ft/15 ft; SA Spell-like abilities, water's fury, water mastery; SQ Plane shift, telepathy, amphibious, water walk, darkvision 60 ft; AL CN; SV Fort +10, Ref +9, Will +10; Str 25, Dex 13, Con 14, Int 18, Wis 15, Cha 15.

Skills and Feats Bluff +12, Concentration +15, Craft (any two) +17, Escape Artist +14, Intimidate +15, Knowledge (any two) +14, Listen +15, Move Silently +14, Sense Motive +14, Spellcraft +16, Spot +15, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Power Attack.

SA-Spell-Like Abilities At will—create water, ethereal jaunt, and purify drink (same as purify food and drink, but only affects liquids); 5/day—control water, obscuring mist, wall of fog, and water breathing; 2/day—detect evil, detect good, detect magic, liquid form (same as gaseous form, but changes into water instead of gas), invisibility, polymorph self, and see invisible. Once per year a marid can cast wish. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level). Water's Fury Line of water, 5 feet wide, 5 feet high, and 60 feet long, once per round; damage 1d6 and blindness (as the spell) for 1d6 rounds. Reflex negates DC 18. Water Mastery A marid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or marid is land-bound, the marid suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

SQ-Plane Shift A marid can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the marid and up to six other creatures, provided they all link hands with the marid. It is otherwise similar to the spell of the same name. Telepathy A marid can communicate telepathically with any creature within 100 feet that has a language. Amphibious A marid can breathe both air and water. Water Walk The marid can continuously walk on water as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

The marid is confined within the specially enchanted flask. If a player opens the container and states that the marid is freed with the understanding that he will not harm the individual (and his or her associates) and will grant a wish, the marid will most grudgingly use his *alter reality* spell to fulfill the wish expressed (perversely, if possible, of course) and then depart as quickly as he can. Otherwise, the marid is 50% likely to attack his benefactor. If attack is not indicated, the creature will simply get away.

**Interaction with Mock Dragon Turtle:** The 'turtle will be waiting on the beach when the party emerges from the water, and the griffon will be flying far above, spying on what the party is doing, but ready to dive and attack. If the party delivers the flask as agreed, the 'turtle will thank them and hurry off to a secluded spot where he can free the marid, have his form altered to that of a true dragon turtle, and return to his watery lair. If the party will not hand over the flask, or if they have freed the marid, the mock dragon turtle will breathe gorgon breath and otherwise viciously attack the party. The griffon will arrive in a power dive on Round 2, doing double damage when he hits and having a +2 "to hit" probability. Both the 'turtle and the griffon will fight to the death in fury and despair.

Unless the party has absolutely decimated the whole area, or slain the King and/or Queen, they will receive a summons to attend Their Royal Highnesses and Majesties at the Palace. The summons will be delivered by one of the following (one who is alive and not engaged in a death-struggle with the party):

**the Griffon**

**the Chesh-dire Cat**

**the Duchess**

**any numerically designated Soldier from #2 to #7**

Whoever summons the party will then lead them to the palace.

#### **M. WHITE MARBLE PALACE**

This imposing palace is three stories high and has several large towers and turrets that are taller still. The grounds around the place are beautifully kept, and the walkway to the pillared entrance is made of alternating white and red marble slabs. There are other persons entering the palace, whom you glimpse just as you come in sight of the edifice. Your escort directs you to the main entrance, telling you that a Special Audience is being held to determine some great matter of state.

#### **NOTES REGARDING MAP OF #6, THE PALACE**

Although the area could be an adventure unto itself, this is **Dungeonland**. Things must flow and change suddenly and with seeming disregard to reason. Therefore, only the ground floor of the place is shown. You must prevent undue adventuring in this area (at least for the first trip through the module) because events must flow a certain way. The floor plan of the Palace names the rooms and shows positions of the various creatures who are there.

In case you plan to have additional adventures in **Dungeonland**, the attic of the Palace has servants' quarters and storerooms. The third floor has guest chambers and suites, and the numerically designated soldiers are quartered there. The second floor is for the Royal Family, including the Prince (Knave Jack) of Courland. The Royal Champion is also quartered there. There are private dining rooms, salons, and so forth—the Queen's to the north, the

King's to the south, all others in the quarter to the west. The kitchen tower's upper two floors house guards, as do the upper floors of the square (NW) and Chapel towers. Entry to the dungeon is by the staircase near the kitchen—although there could be secret means of entrance, say from the Court and/or one of the towers, the former existing behind a secret door to the space under either of the grand staircases, the latter beneath a concealed trapdoor. In any event, the cellar immediately beneath the Palace has an armory, wine room, food storage, ovens for baking, and general store rooms. The stairway keeps going down, however. About 40' below the ground is the dungeon area of the Palace. There is a single long passageway with many doors (see map of **#7: The Route of the Fleeing Prince**), but that is not important, for the flow of play is past them. Hot on the trail of the escaping Prince, the party will discover that there are two directions they can go: one to another encounter area where they begin adventuring in another, allied realm, **The Land Beyond the Magic Mirror**, the other back to the start. If you do not have the second module handy, you should ignore the former passage. The party will follow the tunnel that takes them back to a version of **#2: The Long Hall**. The end of this corridor is a stairway that leads up to a secret trapdoor. Once players pass through this portal, the way vanishes, and they are drawn up the shaft and out of Dungeonland. Now back to the adventure at hand!

## 6. THE PALACE

You are led up to huge double doors that swing open as their uniformed guards come to attention. Inside are more guards in a large hall of rose and white marble. Columns reach upwards about 25' to support the ceiling. Across this hall you march, down a shallow flight of broad steps, 20' wide, and again pass through great doors guarded by men in the red and white livery of Courland. In another moment you are in a vast hall, the Royal Court. Some 100' away you see a dais with a pair of thrones: the King and Queen are seated there. Before them stands a richly dressed young man, handsome but arrogant. To either side are guards, soldiers, and an odd assortment of others. The chamber is some 60' wide, all of shining white marble and gold. The dais is of red marble. Fluted columns of alternating red and white stand near the doorway you have entered, and like steps are along the walls at either hand, for the doors that pierce the walls there are about 4' above the floor of this chamber. You notice chairs of gold and white, each with a red cushion. Then you are summoned to come forward to speak with Their Majesties!

**Jack, the Prince of Courtland, male human Rogue 12:** CR 8; Medium-size humanoid (human); HD 12d6+36; hp 78; Init +4 (Dex); Speed 60 ft. (*boots of striding and springing*) [30 ft.]; AC 23 (+4 Dex, +5 elven chainmail, +4 *ring of protection* +4); Atk +11/+6 melee (1d6+5 *short sword* +3, and 1d4+5 *dagger* +3); SQ SR 16; AL NE; SV Fort +7, Ref +12, Will +3; Str 15, Dex 18, Con 16, Int 15, Wis 8, Cha 17.

SA-Evasion, Uncanny Dodge (Dex bonus to AC, can't be flanked, +1 against traps), Sneak Attack +6d6, Slippery Mind (can re-roll a failed Will save one round later).

Skills and Feats Appraise +17, Bluff +17, Disable Device +17, Escape Artist +19, Hide +19, Listen +14, Move Silently +19, Open Locks +17, Pick Pocket +19, Spot +14, Ambidexterity, Two Weapon Fighting, Weapon Finesse (short sword), Weapon Finesse (dagger). (Skills reduced by -2 armor check penalty).

Possessions The Prince wears a ring of protection +4, boots of striding and springing, and elven chainmail. He also has a deck of illusions in his possession that he stole from his father.

Jack, Prince of Courtland, is the pampered and spoiled heir to the throne. Of course, he is rebellious; thus he took thievery as a profession.

The Prince has a number of secret adherents in the Palace who will seek to aid him without revealing their loyalty. These followers are Soldiers #2 and #9, the Mad Hatter, the March Hare, and certain of the men-at-arms on guard duty at the time.

The party members called before the enthroned monarchs will be told that the Prince, their own son, has been accused of a most serious crime: theft of the Queen's own tarts. Naturally, this is not as it seems at all: the so-called "tarts" are actually a series of life-like replicas of desserts the Queen has commissioned. Each of these dozen works is made of gold set with rubies and amber; each is worth 20,000 gold pieces. On a small stand before the dais sit the remaining 8 objects d'art. The King and Queen will not seriously contemplate any severe punishment for their Heir Apparent. If blame can be shifted, of course, to some strangers let us say, then sentence might indeed be swift and fell! Set the players up as much as possible by remarking on the rather festive air of the occasion. The Duchess and White Rabbit can be noticed in casual conversation with the March Hare and the Mad Hatter; the Dormouse is conversing sleepily with the Cook, who is holding the wrapped-up "Baby"; while the Chesh-dire Cat appears here and there in partial form. The guards are leaning lazily on their halberds, while the numerically designated soldiers are in a huddled group playing a game of knucklebones.

As the party is led up to the dais, the King will command the Herald to read the charge. You might wish to start out by speaking the following slowly: "The Queen of Hearts-" If any player chimes in with anything resembling the verse, "She made some tarts, all on a summer day: the Knave of Hearts, he stole those tarts, and took them quite away!" you have the whole party in the palm of your hand! Both the King and Queen will demand to know how the party knew the charge. Others will begin to mutter and point at the adventurers. The Prince will smile triumphantly and step to a position beside the speaking player's character. He will then claim that he is guiltless-as pure as the driven snow, in fact. Touching at least two of the party members, the Prince will then return to a position before the dais.

"What of these strangers?" he will ask. "Have they been well-disposed to the folk they have met in our Realm? Could it be that they are of suspicious nature?" (Here the audience will peer hard at the party. Those able to speak against them will shout charges.) "I accuse these adventurers of stealing the Queen's property! Seize and search them!"

Of course, when Jack touched the unsuspecting characters just a moment before, he planted a pair of the begemmed creations on them. The nearby soldiers and Charldos' servants (see map of **The Court** and key) will move to hold and search the party, as the King, Queen, and the rest peer intently. The stolen tarts are discovered! Shock! Dismay! Horror! Triumph! Vindication!

"Off with their heads!" screams the Queen.

**KEY TO THE MAP OF THE COURT**

**2-7:** Numerically Designated Soldiers: See **Area I** in **#5: The Wilds of Dungeonland** for details.

**8: Soldier #8, male human War8:** CR 4; Medium-size humanoid (human); HD 8d8; hp 36; Init +0; Speed 20 ft (chainmail); AC 15 (+5 chainmail); Atk +8/+3 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +6, Ref +2, Will +2; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**9: Soldier #9, male human War4:** CR 4; Medium-size humanoid (human); HD 9d8; hp 40; Init +0; Speed 20 ft (chainmail); AC 15 (+5 chainmail); Atk +9/+5 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +6, Ref +3, Will +3; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**10: Soldier #10, male human War10:** CR 5; Medium-size humanoid (human); HD 10d8; hp 45; Init +0; Speed 20 ft (chainmail); AC 15 (+5 chainmail); Atk +10/+5 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +7, Ref +3, Will +3; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**B: "Baby" The Wereboar:** See **Area C** in **#5: The Wilds of Dungeonland** for details.

**C: The Champion, "Ace," male human War15:** CR 8; Medium-size humanoid (human); HD 15d8+45; hp 112; Init +2 (Dex); Speed 20 ft. (full plate); AC 23 (+1 Dex [maximum], +9 full plate +1, +3 large steel shield +2); Atk +16/+11/+6 (1d8+6 longsword +1); SQ SR 16; AL N; Str 21, Dex 16, Con 17, Int 10, Wis 9, Cha 14.

**CK: The Cook:** See **Area C** in **#5: The Wilds of Dungeonland** for details

**D: The Duchess:** See **Area C** in **#5: The Wilds of Dungeonland** for details

**DM: The Dormouse:** See **Area E** in **#5: The Wilds of Dungeonland** for details.

**E: The Executioner:** See **Area I** in **#5: The Wilds of Dungeonland** for details.

**G: Halberier, male human War1:** CR ½; Medium-size humanoid (human); HD 1d8; hp 4; Init +0; Speed 20 ft. (chainmail); AC 15 (+5 chainmail); Atk +1 melee (1d0 halberd); SQ SR 16; AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**H: Herald, male human Com1:** CR ½; Medium-size humanoid (human); HD 1d4; hp 2; Init +0; Speed 30 ft; AC 12 (+2 leather armor); Atk +0 melee (1d8 longsword); SQ SR 16; AL N; SV Fort +0, Ref +0, Will +0; Str 11, Dex, 11, Con 11, Int 11, Wis 11, Cha 11.

**K:** The King: See **Area I** in **#5: The Wilds of Dungeonland** for details.

**MH:** March Hare: See **Area E** in **#5: The Wilds of Dungeonland** for details.

**MHT:** Mad Hatter: See **Area E** in **#5: The Wilds of Dungeonland** for details.

**P:** The Prince, "Jack:" See above.

**Q:** The Queen: See **Area I** in **#5: The Wilds of Dungeonland** for details.

**SM:** Chesh-dire Cat: See **Area D** in **#4: The Woods of Trees and Giant Fungi** for details.

**WR:** Charldos as "White Rabbit": See **Area G** in **#3: The Tiny Garden** for details.

**X:** 4 Bullywugs, 4 Kuo-Toans: See **Area B** in **#5: The Wilds of Dungeonland** for details.

**Y:** Charldos' 2 Lizard Men and the porcupinoids: See **Areas M** and **N**, respectively, in **#3: The Tiny Garden** for details.

Special non-player characters previously disposed of will not be present, but the various low-level creatures such as the bullywugs and lizard men will be there, for these creatures could be replaced easily.

Regardless of the actual dialogue, the "Trial" will eventually come down to this situation: the Prince will always be able to plant incriminating evidence on two characters, and it will be absolutely impossible for the characters to detect his actions. The adventurers will be accused, the Queen will shout for their execution, the King will call for his Royal Executioner,

the Duchess will echo "Off with their heads," and the non-human guards will begin rushing about in excitement. To add to the chaos, the Hatter and the Hare will attempt to dance while the numerically designated soldiers from the north side of the Court will attempt to rush over and help hold the new prisoners. Out will rush the Executioner, down will come the Heralds, with the Champion not far behind. Ethereal but visible, the Chesh-dire Cat will be everywhere. "Baby" will change to his wereboar form, and the Cook will come into the center of the area. What a confused mess!

The party members will see that the Prince is taking this opportunity to act: in the turmoil he will move lithely to the table, scoop up the 8 gem-encrusted works of art, and bound to the side door in the southwest area of the Court. Jack, that knave, will be out of the room in a flash. If the party decides to stay and fight, then they will not be spared. Execution by beheading will be swift and sure-done on the spot. Wise players will opt to have their characters take advantage of the situation by attacking, using spells and other forms of magic, and adding to the confusion however possible. If they act quickly and give it their all, they should be able to react to the Prince's moves and make it plausible that they can follow him.

If the party succeeds in getting out of the Court, there will be no instant pursuit. As they come out into the Hallway of Statues they will see the Prince disappearing through the doors to the west. Too late to do anything but follow, so follow they must. In the Grand Feast Hall they see nothing but one of the double doors to the south slam shut. Again they must follow. In the Kitchen there will be several staff-lesser cooks and scullions. If threatened, one will quickly tell that the Prince ran down the stairs to the cellar. When the party starts going down the steps, they will hear the last footfalls of their quarry far below. Obviously, the fleeing felon did not duck off the stairwell in the cellar but went down to the dungeon level below. (See map of **#7: Palace Dungeon-Route of the Fleeing Prince**).

The Guard Post room is empty, but the party will discern faint footfalls fading towards the east. Looking down that long passageway they will be able to see the running Jack, but he again rounds a corner! Flying after him, the characters will come to the Torture Chamber. Before their startled eyes will be two Prince Jack figures, one running up the passage to the northwest (**A**), the other well along the passage to the northeast (**B**). Which should they follow?

**A.** This passageway curves gently westwards to come out of the cliff just southeast of **Area N** on the map of **#5: The Wilds of Dungeonland** at the spot indicated by a black cave-mouth mark. If you are not planning to have your players go on adventuring in this series using **The Land Beyond the Magic Mirror (Module EX2)**, then you might wish to direct the party down Passage **B** below.

**B.** As noted above, this passageway takes the party back to **#2: The Long Hall, First View** (but without the table, flagon, loaf, and doors). All that remains is a shaft in the ceiling. As soon as any character stands under this vent, he or she will be drawn inexorably upwards to wherever he or she first began the adventure.

**The Prince:** What became of Prince Jack? The wily fellow used a pair of cards from his *deck of illusions*, the Jokers, in fact, to delude the pursuers into taking one or the other of the two passages. Meanwhile, Jack used his *boots* to spring up 10' to a barely discernible ledge at **Area S**. There, the Prince

opened a secret door and slipped into a hiding-place of his. Unfortunately, in so doing he dropped part of his remaining deck. If any character looks carefully at the floor (Spot check DC 25), he or she will then discover that there are 424 cards there. (See end of module for details of a *deck of illusions*.)

#### **#5: THE WILDS OF DUNGEONLAND AGAIN**

This area will be reached if the party goes down Passage A above.

#### **N. SMALL BOAT ON BEACH**

From your higher position, you can see a small craft drawn up between sheltering dunes. Closer investigation reveals that it is a very well-made long boat. It will easily hold all the members of your party, and it is ideal for departure from a place where things have gotten rather sticky, shall we say. In fact, noise of falling pebbles alerts you to the fact that a (lizard man/Kuo-Toan/soldier/guard-the DM should pick an appropriate one) just looked out of the tunnel you followed to come here and hurried back. Undoubtedly he will be back shortly with a host of guards, soldiers, and who knows what else to carry out the Queen's command for your beheading. The boat is most convenient, and the time to slip away is now!

If the players are wise enough to take the hint and set out to sea, the current will quickly carry them out and then south into the bay of **The Land Beyond the Magic Mirror**. However, they could row the craft ashore on the map of **Dungeonland** and strike through the forest to some other area which they have already visited. If they elect to face the pursuit, the whole force of Courland will fall upon them, but only part from the cave. The remainder will come from the east along the beach. Spell casters will certainly use their power to full effect in attempting to slay the party. A fight to the death will be on.

#### **AFTERWORD**

This module is not, by any stretch of the imagination, aimed at the player or DM who takes himself (and the game) too seriously. This is not to say that the scenario isn't exciting, that it will not challenge characters to their utmost, or that it cannot prove lethal, but that the module is meant to be a change of pace and that it is fun. It is presented in a light-hearted and zany spirit. In order to get in all the necessary details, however, not too much space can be devoted to really capturing the true spirit of **Dungeonland**. Therefore, the Gentle Reader is urged to read Lewis Carroll's story, *Alice in Wonderland*. Read this book carefully. You might even find you enjoy sections sufficiently to reread them. Do this just before you begin having your players adventure in **Dungeonland**, and then really let yourself go!

A similar scenario was an early part of **Castle Greyhawk**. The adventurers came upon it quite by accident after about a year of play. They were ready for it: not only did they thoroughly enjoy the change of mood, but they were very much tested by the encounters in the place. (I DMed this strictly and in a very tough manner.) They came back time and again for more adventures, going from **Dungeonland** to **The Land Beyond the Magic Mirror** and back again quite a number of times. Eventually the original players-Ernie Gygax, Rob Kuntz, Terry Kuntz, Don Kaye, Mike Mornard, Don Arndt, Chip Mornard, Skip Williams, Brian Blume, and quite a few others-began to slip away to other campaigns and other pursuits (I was running the campaign only sporadically then, for business demanded most of my time). Nonetheless, **Dungeonland** has not been idle since that time many years ago. It has welcomed many new

players in the campaign, hosted groups at conventions, and even had the celebrated Dr. Joyce Brothers adventuring across its strange landscape. Will Niebling and Russ Stambaugh have given its inhabitants a rough time, but they finally had to "fall back" so as to be able to return on another occasion... I had always hoped to have Don Turnbull adventure herein, for I knew that he too had built a "dungeon" around the same subject. Alas, the opportunity never eventuated, and now the scenario is published. So much for that idea... but have I got an island for him-and you!

## **MAGIC ITEMS**

**Deck of Illusions:** This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in the deck and the illusions they bring forth are summarized on the table on page 215 of the *DUNGEON MASTER'S GUIDE*<sup>®</sup>.

*Caster Level:* 6th; *Prerequisites:* Craft Wondrous Item, *major image*; *Market Price:* 9,200 GP; *Weight:* ½lb.

**Hat of Disguise:** This apparently normal hat allows the wearer to alter her appearance as with a *change self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

*Caster Level:* 2<sup>nd</sup>; *Prerequisites:* Craft Wondrous Item, *change self*; *Market Price:* 2,000 GP; *Weight:* 2,000 gp.

## **NEW MONSTERS**

### **HANGMAN TREE**

#### **Huge Plant**

**Hit Dice:** 6d8+30 (57 hp)

**Initiative:** -3

**Speed:** 0 ft. (see description)

**AC:** 17 (-2 size, -3 Dex, +12 natural)

**Attacks:** 3 grapples +10 melee

**Damage:** Grapple 2d6+12

**Face/Reach:** 10 ft. by 10 ft./10 ft.

**Special Attacks:** Improved grab, constrict 2d6+12, swallow whole

**Special Qualities:** Hallucinatory spores, SR 12, plant, vulnerabilities

**Saves:** Fort +10, Ref +0, Will +1

**Abilities:** Str 27, Dex 4, Con 20, Int 4, Wis 8, Cha 4

**Climate/Terrain:** Any temperate land

**Organization:** Solitary

**Challenge Rating:** 5

**Treasure:** Half standard

**Alignment:** Usually neutral evil

**Advancement:** 7-12HD (Huge), 12-18HD (Gargantuan)

A tree of this sort resembles a thick oak with few branches and sparse foliage. There are knot-like protuberances where sensory organs are-usually high on the trunk. The lower trunk will show a scar-like place for expulsion of indigestible material.

The hangman tree is named for its ropy appendages. These sinewy vines are noose-like at their ends and when dropped down appear much as if they were hanging ropes. Hangman trees are deciduous and are found in temperate to sub-tropical climates. All are solitary. Their shallow root systems and small leaf areas require them to supplement their nutrition by direct ingestion of protein. Thus, each tree can move very slowly; once it is fully-grown, its effective movement is only a few feet per day. Saplings move about 6' per hour, mature trees about one-third that rate. During freezing weather, a taproot is put down and the tree is dormant.

A hangman tree has no interest in any sort of treasure, and as each moves constantly, it is unlikely that any treasure will be found near one, although indigestible items will be expelled from the belly-trunk periodically. A tree of this sort can speak haltingly in common tongue as learned over the years.

#### **COMBAT**

The tree attacks by dropping its noose-like appendages around prey. Although each tree has 6-9 of these appendages, only 3 can be controlled at one time.

**Improved Grab (Ex):** To use this ability, the hangman tree must hit a Large or smaller opponent with its grapple attack. If it gets a hold, it can try to swallow the foe whole. A vine will sustain 13-20 points of damage before it is severed and destroyed (this is exclusive of damage to the tree proper).

**Constrict (Ex):** A hangman tree does 2d6+12 damage with a successful grapple check against Large or smaller opponents.

**Swallow Whole (Ex):** A hangman tree can try to swallow a Large size or smaller opponent by making a successful grapple check. The swallowed creature takes 3d4 points of crushing damage per round plus 2 points of acid damage from the hangman tree's interior. A swallowed creature can cut its way out by using claws or a Small or Tiny weapon to deal 25 points of damage to the interior (AC 20). Once the creature exits, contraction closes the hole; another swallowed opponent must again cut its own way out. Escape from the trunk-stomach by climbing out is nearly impossible because of sharp growths that point down and inward: these surround the top opening.

The hangman tree's interior can hold one Large, two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

**Hallucinatory Spores (Ex):** A hangman tree can release a cloud of hallucinatory spores that will cause all creatures within 50 feet to make a Fortitude save (DC 18) or believe the tree to be of some ordinary sort.

**Vulnerabilities (Ex):** Lightning or electricity attacks will cause double damage; extreme cold will shock the tree into dormancy until it thaws out; darkness also causes it to slow down its activity, although it still functions at half efficiency.

**Plant:** Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-influencing spells or effects.

#### **EXECUTIONER'S HOOD**

##### **Tiny Aberration**

**Hit Dice:** 2d8+2 (11 hp)

**Initiative:** +0 (Dex)

**Speed:** 10 ft., climb 5 ft.

**AC:** 14 (+2 size, +2 natural)

**Attacks:** Slam +1 melee

**Damage:** Slam 0 and suffocation

**Face/Reach:** 2 1/2 ft. by 2 1/2 ft./0 ft.

**Special Attacks:** Improved grab, suffocation  
**Special Qualities:** Alcohol vulnerability, sleep immunity, darkvision 60 ft.  
**Saves:** Fort +0, Ref +0, Will +2  
**Abilities:** Str 10, Dex 10, Con 12, Int 4, Wis 8, Cha 10  
**Skills:** Listen +4, Spot +4  
**Climate/Terrain:** Any land and underground  
**Organization:** Solitary  
**Challenge Rating:** 2  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 3-4 HD (Tiny); 5-6 HD (Small)

The executioner's hood is a bag-like monster that resembles an actual executioner's hood. It is about 1 inch thick and 2 feet in diameter. There are two eyeholes that actually can be used to see into or out of its cavity. The hood is dull black in color.

#### **COMBAT**

The executioner's hood will cling to a wall or ceiling awaiting its prey. When its prey passes under it, the hood drops and attempts to engulf the victim's head.

**Improved Grab (Ex):** To use this ability, the executioner's hood must hit with its slam attack.

**Suffocation (Ex):** An executioner's hood that gets a hold wraps itself around the head of a Medium-size or smaller creature as a standard action. The executioner's hood attempts a grapple that does not provoke an attack of opportunity. If it gets a hold it deals damage (equal to its slam attack) per round.

A creature can hold its breath for a number of rounds equal to twice its Constitution score. After this period of time, the creature must succeed at a Constitution check (DC 10) each round (the DC increases by +1 for each success). On a failed roll, the victim falls unconscious (0 hp). In the following round, the victim drops to -1 hit points and is dying. In the third round, the victim suffocates.

Attacks that hit the executioner's hood deal the same amount of damage to the victim. Spells that affect the executioner's hood have full effect on the victim as well (because the executioner's hood attaches many small fibrous strands to the victim).

**Sleep Immunity (Ex):** Immune to sleep effects.

**Alcohol Vulnerability:** Pouring wine, ale, brandy, or the like on an executioner's hood deals 1 point of damage to it per round. After the hood has taken 4 points of damage, it will release its victim and drop to the floor. At least 1 full quart must be used.

#### **MARID**

**Huge Outsider (Water)**

**Hit Dice:** 13d8+26 (84 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 20 ft, swim 40 ft., fly 40 ft (perfect)

**AC:** 20 (-2 size, +1 Dex, +9 natural)

**Attacks:** Slam +18/+13/+8 melee

**Damage:** Slam 2d6+10

**Face/Reach:** 10 ft by 10 ft/15 ft

**Special Attacks:** Spell-like abilities, water's fury, water mastery

**Special Qualities:** Plane shift, telepathy, amphibious, water walk, darkvision 60 ft

**Saves:** Fort +10, Ref +9, Will +10

**Abilities:** Str 25, Dex 13, Con 14, Int 18, Wis 15, Cha 15

**Skills:** Bluff +12, Concentration +15, Craft (any two) +17, Escape Artist +14, Intimidate +15, Knowledge (any two) +14, Listen +15, Move Silently +14, Sense Motive +14, Spellcraft +16, Spot +15

**Feats:** Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Power Attack

**Climate/Terrain:** Any land and aquatic

**Organization:** Solitary, company (2-5), or band (6-11)

**Challenge Rating:** 10

**Treasure:** Standard coins; double goods; standard items

**Alignment:** Always chaotic neutral

**Advancement:** 14-21 HD (Huge); 22-39 HD (Gargantuan)

The marids are born of the ocean, and believed to have currents for muscles and pearls for teeth. These genies from the elemental plane of Water are the most powerful of all genies. They are also the most individualistic and chaotic of the elemental races, and only rarely deign to serve others.

On their own plane they are rare; marids travel so seldom to the Material Plane that many consider marids to be creatures of legend only.

A marid is about 18 feet tall. They speak Abyssal, Auran, Celestial, Common, Ignan, and Terran.

#### **COMBAT**

A marid will use its spell-like abilities and powerful fists in combat to batter and pummel a foe.

**Spell-Like Abilities:** At will—*create water, ethereal jaunt, and purify drink* (same as *purify food and drink*, but only affects liquids); 5/day—*control water, obscuring mist, wall of fog, and water breathing*; 2/day—*detect evil, detect good, detect magic, liquid form* (same as *gaseous form*, but changes into water instead of gas), *invisibility, polymorph self, and see invisible*.

Once per year a marid can cast *wish*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 12 + spell level).

**Water's Fury (Su):** Line of water, 5 feet wide, 5 feet high, and 60 feet long, once per round; damage 1d6 and blindness (as the spell) for 1d6 rounds. Reflex negates DC 18.

**Water Mastery (Ex):** A marid gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or marid is land-bound, the marid suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

**Plane Shift (Sp):** A marid can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the marid and up to six other creatures, provided they all link hands with the marid. It is otherwise similar to the spell of the same name.

**Telepathy (Su):** A marid can communicate telepathically with any creature within 100 feet that has a language.

**Amphibious (Su):** A marid can breathe both air and water.

**Water Walk (Su):** The marid can continuously walk on water as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.